Computer Science

The Co-operative Education Option is available in Computer Science. See the Co-operative Education (http://www.carleton.ca/calendars/2012-13/undergrad/regulations/co-operativeeducation) section of this Calendar for details.

Graduation Requirements

In addition to the requirements listed below, students must satisfy the University regulations common to all undergraduate students (see the *Academic Regulations of the University* section of this Calendar).

Students should consult with the School when planning their program and selecting courses.

Course Categories

The following categories of courses are used in defining the program requirements in Computer Science.

Computer Science (COMP)

In addition to the courses with subject code COMP, the following courses offered by the Sprott School of Business, the Faculty of Engineering and Design, and the Faculty of Arts and Social Sciences are relevant to the B.C.S. program and the Combined Honours programs. These courses are counted as Computer Science credits in B.C.S., Minor in Computer Science and Combined Honours program requirements:

BUSI 2400 [0.5]	Foundations of Information Systems	0.5
BUSI 4400 [0.5]	IS Strategy, Management and Acquisition	0.5
BUSI 4402 [0.5]	Information Systems Practicum	0.5
BUSI 4406 [0.5]	Decision Making and Support Systems	0.5
SYSC 3303 [0.5]	Real-Time Concurrent Systems	0.5
SYSC 4005 [0.5]	Discrete Simulation/Modeling	0.5
SYSC 4106 [0.5]	Software Product Management	0.5
SYSC 4507 [0.5]	Computer Systems Architecture	0.5
CCDP 2000 [0.5]	Communication Skills for Computer Science Students	0.5

Approved Arts or Social Sciences or Science or Business

All courses offered by the Faculty of Arts and Social Sciences, the Faculty of Public Affairs, and the Sprott School of Business. In Science, only courses in BIOL, BIOC, CHEM, ENSC, ERTH, FOOD, ISCI, NSCI, PHYS, TSES. This excludes all courses in COMP, MATH, and STAT. Also excluded are courses in the Prohibited Courses category.

Natural Science Electives

This category is defined with the B.Math. programs. See the Mathematics Program section of this Calendar for details.

Prohibited Courses

The following courses cannot be used for credit in the B.C.S. or any Combined Computer Science program:

BUSI 1402 [0.5]	Introduction to Business Information and Communication Technologies	0.5
BUSI 2402 [0.5]	Business Applications Development	0.5
COMP 1001 [0.5]	Introduction to Computers for the Arts and Social Sciences	0.5
COMP 1004 [0.5]	Introduction to Computers for the Sciences	0.5
MATH 1009 [0.5]	Calculus: with Applications to Business	0.5
MATH 1119 [0.5]	Linear Algebra: with Applications to Business	0.5
ECON 1401/MATH 1401 [0.5]	Elementary Mathematics for Economics I	0.5
ECON 1402/MATH 1402 [0.5]	Elementary Mathematics for Economics II	0.5

and all courses in BIT, IMD and NET.

Program Requirements
Bachelor of Computer Science Honours
Bachelor of Computer Science Honours Streams

B.C.S. Honours students may either register in the B.C.S. Honours degree below, or in one of the B.C.S. Honours streams that follow.

Computer Science
B.C.S. Honours (20.0 credits)

UBCS

A. Credits Included in the Major CGPA (9.0 credits)		
1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1805 [0.5]	Discrete Structures I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 0.5 credit in COMP at the 2000-level or above		0.5
3. 1.5 credits in COMP at the 4000-level		1.5
B. Credits Not Included in the Major CGPA (11.0 credits)		
4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	

MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit from:		0.5
MATH at the 2000-level or above		
6. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
7. 5.0 credits in Approved Arts or Social Sciences or Science or Business		5.0
8. 4.0 credits in free electives.		4.0
Total Credits		20.0

Computer Science
Management and Business Systems Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.0 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1805 [0.5]	Discrete Structures I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 0.5 credit in COMP at the 2000-level or above		0.5
3. 1.5 credits in COMP at the 4000-level		1.5

B. Credits Not Included in the Major CGPA (11.0 credits)

4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit from:		0.5
MATH at the 2000-level or above		
6. 0.5 credit in:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
7. 1.0 credit from:		1.0
BUSI 1003 and 0.5 credit in 2000-level BUSI, or		
BUSI 1001 [0.5] & BUSI 1002 [0.5]	Principles of Financial Accounting and Management Accounting	
8. 2.0 credits in:		2.0
BUSI 2101 [0.5]	Introduction to Organizational Behaviour	
BUSI 2301 [0.5]	Introduction to Operations Management	
BUSI 2503 [0.5]	Basic Finance for Non-Business Majors	
BUSI 3402 [0.5]	Systems Analysis and Design	
9. 1.0 credit in:		1.0
ECON 1000 [1.0]	Introduction to Economics	
10. 1.5 credit in BUSI at the 3000-level or above		1.5
11. 3.5 credits in free electives.		3.5
Total Credits		20.0

Computer Science
Software Engineering Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.5 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1805 [0.5]	Discrete Structures I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 0.5 credit from:		0.5
COMP 3008 [0.5]	Human-Computer Interaction	
COMP 4104 [0.5]	Principles and Practice of Distributed Programming	
3. 1.5 credits in:		1.5
SYSC 3303 [0.5]	Real-Time Concurrent Systems	
COMP 4004 [0.5]	Software Quality Assurance	
SYSC 4106 [0.5]	Software Product Management	
4. 0.5 credit in COMP at the 4000-level		0.5

B. Credits Not Included in the Major CGPA (10.5 credits)

5. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
6. 0.5 credit in:		0.5
MATH at the 2000-level or above		
7. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
8. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives		5.0
10. 3.5 credits in free electives.		3.5
Total Credits		20.0

