COMPUTER SCIENCE AND ENGINEERING (CSCE)

CSCE 100 Introduction to Informatics
Prerequisites: Placement in to MATH 101 or higher
Notes: Y
Description: Introduction to the use of data-centric and information technologies-and issues and challenges-in today’s applications in sciences, engineering, the humanities, and the arts. Exposure to computational thinking and programming, statistical thinking and research design, data analysis and database techniques, and visualization and creative thinking.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 101 Fundamentals of Computer Science
Prerequisites: Placement in to MATH 101 or higher
Notes: Y
Description: Introduction to problem solving with computers. Problem analysis and specification, algorithm development, program design, and implementation in a high-level programming environment. Hardware, software, software engineering, networks, and impacts of computing on society.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 101L
ACE: ACE 3 Math/Stat/Reasoning

CSCE 101L Fundamentals of Computing Laboratory
Prerequisites: CSCE 101 or parallel.
Notes: Y
Description: A variety of computer oriented exercises using many software tools is presented which supplement and are coordinated with the topics taught in CSCE 101. Students are exposed to programming, operating systems, simulation software, spreadsheets, database software, the internet, etc. Applications software introduced in the context of tools to explore the computer science topics and as alternatives to traditional programming languages. Emphasis on learning by experiment, with a goal of developing problem solving skills. A major component is the study of a programming language-the choice of which may vary by course section.
Credit Hours: 1
Max credits per semester: 1
Max credits per degree: 1
Format: LAB

CSCE 120 Learning to Code
Prerequisites: Placement in to MATH 101 or higher
Notes: Y
Description: Introduction to coding in the context of current web development technologies (JavaScript, HTML, CSS). Basic coding skills and an introduction to computing with an emphasis on processing data: data formatting and structure, data manipulation, data presentation and the basics of an interactive program.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 220; CSCE 320

CSCE 155A Computer Science I
Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher.
Notes: Y
Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 156; CSCE 156H; CSCE 230; CSCE 230H; CSCE 235, CSCE 235H; CSCE 311; ECEN 106; ECEN 123; ECEN 224; MECH 300; MECH 350
ACE: ACE 3 Math/Stat/Reasoning

CSCE 155E Computer Science I: Systems Engineering Focus
Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher.
Notes: Y
Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 156; CSCE 156H; CSCE 230; CSCE 230H; CSCE 235, CSCE 235H; CSCE 311; ECEN 106; ECEN 123; ECEN 220; ECEN 224; MECH 300; MECH 350
ACE: ACE 3 Math/Stat/Reasoning

CSCE 155H Honors: Computer Science I
Prerequisites: Good standing in UNL Honors Program; MATH 102 or a Math Placement Test score for MATH 103 or higher.
Notes: Y
Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 156; CSCE 156H; CSCE 230; CSCE 230H; CSCE 235, CSCE 235H; CSCE 311; ECEN 106; ECEN 224; MECH 300; MECH 350
ACE: ACE 3 Math/Stat/Reasoning
CSCE 155N Computer Science I: Engineering and Science Focus
Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher.
Notes: Y
Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CHME 312; CSCE 156; CSCE 156H; CSCE 230; CSCE 235; CSCE 235H; CSCE 311; ECEN 106; ECEN 224; MECH 300; MECH 318; MECH 330; MECH 350; MECH 381; METR 223; METR 311; METR 323
ACE: ACE 3 Math/Stat/Reasoning

CSCE 155T Computer Science I: Informatics Focus
Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher.
Notes: Y
Description: Introduction to computers and problem-solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 156; CSCE 156H; CSCE 230; CSCE 235; CSCE 235H; CSCE 311; ECEN 106; ECEN 224; MECH 300; MECH 350
ACE: ACE 3 Math/Stat/Reasoning

CSCE 156 Computer Science II
Prerequisites: A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, or CSCE 155T; coreq: MATH 106 or MATH 106H.
Notes: Y
Description: Data structures, including linked lists, stacks, queues, and trees; algorithms, including searching, sorting, and recursion; programming language topics, including object-oriented programming; pointers, references, and memory management; design and implementation of a multilayer application with SQL database.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 310, CSCE 310H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; SOFT 162

CSCE 156H Honors: Computer Science II
Prerequisites: Good standing UNL Honors Program. A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, or CSCE 155T; Coreq: MATH 106 or MATH 106H.
Notes: Y
Description: Data structures, including linked lists, stacks, queues, and trees; algorithms, including searching, sorting, and recursion; programming language topics, including object-oriented programming; pointers, references, and memory management; design and implementation of a multilayer application with SQL database.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 310, CSCE 310H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; SOFT 162

CSCE 183H Honors: Computer Problem Solving Essentials
Crosslisted with: RAIK 183H
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management.
Description: Introduction to problem solving with computers. Problem analysis and specification, algorithm development, program design, and implementation. JAVA in a Windows platform.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 184H; CSCE 231; CSCE 283H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; SOFT 162

