Courses

CSCE A201 Computer Programming I 4 Credits
Introduces object-oriented computer programming techniques and problem solving. Covers basic syntax; sequential, branching, and iterative execution; objects, methods, inheritance, polymorphism, and encapsulation; arrays and linked lists; and recursion.
Registration Restrictions: Students must register concurrently for lab section.
Prerequisites: CSCE A201L.

CSCE A211 Computer Programming II 4 Credits
Covers object-oriented programming in C++ including real-world applications built using objects, classes, inheritance, hierarchies, polymorphism, recursion, event processing and exception handling.
Registration Restrictions: Students must concurrently register for lab section.
Prerequisites: CSCE A201 with a minimum grade of C.
Corequisites: CSCE A211L.

CSCE A222 Object-Oriented Programming I 3 Credits
In-depth coverage of object-oriented programming in the Java programming language. Topics include inheritance, abstraction, interfaces, references, polymorphism, dynamic binding, class hierarchies, container classes, random access file input/output (I/O), serializability, graphical applications, event handling, Unified Modeling Language (UML) and object-oriented design.
Prerequisites: CSCE A201 with a minimum grade of C.

CSCE A241 Computer Hardware Concepts 4 Credits
Analysis and design of electronic devices used as building blocks for construction of simple combinational and sequential digital systems. Presents formats for data storage, number systems and alphanumeric codes, and methods of implementing logical and arithmetic operations within computers. Relates hardware components' capabilities and limitations to design requirements for computer processing, memory and control functions.
Registration Restrictions: Students must register concurrently for lab section.
Crosslisted With: EE A241
Prerequisites: CSCE A201 with a minimum grade of C or CSE A205 with a minimum grade of C.
Corequisites: CSCE A241L.

CSCE A248 Computer Organization and Assembly Language Programming 3 Credits
Organization and operation of a computer's processor, including registers, memory, input/output (I/O) and control. Assembly language programming with emphasis placed on hardware/software interface and computer design.
Prerequisites: (CSCE A211 with a minimum grade of C or CSE A205 with a minimum grade of C) and (CSCE A241 with a minimum grade of C or EE A241 with a minimum grade of C).

CSCE A302 Object-Oriented Programming II 3 Credits
Introduces design patterns as solutions to recurring problems in developing object-oriented software. Includes a detailed examination of significant design patterns and selected programming projects in a current object-oriented language. Introduces object-oriented programming concepts such as threading and pointer-based file input/output.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A222 with a minimum grade of C.

CSCE A305 Android Programming 3 Credits
Covers Android development concepts and programming. Topics include development environments, design issues, interface and input/output (I/O), code development, and publication.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A222 with a minimum grade of C.

CSCE A311 Data Structures and Algorithms 3 Credits
Representation and organization of digital information in the form of effective and efficient data structures, manipulation of data structures in a procedural fashion, and the analysis and evaluation of various algorithms. The following topics will be covered: Abstract Data Types (ADT), arrays, tables, linked lists, stacks, queues, trees, sorting, searching, graphs, hashing, spanning trees, disjoint sets, and heaps.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A222 with a minimum grade of C.

CSCE A312 Operating Systems 3 Credits
An introductory course on operating systems. Topics covered include all aspects of resource management and abstraction required to support application programs including: basic security, processes and threads, processor scheduling, synchronization, memory management, virtual memory, virtual machines, device drivers and Input/Output (I/O), and file systems.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A311 with a minimum grade of C.
CSCE A331 Programming Language Concepts 3 Credits
Study of the theoretical foundations needed to design and implement modern programming languages, including syntax, type systems, semantics, and memory structures. Comparison of several programming languages in different paradigms such as procedural, functional, logic, and scripting languages. Programming assignments will be given in each language studied.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A248 with a minimum grade of C and CSCE A311 with a minimum grade of C.