Computer Science
Network Computing Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.0 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 0.5 credit in:		0.5
COMP 3203 [0.5]	Principles of Computer Networks	
3. 1.5 credit from:		1.5
COMP 4000 [0.5]	Distributed Operating Systems	
COMP 4001 [0.5]	Distributed Computing	
COMP 4009 [0.5]	Programming for Clusters and Multi-Core Processors	
COMP 4104 [0.5]	Principles and Practice of Distributed Programming	
COMP 4108 [0.5]	Computer Systems Security	
COMP 4203 [0.5]	Wireless Networks and Security	
COMP 4804 [0.5]	Design and Analysis of Algorithms II	

B. Credits Not Included in the Major CGPA (11.0 credits)

4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit from:		0.5
MATH at the 2000-level or above		
6. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives		5.0
8. 4.0 credits in free electives.		4.0
Total Credits		20.0

Computer Science
Computer and Internet Security Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.5 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 2.0 credits in:		2.0
COMP 3008 [0.5]	Human-Computer Interaction	
COMP 3203 [0.5]	Principles of Computer Networks	
COMP 4108 [0.5]	Computer Systems Security	
COMP 4109 [0.5]	Applied Cryptography	
3. 0.5 credit in COMP at the 4000-level		0.5

B. Credits Not Included in the Major CGPA (10.5 credits)

4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit from:		0.5
MATH at the 2000-level or above		
6. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives		5.0
8. 3.5 credits in free electives.		3.5
Total Credits		20.0

Computer Science
Mobile Computing Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (10.0 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	

COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	

2. 2.0 credits in: — 2.0

COMP 1601 [0.5]	Introduction to Mobile Application Development	
COMP 2601 [0.5]	Mobile Applications	
COMP 3601 [0.5]	Social Networking	
COMP 4601 [0.5]	Mobile Multimedia	

3. 1.0 credit in COMP at the 4000-level — 1.0

B. Credits Not Included in the Major CGPA (10.0 credits)

4. 1.0 credit in: — 1.0

MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	

5. 0.5 credit from: — 0.5

MATH at the 2000-level or above

6. 0.5 credit from: — 0.5

STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	

7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives — 5.0

8. 3.0 credits in free electives. — 3.0

Total Credits — 20.0

Computer Science
Computer Game Development Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (10.0 credits)

1. 7.0 credits in: — 7.0

COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	

2. 2.0 credits in: — 2.0

COMP 1501 [0.5]	Introduction to Computer Game Design	
COMP 2501 [0.5]	Computer Game Design and Development	
COMP 3501 [0.5]	Foundations of Game Programming and Computer Graphics	
COMP 4501 [0.5]	Advanced Computer Game Design and Development	

3. 1.0 credit in COMP at the 4000-level — 1.0

B. Credits Not Included in the Major CGPA (10.0 credits)

4. 1.0 credit in: — 1.0

MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	

5. 0.5 credit from: — 0.5

MATH at the 2000-level or above

6. 0.5 credit from: — 0.5

STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	

7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives — 5.0

8. 3.0 credits in free electives. — 3.0

Total Credits — 20.0

Computer Science
Robotics Stream
B.C.S. Honours (20.0 credits)

A. Credits included in the Major CGPA (10.0 credits)

1. 7.0 credits in: — 7.0

COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	

2. 2.0 credits in: — 2.0

COMP 1807 [0.5]	Introduction to Robotics	
COMP 2807 [0.5]	Fundamentals of Mobile Robot Programming	
COMP 3802 [0.5]	Computational Geometry	
COMP 4106 [0.5]	Artificial Intelligence	

3. 1.0 credit in COMP at the 4000-level — 1.0

B. Credits not included in the Major CGPA (10.0 credits)

4. 1.0 credit in: — 1.0

MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	

5. 0.5 credit in MATH at the 2000-level or above — 0.5

6. 0.5 credit from: — 0.5

STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	

| | | 7. **5.0 credits in** Approved Arts or Social Sciences or Science or Business Electives | 5.0 |

7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives		5.0
8. 3.0 credits in free electives.		3.0
Total Credits		20.0

Computer Science
Biomedical Computing Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.0 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 1.0 credit in:		1.0
COMP 3308 [0.5]	Bioinformatics	
COMP 4804 [0.5]	Design and Analysis of Algorithms II	
3. 0.5 credit in COMP at the 4000-level		0.5
4. 0.5 credit from:		0.5
COMP 4300 [0.5]	Computational Molecular Biology	
COMP 4308 [0.5]	Computational Systems Biology	

B. Credits not included in the Major CGPA (11.0 credits)

5. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
6. 0.5 credit in MATH at the 2000-level or above		0.5
7. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
8. 0.5 credit in COMP or MATH electives at the 2000-level or above		0.5
9. 2.0 credits in:		2.0
BIOL 1103 [0.5]	Foundations of Biology I	
BIOL 1104 [0.5]	Foundations of Biology II	
BIOL 2104 [0.5]	Introductory Genetics	
BIOL 2600 [0.5]	Introduction to Ecology	
10. 0.5 credit from:		0.5
BIOL 3104 [0.5]	Molecular Genetics	
BIOL 3609 [0.5]	Evolutionary Concepts	
11. 2.0 credits in:		2.0
CHEM 1001 [0.5]	General Chemistry I	

CHEM 1002 [0.5]	General Chemistry II	
CHEM 2203 [0.5]	Organic Chemistry I	
CHEM 2204 [0.5]	Organic Chemistry II	
12. 1.0 credit in:		1.0
BIOC 2200 [0.5]	Cellular Biochemistry	
BIOC 3101 [0.5]	General Biochemistry I	
13. 3.0 credits in free electives.		3.0
Total Credits		20.0

Computer Science
Psychology Stream
B.C.S. Honours (20.0 credits)

A. Credits Included in the Major CGPA (9.0 credits)

1. 7.0 credits in:		7.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 1805 [0.5]	Discrete Structures I	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 4905 [0.5]	Honours Project	
2. 0.5 credit in COMP at the 2000-level or above		0.5
3. 1.5 credits in COMP at the 4000-level		1.5

