

MATHEMATICS AND COMPUTER SCIENCE

Chair: Steven D. Bourquin

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*Undergraduate Mathematics Education Coordinator

**Graduate Mathematics Education Director

Mathematics has been central to human achievement for over three thousand years, important to both intellectual advancement and technological innovation. Many of the theoretical studies in mathematics have evolved and have been refined over a long period of time. Many of the practical aspects of mathematics have become more evident with the advent of calculators and computers. Computer technology is assuming a major role in society. Clearly, the computer revolution is the beginning of a new age of human existence. Many of the problems computer scientists and others will be expected to solve in decades to come have yet to be considered. As such, computing has evolved into a science covering the study of languages, programming, and theoretical concepts. The Department offers courses covering the intellectual and the practical sides of mathematics and computing.

A student of the Department of Mathematics and Computer Science has the opportunity of earning a Bachelor of Science degree (B.S.) in Mathematics, Computer Science, or Information Technology or a Master's degree in Mathematics Education. The Mathematics major also may choose to gain licensure to teach mathematics at the secondary level. The Department offers minors in both mathematics and computer science and also cooperates with the School of Education in offering a teaching specialty area in mathematics for Middle Grades Education majors.

The Departmental faculty welcomes the opportunity to advise the major and non-major alike. Someone thinking of majoring in mathematics and computer science is especially urged to consult with the Department Chair prior to registering for General Education courses. All majors choose advisors and must consult with them each term in order to plan and carry out their program of study.

The Department web pages at www.uncp.edu/mathcs/ contain current information about the activities, the faculty, and the offerings of the department. Department majors are expected to consult the website regularly to remain informed.

Most non-majors fulfill the General Education requirements in mathematics by taking one of MAT 1050, 1070, or 1080. Well-prepared students may select MAT 1090 or 2210 for this purpose.

BACHELOR OF SCIENCE IN MATHEMATICS

Requirements for a Bachelor of Science Degree in Mathematics: Major in Mathematics	Sem. Hrs.
Freshman Seminar	1
General Education Requirements	44
Prospective Mathematics Majors should start with 1090 and CSC 2020 as their General Education courses in mathematics. MAT 1070 & MAT 1080 or MAT 2210 may be used in place of MAT 1090	
Major Requirements	42
MAT 2210, 2220, 2300, 2600, 3150, 3250, 3310, 3600, 4310, 4600, CSC 2020, and 12 additional sem. hrs. of advanced mathematics (PHY 3360 may count for 3 hours)	
Electives	33
	Total: 120

BACHELOR OF SCIENCE IN MATHEMATICS EDUCATION (9-12)

Coordinator: Mary Klinikowski

Upon successful completion of the program of study in Mathematics Education and related requirements, graduates are eligible for a Standard Professional I license to teach in the State of North Carolina. For a more detailed description, including the program standards and goals and objectives, turn to Undergraduate Licensure Programs in the School of Education section of this catalog.

Course Requirements	Sem. Hrs.
Freshman Seminar and General Education	45
Specialty Area	42
MAT 2210, 2202, 2300, 2600, 3150, 3250, 3310, 3280, 3600, 4110, 4310, 4020, 4600	
CSC 2020	
3 additional hours in advanced mathematics	
Professional Studies	15
EDN 3020, 3120, 3500, 4190, SED 3000	
Content Pedagogy	22
MAT 2500, 3500, 4000, 4490, 4750	
CSC 4050	
General Electives	3
	Total: 127

NOTE: Students who desire teacher licensure in Mathematics Education should declare the major as soon as possible in their college career. Consultation with the Program Coordinator or program advisor prior to registering for General Education courses is strongly recommended.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Requirements for a Bachelor of Science Degree in Computer Science	Sem. Hrs.
Freshman Seminar	1
General Education Requirements*	44
Note: Prospective Computer Science Majors should start with MAT 1090 as their first General Education mathematics course. MAT 1070 and MAT 1080 or MAT 2210 may be used in place of MAT 1090	
Major Requirements	44
CSC 1750, 1760, 1850, 2150, 2250, 2260, 2650, 2850, 2920, 3750; MAT 2210, 2220, 3150, 3280	
Four courses from one of the following areas (at least one must be a 400-level course):	12
Area I: CSC 3350, 3380, 3650, 4010, 4150, 4350, 4450, 4900; MAT 3270	
Area II: CSC 3800, 3910, 3920, 3930, 4010, 4150, 4450, 4810, 4820, 4900	
Note: Students planning to attend graduate school in computer science should take CSC 4010, 4150, 4350, and 4450.	
Other electives	17-19
	Total: 120

