Systems and Computer Engineering (SYSC)

Systems and Computer Engineering (SYSC) Courses

Note: the Departments of Systems and Computer Engineering and Electronics offer courses in: Biomedical and Electrical Engineering, Communications Engineering, Computer Systems Engineering, Electrical Engineering, Software Engineering and Engineering Physics.

SYSC 1005 [0.5 credit]
Introduction to Software Development
Software development as an engineering discipline, using a modern programming language, Language syntax. Algorithm design. Tracing and visualizing program execution. Testing and debugging. Program style, documentation, reliability. Lab projects are drawn from a variety of application domains: digital image manipulation, computer games, robotics.
Includes: Experiential Learning Activity
Precludes additional credit for ECOR 1041, ECOR 1042, ECOR 1051, ECOR 1606, SYSC 1100 (no longer offered), COMP 1005 and COMP 1406.
Prerequisite(s): ECOR 1606 or SYSC 1005. Additional recommended background: SYSC 2006.
Lectures three hours a week, laboratory three hours a week.

SYSC 2001 [0.5 credit]
Computer Systems Foundations
Computer architecture and organization: CPU, cache, memory, input/output, bus structures, interrupts; computer arithmetic: integer and floating point; CPU: instruction sets, addressing modes, instruction encoding. Input/output: programmed, interrupt-driven, block-oriented. Examples from several modern processor families.
Includes: Experiential Learning Activity
Precludes additional credit for ECOR 1041, ECOR 1042, ECOR 1051, ECOR 1606, SYSC 1100 (no longer offered), COMP 1005 and COMP 1405.
Prerequisite(s): ECOR 1606 or SYSC 1005. Additional recommended background: SYSC 2006.
Lectures three hours a week, laboratory two hours a week.

SYSC 2003 [0.5 credit]
Introductory Real-Time Systems
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 3006 and SYSC 3310.
Prerequisite(s): SYSC 2001 and SYSC 2006.
Lectures three hours a week, laboratory two hours a week.

SYSC 2004 [0.5 credit]
Object-Oriented Software Development
Designing and implementing small-scale programs as communities of collaborating objects, using a dynamically-typed or statically-typed programming language. Fundamental concepts: classes, objects, encapsulation, information hiding, inheritance, polymorphism. Iterative, incremental development and test-driven development.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 1101, COMP 1006 and COMP 1406.
Prerequisite(s): SYSC 2006 or permission of the department, and second-year status in Engineering.
Lectures three hours a week, laboratory two hours a week.

SYSC 2006 [0.5 credit]
Foundations of Imperative Programming
Includes: Experiential Learning Activity
Precludes additional credit for COMP 2401, SYSC 4006.
Prerequisite(s): Second-year status in Engineering.
Lectures three hours a week, laboratory two hours a week.

SYSC 2010 [0.5 credit]
Programming Project
Programming, testing, and debugging of small team-based software projects that use data from sensors to display results graphically. Modern programming tools: frameworks, libraries, version control, package management, tool chains. Sensors, signal acquisition, display, and basic filtering. Introductory network programming.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 3010, SYSC 3110.
Prerequisite(s): 2nd year status in Biomedical and Electrical Engineering or Communications Engineering.
Lectures three hours a week, laboratory three hours a week.

SYSC 2100 [0.5 credit]
Algorithms and Data Structures
Thorough coverage of fundamental abstract collections: stacks, queues, lists, priority queues, dictionaries, sets, graphs. Data structures: review of arrays and linked lists; trees, heaps, hash tables. Specification, design, implementation of collections, complexity analysis of operations. Sorting algorithms.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 2002 (no longer offered) and COMP 2402.
Prerequisite(s): SYSC 2006 with a minimum grade of C-, and second-year status in Engineering.
Lectures three hours a week, laboratory two hours a week.
SYSC 2310 [0.5 credit]
Introduction to Digital Systems
Precludes additional credit for ELEC 2607.
Prerequisite(s): Enrolment in Computer Systems Engineering, Communications Engineering, or Software engineering, and second-year status in Engineering.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 2320 [0.5 credit]
Introduction to Computer Organization and Architecture
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 2001 and SYSC 3006.
Prerequisite(s): SYSC 2310 and second-year status in Engineering.
Lectures three hours a week, laboratory three hours a week.