B. Credits Not Included in the Major CGPA (11.0 credits)

4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit in MATH at the 2000-level or above		0.5
6. 0.5 credit in:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
7. 1.0 credit in:		1.0
PSYC 1001 [0.5]	Introduction to Psychology I	
PSYC 1002 [0.5]	Introduction to Psychology II	
8. 2.0 credits in:		2.0
PSYC 2001 [0.5]	Introduction to Research Methods in Psychology	
PSYC 2100 [0.5]	Introduction to Social Psychology	
PSYC 2700 [0.5]	Introduction to Cognitive Psychology	
PSYC 2800 [0.5]	Introduction to Human Factors	
9. 1.0 credit in PSYC at the 3000-level or above		1.0
10. 0.5 credit from:		0.5
PSYC 3102 [0.5]	Cognitive Processes in Social Psychology	
PSYC 3105 [0.5]	Organizational Psychology	

PSYC 3702 [0.5]	Perception	
11. 1.0 credit in:		1.0
PSYC 4800 [0.5]	Aspects of Product Design Methodology	
PSYC 4805 [0.5]	Social Aspects of Computer Use	
13. 3.5 credits in free electives.		3.5
Total Credits		20.0

Computer Science
B.C.S. Major (20.0 credits)

UBCS

A. Credits Included in the Major CGPA (7.5 credits)

1. 6.0 credits in:		6.0
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1805 [0.5]	Discrete Structures I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 2804 [0.5]	Discrete Structures II	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3007 [0.5]	Programming Paradigms	
2. 1.0 credit in COMP at the 3000-level or above		1.0
3. 0.5 credit in COMP at the 4000-level		0.5

B. Credits Not Included in the Major CGPA (12.5 credits)

4. 1.0 credit in:		1.0
MATH 1007 [0.5]	Elementary Calculus I	
MATH 1104 [0.5]	Linear Algebra for Engineering or Science	
5. 0.5 credit from:		0.5
STAT 2507 [0.5]	Introduction to Statistical Modeling I	
STAT 2605 [0.5]	Probability Models	
6. 0.5 credit in Mathematics and Statistics at the 2000-level or above		0.5
7. 5.0 credits in Approved Arts or Social Sciences or Science or Business Electives		5.0
8. 5.5 credits in free electives.		5.5
Total Credits		20.0

Computer Science and Mathematics
B.Math. Combined Honours (20.0 credits)

Students must register in one of the two streams below, each of which adds 5.0 credits to the Major CGPA.

A. Credits Included in the Major CGPA (15.0 credits)

1. 4.0 credits in:		4.0
MATH 1002 [1.0]	Calculus and Introductory Analysis I	
MATH 1102 [1.0]	Algebra I	
MATH 2000 [1.0]	Calculus and Introductory Analysis II (Honours)	
MATH 2100 [1.0]	Algebra II (Honours)	

2. 5.5 credits in:		5.5
COMP 1405 [0.5]	Introduction to Computer Science I	
COMP 1406 [0.5]	Introduction to Computer Science II	
COMP 2401 [0.5]	Introduction to Systems Programming	
COMP 2402 [0.5]	Abstract Data Types and Algorithms	
COMP 2404 [0.5]	Introduction to Software Engineering	
COMP 2406 [0.5]	Fundamentals of Web Applications	
COMP 3000 [0.5]	Operating Systems	
COMP 3004 [0.5]	Object-Oriented Software Engineering	
COMP 3005 [0.5]	Database Management Systems	
COMP 3804 [0.5]	Design and Analysis of Algorithms I	
COMP 3805 [0.5]	Discrete Structures and Applications (Honours)	
3. 0.5 credit in:		0.5
MATH 4905 [0.5]	Honours Project (Honours)	
COMP 4905 [0.5]	Honours Project	

and for the concentration in Computing Theory and Numerical Methods:

4-7. Concentration (see below)		5.0

B. Credits Not Included in the Major CGPA (5.0 credits)

8. 4.0 credits not in MATH, STAT, or COMP consisting of:		4.0
a. 1.0 credit in Natural Science electives		
b. 2.0 credits in Approved Arts or Social Sciences or Business		
c. 1.0 credit at the 2000-level or higher in Natural Science electives or in Approved Arts and Social Sciences		
9. 1.0 credit in free electives.		1.0
Total Credits		20.0

Concentration in Computing Theory and Numerical Methods (5.0 credits)

6M

4. 2.5 credits in:		2.5
MATH 2454 [0.5]	Ordinary Differential Equations (Honours)	
STAT 2655 [0.5]	Introduction to Probability with Applications (Honours)	
MATH 3801 [0.5]	Linear Programming	
MATH 3806 [0.5]	Numerical Analysis (Honours)	
COMP 4804 [0.5]	Design and Analysis of Algorithms II	
5. 0.5 credit from:		0.5
MATH 3001 [0.5]	Real Analysis (Honours)	
MATH 3002 [0.5]	Calculus of Differential FLectures three hours a week and one hour tutorial.orms and Geometry (Honours)	
MATH 3057 [0.5]	Functions of a Complex Variable (Honours)	
MATH 3008 [0.5]	Ordinary Differential Equations (Honours)	
6. 1.0 credit from:		1.0
MATH 4801 [0.5]	Topics in Combinatorics (Honours)	
MATH 4802 [0.5]	Introduction to Mathematical Logic (Honours)	

MATH 4803 [0.5]	Computable Functions (Honours)	
MATH 4805 [0.5]	Theory of Automata (Honours)	
MATH 4806 [0.5]	Numerical Linear Algebra (Honours)	
MATH 4808 [0.5]	Graph Theory and Algorithms (Honours)	
7. 1.0 credit in COMP at the 3000-level or above		1.0
Total Credits		5.0

Concentration in Statistics and Computing (5.0 credits)