*Computer Science majors must take PHY 1500 or PHY 2000 and one course from Biology, Chemistry, or HON 1500 to satisfy the six hours of Natural Science requirements in General Education.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

Requirements for a Bachelor of Science Degree in Information Technology	Sem. Hrs.
Freshman Seminar	1
General Education Requirements	44
Major Core Requirements	45
CSC 1300, 1750, 1760, 1850, 1900, 2050, 2150, 2250, 2260, 2850, 2920	
ITC 2060, 2080	
MAT 2100, 2150	
Major Elective Requirements	12
Four courses from one of the following:	
Area I: Web, database, system, and networking	
ITC 2700, 3100, 3250, 4100, 4800, 4940; CSC 3800	
Area II: Applications software development	
ITC 2700, 3100, 4100, 4200, 4940	
Other Electives	18
Total:	120

ACADEMIC CONCENTRATION

Requirements for an Academic Concentration in Mathematics	Sem. Hrs.
MAT 1050, 1070, 1080, 2100, 2110, 2150, 4020, CSC 4050	
Total:	25

MIDDLE GRADES (6-9) LICENSURE IN MATHEMATICS

Students majoring in Middle Grades Education (6-9) are required to complete one teaching specialty area and one academic/professional concentration. For a detailed description of the program of study in Middle Grades Education, including the program standards and goals and objectives, turn to Undergraduate Licensure Programs in the School of Education section of this catalog.

Students majoring in Middle Grades Education (6-9) with a Mathematics teaching specialty area should consult with the Coordinator of Undergraduate Mathematics Education in the Department of Mathematics and Computer Science and the Middle Grades Program Coordinator in the School of Education.

Requirements for Licensure in Mathematics for the B.S. in Middle Grades Education (6-9)	Sem. Hrs.
Mathematics	
MAT 1070 and 1080	
MAT 2100 or 3280, 2110 or 4110, 2150 or 2210, 2300, 3150, 4020 or 4150	
Pedagogy	
MAT 2500, 4000, CSC 4050	
Total:	33

NOTE: If students place out of required mathematics courses, a total of 24 hours of mathematics must be taken to meet certification requirements.

MINORS

Requirements for a Minor in Mathematics	Sem. Hrs.
MAT 2210, 2220, 3150, 3310, and three additional hours selected from advanced mathematics courses (3000 or above)	18

Requirements for a Minor in Computer Science with Emphasis in Programming	Sem. Hrs.
CSC 1750, 1760, 1850, 2150, 2250; one course from CSC 1300, 2260, 2650, 2850, or 2920	18
Requirements for a Minor in Computer Science with Emphasis in World Wide Web	Sem. Hrs.
CSC 1300, 1750, 1760, 1900, 2260, 3380	18
Requirements for a Minor in Information Technology	Sem. Hrs.
CSC 1750, 1760, 1900; ITC 2060, 2080; one course from ITC 3100, 4940, 4950	18

COURSES

MATHEMATICS (MAT)

MAT 0104. Fundamentals of Mathematics

A study of topics in algebra that are essential for success in college algebra (MAT 107). Content includes solving of linear equations and inequalities as well as systems of linear equations and inequalities. Topics from geometry, polynomials, factoring, rational expressions, and radicals are also studied. (This course does not count toward earned hours or graduation requirements. Most students will be placed in this course by scores on the Mathematics Placement Test.) Credit, 3 semester hours.

MAT 1050. Introduction to College Mathematics

Topics from mathematics which may include sets, logic, algebra, graphs, functions, systems of linear equations and inequalities, geometry, probability, and statistics. Problem solving is emphasized. **This course is intended to be a general education course and NOT a preparation for college algebra.** Some sections of the course will develop a theme for the applications of mathematical concepts. (Credit for MAT 1050 will not be allowed if the student has previously received a grade of C or better in a math course with a higher catalog number, unless the course is being taken to replace a grade or to fulfill a requirement.) Credit, 3 semester hours.

MAT 1070. College Algebra

A study of the real and complex number systems, algebraic expressions and equations, polynomial and rational functions and their graphs, inequalities and their graphs, exponential and logarithmic functions and their graphs, systems of equations, and conic sections. **This course is intended to be a preparation for calculus** (MAT 2150 and MAT 2210). Credit, 3 semester hours. A very good understanding of high school algebra is required.