CSCE A342 Digital Circuits Design 3 Credits
Digital system design using integrated circuits and field-programmable gate arrays (FPGAs). Design and discussion of data path and control units, finite state machines, and timing analysis. Digital circuit simulation and electronic schematic creation.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A241 with a minimum grade of C or EE A241 with a minimum grade of C.

CSCE A351 Automata, Algorithms and Complexity 3 Credits
Study of the theory of computing and algorithm analysis and design. Topics include context-free grammars and parsing, finite automata and regular languages, pushdown automata and context-free grammars, deterministic and nondeterministic Turing machines, decidability and computability. In the algorithm domain, the course provides and introduction to analysis and complexity of algorithms, searching/sorting algorithms, mathematical algorithms, and graph theoretic algorithms. Introduction to complexity theory.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A311 with a minimum grade of C and MATH A261 with a minimum grade of C.

CSCE A360 Database Systems 3 Credits
Application of data modeling, relational database concepts and design, normalization theory, and structured query language. Study of underlying data structures and implementations of data processing architectures.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A211 with a minimum grade of C or CSCE A222 with a minimum grade of C.

CSCE A365 Computer Networks 3 Credits
Network architectures, layered protocols, Internet protocols and network service interfaces. Emphasis on design and implementation of networking hardware, including routers, bridges, switches, hubs and repeaters. Local networks, addressing, routing, flow control, queuing, routing protocols and packet loss.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A211 with a minimum grade of C and (STAT A253 with a minimum grade of C or STAT A307 with a minimum grade of C).

CSCE A385 Computer Graphics 3 Credits
Introduction to computer graphics. Topics include polygon and ray trace rendering of objects in scenes; render languages and Application Programming Interfaces (APIs); theory for generation of pixel values in a render buffer with consideration of color, lighting, shading, texture, surfaces, hidden surfaces and materials; and the viewpoint, method of projections and mathematics for rendering and viewing objects.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A311 with a minimum grade of C and MATH A252 with a minimum grade of C.

CSCE A395 Internship in Computing 3 Credits
Application of computer science or computer engineering skills in a professional work setting.

Special Note: May be taken up to three times, but only 3 credits may be applied toward CS or CSE major requirements.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A211 with a minimum grade of C.

CSCE A401 Software Engineering 3 Credits
Extends the ideas of software design and development from the introductory programming sequence to encompass the problems encountered in large-scale programs. Topics include software lifecycle models for developing large systems, advanced issues in object-oriented programming, design patterns, software development tools, project management principles and principles of interface design.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A311 with a minimum grade of C.

CSCE A411 Artificial Intelligence 3 Credits
Introduction to the basic concepts of artificial intelligence (AI). Topics include intelligent agents; heuristic, local and adversarial search; first-order logic and knowledge of representation; and machine learning.

Special Note: Not available for credit to students who have completed CSCE A611.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A311 with a minimum grade of C.

May Be Stacked With: CSCE A611

Prerequisites: CSCE A311 with a minimum grade of C.
CSCE A412 Evolutionary Computing 3 Credits
Introduces students to subjects in the broad field of evolutionary computing, including genetic algorithms, evolution strategies, evolutionary programming and genetic programming. Emphasis will be on the design, implementation, testing, debugging and verification of correct programs.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Special Note: Not available for credit to students who have completed CSCE A612.

May Be Stacked With: CSCE A612

Prerequisites: CSCE A311 with a minimum grade of C.

CSCE A415 Machine Learning 3 Credits
In-depth survey of basic and advanced concepts of machine learning. Topics include linear discrimination; supervised, unsupervised and semi-supervised learning; multilayer perceptrons; maximum-margin methods; Monte Carlo methods; and reinforcement learning.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Special Note: Not available for credit to students who have completed CSCE A615.

May Be Stacked With: CSCE A615

Prerequisites: CSCE A311 with a minimum grade of C and (STAT A253 with a minimum grade of C or STAT A307 with a minimum grade of C).

