Computer Science (CSci)

College of Engineering & Mines

B.S. with Major in Computer Science (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/cs-bs)

B.S. in Data Science (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/csci-bs-ds)

College of Arts and Sciences

B.A. with Major in Computer Science (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/cs-ba)

Minor in Computer Science (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/cs-minor)

Minor in Cyber Security (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/csci-minor-cs)

Optional Specializations (http://und-public.courseleaf.com/undergraduateacademicinformation/departmentalcoursesprograms/computerscience/cs-spec)

Courses

CSCI 101. Introduction to Computers. 3 Credits.
An overview of the fundamental concepts and applications of computer science. Topics include data storage, hardware, operating systems, and programming principles. Corequisite: CSCI 101T is recommended. F,S,SS.

CSCI 101T. Software Applications Tutorial. 1 Credit.
An introductory tutorial course to complement CSCI 101. Activities will include hands-on experience with operating systems and application software (including word processors, spreadsheets, and databases). Corequisite: CSCI 101 is recommended. On demand.

CSCI 110. Introduction to Computer Science. 3 Credits.
This is an introductory course for prospective computer science majors as well as offering an introduction to computing for non-computer science majors. Students will receive a broad introduction to the discipline of computer science without the immersion into a programming language. Students will learn to write interactive Web-based programs. No previous computing or programming experience is assumed. F,S,SS.

CSCI 120. Computer Programming I. 4 Credits.
An introduction to computer programming in a high-level language, with emphasis on problem solving and logical thinking. Students learn to design, implement, test, and debug programs for small-scale problems using elementary data types and control structures. Includes laboratory. On demand.

CSCI 130. Introduction to Scientific Programming. 4 Credits.
An introduction to scientific computing, with problem solving, algorithm development, and structured programming in a high-level language with an engineering and mathematical focus. Emphasis on learning how to design, code, debug, and document programs, using techniques of good programming style. Includes laboratory. F,S,SS.

CSCI 160. Computer Science I. 4 Credits.
An introduction to computer science, with problem solving, algorithm development, and structured programming in a high-level language. Emphasis on learning how to design, code, debug, and document programs, using techniques of good programming style. Includes laboratory. F,S,SS.

CSCI 160L. Computer Prog I Lab.
Computer Programming I Lab.

CSCI 161. Computer Science II. 4 Credits.
A broadening of foundations for computer science with advanced concepts in computer programming. Includes an introduction to data structures, analysis of algorithms, and the theory of computation. Includes laboratory. Prerequisites: CSCI 130 or CSCI 160, and MATH 103 or MATH 107; concurrent enrollment in MATH 208 is recommended. F,S,SS.

CSCI 161L. Computer Prog II Lab.
Computer Programming II Lab.

CSCI 170. Computer Programming II. 4 Credits.
Advanced techniques in computer programming using a high-level language. Topics include the use of recursion, pointers, and fundamental data structures in developing small to medium-scale programs. Includes laboratory. Prerequisite: CSCI 120. On demand.

CSCI 199. Topics in Computing. 1-3 Credits.
Selected introductory-level topics in computing for students of all majors. Course may be repeated to 6 credits with different topics. Repeatable to 6 credits. On demand.

CSCI 230. Systems Programming. 3 Credits.
Focus on low level programming. Topics covered include pointers, memory management, code optimization, compiling and linking, and library management. Prerequisite: CSCI 161. S.

CSCI 242. Algorithms and Data Structures. 3 Credits.
Object-oriented implementations of complex data structures including lists, sets, trees, and graphs. Time and space analysis and classification of algorithms using upper bounds (big Oh), lower bounds (big Omega), and exact bounds (big Theta). Techniques for analysis of recursive algorithms including use of the "Master Theorem" for divide-and-conquer recurrences. Prerequisites: CSCI 161 and MATH 208. F,S.

CSCI 260. Advanced Programming Languages. 3 Credits.
Programming in a specific high-level language for students who are already proficient at programming in another high-level language. Course may be repeated for different languages. A student may not receive credit for both CSCI 260 and a 100-level programming course in the same language. Prerequisite: CSCI 161 or consent of instructor. Repeatable. F.

CSCI 289. Social Implications of Computer Technology. 3 Credits.
An introduction to the effects of computer technology on society and individuals and to ethical problems faced by computer professionals. Topics covered include privacy, the nature of work, centralization versus decentralization and the need for human factors analysis in the development of a new computer system. F.