		6L
4. 2.5 credits in:		2.5
MATH 2454 [0.5]	Ordinary Differential Equations (Honours)	
STAT 2559 [0.5]	Basics of Statistical Modeling (Honours)	
STAT 2655 [0.5]	Introduction to Probability with Applications (Honours)	
STAT 3558 [0.5]	Elements of Probability Theory (Honours)	
STAT 3559 [0.5]	Mathematical Statistics (Honours)	
5. 0.5 credit from:		0.5
STAT 3506 [0.5]	Stochastic Processes and Applications (Honours)	
or STAT 3553 [0.5]	Regression Modeling (Honours)	
6. 1.0 credit in STAT at the 4000-level		1.0
7. 1.0 credit in COMP at the 4000-level		1.0
Total Credits		5.0

Minor in Computer Science (4.0 credits)

		M3
Requirements		
1. 2.5 credits in:		2.5
COMP 1005 [0.5]	Introduction to Computer Science I	
COMP 1006 [0.5]	Introduction to Computer Science II	
COMP 2001 [0.5]	Introduction to Systems Programming	
COMP 2002 [0.5]	Abstract Data Types and Algorithms	
COMP 2004 [0.5]	Introduction to Software Engineering	
2. 1.0 credit from:		1.0
COMP 1805 [0.5]	Discrete Structures I (and/or COMP at the 2000-level or above)	
3. 0.5 credit in COMP at the 3000-level or above		0.5
4. Course equivalencies and transfer credits can be used for at most 2.0 credits of the minor; the remaining 2.0 credits must be courses listed in the COMP section of this Calendar		
5. The remaining requirements of the major discipline(s) and degree must be satisfied.		
Total Credits		4.0

Computer Science (COMP) Courses

School of Computer Science

Faculty of Science

COMP 1001 [0.5 credit]
Introduction to Computers for the Arts and Social Sciences
This course is intended to give students in the arts and social sciences a working knowledge of computers and their applications; computer fundamentals; use of computing facilities; introduction to graphical user interfaces; a sampling of software packages applied to problems in the arts and social sciences.
Precludes additional credit for COMP 1000 and COMP 1004. This course cannot be taken for credit by students in Business, Engineering, Computer Science, Mathematics or Science.
Lectures three hours a week, tutorial one hour a week.

COMP 1004 [0.5 credit]
Introduction to Computers for the Sciences
Working knowledge of computers and their applications with particular reference to problems in Science. Computer fundamentals and the use of application packages such as spreadsheets, databases and symbolic Mathematics programs. A basic familiarity with computers is assumed.
Precludes additional credit for COMP 1001. This course cannot be taken for credit by students in the B.C.S. program or combined programs in Computer Science.
Lectures three hours a week.

COMP 1005 [0.5 credit]
Introduction to Computer Science I
A first course in programming, emphasizing problem solving and computational thinking. Topics include pseudocode, variables, conditionals, iteration, arrays, objects, functions, sorting, searching, and simulation.
Precludes additional credit for COMP 1405 and SYSC 1100.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 1006 [0.5 credit]
Introduction to Computer Science II
A second course in programming emphasizing problem solving and computational thinking in an object-oriented language. Topics include abstraction, mutable data structures, methods, inheritance, polymorphism, recursion, program efficiency, testing and debugging.
Precludes additional credit for COMP 1406 and SYSC 1101.
Prerequisite(s): one of COMP 1005, COMP 1405, SYSC 1005, ECOR 1606.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 1405 [0.5 credit]
Introduction to Computer Science I
A first course in programming for B.C.S. students emphasizing problem solving and computational thinking. Topics include pseudocode, variables, conditionals, iteration, arrays, objects, functions, sorting, searching, and simulation.
Precludes additional credit for COMP 1005 and SYSC 1100.
Prerequisite(s): restricted to students registered in the B.C.S. program, combined Honours in Computer Science and Mathematics, Honours Computer Mathematics, and Honours Computer Statistics.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 1406 [0.5 credit]
Introduction to Computer Science II
A second course in programming for BCS students, emphasizing problem solving and computational thinking in an object-oriented language. Topics include abstraction, mutable data structures, methods, inheritance, polymorphism, recursion, program efficiency, testing and debugging.
Precludes additional credit for COMP 1006 and SYSC 1101.
Prerequisite(s): one of COMP 1405, COMP 1005, ECOR 1606, SYSC 1005. Restricted to students registered in the B.C.S. program, combined Honours in Computer Science and Mathematics, Honours Computer Mathematics, and Honours Computer Statistics.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 1501 [0.5 credit]
Introduction to Computer Game Design
Introduction to computer game programming interfaces. Topics may include: game balance and level design; storytelling and narrative; basic game architecture; sprite-based games and isometric games; representation of scenes; user interaction; architecture of game consoles; development tools for game consoles; interaction with game peripherals.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 1601 [0.5 credit]
Introduction to Mobile Application Development
Introduction to developing mobile applications using the Mac OS X platform. Topics include: the Objective-C programming language; development tools; framework API's; and the Quartz graphic system. Extensive practical experience with development for Apple mobile devices such as the iPhone.
Prerequisite(s): one of COMP 1405, COMP 1005, SYSC 1005, ECOR 1606.
Lecture/lab four hours a week.

COMP 1805 [0.5 credit]
Discrete Structures I
Introduction to discrete mathematics and discrete structures. Topics include: propositional logic, predicate calculus, set theory, complexity of algorithms, mathematical reasoning and proof techniques, recurrences, induction, finite automata and graph theory. Material is illustrated through examples from computing.
Also listed as MATH 1805.
Prerequisite(s): one Grade 12 university preparation mathematics course.
Lectures three hours a week, tutorial one hour a week.

COMP 1807 [0.5 credit]
Introduction to Robotics
An introduction to the field of mobile robots and their applications from a computer science perspective. The course will discuss common robot programming architectures and strategies. Students will build various robot configurations and experiment with a variety of sensors using behavior-based programming.
Prerequisite(s): one of COMP 1405, COMP 1005, SYSC 1005, ECOR 1606.