CSCE A431 Compilers 3 Credits
Programming language translation from a high-level object-oriented language to assembly code. Lexical analysis, semantic analysis and code generation. Finite state automata, flow graphs, directed graphs, parsers, parse trees and regular expressions. Includes optimizations to improve runtime efficiency.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Special Note: Not available for credit to students who have completed CSCE A631.

May Be Stacked With: CSCE A631

Prerequisites: CSCE A248 with a minimum grade of C and (CSCE A331 with a minimum grade of C or CSCE A351 with a minimum grade of C).

CSCE A442 VLSI Circuit Design 3 Credits
Analysis and design of digital very large scale integration (VLSI) circuits including area restrictions, delay minimization and power minimization. Simulation of VLSI logic in software. Complementary metal-oxide semiconductor (CMOS) design rules, physical design, power consumption, clocking strategies and transistor theory. Engineering VLSI simulation project at the end of the course.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Prerequisites: CSCE A342 with a minimum grade of C and EE A204 with a minimum grade of C.

CSCE A445 Computer Design and Simulation 4 Credits
Advanced study through simulation of computer organization including processor, memory and input/output (I/O) system organization. Key elements include memory hierarchy and caching, computer arithmetic, instruction sets, addressing, interrupts, processor pipelines, I/O interconnection, and memory management including demand paging and translation lookaside buffer (TLB) cache. Students learn metrics used to measure system performance and evaluate engineering tradeoffs made in design.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Prerequisites: CSCE A248 with a minimum grade of C and CSCE A311 with a minimum grade of C.

CSCE A446 Digital Media and Interactive Systems 3 Credits
Covers digital media systems for digital cinema and digital cable/Internet media creation, delivery, and interactive systems. Topics covered include digital audio and video encoding and decoding, transport, multiplexing, broadband and baseband transmission, real-time requirements, and interactive on-demand systems for video and video games. Also covers the historical progressions of audio and video from traditional analog to digital formats, including cable; web/mobile Internet Protocol television (IPTV) and media; Advanced Television Systems Committee (ATSC) standards; over-the-air, interactive on-demand digital video; and digital video gaming.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Special Note: Not available for credit to students who have completed CSCE A646.

May Be Stacked With: CSCE A646

Prerequisites: CSCE A320 with a minimum grade of C and CSCE A365 with a minimum grade of C.

CSCE A448 Computer Architecture 3 Credits
A quantitative approach to computer architecture and parallelism, which addresses both the software and hardware aspects of parallelism in modern computing systems. Specific emphasis will be placed on instruction-level, thread-level, data-level, task-level and request-level parallelism, and developing parallel application code in assembler and high-level languages for systems such as graphics processing units (GPUs).

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Prerequisites: CSCE A248 with a minimum grade of C.
CSCE A450 Mobile Robotics 3 Credits
Introduces robotics with embedded systems. Controlling mobile robots, sensors and motors with autonomous and user-controlled operations. Different types of robots, including aerial, underwater and automotive robots. Real-time image processing and neural networks including genetic algorithms will be covered.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Special Note: Not available for credit to students who have completed CSCE A650.
May Be Stacked With: CSCE A650
Prerequisites: CSCE A241 with a minimum grade of C or EE A241 with a minimum grade of C and CSCE A311 with a minimum grade of C and CSCE A365 with a minimum grade of C.

CSCE A460 Database Systems II 3 Credits
In-depth treatment of relational theory, non-relational database models, transaction processing, concurrency control and administration of databases in practice. Course includes an applied project of significant scope.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Special Note: Not available for credit to students who have completed CSCE A660.
May Be Stacked With: CSCE A660
Prerequisites: CSCE A360 with a minimum grade of C.