CSCE 184H Honors: Software Development Essentials
Crosslisted with: RAIK 184H
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; and CSCE/RAIK 183H.
Description: Problem solving with computers. Problem analysis and specification, data structures, relational databases, algorithm development, and program design and implementation. Discrete mathematics topics, propositional and predicate logic, sets, relations, functions, and proof techniques. Software Development Principles.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: BSAD 372H, RAIK 372H; CSCE 231; CSCE 283H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; SOFT 260H, RAIK 283H

CSCE 190 Special Topics in Computer Science
Prerequisites: Permission.
Notes: Y
Description: Aspects of computers and computing at the freshman level for non-computer science and computer engineering majors and/or minors.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC
CSCE 196 Special Topics in Computer Science
Prerequisites: Permission.
Description: Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 220 Software Development for Smart-Mobile Systems
Prerequisites: CSCE 120
Notes: Y
Description: Practical experience on building larger scale applications and familiarity with the tools, environments (e.g., Android or IoS), and requirements to develop software for current smart-mobile devices such as phones and tablets.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 320

CSCE 230 Computer Organization
Prerequisites: A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H, or RAIK 183H.
Notes: Y
Description: Introduction to organization and structure of computer systems. Boolean logic, digital arithmetic, processor organization, machine language programming, input/output, memory organization, system support software, communication, and ethics.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 236; CSCE 351; CSCE 438, CSCE 838; ECEN 370, CSCE 335

CSCE 230H Honors: Computer Organization
Prerequisites: Good standing in the University Honors Program; a grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H or RAIK 183H.
Notes: Y
Description: Introduction to organization and structure of computer systems. Boolean logic, digital arithmetic, processor organization, machine language programming, input/output, memory organization, system support software, communication, and ethics.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 236; CSCE 351; CSCE 438, CSCE 838; ECEN 370, CSCE 335

CSCE 231 Computer Systems Engineering
Prerequisites: Grade of "P" or "C" or better in CSCE 235, CSCE 235H or RAIK 184H.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 236; CSCE 351

CSCE 235 Introduction to Discrete Structures
Crosslisted with: CSCE 235H
Prerequisites: A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H or RAIK 183H; and MATH 106.
Notes: Y
Description: Survey of elementary discrete mathematics. Elementary graph and tree theories, set theory, relations and functions, propositional and predicate logic, methods of proof, induction, recurrence relations, principles of counting, elementary combinatorics, and asymptotic notations.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 231; CSCE 310, CSCE 310H; SOFT 260

CSCE 235H Introduction to Discrete Structures
Crosslisted with: CSCE 235
Prerequisites: Good Standing in the University Honors program. A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H, or RAIK 183H; and MATH 106.
Notes: Y
Description: Survey of elementary discrete mathematics. Elementary graph and tree theories, set theory, relations and functions, propositional and predicate logic, methods of proof, induction, recurrence relations, principles of counting, elementary combinatorics, and asymptotic notations.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Offered: FALL/SPR
Prerequisite for: CSCE 231; CSCE 310, CSCE 310H; SOFT 260