MAT 1080. Plane Trigonometry

A study of angle measures, trigonometric functions and their values, inverse trigonometric functions and their values, graphs of trigonometric and inverse trigonometric functions, solutions of right and oblique triangles, trigonometric identities and equations, polar coordinates, vectors, and rotation of axes. **This course is intended to be a preparation for calculus** (MAT 2210). Credit, 3 sem. hours. PREREQ: MAT 1070.

MAT 1090. Precalculus

This course is an accelerated version of MAT 1070 and MAT 1080 combined. See both course descriptions for a list of topics covered. This course is intended as a **rapid review** of the topics in preparation for calculus. Credit, 4 semester hours.

MAT 1180. Finite Mathematics

Set theory, symbolic logic, permutations and combinations, probability, conditional probability, matrices and systems of equations. Some applications to stochastic processes, Markov chains, linear programming, statistics. Credit, 3 semester hours. PREREQ: MAT 1070 or equivalent.

MAT 2100. Introduction to Statistics

Elementary statistics, descriptive and inferential. Graphing data sets, finding measures of center, position, and dispersion. Probability, linear regression and correlation. Central Limit Theorem, sampling and hypothesis testing, including z-tests, student's tests, F-test, Chi-Square, and ANOVA. The use of calculators and computers is an integral part of the course. Credit, 3 semester hours. Recommended PREREQ: MAT 1070 or equivalent.

MAT 2110. Survey of Geometry

Topics covered involve: Plane and Solid Geometry, Coordinate Geometry, Transformational Geometry, Trigonometry, Logic, and Measurement Systems. These topics will emphasize fundamental concepts: points, lines, planes, angles, polygons, circle, perimeter, area, surface area, volume, and construction of figures. Various types of technology will be incorporated throughout the course. Credit, 3 semester hours. PREREQ: MAT 1070 and 1080 or equivalent.

MAT 2150. Calculus with Applications

Required for Biology majors. Not open to Mathematics majors. A study of functions of one variable; derivatives, integrals and their applications to Biological Sciences and Business. Special attention will be given to exponential functions with respect to growth and decay applications. Topics of multi-variable calculus will also be included. Credit, 4 semester hours. PREREQ: MAT 1070 or MAT 1090 or equivalent.

MAT 2210. Calculus I

Study of functions of one variable, topics from analytic geometry, limits and continuity; differentiation of algebraic functions; curve sketching; various applications chosen from physics, economics, and optimization. Credit, 4 semester hours. PREREQ: MAT 1070 and MAT 1080, or MAT 1090, or equivalent.

MAT 2220. Calculus II

A study of integrals, the definite integral, the fundamental theorem of the calculus, applications of the definite integral. The derivative and integral of exponential, logarithmic, trigonometric and inverse trigonometric functions; and techniques of integration. Credit, 4 semester hours. PREREQ: C or better in MAT 2210.

MAT 2300. Introduction to Advanced Mathematics

Introduction to set theory, elementary concepts of the topology of the real line and the plane, elementary logic, and techniques of proof. Credit, 3 sem. hours. PREREQ: MAT 2210 or 2150.

MAT 2500. Introduction to Teaching Mathematics in Middle Grades and Secondary Schools

Designed to provide an overview of mathematics in the secondary school and early experiences for prospective mathematics teachers. These experiences include a planned program of observational and participatory experience in the mathematics classroom. Credit, 2 semester hours. PREREQ: EDN 3020, MAT 2210 or 2150.

MAT 2600. Connections in Mathematics I

This seminar course is designed to help mathematics and mathematics education majors connect and deepen their mathematical understandings of calculus-related topics. Emphasis will be placed on research and communication of mathematical ideas. Major course work will include production of portfolio artifacts that represent the major's development of understanding in the mathematics curriculum. Credit, 1 semester hour. PREREQ/COREQ: MAT 2220.

MAT 3150. Linear Algebra I

An introduction to the theory of vector spaces, linear transformations, systems of linear equations, matrices, inverses, rank, determinants, inner products. Applications of matrices to problems involving systems of equations. Credit, 3 semester hours. PREREQ: MAT 2210 or 2150.

MAT 3170. Linear Algebra II

Eigenvalues and eigenvectors, similarity of matrices, reduction of matrices to diagonal form. Cayley-Hamilton theorem, minimum polynomial, Jordan canonical form. Hermitian, unitary, and normal matrices, orthonormal basis, Gram-Schmidt process. Simplification of quadratic forms and other applications. Credit, 3 semester hours. PREREQ: MAT 3150.