COMP 2001 [0.5 credit]
Introduction to Systems Programming
Introduction to system-level programming with fundamental OS concepts, procedures, primitive data types, user-defined types. Topics may include process management, memory management, process coordination and synchronization, inter-process communication, file systems, networking, pointers, heap and stack memory management, and system/library calls.
Precludes additional credit for COMP 1002, COMP 1402, COMP 2401, SYSC 1102 and ECOR 1606.
Prerequisite(s): one of COMP 1006, COMP 1406 or SYSC 2004.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 2002 [0.5 credit]
Abstract Data Types and Algorithms
Introduction to the design and implementation of abstract data types and to the complexity analysis of data structures. Topics include: stacks, queues, lists, trees and graphs. Special attention is given to abstraction, interface specification and hierarchical design using an object-oriented programming language.
Precludes additional credit for COMP 2402 and SYSC 2002.
Prerequisite(s): one of COMP 1006, COMP 1406 or SYSC 2004.
Lectures three hours a week.

COMP 2004 [0.5 credit]
Introduction to Software Engineering
Introduction to object-oriented software development, with emphasis on design and implementation of medium-sized programs. Topics include abstraction, modularity, encapsulation, reusability, and design patterns.
Precludes additional credit for COMP 2404 and SYSC 2004.
Prerequisite(s): one of COMP 2001, COMP 2401, SYSC 2006.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 2006 [0.5 credit]
Fundamentals of Web Applications
Introduction to Internet application development with emphasis on computer science fundamentals of the technologies underlying web applications. Topics include scripting and functional languages, language-based virtual machines, database query languages, remote procedure calls over the Internet, and performance and security concerns in modern distributed applications.
Precludes additional credit for COMP 2005, COMP 2405, COMP 2406.
Prerequisite(s): one of COMP 2001, COMP 2401 or SYSC 2006.
Lectures three hours a week and tutorial one and a half hours a week.

COMP 2401 [0.5 credit]
Introduction to Systems Programming
Introduction to system-level programming with fundamental OS concepts, procedures, primitive data types, user-defined types. Topics may include process management, memory management, process coordination and synchronization, inter-process communication, file systems, networking, pointers, heap and stack memory management, and system/library calls.
Precludes additional credit for COMP 1002, COMP 1402, COMP 2001, SYSC 1102, and ECOR 1606.
Prerequisite(s): one of COMP 1406, COMP 1006 or SYSC 2004. Restricted to students registered in the B.C.S. program, combined Honours in Computer Science and Mathematics, Honours Computer Mathematics,and Honours Computer Statistics.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 2402 [0.5 credit]
Abstract Data Types and Algorithms
Introduction to the design and implementation of abstract data types and to complexity analysis of data structures. Topics include: stacks, queues, lists, trees and graphs. Special attention is given to abstraction, interface specification and hierarchical design using an object-oriented programming language.
Precludes additional credit for COMP 2002 and SYSC 2002.
Prerequisite(s): one of COMP 1406, COMP 1006, SYSC 2004. Restricted to students registered in the B.C.S. program, combined Honours in Computer Science and Mathematics, Honours Computer Mathematics, and Honours Statistics.
Lectures three hours a week.

COMP 2404 [0.5 credit]
Introduction to Software Engineering
Introduction to object-oriented software development, with emphasis on design and implementation of medium-sized programs. Topics include abstraction, modularity, encapsulation, reusability, and design patterns.
Precludes additional credit for COMP 2004 and SYSC 2004.
Prerequisite(s): One of COMP 2401, COMP 2001, SYSC 2006. Restricted to students registered in the B.C.S. program, the combined Honours in Computer Science and Mathematics, Honours Computer Mathematics, and Honours Computer Statistics.
Lectures three hours a week, tutorial one and a half hours a week.

COMP 2406 [0.5 credit]
Fundamentals of Web Applications
An introduction to Internet application development that emphasizes the computer science fundamentals of the technologies underlying web applications. Topics include: scripting and functional languages, language-based virtual machines, database query languages, remote procedure calls over the Internet, and performance and security concerns in modern distributed applications.
Precludes additional credit for COMP 2005, COMP 2006, COMP 2405.
Prerequisite(s): One of COMP 2401, COMP 2001, SYSC 2006. Restricted to students registered in the B.C.S. program, combined Honours in Computer Science and Mathematics, Honours Computer Mathematics, and Honours Computer Statistics.
Lectures three hours a week and tutorial one and a half hours a week.

COMP 2501 [0.5 credit]
Computer Game Design and Development
Topics may include: user interaction in multiplayer games, representation of animated scenes, tools for game character development, special effects, sound programming, game AI, motion planning and control, collision detection and physics, digital rights management.
Prerequisite(s): MATH 1104, COMP 1501, one of COMP 1406, COMP 1006 or SYSC 2004, and one of COMP 2401, COMP 2001 or SYSC 2006.
Lectures three hours a week, tutorial one hour a week.

COMP 2601 [0.5 credit]
Mobile Applications
Development of applications for mobile environments taking advantage of gesture-based input and using location and presence services. Topics include introduction to low-level network services and mobile platforms, description of architectural patterns, principles of mobile development and interaction styles for network service usage.
Prerequisite(s): COMP 1601.
Lecture/lab four hours a week.

COMP 2804 [0.5 credit]
Discrete Structures II
A second course in discrete mathematics and discrete structures. Topics include: counting, sequences and sums, discrete probability, basic statistics, recurrence relations, randomized algorithms. Material is illustrated through examples from computing.
Prerequisite(s): COMP 1805.
Lectures three hours a week.

COMP 2807 [0.5 credit]
Fundamentals of Mobile Robot Programming
A continuation of COMP 1807, this course will focus on data uncertainty and various timing issues inherent to the field of mobile robot programming. Topics may include position estimation, forward/inverse kinematics, navigation, data-logging, mapping and robot-computer interaction through wireless communication.
Prerequisite(s): COMP 1807.
Lab four hours a week.