CSCE 236 Embedded Systems
Prerequisites: A grade of "P" or "C" or better in CSCE 230, CSCE 230H or CSCE 231
Description: Introduction to designing, interfacing, configuring, and programming embedded systems. Configure simple embedded microprocessor systems, control peripherals, write device drivers in a high-level language, set up embedded and real-time operating systems, and develop applications for embedded systems.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 488
CSCE 251 Unix Programming Environment
Notes: Y
Description: Introduction to the Unix operating system. Unix file system. Unix tools and utilities. Shell programming.
Credit Hours: 1
Max credits per semester: 1
Max credits per degree: 1
Format: LEC
CSCE 251K C Programming
Notes: Y
Description: Introduction to the C programming language.
Credit Hours: 1
Max credits per semester: 1
Max credits per degree: 1
Format: LAB
CSCE 252A FORTRAN Programming
Notes: Y
Description: Principles and practice of FORTRAN programming.
Credit Hours: 1
Max credits per semester: 1
Max credits per degree: 1
Format: LEC
CSCE 283H Honors: Foundations of Computer Science
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; and CSCE/RAIK 184H.
Description: Advanced data structures and algorithms that solve common problems and standard approaches to solving new problems. Analysis and comparison of algorithms, asymptotic notation and proofs of correctness. Discrete mathematics. Induction and principles of counting and combinatorics as foundation for analysis.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 351; CSCE 361, CSCE 361H; CSCE 411H, RAIK 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 493; CSCE 970
CSCE 284H Honors: Foundations of Computer Systems
Crosslisted with: RAIK 284H
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; and CSCE/RAIK 283H.
Description: Introduction to fundamental organization and structure of computer systems. Boolean logic, data representation, processor organization, input/output, memory organization, system support software and communication.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 383H; RAIK 384H, CSCE 384H; RAIK 401H, BSAD 401H, CSCE 401H, SOFT 401H
CSCE 290 Special Topics in Computer Science
Prerequisites: Permission.
Notes: Y
Description: Aspects of computers and computing for non-computer science and computer engineering majors and/or minors.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC
CSCE 296 Special Topics in Computer Science
Prerequisites: Permission.
Description: Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC
CSCE 310 Data Structures and Algorithms
Crosslisted with: CSCE 310H
Prerequisites: Grades of "Pass" or "C" or better in CSCE 156/156H or SOFT 161 and 235/235H.
Description: For course description, see CSCE310.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 351; CSCE 361, CSCE 361H; CSCE 411H, RAIK 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 493; CSCE 970
CSCE 310H Data Structures and Algorithms
Crosslisted with: CSCE 310
Prerequisites: Good standing in UNL Honors Program or by invitation; grades of 'P' or 'C' or better in CSCE 156/156H or SOFT 161 and 235/235H.
Description: For course description, see CSCE310.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 351; CSCE 361, CSCE 361H; CSCE 411H, RAIK 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 493; CSCE 970
CSCE 310H Data Structures and Algorithms
Crosslisted with: CSCE 310
Prerequisites: Good standing in UNL Honors Program or by invitation; grades of 'P' or 'C' or better in CSCE 156/156H or SOFT 161 and 235/235H.
Description: For course description, see CSCE310.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 351; CSCE 361, CSCE 361H; CSCE 411H, RAIK 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 493; CSCE 970
CSCE 311 Data Structures and Algorithms for Informatics
Prerequisites: Grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, or SOFT 160.
Notes: Y
Description: An introduction to algorithms and data structures for informatics. Foundational coverage of algorithms includes both problems (such as indexing, searching, sorting, and pattern matching) and methods (such as greedy, divide-and-conquer, and dynamic programming). Foundational coverage of data structures includes lists, tables, relational databases, regular expressions, trees, graphs, and multidimensional arrays. The topics will be studied in the context of informatics applications.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 322; CSCE 322H; CSCE 351; CSCE 361, CSCE 361H; CSCE 378; CSCE 378H; CSCE 411H, RAIK 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 493; CSCE 493A; CSCE 970

CSCE 320 Data Analysis
Prerequisites: A grade of "P" or "C" or better in CSCE 120 or CSCE 220.
Notes: Y
Description: Practical experience on how to model data through existing techniques including object-oriented and relational models. These models can then be used at the center of systems to promote efficient and effective data processing and analysis.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 493

CSCE 322 Programming Language Concepts
Prerequisites: A grade of "P" or "C" or better in CSCE 156, CSCE 156H, CSCE 311, SOFT 161, SOFT 161H, or RAIK 184H.
Description: List-processing, string-processing, and other types of high-level programming languages. Fundamental concepts of data types, control structures, operations, and programming environments of various programming languages. Analysis, formal specification, and comparison of language features.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 322H Honors: Programming Language Concepts
Prerequisites: Good Standing in UNL Honors Program or by invitation; A grade of "P" or "C" or better in CSCE 156, CSCE 156H, CSCE 311, SOFT 161, SOFT 161H, or RAIK 184H.
Description: List-processing, string-processing, and other types of high-level programming languages. Fundamental concepts of data types, control structures, operations, and programming environments of various programming languages. Analysis, formal specification, and comparison of language features.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Offered: FALL/SPR

CSCE 335 Digital Logic Design
Crosslisted with: ECEN 370
Prerequisites: ECEN 121/(UNO) ECEN 1210 or CSCE 230.
Description: Combinational and sequential logic circuits. MSI chips, programmable logic devices (PAL, ROM, PLA) used to design combinational and sequential circuits. CAD tools. LSI and PLD components and their use. Hardware design experience.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: ECEN 307

CSCE 351 Operating System Kernels
Prerequisites: A grade of "P" or "C" or better in CSCE 230 or CSCE 231 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Notes: Y
Description: Design and implementation of operating system kernels. Bootstrapping and system initialization, process context switching, I/O hardware and software, DMA, I/O polling, interrupt handlers, device drivers, clock management. Substantial programming implementing or extending an instructional operating system kernel.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 361 Data Structures and Algorithms for Informatics
Crosslisted with: CSCE 361H
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Notes: Y
Description: Techniques used in the disciplined development of large software projects. Software requirements analysis and specifications, program design, coding and integration testing, and software maintenance. Software estimation techniques, design tools, and complexity metrics.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 488

CSCE 361HSoftware Engineering
Crosslisted with: CSCE 361
Prerequisites: Good Standing in UNL Honors Program or by invitation; A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Notes: Y
Description: Techniques used in the disciplined development of large software projects. Software requirements analysis and specifications, program design, coding and integration testing, and software maintenance. Software estimation techniques, design tools, and complexity metrics.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 488
CSCE 370H Data and Models II: Data Science Fundamentals
Crosslisted with: RAIK 370H
Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and RAIK 270H
Description: Introduction to approaches using data for prediction and learning. Exploration of data for linear and nonlinear data modeling, machine learning, and supportive methods from statistics and numerical methods.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Offered: FALL/SPR
Prerequisite for: BSAD 371H, RAIK 371H