MAT 3250. Algebra I

Introduction to groups, integral domains, rings and fields, with further study of subgroups, cyclic groups, groups of permutations, isomorphisms and homomorphisms of groups, direct products, and factor groups. Credit, 3 semester hours. PREREQ: MAT 2300; PREREQ or COREQ: MAT 3150.

MAT 3260. Algebra II

Further topics in group theory; rings, integral domains, fields, ideals, quotient rings, homomorphisms, direct sums, polynomial rings, extension fields. Credit, 3 semester hours. PREREQ: MAT 3250.

MAT 3270. Numerical Analysis

An introduction to the solution of mathematical problems by computational techniques, including both finite and iterative methods and error analysis. Credit, 3 semester hours. PREREQ: MAT 3150, 3310, and one high-level programming language.

MAT 3280. Probability and Statistics I

Probability, sample spaces, counting techniques, random variables, discrete and continuous distribution functions, characteristics functions. Binomial, Poisson, and normal distributions. Central limit theorems. Credit, 3 semester hours. PREREQ: MAT 2220.

MAT 3300. Probability and Statistics II

Introduction to common theoretical distributions, central limit theorems, two dimensional random variables, sampling distributions, confidence intervals, hypothesis testing, regression theory and applications. Credit, 3 semester hours. PREREQ: MAT 3310, 3280.

MAT 3310. Calculus III

A continuation of Calculus I and II from an advanced viewpoint. L'Hospital's rule, improper integrals, Taylor's theorem, infinite series. Multi-variable calculus: limits, continuity, partial derivatives, extrema, iterated integrals, and applications. Credit, 4 semester hours. PREREQ: C or better in MAT 2220.

MAT 3320. Differential Equations

An introduction to ordinary differential equations including classification of solutions to differential equations, existence and uniqueness of solutions, power series methods, initial value problems, and applications. Credit, 3 semester hours. PREREQ: MAT 3310.

MAT 3500. Teaching Mathematics with Technology

The application of computer software and other technologies specifically used in the mathematics classroom, with their inclusion in appropriate lesson plans. Classroom management of instructional technology will be emphasized. This course is designed as a preservice course for teachers and may not be used as an advanced MAT or CSC requirement. Credit, 2 semester hours. PREREQ: Permission of instructor.

MAT 3600. Connections in Mathematics II

This seminar course is designed to help mathematics and mathematics education majors connect and deepen their mathematical understandings of proof. Emphasis will be placed on research and com-

munication of mathematical ideas. Major course work will include production of portfolio artifacts that represent the major's development of understanding in the mathematics curriculum. Credit, 1 semester hour. Prerequisites: MAT 2300, 2600; PREREQ/COREQ 3150.

MAT 4000. Methods of Teaching Mathematics in Middle Grades and Secondary Schools (EDN 4000)

Presents modern techniques, methods, materials, and assessment practices in the teaching of mathematics. Directed observation in middle or high school mathematics classes. Laboratory work provides experience in developing lesson plans that utilize materials and methods appropriate for classroom use. *NOTE: This course should precede teaching internship by no more than one academic year.* Credit, 3 semester hours. PREREQ: MAT 2500.

MAT 4020. A Historical Development of Mathematics

A study of the development of mathematics in its historical setting from its earliest beginnings to modern times. Note: This course may not be used as an Advanced Mathematics requirement for the major in Mathematics. Credit, 3 semester hours. PREREQ: MAT 2210 or 2150.

MAT 4110. College Geometry

A rigorous development of metric and synthetic approaches to Euclidean and non-Euclidean geometries using an axiomatic format. Similarities and differences among definitions, axioms, theorems, and postulates of non-Euclidean geometries will be considered. The relationship of these geometries to Euclidean geometry will also be studied. Credit, 3 semester hours. PREREQ: MAT 2300; PREREQ or COREQ: MAT 3150.

MAT 4150. Theory of Numbers

An introduction to the properties of integers, prime and composite numbers, Fermat's Theorem, arithmetic functions, quadratic residues, Diophantine equations, continued fractions and congruences. Credit, 3 semester hours. PREREQ: MAT 2210 or 2150.

MAT 4220. Applied Mathematics

Introduction to mathematical modeling. Techniques and properties of discrete and continuous models. Case studies. Credit, 3 semester hours. PREREQ: MAT 3150 and MAT 3320.