CSCI 290. Cyber-Security and Information Assurance. 3 Credits.
An introduction covering the breadth of essential Cyber-Security and Information Assurance topics. Students will hone skills in observation, deduction, analysis, logical reasoning and critical thinking as they gain experience with non-technical and lightly technical aspects of Cyber-Security and Information Assurance through practical and real-world examples. S.

CSCI 297. Experiential Learning. 1-3 Credits.
A practical experience in which students offer their proficiency in computing as a resource or service for others. The experience may involve software development, software consulting and assistance, system administration, or instruction. Prerequisite: CSCI 161. Repeatable to 6 credits. S/U grading. F.

CSCI 299. Topics in Computer Science. 1-3 Credits.
Selected intermediate-level topics in computer science for students with some experience or previous courework in computing. Course may be repeated up to 6 credits with different topics. Repeatable to 6 credits. On demand.

CSCI 327. Data Communications. 3 Credits.
An introduction to the concepts of data transmission, communication hardware and protocols, communication software and the design, performance and management of computer networks. Prerequisites: CSCI 230 and MATH 208. F.

CSCI 363. User Interface Design. 3 Credits.
A study of the design and implementation of user interfaces for software applications. Students will apply principles of interface design to build applications using a toolkit of graphical interface components. Required coursework includes a team project. Prerequisite: CSCI 161. F.

CSCI 364. Concurrent and Distributed Programming. 3 Credits.
This course focuses on concurrent object oriented programming and modern distributed/parallel programming models (such as OpenMP, CUDA, OpenCL and Actors). Students will utilize various high performance distributed computing technology. Topics covered will include shared and distributed memory systems, sockets, threads, and message passing. Prerequisites: CSCI 242 and CSCI 230. S, even years.

CSCI 365. Organization of Programming Languages. 3 Credits.
Compile and run time requirements of programming languages, parameter passing and value binding techniques. Vector and stack processing. Prerequisite: CSCI 242. S.

CSCI 370. Computer Architecture. 4 Credits.
Computer structure, machine presentation of numbers and characters, instruction codes and assembly systems. Introduction to hardware methodologies and software extensions to hardware in computers. Some topics on hardware and software selection will be discussed. Prerequisites: CSCI 230, EE 201, and EE 202. S.

CSCI 384. Artificial Intelligence. 3 Credits.
A study of algorithms and application of AI. The topics include agent theory, problem-solving with the search, constraint satisfaction problem, game, knowledge-based system, reasoning and machine learning which are widely applicable to design of an intelligent system, data science and mining, information retrieval, pathfinding and classification, etc. Prerequisite: CSCI 242. SS, even years.

CSCI 387. Secure Software Engineering. 3 Credits.
This course provides fundamental knowledge of secure software development methodologies and applied security topics related to compiled programs. In-depth coverage of source code auditing, fuzzing, introduction to reverse engineering, and exploitation will be emphasized. F.

CSCI 388. Exploit Analysis and Development. 3 Credits.
Provides fundamental knowledge of Malware analysis. Topics include an introduction to both static and dynamic techniques for analyzing suspect binaries. Students will be exposed to advanced malware concepts including malware detection as well as the utilization of industry standard tools to analyze, debug, and reverse engineer suspect binaries. F.

CSCI 389. Computer and Network Security. 3 Credits.
This course introduces techniques for achieving security in multi-user standalone computer systems and distributed computer systems. Coverage includes host-based security topics (cryptography, instrusion detection, secure operating systems), network-based security topics (authentication and identification schemes, denial-of-service attacks, worms, firewalls), risk assessment and security policies. Prerequisite: CSCI 161. S.

CSCI 397. Cooperative Education. 1-2 Credits.
A practical work experience with an employer closely associated with the student's academic area. Arranged by mutual agreement among student, department, employer, and the UND Cooperative Education office. Repeatable to 6 credits. Prerequisites: Declared Computer Science major with 15 completed credits in CSCI including CSCI 161. Repeatable to 6 credits. S/U grading. F,S,SS.

CSCI 399. Topics in Computer Science. 1-3 Credits.
Selected topics in Computer Science which allow students to study specialized subjects. Repeatable to 12 credits. Prerequisite: Consent of instructor. Repeatable to 12 credits. On demand.

CSCI 427. Cloud Computing. 3 Credits.
This is the undergraduate-level course on cloud computing models, techniques, and architectures. Cloud computing is an important computing model which enables information, software, and other shared resources to be provisioned over the network as services in an on-demand manner. This course introduces the current practices in cloud computing. Topics may include distributed computing models and technologies, Infrastructure-as-a-Service (IaaS), Platform-as-a-Service (PaaS), Software-as-a-Service (SaaS), virtualization, performance and systems issues, capacity planning, disaster recovery, Cloud OS, federated clouds, challenges in implementing clouds, data centers, hypervisor CPU and memory management, and cloud hosted applications. S, even years.