CSCE 378 Human-Computer Interaction
Prerequisites: A grade of "P" or "C" or better in CSCE 156, CSCE 156H, SOFT 161, SOFT 161H, RAIK 184H or CSCE 311.
Notes: Y
Description: Knowledge and techniques useful in the design of computing systems for human use. Includes models of HCI, human information processing characteristics important in HCI, computer system features, such as input and output devices, dialogue techniques, and information presentation, task analysis, prototyping and the iterative design cycle, user interface implementation, interface evaluation.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 378H Honors: Human-Computer Interaction
Prerequisites: A grade of "P" or "C" or better in CSCE 156, CSCE 156H, SOFT 161, SOFT 161H, RAIK 184H or CSCE 311.
Notes: Y
Description: Knowledge and techniques useful in the design of computing systems for human use. Includes models of HCI, human information processing characteristics important in HCI, computer system features, such as input and output devices, dialogue techniques, and information presentation, task analysis, prototyping and the iterative design cycle, user interface implementation, interface evaluation.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 383H Honors: Fundamentals of Software Engineering
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; CSCE/RAIK 284H.
Description: Proper principles and methods of engineering software. Requirements, design, implementation, management and software evolution.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 384H Honors: Applied Numerical Analysis
Crosslisted with: RAIK 384H
Prerequisites: Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; and CSCE/RAIK 284H; parallel BSAD/RAIK 382H.
Description: Application of established numerical analysis techniques to selected business and finance problems, finite difference applied to standard options or stochastic processes in modeling financial markets.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 390 Special Topics in Computer Science
Prerequisites: Permission.
Description: Aspects of computers and computing for non-computer science and computer engineering majors and/or minors. Topics vary.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 396 Special Topics in Computer Science
Prerequisites: Permission.
Description: Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 399H Honors Thesis
Prerequisites: Open to students in the honors program and to candidates for degrees with distinction, with high distinction, and with highest distinction.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: IND

CSCE 401H Honors: RAIK Design Studio I
Crosslisted with: RAIK 401H, BSAD 401H, SOFT 401H
Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; BSAD/RAIK 282H; and CSCE/RAIK 284H.
Notes: Y
Description: Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: RAIK 402H, BSAD 402H, CSCE 402H, SOFT 402H

ACE: ACE 8 Civic/Ethics/Stewardship
CSCE 402H Honors: RAIK Design Studio II
Crosslisted with: RAIK 402H, BSAD 402H, SOFT 402H
Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and BSAD/CSCE/SOFT/RAIK 401H.
Notes: Y
Description: Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: RAIK 403H, BSAD 403H, CSCE 403H, SOFT 403H

CSCE 403H Honors: RAIK Design Studio III
Crosslisted with: RAIK 403H, BSAD 403H, SOFT 403H
Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; BSAD/CSCE/SOFT/RAIK 402H.
Notes: Y
Description: Application of Jeffrey S. Raikes School of Computer Science and Management core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: RAIK 404H, BSAD 404H, CSCE 404H, SOFT 404H

CSCE 404H Honors: RAIK Design Studio IV
Crosslisted with: RAIK 404H, BSAD 404H, SOFT 404H
Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and BSAD/CSCE/SOFT/RAIK 403H.
Notes: Y
Description: Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 410 Information Retrieval Systems
Crosslisted with: CSCE 810
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 910

CSCE 411 Data Modeling for Systems Development
Crosslisted with: CSCE 811
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Concepts of relational and object-oriented data modeling through the process of data model development including conceptual, logical and physical modeling. Techniques for identifying and creating relationships between discrete data members, reasoning about how data modeling and analysis are incorporated in system design and development, and specification paradigms for data models. Common tools and technologies for engineering systems and frameworks for integrating data. Design and analysis of algorithms and techniques for identification and exploration of data relationships, such as Bayesian probability and statistics, clustering, map-reduce, and web-based visualization.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 411H Honors: Data Modeling for Systems Development
Crosslisted with: RAIK 411H
Prerequisites: Good standing in the University Honors Program; A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Concepts of relational and object-oriented data modeling through the process of data model development including conceptual, logical and physical modeling. Techniques for identifying and creating relationships between discrete data members, reasoning about how data modeling and analysis are incorporated in system design and development, and specification paradigms for data models. Common tools and technologies for engineering systems and frameworks for integrating data. Design and analysis of algorithms and techniques for identification and exploration of data relationships, such as Bayesian probability and statistics, clustering, map-reduce, and web-based visualization.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
CSCE 412 Data Visualization
Crosslisted with: CSCE 812
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; MATH 314.
Description: Fundamentals and implementations of data visualization techniques. Programming skills and practices in interactive visualization applications. Visualization foundations, human perception for information processing, and visualization techniques for different data types, such as scalar-field data, vector-field data, geospatial data, multivariate data, graph/network data, and text/document data. Advanced visualization algorithms and topics as time permits.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 912