MAT 4310. Real Analysis I

An introduction to modern mathematical analysis with careful attention to topics of elementary and intermediate calculus of one or more variables. Topics include convergence of sequences and series, mean value theorems, the Cauchy criterion, integrability. Credit, 3 semester hours. PREREQ: MAT 2300 and 3310.

MAT 4320. Real Analysis II

A continuation of Advanced Calculus I including such topics as the total derivative of multi-variable functions, transformations of \mathbb{R}^n , representations of functions by series and integrals, and uniform convergence. Credit, 3 semester hours. PREREQ: MAT 4310.

MAT 4440. Complex Analysis

Complex numbers, analytic functions, conformal mappings, contour integration, Cauchy's theorem and integral formula. Taylor and Laurent expansions, analytic continuation, and Liouville's theorem. Credit, 3 semester hours. PREREQ: MAT 3310.

MAT 4490. Internship in Mathematics in the Secondary School

Provides a semester-long full-time teaching experience in an off campus public school setting. Pass/Fail grading. Credit, 9 semester hours. PREREQ: MAT 4000

MAT 4600. Connections in Mathematics III

This seminar course is designed to help mathematics and mathematics education majors connect and deepen their mathematical understandings of advanced analysis and technology. Emphasis will be

placed on research and communication of mathematical ideas. Major course work will include production of portfolio artifacts that represent the major's development of understanding in the mathematics curriculum. Credit, 1 semester hour. PREREQ: MAT 3600.

MAT 4750. Professional Seminar in Secondary Mathematics

A seminar designed to parallel the full-semester student teaching experience. Emphasis will be placed on the appropriate application of methods of teaching and assessment in a clinical setting. Proper use of instructional materials, participation in the reflective teaching process, and opportunities for professional development and growth will be emphasized. Credit, 3 semester hours. PREREQ: Admission to Professional Semester.

MAT 4990. Independent Study

Offered for mathematics majors on approval of the Department Chair. Credit, 1-3 semester hours.

MATS 4xxx. Special Topics (Variable Title)

A study of special topics in mathematics or mathematics education. May be repeated to a maximum of 6 hours. Credit, 1-3 semester hours. PREREQ: Permission of instructor.

COMPUTER SCIENCE (CSC)

CSC 1000. Introduction to Computers

The content of this course includes a discussion of computer hardware, computer software, the history of computing, and typical applications of computers. A significant amount of time is devoted to such applications as word processing, spreadsheets, databases, and graphics. Additional topics for discussion include a brief introduction to computer languages, effects of computers on society and the individual, data communications, and artificial intelligence. Credit, 3 semester hours.

CSC 1300. WWW Information

Introduces students to the World Wide Web, focusing on the techniques of web page creation. No programming background is required, although students will learn some programming through scripting languages. Credit, 3 semester hours.

CSC 1750. Introduction to Algorithms

Introduces a two-part survey of computing applications and algorithmic principles. This course introduces the range of algorithmic concepts and constructs in a particular programming language. The follow-on course, CSC 185, extends the conceptual foundation and expands the programming language context. Topics include data representation, simple I/O, arrays, subprograms, searching, sorting, and merging. Techniques of problem solving, stepwise refinement, and documentation are also covered. Credit, 3 semester hours. COREQ: CSC 1760

CSC 1760. Introduction to Programming

This is an intense course in programming implementing concepts of structured programming and algorithmic analysis with emphasis on application. Credit, 3 semester hours. COREQ: CSC 1750.

CSC 1850. Object-Oriented Programming

Builds on the foundation provided by CSC 1750 to provide students with immersion in programming experience and associated techniques, with a focus on the object oriented paradigm. Topics include control flow, debugging and testing, string processing, searching and sorting, recursion, and stacks and linked lists. Emphasis on effective software engineering practices, including incremental development, systematic testing, and hypothesis driven debugging of software artifacts. Credit, 3 semester hours. PREREQ: MAT 1090 or MAT 1070 & MAT 1080 and C or better in CSC 1750 and CSC 1760.

CSC 1900. JAVA Programming

A first course in programming Java using concepts of structured programming and algorithmic analy-

sis with emphasis on application. Credit, 3 semester hours. PREREQ: CSC 1750 and 1760.

CSC 2020. Microcomputer Programming

A first course in microcomputer programming emphasizing both numeric and string processing, and structured programming. (Visual BASIC and Delphi) using IBM compatible computers. Credit, 3 semester hours. PREREQ: CSC 1000 or permission of instructor.

CSC 2050. Introduction to Programming—C/C++

A first course in programming covering the basic concepts of C and C++ programming languages. Covers structured programming, object-oriented programming, and algorithmic analysis with emphasis on application. Credit, 3 semester hours.