SYSC 2510 [0.5 credit]
Probability, Statistics and Random Processes for Engineers
Includes: Experiential Learning Activity
Prerequisite(s): MATH 1004 and MATH 1104, and second-year status in Engineering.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3006 [0.5 credit]
Computer Organization
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 2001, SYSC 2003, SYSC 2320 and SYSC 3310. May not be taken for credit by students in Computer Systems Engineering, Communications Engineering, or Software Engineering.
Prerequisite(s): SYSC 2006 and ELEC 2607.
Lectures three hours a week, laboratory two hours a week.

SYSC 3010 [0.5 credit]
Computer Systems Development Project
Development of expertise in designing, implementing and testing industrial-quality embedded systems through team projects. Applying modern programming languages, system design practices, current development processes (refactoring, iterative and incremental development) as well as current team-management tools (communication, version control) to medium-scale projects.
Includes: Experiential Learning Activity
Precludes additional credit for COMP 2404, SYSC 2010, SYSC 2101 (no longer offered), and SYSC 3110.
Prerequisite(s): SYSC 2100 and either SYSC 2003 or SYSC 3310 (may be taken concurrently), and enrolment in Computer Systems Engineering.
Lectures two hours a week, laboratory three hours a week.

SYSC 3020 [0.5 credit]
Introduction to Software Engineering
Introduction to software engineering principles, software development life-cycles. Modelling in software engineering. Current techniques, notations, methods, processes and tools used in software engineering. UML modelling. Introduction to software quality, software verification and validation, software testing.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 3100, SYSC 3120, SYSC 4120 and COMP 3004.
Prerequisite(s): SYSC 2004 and (SYSC 2006 or SYSC 2002).
Lectures three hours a week, laboratory three hours alternate weeks.
SYSC 3101 [0.5 credit]  
Programming Languages  
Principles underlying different kinds of programming languages (procedural, functional, logic programming) and their semantics. Overview of machinery needed for language support (compilers, interpreters and run-time systems).  
Includes: Experiential Learning Activity  
Precludes additional credit for COMP 3007.  
Prerequisite(s): SYSC 2004.  
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3110 [0.5 credit]  
Software Development Project  
Development of expertise in designing, implementing and testing maintainable, reusable software through team projects. Applying modern programming languages, design patterns, frameworks, UML and modern development processes (detection of olfactible source code defects, refactoring, iterative and incremental development, version control techniques) to medium-scale projects.  
Includes: Experiential Learning Activity  
Precludes additional credit for COMP 2404, SYSC 2010, SYSC 2101 and SYSC 3010.  
Prerequisite(s): SYSC 2004 and SYSC 2100, and enrolment in Software Engineering.  
Lectures two hours a week, laboratory three hours a week.

SYSC 3110 [0.5 credit]  
Software Requirements Engineering  
Current techniques, notations, methods, processes and tools used in Requirements Engineering. Requirements elicitation, negotiation, modeling requirements, management, validation. Skills needed for Requirements Engineering and the many disciplines on which it draws. Requirements analysis: domain modeling, modeling object interactions; UML modeling. Introduction to software development processes.  
Includes: Experiential Learning Activity  
Precludes additional credit for SYSC 3020 and COMP 3004.  
Prerequisite(s): SYSC 2004 and enrolment in Software Engineering.  
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3200 [0.5 credit]  
Industrial Engineering  
Techniques of operations research for decision-making in complex engineering systems. Linear programming, network models, PERT, integer programming, dynamic programming, queuing systems and inventory models. Problem solving is emphasized.  
Includes: Experiential Learning Activity  
Precludes additional credit for BUSI 2300, ECON 4004, or MATH 3801.  
Prerequisite(s): MATH 1004 and MATH 1104, and second-year status in Engineering.  
Lectures three hours a week, laboratory/problem analysis one and a half hours per week.

SYSC 3203 [0.5 credit]  
Bioelectrical Systems  
Includes: Experiential Learning Activity  
Prerequisite(s): MATH 1005 and (ELEC 2507 or ELEC 3605), and enrolment in Biomedical and Electrical Engineering or Biomedical and Mechanical Engineering, and second-year status in Engineering.  
Lectures three hours a week, laboratory three hours a week.

SYSC 3303 [0.5 credit]  
Real-Time Concurrent Systems  
Principles and practice of a systems engineering approach to the development of software for real-time, concurrent, distributed systems. Designing to achieve concurrency, performance, and robustness, using visual notations. Converting designs into programs. Introduction to hard real-time systems. Team project.  
Includes: Experiential Learning Activity  
Prerequisite(s): for students in the Faculty of Engineering and Design: (SYSC 2003 or SYSC 3310) and SYSC 2004. For students in Computer Science: COMP 2401 and COMP 2402.  
Lectures three hours a week, laboratory two hours a week.