CSCE 413 Database Systems
Crosslisted with: CSCE 813
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Notes:  
Description: Data and storage models for database systems; entity/relationship, relational, and constraint models; relational databases; relational algebra and calculus; structured query language; Logical database design: normalization; integrity; distributed data storage; concurrency; security issues. Spatial databases and geographic information systems.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 913, CSCE 914

CSCE 421 Foundations of Constraint Processing
Crosslisted with: CSCE 821
Prerequisites: A grade of "P" or "C" or better in CSCE 235 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Constraint processing for articulating and solving industrial problems such as design, scheduling, and resource allocation. The foundations of constraint satisfaction, its basic mechanisms (e.g., search, backtracking, and consistency-checking algorithms), and constraint programming languages. New directions in the field, such as strategies for decomposition and for symmetry identification.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 921

CSCE 423 Design and Analysis of Algorithms
Crosslisted with: CSCE 823
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Mathematical preliminaries. Strategies for algorithm design, including divide-and-conquer, greedy, dynamic programming and backtracking. Mathematical analysis of algorithms. Introduction to NP-Completeness theory, including the classes P and NP, polynomial transformations and NP-complete problems.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 923, CSCE 924

CSCE 424 Computational Complexity Theory
Crosslisted with: CSCE 824
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 425 Compiler Construction
Crosslisted with: CSCE 825
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Review of program language structures, translation, loading, execution, and storage allocation. Compilation of simple expressions and statements. Organization of a compiler including compile-time and run-time symbol tables, lexical scan, syntax scan, object code generation, error diagnostics, object code optimization techniques, and overall design.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 428 Automata, Computation, and Formal Languages
Crosslisted with: CSCE 828
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Introduction to the classical theory of computer science. Finite state automata and regular languages, minimization of automata. Context free languages and pushdown automata, Turing machines and other models of computation, undecidable problems, introduction to computational complexity.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
CSCE 430 Computer Architecture
Crosslisted with: CSCE 830
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; Coreq: MATH/STAT 380, ECEN 305 or RAIK 270H.
Description: Architecture of single-processor (Von Neumann or SISD) computer systems. Evolution, design, implementation, and evaluation of state-of-the-art systems. Memory Systems, including interleaving, hierarchies, virtual memory and cache implementations; Communications and I/O, including bus architectures, arbitration, I/O processors and DMA channels; and Central Processor Architectures, including RISC and Stack machines, high-speed arithmetic, fetch/execute overlap, and parallelism in a single-processor system.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 437, CSCE 837; CSCE 930; CSCE 933

CSCE 432 High-Performance Processor Architectures
Crosslisted with: CSCE 832
Prerequisites: CSCE 430; MATH 314; MATH/STAT 380 or ECEN 305
Notes: Y
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 434 VLSI Design
Crosslisted with: CSCE 834
Prerequisites: CSCE 335.
Description: Introduction to VLSI design using metal-oxide semiconductor (MOS) devices primarily aimed at computer science majors with little or no background in the physics or circuitry of such devices. Includes design of nMOS and CMOS logic, data-path, control unit, and highly concurrent systems as well as topics in design automation.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 435 Cluster and Grid Computing
Crosslisted with: CSCE 835
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H, or RAIK 283H.
Notes: Y
Description: Build and program clusters. Cluster construction, cluster administration, cluster programming, and grid computing.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 436 Advanced Embedded Systems
Crosslisted with: CSCE 836
Prerequisites: A grade of "P" or "C" or better in CSCE 231, CSCE 236 or ECEN 220.
Description: Embedded hardware design techniques; transceiver design and low-power communication techniques; sensors and distributed sampling techniques; embedded software design and embedded operating systems; driver development; embedded debugging techniques; hardware and software architectures of embedded systems; and design, development, and implementation of embedded applications.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 437 File and Storage Systems
Crosslisted with: CSCE 837
Prerequisites: CSCE 351 or 451/851; CSCE 430/830.
Description: System-level and device-level topics in the design, implementation, and use of file and storage systems. Components and organization of storage systems, disk drive hardware and firmware, multi-disk systems, RAID's, local distributed and P2P file systems, and low-power design.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 438 Sensor Networks
Crosslisted with: CSCE 838
Prerequisites: CSCE 230; SOFT 260, CSCE 310, CSCE 310H, CSCE 311 or equivalent; senior or graduate standing or instructor permission.
Description: Basics of sensor networks; theoretical and practical insight into wireless sensor networks, including low-power hardware and wireless communication principles; networking in wireless sensor networks; and applications of sensor networks, such as multimedia, underwater, and underground. A group project that provides hands-on interaction with a wireless sensor network testbed.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 439 Robotics: Algorithms and Applications
Crosslisted with: CSCE 839
Prerequisites: A grade of "P" or "C" or better in CSCE 231, CSCE 236 or ECEN 220 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Fundamental theory and algorithms for real world robot systems. Design and build a robot platform and implement algorithms in C++ or other high level languages. Topics include: open and closed loop control, reactive control, localization, navigation, path planning, obstacle avoidance, dynamics, kinematics, manipulation and grasping, sensing, robot vision processing, and data fusion.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Offered: FALL/SPR
CSCE 440 Numerical Analysis I  
**Crosslisted with:** CSCE 840, MATH 440, MATH 840  
**Prerequisites:** CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, or SOFT 160; MATH 107.  
**Notes:** Y  
**Description:** Principles of numerical computing and error analysis covering numerical error, root finding, systems of equations, interpolation, numerical differentiation and integration, and differential equations. Modeling real-world engineering problems on digital computers. Effects of floating point arithmetic.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Prerequisite for:** CSCE 942, MATH 942  