CSC 2150. Discrete Structures

Offers an intensive introduction to discrete mathematics as it is used in computer science. Topics include functions, relations, sets, propositional and predicate logic, simple circuit logic, proof techniques, elementary combinatorics, and discrete probability. Credit, 3 semester hours. PREREQ: MAT 1070 or MAT 1090 or MAT 2210 and CSC 1750, 1760.

CSC 2250. Fundamentals of Computer Systems

Introduces the student to computer hardware and software interfaces. Topics include computer structure, machine language, assembly language, addressing modes, file structures, I/O, memory management, and assemblers, linkers, and loaders. Credit, 3 semester hours. PREREQ: CSC 2150 and CSC 1850. [CSC 1850 is a corequisite with a B or better in CSC 1750.]

CSC 2260. Operating Systems and Networking

Introduces the fundamentals of operating systems together with the basics of networking and communications. Credit, 3 semester hours. PREREQ: C or better in CSC 1750 and 1760.

CSC 2650. Digital Logic

Covers basic concepts of computer engineering and science from digital logic circuits to the design of a complete microcomputer system, presenting an understanding of principles and basic tools required to design typical digital systems such as microcomputers. Credit, 3 semester hours. PREREQ: C or better in CSC 2150.

CSC 2800. Information and Knowledge Management

Uses the idea of information as a unifying theme to investigate a range of issues in computer science, including database systems, artificial intelligence, human–computer interaction, multimedia systems, and data communication. Credit, 3 semester hours. PREREQ: CSC 1850 and CSC 2150.

CSC 2850. Data Structures

Design of algorithms. Graphs, paths, and trees. Analysis of algorithms for internal and external sorting, searching, and merging. Hashing. Algorithms for dynamic storage allocation. Credit, 3 semester hours. PREREQ: CSC 2150 and C or better in CSC 1850.

CSC 2920. Software Development and Professional Practices

The course material combines a range of topics integral to the design, implementation, and testing of a medium scale software system with the practical experience of implementing such a project as a member of a programmer team. In addition to material on software engineering, this course also includes material on professionalism and ethical responsibilities in software development and human–computer interaction. Credit, 3 semester hours. PREREQ: CSC 1850.

CSC 3350. Network Management

Presents the five conceptual areas of network management as defined by the International Organization for Standardization (ISO): performance management, configuration management, accounting management, fault management, and security management. This course covers networking technologies such as Ethernet, bridges, and switches. It addresses network management architectures and

protocols to lay the foundation for SNMP management, broadband management, and TNM. Some network management applications, tools to monitor network parameters, and network management systems to manage networks are included. Credit, 3 semester hours. PREREQ: CSC 1850, 2260.

CSC 3380. Programming for the World Wide Web

In this course, students will gain experience with the programming techniques, technologies, and issues associated with the Internet. Topics include network programming with sockets, TCP/IP, the HTTP protocol, web-servers, browsers, security, authentication, distributed objects, and client-server computing. This is a project-oriented course in which students will be expected to develop software using a variety of programming languages. Credit, 3 semester hours. PREREQ: CSC 1850 or 1900 and CSC 2260.

CSC 3650. Introduction to Computer Architecture

Introduces students to the organization and architecture of computer systems, beginning with the standard von Neumann model and then moving forward to more recent architectural concepts. Credit, 3 semester hours. PREREQ: CSC 2650 and CSC 2250.

CSC 3750. Programming Languages

This is an introduction to the design and implementation of programming languages, including a survey of several major languages and their features. Material covered will emphasize implementation details. Credit, 3 semester hours. PREREQ: CSC 2250.

CSC 3800. Database Management Systems

The course covers the goals of DBMS including data independence, relationships, logical and physical organizations, schema, and subschema. Hierarchical, network, and relational models are covered with an emphasis on the relational model. Small SQL queries are created and examined. Credit, 3 semester hours. PREREQ: CSC 2850.

CSC 3910. Software Engineering

Software Engineering is the study of the software process, in particular the analysis, design, implementation, testing, maintenance, and documentation of a software system. This course introduces the fundamental software engineering concepts and terminology, presents formal models of structured design and programming, and aims to give students both a theoretical and a practical foundation. The primary focus of the class will be on learning modern software methods and tools that can be applied on a project in CSC 4900. Topics covered include information hiding, iterative enhancements, structured programming teams, program libraries, walkthroughs, and documentation. Credit, 3 semester hours. PREREQ: CSC 2920.