COMP 3000 [0.5 credit]
Operating Systems
A first course in operating systems stressing fundamental issues in design: process management; memory management; process co-ordination and synchronization; interprocess communication; real-time clock management; i/o device drivers; file systems; frame-level network communication. Assignments involve the use, modification, and extension of a multitasking operating system.
Precludes additional credit for SYSC 3001.
Prerequisite(s): one of COMP 2402, COMP 2002, SYSC 2100, and one of COMP 2401, COMP 2001, SYSC 2006.
Lectures three hours a week.

COMP 3002 [0.5 credit]
Compiler Construction
The structure, organization and design of the phases of a compiler are considered: lexical translators, syntactical translators, scope handlers, type checkers, code generators and optimizers. Components of a compiler will be implemented.
Prerequisite(s): one of COMP 2402, COMP 2002, SYSC 2100.
Lectures three hours a week.

COMP 3004 [0.5 credit]
Object-Oriented Software Engineering
Theory and development software systems. This course will discuss computer ethics. Possible topics include: software development processes, requirement specification, class and scenario modeling, state modeling, UML, design patterns, traceability. Students are to complete a team project using a CASE tool.
Precludes additional credit for SYSC 3100 and SYSC 4800.
Prerequisite(s): one of COMP 2404, COMP 2004, SYSC 3010.
Lectures three hours a week.

COMP 3005 [0.5 credit]
Database Management Systems
Introduces students to concepts of database management systems, database design and file structures. Topics include: entity-relationship modeling and object oriented database design, data models (relational, network and object oriented), the relational algebra, SQL, normalization theory, physical data organization, object oriented databases and OQL.
Precludes additional credit for BUSI 3400.
Prerequisite(s): COMP 2402 or COMP 2002, or both of SYSC 2004 and SYSC 2100.
Lectures three hours a week.

COMP 3007 [0.5 credit]
Programming Paradigms
An introduction to functional and logic programming. Topics include: semantics of functional programming, assignment-free programming, the meta-circular interpreter, recursive functions, Prolog, backtracking, cutting, negation.
Prerequisite(s): COMP 2402 or COMP 2002, or both of SYSC 2004 and SYSC 2100.
Lectures three hours a week.

COMP 3008 [0.5 credit]
Human-Computer Interaction
Fundamentals of the underlying theories, design principles, development and evaluation practices of human-computer interaction (HCI). Topics may include: theories of interaction, user interface frameworks, desktop, web, mobile, and immersive applications, usability inspection and testing methods, and qualitative and quantitative approaches to HCI research.
Prerequisite(s): one of COMP 2004, COMP 2404, SYSC 3010, and one of COMP 2406, COMP 2006, COMP 2405, COMP 2005.

COMP 3203 [0.5 credit]
Principles of Computer Networks
This is an introductory course to the field of Network
Computing. Topics include: Protocol Architectures and
Internetworking, Types of Networks, Communication
Protocols, End-System and Network Traffic Management,
Structure of Routing and Congestion Control.
Precludes additional credit for SYSC 4602.
Prerequisite(s): one of COMP 2402, COMP 2002, SYSC
2100, and one of COMP 2401, COMP 2001, SYSC 2006.
Lectures three hours a week.

COMP 3308 [0.5 credit]
Bioinformatics
This practical interdisciplinary course will provide a
broad overview of bioinformatics in which computer
science and mathematics are applied to solve problems
in molecular biology. Topics include gene prediction,
sequence alignment, phylogeny, molecular interactions,
macromolecular structure prediction and biological
databases.
Also listed as BIOC 3008.
Precludes additional credit for BIOC 4006.
Prerequisite(s): BIOC 2200 or BIOL 2200, or permission of
the Biochemistry Institute.
Lecture 1.5 hours a week, computer workshop three hours
a week.

COMP 3501 [0.5 credit]
**Foundations of Game Programming and Computer
Graphics**
Mathematical concepts of 3D engines. Topics may include:
illumination and visibility determination; quaternions;
homogeneous coordinates; transforms; ray tracing; bump
mapping; portal systems; polygonal techniques; shadows;
and linear and rotational physics.
Prerequisite(s): COMP 2402, COMP 2404, and COMP
2501.
Lectures three hours a week.

COMP 3601 [0.5 credit]
Social Networking
Introduction to virtual communities, overlay networks and
social networking. Topics include architectural principles
for heterogeneous social networking platforms, trust and
reputation as social concepts, agent-based computing,
and extraction of trends and patterns from information
exchanged between community members.
Prerequisite(s): COMP 2601.
Lecture/lab four hours a week.

COMP 3802 [0.5 credit]
Computational Geometry
An introduction to computational geometry focusing
on applications to autonomous mobile robots. Topics
may include planning, probabilistic roadmaps, search
strategies, coverage algorithms, watchman routes, vision-
based landmark identification and multi-robot applications.
Prerequisite(s): COMP 2804 and one of COMP 2402,
COMP 2002 or SYSC 2100.
Lectures three hours a week.

COMP 3803 [0.5 credit]
Introduction to Theory of Computation
Theoretical aspects of computer science. Topics include:
formal languages and automata theory, computability
theory.
Precludes additional credit for COMP 2805 (no longer
offered).
Prerequisite(s): COMP 1805.
Lectures three hours a week.

COMP 3804 [0.5 credit]
Design and Analysis of Algorithms I
An introduction to the design and analysis of algorithms.
Topics include: divide-and-conquer, dynamic
programming, linear programming, greedy algorithms,
graph algorithms, NP-completeness.
Also listed as MATH 3804.
Prerequisite(s): one of COMP 2402, COMP 2002 or SYSC
2100, and either COMP 1805/MATH 1805, or both of
MATH 2007 and MATH 2108 or equivalents.
Lectures three hours a week.

COMP 3805 [0.5 credit]
Discrete Structures and Applications (Honours)
Enumeration: inclusion and exclusion, recurrence
relations, generating functions and applications. Graph
theory: connectivity, planarity, Hamilton paths and
Euler trails. Error-correcting codes. Designs and finite
geometries. Symmetry and counting.
Also listed as MATH 3855.
Precludes additional credit for MATH 3805 and MATH
3825.
Prerequisite(s): MATH 2100 or a grade of B or higher in
MATH 2108 or MATH 3101.
Lectures three hours a week and one hour tutorial.