CSCE 441 Approximation of Functions  
**Crosslisted with:** CSCE 841, MATH 441, MATH 841  
**Prerequisites:** MATH 221/MATH 221H and MATH 314/MATH 314H.  
**Description:** Polynomial interpolation, uniform approximation, orthogonal polynomials, least-first-power approximation, polynomial and spline interpolation, approximation and interpolation by rational functions.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Prerequisite for:** CSCE 942, MATH 942  
**Groups:** Advanced Mathematics Courses

CSCE 447 Numerical Linear Algebra  
**Crosslisted with:** CSCE 847, MATH 447, MATH 847  
**Prerequisites:** MATH 314  
**Description:** Mathematics and algorithms for numerically stable matrix and linear algebra computations, including solution of linear systems, computation of eigenvalues and eigenvectors, singular value decomposition, and QR decomposition.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Prerequisite for:** CSCE 942, MATH 942  
**Groups:** Advanced Mathematics Courses

CSCE 451 Operating Systems Principles  
**Crosslisted with:** CSCE 851  
**Prerequisites:** A grade of "P" or "C" or better in CSCE 230, CSCE 230H or CSCE 231 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Prerequisite for:** CSCE 437, CSCE 837; CSCE 455, CSCE 855

CSCE 455 Distributed Operating Systems  
**Crosslisted with:** CSCE 855  
**Prerequisites:** CSCE 451/851.  
**Description:** Organization and structure of distributed operating systems. Control, communication and synchronization of concurrent processes in the context of distributed systems. Processor allocation and scheduling. Deadlock avoidance, detection, recovery in distributed systems. Fault tolerance. Distributed file system concepts and structure.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Prerequisite for:** CHME 496, CHME 896

CSCE 456 Parallel Programming  
**Crosslisted with:** CSCE 856  
**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H, or RAIK 283H.  
**Description:** Introduction to the fundamentals of parallel computation and applied algorithm design. Methods and models of modern parallel computation; general techniques for designing efficient parallel algorithms for distributed and shared memory multiprocessor machines; principles and practice in programming an existing parallel machine.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

CSCE 457 Systems Administration  
**Crosslisted with:** CSCE 857  
**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.  
**Description:** Introduction to basic concepts of system administration. Operating systems and networking overview. User and resource management. Networking, systems and internet related security. System services and common applications, web services, database services, and mail servers. Basic scripting in shell, Perl, and Expect. Systems administration on UNIX® platform.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

CSCE 460 Software Engineering for Robotics  
**Crosslisted with:** SOFT 460, CSCE 860  
**Prerequisites:** SOFT 261 or RAIK 383H or CSCE 361  
**Description:** Application of software engineering practices and principles to autonomous robotic systems.  
**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  
**Offered:** FALL
CSCE 461 Advanced Topics in Software Engineering
Crosslisted with: CSCE 861, SOFT 461
Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 383H.
Description: Advanced or emerging techniques in software engineering. Topics include but not limited to design methodology, software dependability, and advanced software development environments.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 462 Communication Networks
Crosslisted with: CSCE 862
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 952; CSCE 953