CSC 3920. Software Process Improvement

This course is an introduction to the CMMI framework, emphasizing understanding, evaluation, and integrated process improvement. Topics include software process assessment, the Capability Maturity Model for Software, other approaches to software process assessment. This course presents a survey on the use of SPI and software process assessment (SPA) as practiced by large and small companies. Credit, 3 semester hours. PREREQ: CSC 3910.

CSC 3930. Component-Based Computing

Analyzes the fundamental problems that must be solved by middleware in order to provide complete and transparent interoperability between distributed components. The course illustrates the state of the art with respect to how the fundamental problems are solved in practice and provides a hands-on experience developing distributed applications using the most important standards. Credit, 3 semester hours. PREREQ: CSC 3910.

CSC 4010. Theory of Computation

Introduces the student to formal language theory, finite automata, regular expressions, and regular grammars; pushdown automata; context free grammars; and context sensitive grammars. Credit, 3 semester hours. PREREQ: CSC 2250, CSC 2850.

CSC 4050. Current Topics in Computers in Education

The application of computer software in the classroom, including integration of software with lesson plans. Additional topics include matching software to the most appropriate hardware. This course is designed as a pre-service course for teachers and may not be used as an advanced MAT or CSC requirement. It is not to be counted toward the Mathematics Concentration at the Graduate level. Credit, 3 semester hours. PREREQ: Permission of instructor.

CSC 4150. Translators and Compilers

This course covers interpreters, assemblers, and compilers. The student will study grammar, languages, syntax, semantics, and BNF. Course material covers parsing, symbol tables, one- and two-pass compilers, and code generation. The course has a programming project. Credit, 4 semester hours. PREREQ: CSC 4010.

CSC 4350. Operating Systems

This course covers the basic functions of an operating system. Topics covered include process management and scheduling, memory management and paging algorithms, I/O management, file management, deadlock, and operating system security. Credit, 3 semester hours. PREREQ: MAT 2220.

CSC 4450. Design and Analysis of Algorithms

This course covers time and space complexity of algorithms. Survey of various design techniques such as “divide and conquer” and the “greedy” method is covered. Program verification and validation as well as NPComplete and NPHard problems are discussed. Credit, 3 semester hours. PREREQ: CSC 2850, and MAT 2220.

CSC 4810. Data Mining

This course covers the principles underlying data mining algorithms and their applications. Algorithms that include trees and rules for classification and regression, association rules, belief networks, classical statistical models, nonlinear models such as neural networks, and local “memory-based” models are presented and examined. Examples showing how all of the preceding analysis fits together are presented. Topics include the role of metadata, how to handle missing data, and data preprocessing. Credit, 3 semester hours. PREREQ: CSC 3800.

CSC 4820. Data Warehousing

The basic elements of data warehousing are described. Topics of project management, defining business requirements, the architecture and infrastructure, the role of metadata, implementation, growth, and maintenance are covered. Credit, 3 semester hours. PREREQ: CSC 3800.

CSC 4900. Advanced Software Project

An assigned, group or individual, in-depth programming project includes problem definition, requirements analysis, design, implementation, documentation, and testing. Credit, 4 semester hours. PREREQ: CSC 2250 and CSC 2850.

CSC 4990. Independent Study

Open to seniors in Computer Science with a quality point average of 3.0 in the major and with approval of the Department Chair. Written and oral reports are required. Credit, 1-3 semester hours.

CSCS 4xxx Special Topics (Variable Title)

A study of special topics in computer science. The selected topics will be an in-depth study of a content area, or they will be selected over the breadth of a content area. Credit, 3 semester hours. PREREQ: Permission of instructor.

INFORMATION TECHNOLOGY (ITC)**ITC 2060. Human–Computer Interaction**

This course provides students with a comprehensive account of the field of human–computer interaction (HCI). HCI is a multidisciplinary field of study concerned with how humans interact with

software and hardware interfaces. The interplay between people and computers in applications such as multimedia, virtual environments, and computer supported cooperative work, will be investigated. Theories of human information processing, human behavior, and their implications for user-centered design of interfaces are explored. Students learn principles and guidelines needed to develop high quality interface designs that users can understand, predict, and control. The application of the usability engineering process, including analysis, design, prototyping and testing will new studied. Credit, 3 semester hours. PREREQ: CSC 1300, 2050, and either CSC 1850 or 1900.