SYSC 3310 [0.5 credit]  
Introduction to Real-Time Systems  
Includes: Experiential Learning Activity  
Precludes additional credit for SYSC 2003, SYSC 3006.  
Prerequisite(s): SYSC 2006 with a minimum grade of C- and SYSC 2320.  
Lectures three hours a week, laboratory two hours a week.
SYSC 3320 [0.5 credit]
Computer Systems Design
System on Chip (SoC)-based computer system design. SoC internal organization. Cache memory. Interfacing: external memory, hardware subsystems. Direct memory access. Floating point units. Introduction to field programmable gate arrays. Includes: Experiential Learning Activity
Prerequisite(s): SYSC 3310 and third year status in Computer Systems Engineering, or permission of the Department.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3500 [0.5 credit]
Signals and Systems
Signals: energy and power signals, discrete-time and continuous. Linear systems and convolution. Fourier Transform; complex Fourier series; signal spectral properties and bandwidth. Laplace transform and transient analysis. Transfer functions, block diagrams. Baseband and passband signals, with applications to communications systems. Includes: Experiential Learning Activity
Prerequisite(s): MATH 1005 and enrolment in Communications Engineering, and second-year status in Engineering.
Lectures three hours a week, problem analysis three hours alternate weeks.

SYSC 3501 [0.5 credit]
Communication Theory
Review of signals, linear systems and Fourier theory; signal bandwidth and spectra; digital waveform coding; introduction to analog and digital modulation systems; synchronization; characterization and effects of noise; link budgets; communications media and circuits; applications to current communications systems. Includes: Experiential Learning Activity
Prerequisite(s): SYSC 3503.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3503 [0.5 credit]
Communication Theory II
Prerequisite(s): SYSC 3501 or SYSC 4600.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3600 [0.5 credit]
Systems and Simulation
Prerequisite(s): SYSC 3500 or SYSC 3610.
Lectures three hours a week, laboratory three hours a week.

SYSC 3601 [0.5 credit]
Microprocessor Systems
Microprocessor-based system design for different microprocessor families. Microprocessors: internal organization, instruction sets, address generation, pin-outs, bus cycles, signalling waveforms. Interfacing memory and I/O devices. Interrupt structures, direct memory access. Floating point coprocessors. System bus standards. Introduction to DSPs. Includes: Experiential Learning Activity
Prerequisite(s): ELEC 2607, and SYSC 2003 or permission of the department.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 3610 [0.5 credit]
Biomedical Systems, Modeling, and Control
Prerequisite(s): MATH 1005 and enrolment in Biomedical and Electrical Engineering or Biomedical and Mechanical Engineering, and second-year status in Engineering.
Lectures three hours a week, laboratory three hours a week.

SYSC 3999 [0.0 credit]
Co-operative Work Term
Includes: Experiential Learning Activity
SYSC 4001 [0.5 credit]
Operating Systems
Introduction to operating system principles. Processes and threads. CPU scheduling. Managing concurrency: mutual exclusion and synchronization, deadlock and starvation. Managing memory and input/output. Concurrent programming, including interprocess communication in distributed systems. Includes: Experiential Learning Activity
Prerequisite(s): SYSC 2006 with a minimum grade of C-. Lectures three hours a week, laboratory three hours a week.

SYSC 4005 [0.5 credit]
Discrete Simulation/Modeling
Prerequisite(s): (ECOR 2050 or SYSC 2510 or STAT 2605 or STAT 3502) and fourth-year status in Engineering, or permission of the Department.
Also offered at the graduate level, with different requirements, as SYSC 5001, for which additional credit is precluded.
Lectures three hours a week, laboratory one hour a week.

SYSC 4006 [0.5 credit]
Introduction to Systems Programming
Introduction to C programming: Data types, flow control, functions, arrays, pointers, and arithmetic, logical and bitwise operators. Memory models, collections. Low-level I/O. Build pipeline (version control, make, preprocessing, compiling, linking) in Linux. Testing and debugging. Precludes additional credit for SYSC 2006.
Prerequisite(s): Third-year status in Engineering, or enrollment in the M.Eng. Program in Electrical & Computer Engineering.
Lectures three hours a week.