CSCE 463 Data and Network Security
Crosslisted with: CSCE 863
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Concepts and principles of data and network security. Focuses on practical aspects and application of crypto systems in security protocols for networks such as the Internet. Topics include: applications of cryptography and cryptosystems for digital signatures, authentication, network security protocols for wired and wireless networks, cyberattacks and countermeasures, and security in modern computing platforms.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 464 Internet Systems and Programming
Crosslisted with: CSCE 864
Notes: Y
Description: Paradigms, systems, and languages for Internet applications. Client-side and server-side programming, object-based and event-based distributed programming, and multi-tier applications. Coverage of specific technologies varies.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 465 Wireless Communication Networks
Crosslisted with: CSCE 865
Prerequisites: A grade of "P" or "C" or better in STAT 380, ECEN 305 or RAIK 270H.
Description: Discussion of theoretical and practical insight to wireless communications and wireless networking, current practices, and future trends. Wireless network architectures, mobility management, radio propagation, modulation, power control, antennas, channel access, pricing, and standards.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 466 Software Design and Architecture
Crosslisted with: SOFT 466, CSCE 866
Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 383H.
Notes: Y
Description: Introduction to the concepts, principles, and state-of-the-art methods in software design and architecture. Topics include application of software engineering process models and management approaches for the design and architecture of large-scale software systems, trade-offs of designing for qualities such as performance, security, and dependability, and techniques and tools for analyzing and evaluating software architectures.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 467 Testing, Verification and Analysis
Crosslisted with: SOFT 467, CSCE 867
Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 383H.
Notes: Y
Description: In-depth coverage of problems related to software quality, and approaches for addressing them. Topics include testing techniques, dynamic and static program analysis techniques, and other approaches for verifying software qualities. Tool support for performing testing, verification, and analysis will also be studied.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Crosslisted with</th>
<th>Prerequisites</th>
<th>Notes</th>
<th>Description</th>
<th>Credit Hours</th>
<th>Max credits per semester</th>
<th>Max credits per degree</th>
<th>Format</th>
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<tbody>
<tr>
<td>CSCE 468</td>
<td>Requirements Elicitation, Modeling and Analysis</td>
<td></td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 283H</td>
<td>Y</td>
<td>In-depth coverage of processes, methods and techniques for determining, or deciding, what a proposed software system should do. Topics include the requirements engineering process, identification of stakeholders, requirements elicitation techniques, methods for informal and formal requirements documentation, techniques for analyzing requirements models for consistency and completeness, and traceability of requirements across system development and evolution. Tool support for modeling functional and non-functional requirements to support elicitation and analysis will be studied.</td>
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<tr>
<td>CSCE 470</td>
<td>Computer Graphics</td>
<td>CSCE 870</td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H; MATH 314</td>
<td></td>
<td>Display and recording devices; incremental plotters; point, vector, and character generation; grey scale displays, digitizers and scanners, digital image storage; interactive and passive graphics; pattern recognition; data structures and graphics software; the mathematics of three dimensions; homogeneous coordinates; projections and the hidden-line problem.</td>
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<tr>
<td>CSCE 471</td>
<td>Introduction to Bioinformatics</td>
<td>CSCE 871</td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H</td>
<td>Y</td>
<td>Fundamentals and trends in bioinformatics. Scoring matrices and pairwise sequence alignments via dynamic programming, BLAST, and other heuristics. Multiple sequence alignments. Applications of machine learning methods such as hidden Markov models and support vector machines to biological problems such as family modeling and phylogeny.</td>
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<td>CSCE 472</td>
<td>Digital Image Processing</td>
<td></td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H</td>
<td>Y</td>
<td>Digital imaging systems, digital image processing, and low-level computer vision. Data structures, algorithms, and system analysis and modeling. Digital image formation and presentation, image statistics and descriptions, operations and transforms, and system simulation. Applications include system design, restoration and enhancement, reconstruction and geometric manipulation, compression, and low-level analysis for computer vision.</td>
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<td>CSCE 473</td>
<td>Computer Vision</td>
<td></td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H</td>
<td>Y</td>
<td>High-level processing for image understanding and high-level vision. Data structures, algorithms, and modeling. Low-level representation, basic pattern-recognition and image-analysis techniques, segmentation, color, texture and motion analysis, and representation of 2-D and 3-D shape. Applications for content-based image retrieval, digital libraries, and interpretation of satellite imagery.</td>
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<td>CSCE 474</td>
<td>Introduction to Data Mining</td>
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<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H</td>
<td></td>
<td>Data mining and knowledge discovery methods and their application to real-world problems. Algorithmic and systems issues. Statistical foundations, association discovery, classification, prediction, clustering, spatial data mining and advanced techniques.</td>
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<tr>
<td>CSCE 475</td>
<td>Multiagent Systems</td>
<td></td>
<td>A grade of &quot;P&quot; or &quot;C&quot; or better in CSCE 310, CSCE 310H, SOFT 260, SOFT 260H or RAIK 283H</td>
<td>Y</td>
<td>Distributed problem solving and planning, search algorithms for agents, distributed rational decision making, learning multiagent systems, computational organization theory, formal methods in Distributed Artificial Intelligence, multiagent negotiations, emergent behaviors (such as ants and swarms), and Robocup technologies and real-time coalition formation.</td>
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<td>LEC</td>
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**Prerequisite for:** CSCE 971
CSCE 476 Introduction to Artificial Intelligence
Crosslisted with: CSCE 876
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Introduction to basic principles, techniques, and tools now being used in the area of machine intelligence. Languages for AI programming introduced with emphasis on LISP. Lecture topics include problem solving, search, game playing, knowledge representation, expert systems, and applications.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 974; CSCE 976