CSCE A462 Data Mining 3 Credits
Survey and application of techniques for classification, clustering and association rule mining. Covers rule-based, tree-based, statistical and regression approaches.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Special Note: Not available for credit to students who have completed CSCE A662.
May Be Stacked With: CSCE A662
Prerequisites: CSCE A360 with a minimum grade of C.

CSCE A465 Computer and Network Security 3 Credits
Analysis of computer and network attack techniques and methods to defend against them, including firewalls, virtual private networks, network intrusion detection and denial of service. Course includes coverage of malware, packet sniffers, wireless networks, cellular networks and wired networks.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Special Note: Not available for credit to students who have completed CSCE A665.
May Be Stacked With: CSCE A665
Prerequisites: CSCE A365 with a minimum grade of C.

CSCE A470 Computer Science and Engineering Capstone Project 3 Credits
Application of computer science and computer engineering concepts, principles and practices to develop a research, applied software development, or computer engineering project. The student will analyze, design, document, implement and deliver a presentation and written report of a research project or software/hardware system of moderate complexity under the supervision of the instructor and/or other faculty. Includes a discussion of ethical, professional and contemporary issues in technology and the impact of computing technology in a global and societal context.
Registration Restrictions: Senior standing, completion of GER Tier I (basic college-level skills) courses, admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Prerequisites: CSCE A365 with a minimum grade of C and WRTG A212 with a minimum grade of C and ((CSCE A351 with a minimum grade of C and CSCE A401 with a minimum grade of C) or (CSCE A311 with a minimum grade of C and CSCE A342 with a minimum grade of C and CSCE A448 with a minimum grade of C) and PHIL A305 with a minimum grade of C or concurrent enrollment.
Attributes: UAA Integrative Capstone GER.

CSCE A485 Computer and Machine Vision 3 Credits
Introduces computer vision and machine vision. Topics covered include differences between computer and machine vision, image capture and processing, filtering, thresholding, edge detection, shape analysis, shape detection, pattern matching, digital image stabilization, stereo ranging, 3D models from images, real-time vision systems, and recognition of targets. Applications include inspection, surveillance, search and rescue, and machine vision navigation.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
Special Note: Not available for credit to students who have completed CSCE A685.
May Be Stacked With: CSCE A685
Prerequisites: PHYS A124 with a minimum grade of C or PHYS A212 with a minimum grade of C and CSCE A320 with a minimum grade of C.

CSCE A490 Topics in Computer Science and Computer Systems Engineering 3 Credits
Advanced topics in computer science or computer systems engineering not taught in other CSCE course offerings.
Special Note: May be repeated for credit with change of subtitle. Not available for credit to students who have completed CSCE A690 with same subtitle.
Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval
May Be Stacked With: CSCE A690
CSCE A495 Computing Internship Project 3 Credits
Application of computer science or computer engineering skills in a professional work setting. The student will analyze, design, develop and document a realistic computing project of moderate complexity under the supervision of a qualified professional who has agreed in advance to undertake this role.

Registration Restrictions: Admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

Special Note: May be taken up to three times, but only 3 credits may be applied toward CS or CSE major requirements. Registration Restrictions: Instructor approval

Prerequisites: CSCE A311 with a minimum grade of C.

CSCE A498 Individual Research 1-3 Credits
Students will engage in an independent research project under the supervision of a faculty member. The result will be a paper or presentation prepared to publication standards.

Special Note: May be repeated up to a maximum of 6 credits.

Registration Restrictions: Upper-division standing, admission to BS Computer Science, BS Computer Systems Engineering, or BS Electrical Engineering, or instructor approval

CSCE A601 Advanced Software Engineering 3 Credits
Coverage of current methodologies used to develop large software systems. Topics include requirements, specification, design, implementation, testing, project management, formal methods, maintenance and evolution. Seminar discussion of classic and current research articles in software engineering.

Registration Restrictions: Graduate standing

CSCE A611 Advanced Artificial Intelligence 3 Credits
Topics include intelligent agents; heuristic, local and adversarial search; first-order logic and knowledge representation; and machine learning. Students will review recently published artificial intelligence research, write the results of that review in a research summary paper and present their findings in a public forum.