SYSC 4101 [0.5 credit]
Software Validation
Techniques for the systematic testing of software systems. Software validation and verification, software debugging, quality assurance, measurement and prediction of software reliability. Emphasis on the treatment of these topics in the context of real-time and distributed systems. Includes: Experiential Learning Activity
Precludes additional credit for COMP 4004.
Prerequisite(s): SYSC 3120 or SYSC 3020.
Lectures three hours a week, laboratory/problem analysis three hours a week.

SYSC 4102 [0.5 credit]
Performance Engineering
Techniques based on measurements and models, for predicting and evaluating the performance of computer systems. Instrumentation. Simple queueing models and approximations. Techniques for modifying software designs to improve performance. Includes: Experiential Learning Activity
Prerequisite(s): (ECOR 2050 or STAT 3502) and SYSC 4001.
Also offered at the graduate level, with different requirements, as SYSC 5101, for which additional credit is precluded.
Lectures three hours a week, laboratory/problem analysis three hours alternate weeks.

SYSC 4106 [0.5 credit]
The Software Economy and Project Management
Introduction to software project management and economics; Return on software investments; Software life cycle; Work breakdown structure, scheduling and planning; Risk analysis and management; Product size and cost estimation; Earn value management; Statistical process control; Managing project team and process improvement; Bidding and contract types. Prequisite(s): SYSC 3120 (may be taken concurrently) or COMP 3004, and enrolment in Software Engineering or the Bachelor of Computer Science.
Lectures three hours a week.

SYSC 4111 [0.5 credit]
Formal Methods in Software Engineering
Introduction to formal methods in software engineering with coverage of propositional and first-order logic (syntax, semantics, proof theory), formal specification languages, bounded analysis and validation, formal specification tools, and model checking with finite-state machines, temporal logic, and model checking tools. Prequisite(s): COMP 1805, SYSC 3120, and SYSC 4001.
Lectures three hours a week.

SYSC 4120 [0.5 credit]
Software Architecture and Design
Introduction and importance of software architectures and software system design in software engineering. Current techniques, modeling notations, methods, processes and tools used in software architecture and system design. Software architectures, architectural patterns, design patterns, software qualities, software reuse. Includes: Experiential Learning Activity
Precludes additional credit for COMP 3004, SYSC 3020 and SYSC 4800 (no longer offered).
Prerequisite(s): SYSC 3120.
Lectures three hours a week, laboratory three hours alternate weeks.
SYSC 4201 [0.5 credit]
Ethics, Research Methods and Standards for Biomedical Engineering
Ethical theories, ethical decision-making, biomedical research ethics: informed consent, confidentiality, privacy, research ethics boards; research methods: hypothesis formulation, data collection, sampling bias, experimental design, statistical literacy; regulations for design, manufacture, certification of medical devices; impact of technology and research (social, political, financial).
Includes: Experiential Learning Activity
Prerequisite(s): ELEC 3605 or SYSC 3203.
Lectures three hours a week, problem analysis one and a half hours per week.

SYSC 4202 [0.5 credit]
Clinical Engineering
Overview of the Canadian health care system; brief examples of other countries; clinical engineering and the management of technologies in industrialized and in developing countries; safety, reliability, quality assurance; introduction to biomedical sensor technologies; applications of telemedicine; impact of technology on health care.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Biomedical and Electrical or Biomedical and Mechanical Engineering.
Also offered at the graduate level, with different requirements, as BIOM 5406, for which additional credit is precluded.
Lectures three hours a week, problem analysis three hours alternate weeks.

SYSC 4203 [0.5 credit]
Bioinstrumentation and Signals
Bioinstrumentation and biological signals; instrumentation systems, noise, electrical safety, and biocompatibility; bioelectric signals; biopotential electrodes: material properties, selection, and fabrication; measurement of flow and pressure; data acquisition; signal processing; biomedical imaging technologies; performance and characteristics of bioamplifier systems; major physiological systems and associated measurements.
Includes: Experiential Learning Activity
Prerequisite(s): (SYSC 3600 or SYSC 3500 or SYSC 3610) and (ELEC 2507 or ELEC 3605 or SYSC 3203) and fourth-year status in Biomedical and Electrical Engineering or fourth-year status in Biomedical and Mechanical Engineering.
Lectures three hours a week, laboratory/problem analysis three hours a week.