CSCI 435. Formal Languages and Automata. 3 Credits.
A study of automata, grammars, and Turing machines as specifications for formal languages. Computation is defined in terms of deciding properties of formal languages, and the fundamental results of computability and decidability are derived. Prerequisites: CSCI 242 and minimum second semester junior standing. F.

CSCI 445. Mathematical Modeling and Simulation. 3 Credits.
A study of various mathematical applications for digital computers, including the modeling, simulation and interpretation of the solution of complex systems. Prerequisites: CSCI 161 or CSCI 170, and MATH 166 and a statisitcs course. F, even years.

CSCI 446. Computer Graphics I. 3 Credits.
Introduction to computer graphics. Topics include display technology, light and color, 2D and 3D representations, image processing, ray-tracing, and computer animation. Prerequisites: CSCI 242, CSCI 363, and MATH 166. F, odd years.

CSCI 448. Computer Graphics II. 3 Credits.
A continuation of CSCI 446, topics covered include: history of games, game taxonomies, game design theory, computer game development, physics engines and AI engines. Prerequisite: CSCI 446. S, even years.

CSCI 451. Operating Systems I. 3 Credits.
Introduction to operating system theory and fundamentals. Topics include: multiprogramming, CPU scheduling, memory management methods, file systems, interprocess communication, and a survey of modern operating systems. Prerequisites: CSCI 242 and CSCI 370. F.

CSCI 452. Operating Systems II. 3 Credits.
A study of the implementation of operating systems and parts of operating systems, and development of system software. Prerequisites: CSCI 451. On demand.

CSCI 455. Database Management Systems. 3 Credits.
Database concepts, database design (ER, UML), database programming languages (SQL), NoSQL Database, Database Concurrency and recovery techniques, and Database security. Prerequisite: CSCI 242. S, even years.

CSCI 457. Electronic Commerce Systems. 3 Credits.
A study of the system architecture, content design and implementation, and data analysis, management, and processing of electronic commerce. Topics include Internet basics, business issues, data management and processing, static and dynamic web programming, e-commerce content design and construction, and databases and host languages with embedded SQL. Prerequisite: CSCI 260. S, odd years.

CSCI 463. Software Engineering. 3 Credits.
This course teaches software engineering principles and techniques used in the specification, design, implementation, verification and maintenance of large-scale software systems. Major software development methodologies are reviewed. As development team members, students participate in a group project involving the production or revision of a complex software product. Prerequisites: CSCI 242 and CSCI 363. S.

CSCI 465. Principles of Translation. 3 Credits.
Techniques for automatic translation of high-level languages to executable code. Prerequisites: CSCI 365 and CSCI 370. F, odd years.

CSCI 487. Penetration Testing. 3 Credits.
Provides theoretical and practical aspects of Network Penetration Testing. The course includes in-depth details and hands on labs for each of the five distinct phases of an ethical hack including reconnaissance, scanning and vulnerability assessment, gaining access and exploitation, maintaining access, and covering tracks. An applied approach with a focus on current tools and methodologies will be stressed. S.

CSCI 491. Seminars in Computer Science. 1 Credit.
A course for advanced students. Repeatable to 3 credits. Prerequisite: Consent of instructor. Repeatable to 3 credits. S/U grading. F,S.

CSCI 492. Senior Project I. 2 Credits.
The first course in a two-semester sequence in which computer science majors undertake a culminating research or software development project. The course requires written documents, oral presentations, and peer review for the initial phases of the project, including a project proposal, a review of previous work, and a complete software design or research plan. Prerequisites: CSCI 242 and at least second-semester junior standing. Corequisites: Concurrent enrollment in CSCI 494 with student's CSCI capstone project adviser is recommended. F.

CSCI 493. Senior Project II. 2 Credits.
The second course in a two-semester sequence in which computer science majors undertake a culminating research or software development project. The course requires written documents and oral presentations/demonstrations for both a preliminary and a final review of the completed project. Student must be concurrently enrolled in at least 1 credit of CSCI 494 with their CSCI capstone project advisor. Prerequisite: CSCI 492. Corequisite: CSCI 494. S.

CSCI 494. Special Projects in Computer Science. 1-3 Credits.
A course for advanced students. 1-3 credits varying with the choice of project.
May be repeated (6 credits maximum). Prerequisite: Consent of instructor.
Repeatable to 6 credits. F,S.