COMP 3806 [0.5 credit]
Numerical Analysis
Elementary discussion of error, polynomial interpolation,
quadrature, linear systems of equations and matrix
inversion, non-linear equations, difference equations and
ordinary differential equations.
Also listed as MATH 3806.
Prerequisite(s): i) MATH 1002, MATH 1005 or MATH 2007
(or MATH 2001 or MATH 2002); and ii) MATH 1102 or
MATH 2107; and (iii) knowledge of a computer language.
Lectures three hours a week and one hour tutorial.

COMP 3807 [0.5 credit]
Mathematical Software
Incorporation of basic numerical methods into efficient,
reliable software. The course includes examination of
existing software systems, e.g. linear systems, non-linear
systems, optimization, or differential equations.
Also listed as MATH 3807.
Prerequisite(s): COMP 3806.

COMP 3999 [0.0 credit]
Co-operative Work Term

COMP 4000 [0.5 credit]
Distributed Operating Systems
An advanced course emphasizing the principles of
distributed operating systems including networking
protocols, distributed file systems, remote IPC
mechanisms, graphical user interfaces, load balancing,
and process migration. Case studies include current
"standards" as well as novel systems under development.
Prerequisite(s): one of COMP 3203 or SYSC 4602, and
one of COMP 3000, SYSC 3001,SYSC 4001.
Lectures three hours a week.

COMP 4001 [0.5 credit]
Distributed Computing
Overview of distributed computing. Topics include:
computational models, communication complexity, design
and analysis of distributed algorithms and protocols,
fault-tolerant protocols, synchronous computations.
Applications may include: communication in data
networks, control in distributed system (e.g., election,
distributed mutual exclusion), manipulation of distributed
data (e.g., ranking).
Prerequisite(s): COMP 3000, SYSC 3001, or SYSC 4001.
Lectures three hours a week.

COMP 4002 [0.5 credit]
Real-Time 3D Game Engines
The design and implementation of game engines for
real-time 3D games including topics such as camera
control, environmental effects, articulated models, terrain,
vegetation, collision detection, particles, emitters, triggers,
portals, waypoints, mirrors, and shadows.
Prerequisite(s): COMP 2004, COMP 2404 or SYSC 3010.
Lectures three hours a week.

COMP 4003 [0.5 credit]
Transaction Processing Systems
Concepts and architectures of transaction processing
systems and on-line transaction processing, with
emphasis on data integration systems. Transaction
properties and models, embedded-SQL, active rules,
consistency maintenance, serializability, concurrency
control, recovery, data integration systems and federated
databases, introduction to transactions in web services
and workflow systems.
Prerequisite(s): COMP 3005 and one of COMP 2404,
COMP 2004 or SYSC 3010.
Lectures three hours a week.

COMP 4004 [0.5 credit]
Software Quality Assurance
Introduction to the theory and practice of Software Quality
Assurance. Topics include: functional requirements
analysis, system requirement analysis, verification and
validation, traceability, white box testing, integration
testing, object-oriented testing, tools, and management
issues.
Prerequisite(s): One of COMP 3004, SYSC 3100, SYSC
4800.
Lectures three hours a week.

COMP 4009 [0.5 credit]
Programming for Clusters and Multi-Core Processors
Introduction to parallel architectures, programming
languages and algorithms for processor clusters and multi-
core processors. Distributed memory architectures, cluster
computing, message passing parallel programming, multi-
core processors, shared memory parallel programming,
use of thread libraries, parallel performance analysis.
Prerequisite(s): one of COMP 2402, COMP 2002, SYSC
2100, and one of COMP 2404, COMP 2004, SYSC 3010.
Lectures three hours a week.

COMP 4102 [0.5 credit]
Computer Vision
This course introduces the basic ideas and techniques of
computer vision. The central theme is reconstructing 3D
models from 2D images. Topics include: image formation,
image feature extraction, camera models, camera
calibration, structure from motion, stereo, recognition,
augmented reality, image searching.
Prerequisite(s): One of MATH 1104 or MATH 1107, and
one of COMP 2402, 2004 or SYSC 3010.

COMP 4104 [0.5 credit]
Principles and Practice of Distributed Programming
Advanced course on distributed programming in Java.
Introduces students to standard design patterns for
implementing components that solve common distributed
programming challenges in Java. Topics covered include:
threads, message passing, coordination, distributed
object technology, web-based services, and collaborative
applications.
Prerequisite(s): one of COMP 3004, SYSC 3100, SYSC
4800, and one of COMP 2406, COMP 2006, COMP 2405,
COMP 2005.
Lectures three hours a week.

COMP 4106 [0.5 credit]
Artificial Intelligence
Several areas in knowledge-based systems are covered,
including recent approaches to machine learning and
data mining, inference methods, knowledge-based and
fuzzy systems, heuristic search, and natural language
processing.
Prerequisite(s): one of COMP 2404, COMP 2004, SYSC
3010, and one of COMP 2402, COMP 2002, SYSC 2100.
Lectures three hours a week.

COMP 4107 [0.5 credit]
Evolutionary Computation and Artificial Life
Study of algorithms based upon biological theories
of evolution, applications to machine learning and
optimization problems. Genetic Algorithms, Classifier
Systems, and Genetic Programming in details.
Recent work in the fields of Artificial Life (swarm
intelligence, distributed agents, behavior-based AI) and of
connectionism is also studied.
Prerequisite(s): COMP 3007.
Lectures three hours a week.

COMP 4108 [0.5 credit]
Computer Systems Security
Introduction to information security in computer and communications systems, including network, operating systems, web and software security; Passwords, authentication applications, privacy, data integrity, anonymity, secure email, IP security, security infrastructures, firewalls, viruses, intrusion detection, network attacks.
Precludes additional credit for COMP 4103.
Prerequisite(s): one of COMP 3203 or SYSC 4602, and one of COMP 3000, SYSC 3001, SYSC 4001.
Lectures three hours a week.