ITC 2080. Introduction to System Administration and Shell Scripting

This course provides students with tools and techniques used in administration of computing systems. Unix/Linux and Windows will be among systems studied. Topics covered include file systems, files security, editors, file processing, shell scripting programming, and system utilities. Students will learn system installation, halting and booting the system, file and directory permission structures, print and disk quotas, device configuration and management, and user account administration. Students also explore tools and techniques used to script common tasks in operating system environments. Students will gain experience in writing scripts in Unix/Linux and Windows operating systems. Credit, 3 semester hours. PREREQ: CSC 2050 and either CSC 1850 or 1900.

ITC 2700. Computer Network and Data Communication

This course introduces students to the fundamentals of computer networks, data communications hardware and software, and use of these components in computer networks. Students will investigate issues of networking from the lowest levels of data transmission and wiring to the highest levels of application software, explaining how underlying technologies provide services and how Internet applications use those services. Topics covered include OSI model, LAN, WAN, packet transmission, internetworking, TCP/IP, WWW, Java technology, network control, and performance considerations. Credit, 3 semester hours. PREREQ: CSC 2050 and either CSC 1850 or 1900.

ITC 3100. Website Development and Multimedia.

This course builds on the basic aspects of XHTML, Internet, and Web technologies as well as computer-mediated communication, and basic Internet applications such as telnet, FTP, and WWW techniques. Students are assumed to have had experience in Web page development and publishing. Topics covered in this course include fundamental Web design concepts such as usability, accessibility, information design, and graphic design in the context of the Web. User-centered Web design and development, definition of the site mission and the target user population, methods for gathering requirements, conceptual design of Web site, site architecture, page layout, physical design, usability testing, implementation, marketing, maintenance, and evaluation will also be explored. This course also provides introduction to multimedia (audio, video, as well as speech synthesis and recognition), and multimedia programming, cascading style sheets, and DHTML. Credit, 3 semester hours. PREREQ: ITC 2060.

ITC 3250. System Administration

This course introduces students to the essential knowledge and skills that system administrators possess. This course reviews the basic operating system concepts, including process and thread management, memory management, file systems, and input/output systems as well as various administration services. It covers system administration topics focuses on integrating systems and user support services. Topics explored include security, user and group administration, system update and maintenance, backup and restore technologies, as mass storage technologies. Credit, 3 semester hours. PREREQ: ITC 2080 and 2700.

ITC 4100. Web Database Development

This course builds on the distributed client/server DBMS and Web technologies. Web client-side, database server-side, and web-server side issues associated with a three-tier DBMS implementation will be investigated. Students will implement a three-tier DBMS application. A database backend

will be designed and implemented using a standard DBMS product and the Open Source DBMS Software. Students will construct a web server and implement client/server connectivity. Students will develop tools to monitor and measure performance of an implementation. Programming projects are required. Credit, 3 semester hours. PREREQ: CSC 3800 and ITC 3100.

ITC 4200. Windows and Game Programming

This course provides students with Windows programming techniques, and explores game programming skills and strategies. Students will learn how to develop stand alone applications windows, dialog boxes, option buttons, check boxes, menus, help facilities. It also covers DLL (dynamic link libraries), and how to use Windows API (application program interface), DDE (dynamic data exchange), and multimedia application. Credit, 3 semester hours. PREREQ: ITC 3100.

ITC 4800. Advanced Computer Systems

This course explores topics focused on services in an enterprise environment characterized by a high degree of complexity, large scale, and heterogeneity. It discusses topics such as computational and data grid computing, cluster computing, the role of Information Technology in large organization, and virtualization of services. Credit, 3 semester hours. PREREQ: ITC 3250.

ITC 4940. Capstone Project in Information Technology

Capstone IT project to be taken by graduating students in the Information Technology curriculum. Credit, 3 semester hours. PREREQ: Senior standing in BSIT.

ITC 4950. Independent Study in Information Technology

Students will work independently under the supervision of a faculty advisor on a topic not covered in other courses. Proposal must be approved and signed by a faculty member. Credit, 3 semester hours. PREREQ: Permission of instructor.

ITC 4960. Information Technology Internship

A cooperative educational experience is available for those students who want to gain industrial experience. Department Chair's approval is required. Credit, 3 semester hours. PREREQ: Junior or senior standing in BSIT.

ITCS 4xx. Special Topics in Information Technology

Current topics and advances in Information Technology are studied. Credit, 3 semester hours. PREREQ: Permission of the instructor.

GRADUATE COURSES

See the School of Graduate Studies section of the Catalog.