SYSC 4205 [0.5 credit]
Image Processing for Medical Applications
Includes: Experiential Learning Activity
Prerequisite(s): MATH 1005 and fourth-year status in Engineering.
Lectures three hours a week, laboratory/problem analysis three hours alternate weeks.

SYSC 4310 [0.5 credit]
Computer Systems Architecture
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 4507.
Prerequisite(s): SYSC 3320, and enrolment in Computer Systems Engineering.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4320 [0.5 credit]
Case Studies in Computer Systems
Examples of several modern computer systems are presented in a computer systems context: system objectives, software and hardware components, interactions. The case studies present computer systems trends emerging in practice.
Prerequisite(s): SYSC 4310, and enrolment in Computer Systems Engineering.
Lectures three hours a week, problem analysis one hour a week.

SYSC 4405 [0.5 credit]
Digital Signal Processing
Includes: Experiential Learning Activity
Prerequisite(s): SYSC 3500 or SYSC 3600 or SYSC 3610.
Lectures three hours a week, laboratory three hours alternate weeks.
SYSC 4415 [0.5 credit]
Introduction to Machine Learning
Introduction to supervised and unsupervised machine learning (ML), including deeper knowledge of several algorithms of each type. Evaluation and quantification of predictive performance of ML systems. Use of one or more ML development environments.
Prerequisite(s): (ECOR 2050 or STAT 3502 or STAT 2605 or SYSC 2510), SYSC 2006 (with a minimum grade of C-), and third-year status in Engineering.
Lectures three hours a week, problem analysis one hour a week.

SYSC 4502 [0.5 credit]
Communications Software
Communications software architectures, protocols and operating systems. Application layer protocols, APIs and socket programming. P2P algorithms, network virtualization, SDN. Reliable data transfer algorithms, FSM, MSC. Network security. Multimedia applications, RTSP, CDN, DASH, RTP, RTCP. Packet scheduling algorithms, DiffServ, IntServ, RSVP. Traffic classification, cross-layer optimization.
Includes: Experiential Learning Activity
Prerequisite(s): SYSC 2004 and SYSC 4602.
Lectures three hours a week, problem analysis three hours alternate weeks.

SYSC 4504 [0.5 credit]
Fundamentals of Web Development
Includes: Experiential Learning Activity
Precludes additional credit for COMP 2406.
Prerequisite(s): SYSC 2004. Additional recommended background: SYSC 4602 or SYSC 3303.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4505 [0.5 credit]
Automatic Control Systems I
Includes: Experiential Learning Activity
Precludes additional credit for MAAE 3500, MAAE 4500 (no longer offered).
Prerequisite(s): MATH 2004 and (SYSC 3500 or SYSC 3600 or SYSC 3610).
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4507 [0.5 credit]
Computer Systems Architecture
Evolution of computer systems architecture, influences of changing technology, techniques to improve performance, memory hierarchy, hardware accelerators. Instruction level parallelism, pipelining, vector processing, superscalar, out of order execution, speculative execution. Thread level parallelism, multi-core, many-core, heterogeneous systems. Evolution of architectures for specific application domains.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 4310.
Prerequisite(s): ELEC 2607 and (SYSC 2001 or SYSC 3006).
Lectures three hours a week, laboratory/problem analysis one hour a week.

SYSC 4600 [0.5 credit]
Digital Communications
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 3503 and SYSC 4604.
Prerequisite(s): SYSC 3501 and STAT 3502.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4602 [0.5 credit]
Computer Communications
Includes: Experiential Learning Activity
Precludes additional credit for COMP 3203.
Prerequisite(s): ECOR 2050 or SYSC 2510 or STAT 2605 or SYSC 2510 (may be taken concurrently), and third-year status in Biomedical and Electrical, Electrical, Communications, Computer Systems, Software, or Sustainable and Renewable Energy Engineering.
Lectures three hours a week, laboratory three hours alternate weeks.
SYSC 4604 [0.5 credit]
Digital Communication Theory
Introduction to information theory, source coding and data compression, Error control coding, Trellis coded modulation, advanced topics of current interest: spread spectrum; digital wireless communications.
Includes: Experiential Learning Activity
Precludes additional credit for SYSC 4600.
Prerequisite(s): SYSC 3503.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4607 [0.5 credit]
Wireless Communications
Wireless radio channel characterization, diversity, equalization; cellular architecture, multiple access principles, spread spectrum systems, radio resource management; examples from modern wireless systems, networks, and standards, including cellular networks, WLANs, ad hoc networks, and satellite systems.
Includes: Experiential Learning Activity
Prerequisite(s): SYSC 3501 or SYSC 3503.
Lectures three hours a week, laboratory three hours alternate weeks.