Special Note: Not available for credit to students who have completed CSCE A411.

Registration Restrictions: Graduate standing

May Be Stacked With: CSCE A411

CSCE A612 Advanced Evolutionary Computing 3 Credits
Broad coverage of the field of evolutionary computing, including genetic algorithms, evolution strategies, evolutionary programming and genetic programming. Emphasis will be on the design, implementation, testing, debugging and verification of correct programs. Graduate students will be required to complete a literature review of recent research in evolutionary computation, write the results of that review in a research summary paper and complete a presentation of these findings in a public forum.

Special Note: Not available for credit to students who have completed CSCE A412.

Registration Restrictions: Graduate standing

May Be Stacked With: CSCE A412

CSCE A615 Advanced Machine Learning 3 Credits
Topics include linear discrimination; supervised, unsupervised and semi-supervised learning; multilayer perceptron; maximum-margin methods; Monte Carlo simulation; and reinforcement learning. Students are required to implement a research project that applies machine learning technique(s) to a unique and original data set, or to develop a technique that combines or modifies one or more machine learning algorithms.

Special Note: Not available for credit to students who have completed CSCE A415.

Registration Restrictions: Graduate standing

May Be Stacked With: CSCE A415

CSCE A621 Mission Critical Systems 3 Credits
Covers the timing correctness of hardware and software, including rate-monotonic analysis for software and design for fault recovery methods for hardware and software sanity monitoring. Topics include microprocessor- based predictable response and embedded systems that require the integration of sensor and actuator devices, analog to digital and digital to analog interfaces, single and multicore microprocessors, a real-time operating system, and multithreaded application software.

Registration Restrictions: Graduate standing

CSCE A631 Advanced Compilers 3 Credits
Programming language translation from a high-level object-oriented language to assembly code. Covers lexical analysis, semantic analysis, code generation, finite state automata, flow graphs, directed graphs, parsers, parse trees and regular expressions. Includes optimizations to improve runtime efficiency. Graduate students will be required to complete a literature review of recent research in compilers, write the results of that review in a research summary paper and complete a presentation of these findings in a public forum.

Special Note: Not available for credit to students who have completed CSCE A431.

Registration Restrictions: Graduate standing

May Be Stacked With: CSCE A431

CSCE A632 Advanced Programming Languages 3 Credits
Advanced topics in the design of programming languages, including abstract syntax, denotational semantics, operational semantics, type systems, run-time behavior, program analysis, garbage collection and compilation. Programs are written in multiple programming languages to study programming paradigms.

Registration Restrictions: Graduate standing

CSCE A646 Advanced Digital Media and Interactive Systems 3 Credits
Covers digital media systems for digital cinema and digital cable/Internet media creation, delivery, and interactive systems. Topics covered include digital audio and video encoding and decoding, transport, multiplexing, broadband and baseband transmission, real-time requirements, and interactive on-demand systems for video and video games. Students will be required to complete a literature review of recent research in digital media and interactive systems, write a research summary paper and complete a presentation in a public forum.

Special Note: Not available for credit to students who have completed CSCE A446.

Registration Restrictions: Graduate standing

May Be Stacked With: CSCE A446
CSCE A462 Advanced Data Mining 3 Credits
Survey and application of techniques for classification, clustering and association rule mining. Covers rule-based, tree-based, statistical and regression approaches. Project involving an original data set, including integration, formatting, conceptualization, hypothesis testing, analysis, evaluation and presentation of results.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A462

CSCE A650 Advanced Mobile Robotics 3 Credits
Introduction to robotics with embedded systems. Covers mobile robots, sensors, motors, and their control with autonomous and user-controlled operations in aerial, underwater and land environments. Applications of real-time image processing and neural networks will be covered. Students will be required to complete a literature review of recent research in robotics, write the results of that review in a research summary paper and complete a presentation of these findings in a public forum.
Special Note: Not available for credit to students who have completed CSCE A450.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A450