CSCE 476H Honors: Introduction to Artificial Intelligence
Prerequisites: SOFT 260, CSCE 310, CSCE 310H, CSCE 311, or CSCE 283H; Good standing in the University Honors Program or by instructor permission.
Notes: Y
Description: For course description, see CSCE 476.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 477 Cryptography and Computer Security
Crosslisted with: CSCE 877
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; MATH 314.
Description: Introductory course on cryptography and computer security. Topics: classical cryptography (substitution, Vigenere, Hill and permutation ciphers, and the one-time pad); Block ciphers and stream ciphers; The Data Encryption Standard; Public-key cryptography, including RSA and El-Gamal systems; Signature schemes, including the Digital Signature Standard; Key exchange, key management and identification protocols.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 478 Introduction to Machine Learning
Crosslisted with: CSCE 878
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Notes: Y
Description: Introduction to the fundamentals and current trends in machine learning. Possible applications for game playing, text categorization, speech recognition, automatic system control, data mining, computational biology, and robotics. Theoretical and empirical analyses of decision trees, artificial neural networks, Bayesian classifiers, genetic algorithms, instance-based classifiers and reinforcement learning.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 479 Introduction to Neural Networks
Crosslisted with: CSCE 879
Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.
Description: Introduction to the concepts, design and application of connection-based computing begins by simulating neural networks, focusing on competing alternative network architectures, including sparse distributed memories, Hopfield networks, and the multilayered feed-forward systems. Construction and improvement of algorithms used for training of neural networks addressed to reduce training time and improve generalization. Algorithms for training and synthesizing effective networks implemented in high level language programs running on conventional computers. Emphasis on methods for synthesizing and simplifying network architectures for improved generalization. Application areas include: pattern recognition, computer vision, robotics medical diagnosis, weather and economic forecasting.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 486 Computer Science Professional Development
Prerequisites: A grade of "Pass" or "C" or better in SOFT 261, CSCE 361 or CSCE 361H
Notes: Y
Description: Preparation for the senior design project. Professional practice through familiarity with current tools, resources, and technologies. Professional standards, practices and ethics, and the oral and written report styles used specifically in the field of computer science.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 487
ACE: ACE 8 Civic/Ethics/Stewardship

CSCE 487 Computer Science Senior Design Project
Prerequisites: CSCE 486
Notes: Y
Description: A substantial computer science project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: SOFT 403
ACE: ACE 10 Integrated Product
CSCE 488 Computer Engineering Professional Development
Prerequisites: CSCE 236; A grade of "Pass" or "C" or better in CSCE 361 or CSCE 361H; formal admission to the College of Engineering; prereq or coreq: JGEN 300.
Notes: Y
Description: Preparation for the senior design project. Professional practice through familiarity and practice with current tools, resources, and technologies; professional standards, practices, and ethics; and oral and written report styles used in the computer engineering field.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
Prerequisite for: CSCE 489
ACE: ACE 8 Civic/Ethics/Stewardship

CSCE 489 Computer Engineering Senior Design Project
Prerequisites: CSCE 488 (taken exactly one semester previous).
Description: A substantial computer engineering project requiring hardware-software co-design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and computer engineering.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC
ACE: ACE 10 Integrated Product

CSCE 490 Special Topics in Computer Science
Crosslisted with: CSCE 890
Prerequisites: Permission
Notes: Y
Description: Aspects of computers and computing for non-Computer Science and Computer Engineering majors and/or minors.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 491 Internship in Computing Practice
Prerequisites: Instructor permission.
Notes: Y
Description: Experiential learning in conjunction with an approved industrial or government agency under the joint supervision of an outside sponsor and a faculty advisor.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 493 Innovation Lab Project
Prerequisites: CSCE 310, CSCE 310H, CSCE 311, or CSCE 320
Description: Innovative team projects executed under the guidance of members of the faculty of the Department of Computer Science and Managing Director of the CSCE Innovation Lab. Students will work in teams and collaborate with CSE research faculty, supervising MS students, and sponsors that include private sectors and UNL faculty to design and develop real-world systems.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 493A Interdisciplinary Capstone
Prerequisites: CSCE 311
Notes: Y
Description: Innovative team projects executed under the guidance of members of the faculty of the Department of Computer Science and Managing Director of the CSCE Innovation Lab. Work in teams and collaboration with CSE research faculty and sponsors that include private sectors and UNL faculty to design and develop real-world systems to solve interdisciplinary problems.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 496 Special Topics in Computer Science
Crosslisted with: CSCE 896
Prerequisites: Permission
Description: Aspects of computers and computing not covered elsewhere in the curriculum presented as the need arises.
Credit Hours: 1-3
Min credits per semester: 1
Max credits per semester: 3
Max credits per degree: 6
Format: LEC

CSCE 496H Honors: Special Topics in Computer Science
Prerequisites: Good standing in the University Honors Program or by invitation.
Notes: Y
Credit Hours: 3
Min credits per semester: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC

CSCE 498 Computer Problems
Crosslisted with: CSCE 898
Prerequisites: Senior or graduate standing.
Description: Independent project executed under the guidance of a member of the faculty of the Department of Computer Science. Solution and documentation of a computer problem demanding a thorough knowledge of either the numerical or nonnumerical aspects of computer science.
Credit Hours: 1-6
Min credits per semester: 1
Max credits per semester: 6
Max credits per degree: 6
Format: IND