COMP 4109 [0.5 credit]
Applied Cryptography
Practical aspects of cryptography. Pseudo random number generation, symmetric cryptography (stream and block ciphers), modes of operation, hash functions, message and entity authentication protocols, zero knowledge, pitfalls deploying public-key encryption and digital signatures, key distribution, secret-sharing.
Precludes additional credit for COMP 4103.
Prerequisite(s): one of COMP 2402, COMP 2002, SYSC 2100, and a MATH course at the 2000-level or above.
Lectures three hours a week.

COMP 4203 [0.5 credit]
Wireless Networks and Security
An introduction to wireless networks covering both networking issues and security aspects of modern wireless environments. Fundamentals of mobile LANs, ad hoc, sensor networks, secure routing, searching, clustering, multicasting, localization, mobile IP/TCP, confidentiality, key establishment, authentication, broadcasting, RFIDs, and rogue attacks.
Prerequisite(s): COMP 3203 or SYSC 4602.
Lectures three hours a week.

COMP 4300 [0.5 credit]
Computational Molecular Biology
Fundamental mathematical and algorithmic concepts underlying molecular computational biology; physical and genetic mapping, sequence analysis (including alignment and probabilistic models), genomic rearrangements, phylogenetic inference, computational proteomics and systemic modeling of the whole cell.
Prerequisite(s): COMP 3804 or equivalent.

COMP 4308 [0.5 credit]
Computational Systems Biology
Modeling and simulation of metabolic and regulatory networks towards understanding complex and highly dynamic cellular systems. Biotechnological applications include metabolic engineering, synthetic biology, and drug discovery.
Also listed as BIOC 4008.
Prerequisite(s): BIOC 3101 or permission of the Biochemistry Institute.
Lecture 1.5 hours per week, workshop 1.5 hours a week.

COMP 4501 [0.5 credit]
Advanced Computer Game Design and Development
Selected computer game topics including: networked games; online games; high performance computing for game development; high resolution scenes; massively multiplayer online games (MMOG); advanced character development; facial modeling and animation; the computer games marketplace and business models.
Prerequisite(s): COMP 3501.
Lectures three hours a week.

COMP 4601 [0.5 credit]
Mobile Multimedia
Introduction to the creation, delivery and playback of multimedia over high-speed wireless networks on mobile devices. Topics include human computer interaction, standards, interaction with networking aspects, security, video streaming, gaming, navigation and context aware services, and immersive communications in virtual environments.
Prerequisite(s): COMP 3601.
Lecture/lab four hours a week.

COMP 4803 [0.5 credit]
Computable Functions
Recursive functions and computability, algorithms, Church's thesis, Turing machines, computational logic, NP-completeness.
Also listed as MATH 4803.
Prerequisite(s): MATH 2100 or COMP 3805 or permission of the School.

COMP 4804 [0.5 credit]
Design and Analysis of Algorithms II
A second course on the design and analysis of algorithms. Topics include: advanced recurrence relations, algebraic complexity, advanced graph algorithms, amortized analysis, algorithms for NP-complete problems, randomized algorithms.
Prerequisite(s): COMP 3804 or permission of the School.
Lectures three hours a week.

COMP 4805 [0.5 credit]
Theory of Automata
Finite automata and regular expressions, properties of regular sets, context-free grammars, pushdown automata, deterministic context-free languages. Turing machines, the Chomsky hierarchy. Undecidability, intractable problems.
Also listed as MATH 4805.
Precludes additional credit for MATH 5605.
Prerequisite(s): COMP 3805 or MATH 3106 or MATH 3158 (or MATH 3100) or permission of the School.
Lectures three hours a week.

COMP 4806 [0.5 credit]
Numerical Linear Algebra
Study of matrix inversion techniques; techniques of finding eigenvalues and eigenvectors, solution of systems of linear equations; direct and indirect methods, their comparison and error analysis; applications in optimization and other areas.
Also listed as MATH 4806.
Prerequisite(s): MATH 1102 or MATH 2107; and MATH 2000 or MATH 3009, or permission of the School.
Lectures three hours a week.

COMP 4807 [0.5 credit]
Mobile Robot Programming
An introduction to programming mobile robots covering topics such as behavior implementation, robot positioning, sensor data acquisition, sensor fusion, mapping, planning, navigation and multi-robot systems. Lab assignments will provide real robot programming experience in dealing with hardware uncertainties and constraints common to programming embedded systems.
Prerequisite(s): one of COMP 1406, COMP 1006, SYSC 2004, and one of COMP 2401, 2001, SYSC 2006.
Lectures three hours a week.

COMP 4900 [0.5 credit]
Advanced Topics in Computer Science
Selected topics in Computer Science offered by members of the School of Computer Science.
Prerequisite(s): permission of the School of Computer Science.
Lectures three hours a week.

COMP 4901 [0.5 credit]
Directed Studies
A course of independent study under the supervision of a member of the School of Computer Science, open only to students in the B.C.S. program. Students are required to obtain their supervisor's written approval prior to registration and are limited to two such courses in their programs.
Prerequisite(s): permission of the School of Computer Science.

COMP 4905 [0.5 credit]
Honours Project
Under the supervision of a faculty member, Honours students complete a major Computer Science project in fourth year. Permission to register is granted once an approved project proposal is submitted to the Department. See deadlines and details on the School web site.
Prerequisite(s): registration in the B.C.S. Honours program or one of the Combined Computer Science Honours programs and permission of the School of Computer Science.

Summer session: some of the courses listed in this Calendar are offered during the summer. Hours and scheduling for summer session courses will differ significantly from those reported in the fall/winter Calendar. To determine the scheduling and hours for summer session classes, consult the class schedule at central.carleton.ca

Not all courses listed are offered in a given year. For an up-to-date statement of course offerings for the current session and to determine the term of offering, consult the class schedule at central.carleton.ca