CSCE A660 Advanced Database Systems 3 Credits
Comprehensive treatment of relational theory, non-relational database models, transaction processing, concurrency control and administration of databases in practice. Includes an applied project of significant scope, solving a database challenge for an outside client and formally presenting the results.
Special Note: Not available for credit to students who have completed CSCE A460.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A460

CSCE A662 Advanced Data Mining 3 Credits
Survey and application of techniques for classification, clustering and association rule mining. Covers rule-based, tree-based, statistical and regression approaches. Project involving an original data set, including integration, formatting, conceptualization, hypothesis testing, analysis, evaluation and presentation of results.
Special Note: Not available for credit to students who have completed CSCE A462.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A462

CSCE A665 Advanced Computer and Network Security 3 Credits
Analysis of computer and network attack techniques and methods to defend against them, including firewalls, virtual private networks, network intrusion detection and denial of service. Malware, packet sniffers, wireless networks, cellular networks and wired networks are discussed. Students will be required to complete a literature review of recent research in computer and network security, write the results of that review in a research summary paper, and complete a presentation of these findings in a public forum.
Special Note: Not available for credit to students who have completed CSCE A465.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A465

CSCE A667 Advanced Computer Network Systems 3 Credits
Covers network architectures, layered protocols, Internet protocols and network service interfaces. Emphasis on design and implementation of networking hardware, including routers, bridges, switches, hubs and repeaters. Local networks, addressing, routing, flow control, queuing, routing protocols and packet loss.
Registration Restrictions: Graduate standing

CSCE A671 Research Methods in Computer Science and Engineering 3 Credits
Covers skills and research methods utilized in computer science and engineering research, including empirical and theoretical research. Discusses the steps in conducting a literature review, writing research proposals and papers, writing a thesis, hypothesis testing, delivering a research presentation, and ethical conduct.
Registration Restrictions: Graduate standing

CSCE A685 Advanced Computer and Machine Vision 3 Credits
Topics covered include differences between computer and machine vision, image capture and processing, filtering, thresholding, edge detection, shape analysis, shape detection, pattern matching, digital image stabilization, stereo ranging, 3D models from images, real-time vision systems, and recognition of targets. Students will be required to complete a literature review of recent research in computer and machine vision, write a research summary paper, and complete a presentation of their work in a public forum.
Special Note: Not available for credit to students who have completed CSCE A485.
Registration Restrictions: Graduate standing
May Be Stacked With: CSCE A485

CSCE A690 Topics in Computer Science and Computer Systems Engineering 3 Credits
Examines advanced topics in computer science and computer science engineering. A research summary paper and research presentation is required.
Special Note: May be repeated for credit with change of subtitle. Not available for credit to students who have completed CSCE A490 with same subtitle.
Registration Restrictions: Graduate standing and instructor permission
May Be Stacked With: CSCE A490
CSCE A698 Individual Research 3 Credits
Students will engage in independent research projects under the supervision of a faculty member. The result will be a research paper prepared to publication standards with the goal of submission for publication in a refereed journal or conference.

Special Note: May be repeated for a maximum of 6 credits.

Registration Restrictions: Graduate standing and instructor permission

CSCE A699 Thesis 1-6 Credits
Independent research conducted under the supervision of a thesis committee. Students must investigate a state-of-the-art computer engineering or computer science research topic, write a detailed proposal, identify a thesis advisor, obtain the advisor's approval to conduct the proposed research, complete the research and write a thesis that is approved by the committee.

Special Note: A maximum of 6 credits may be applied toward degree requirements for the MS in Computer Engineering and Computer Science.

Registration Restrictions: Admission to the MS in Computer Engineering and Computer Science program and permission of thesis advisor.