SYSC 4700 [0.5 credit]
Telecommunications Engineering
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Electrical, Computer Systems or Communications Engineering, and (SYSC 3501 or SYSC 3503).
Lectures three hours a week, laboratory/problem analysis three hours alternate weeks.

SYSC 4701 [0.5 credit]
Communications Systems Lab
Project-oriented level experience in the design of communication systems to meet user requirements.
Lectures on queueing theory and teletraffic analysis; system specification and design: requirements analysis, solution alternatives, evaluation of alternative technologies, design, costing, implementation, test.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Communications Engineering or permission of the department.
Lectures two hours a week, laboratory four hours a week.

SYSC 4805 [0.5 credit]
Computer Systems Design Lab
Project-oriented experience in the design of embedded computer systems. Lectures will discuss practical aspects related to the design and development of embedded systems, starting from sensor data acquisition and processing to decision systems, testing and embedded-system based project management, with practical application examples.
Includes: Experiential Learning Activity
Prerequisite(s): SYSC 3320 or SYSC 3601, and enrolment in Computer Systems Engineering.
Lectures two hours a week, laboratory four hours a week.

SYSC 4806 [0.5 credit]
Software Engineering Lab
Applying the full spectrum of engineering and programming knowledge acquired in the program through team projects in the laboratory. Practice in doing presentations and reviews. Lectures will discuss software engineering issues as they relate to the projects, from a mature point of view.
Includes: Experiential Learning Activity
Prerequisite(s): COMP 3005, SYSC 3110, and enrolment in Software Engineering, or permission of the department.
Lectures two hours a week, laboratory four hours a week.

SYSC 4810 [0.5 credit]
Introduction to Network and Software Security
Fundamental concepts, terminologies, and theories of computer security; principles underlying common security controls; various types of threats and attacks on networks and software systems, how they work, and controls for dealing with them; security risk assessment and management; legal and ethical aspects of computer security.
Includes: Experiential Learning Activity
Precludes additional credit for COMP 4108.
Prerequisite(s): fourth-year status in Communications, Computer Systems or Software Engineering.
Lectures three hours a week, problem analysis one and a half hours a week.

SYSC 4906 [0.5 credit]
Special Topics
At the discretion of the Department, a course dealing with selected advanced topics of interest to students in Biomedical and Electrical, Communications, Computer Systems, Electrical, Software Engineering, and Engineering Physics may be offered.
Prerequisite(s): permission of the Department.
SYSC 4907 [1.0 credit]
Engineering Project
Student teams develop professional-level experience by applying previously acquired knowledge to a major design project. Lectures discuss project-related issues and student presentations. A project proposal, interim report, oral presentations, and a comprehensive final report are required.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Engineering and ECOR 4995 (may be taken concurrently). Certain projects may have additional prerequisites.
Lecture one hour a week, laboratory seven hours a week.

SYSC 4917 [1.0 credit]
Biomedical Engineering Project
Student teams develop professional-level experience by applying previously acquired knowledge to a major design project in biomedical engineering. Lectures discuss project-related issues and student presentations. A project proposal, interim report, oral presentations, and a comprehensive final report are required.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year standing in Biomedical and Electrical Engineering and ECOR 4995 (may be taken concurrently). Certain projects may have additional prerequisites.
Lecture one hour a week, laboratory seven hours a week.

SYSC 4927 [1.0 credit]
Software Engineering Project
Student teams gain professional-level experience by applying and extending previously acquired knowledge in a major design project in software engineering. Lectures discuss project-related issues and student presentations. A project proposal, interim report, oral presentations, and a comprehensive final report are required.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Software Engineering and ECOR 4995 (may be taken concurrently). Certain projects may have additional prerequisites.
Lecture one hour a week, laboratory seven hours a week.

SYSC 4937 [1.0 credit]
Communications Engineering Project
Student teams gain professional-level experience by applying and extending previously acquired knowledge in a major design project in communications engineering. Lectures discuss project-related issues and student presentations. A project proposal, interim report, oral presentations, and a comprehensive final report are required.
Includes: Experiential Learning Activity
Prerequisite(s): fourth-year status in Communications Engineering and ECOR 4995 (may be taken concurrently). Certain projects may have additional prerequisites.
Lecture one hour a week, laboratory seven hours a week.