Academic Regulation
A grade of C- is the minimal grade acceptable for progression in the CMPS 221, 222, and 223 sequence.

Lower Division
The Department of Computer Science offers courses on topics of current interest to the community from time to time. Call the Computer Science office, (661) 654-3082, to express interest or inquire concerning offerings.

CMPS 120 Computer Skills and Concepts I (5)
Instruction and tutoring in basic computer skills. An overview of computer terminology, hardware and software. Included: storage devices, input/output devices, the internet, operating systems, word processing, spreadsheets, presentation software, creating web pages and simple databases. Meets for 250 minutes. Prerequisites: None.

CMPS 150 Introduction to Unix (1)
Basic Unix commands and programming utilities will be introduced. Students will learn how to use email, a text editor, and manage files and directories. This course is designed for students who have no experience with Unix. Computer Science majors are encouraged to take CMPS 215 in place of this course, if possible. Prerequisite or Corequisite: CMPS 211 or 221.

CMPS/MATH 206 Advanced Engineering Mathematics (5)
Introduction to ordinary differential equations, Fourier Series and Integral, other transforms, and partial differential equations; applications to computer hardware, such as the resonance, wave equation, transmission line equation, and filtering. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: MATH 203.

CMPS 211 Internet Programming and Web Design (5)
Introduction to internet programming using HTML and JavaScript or other scripting language. The course is intended for students with no programming experience. Students will learn the concepts of structured programming and control structures. They will become familiar with HTML interfaces by designing interactive web sites. This course may be used as an elective in the CIS track. Prerequisite: None.

CMPS 215 Unix Programming Environment (3)
This course covers common Unix commands, shell scripting, regular expressions, tools and the applications used in a Unix programming environment. The tools to be introduced include make utility, a debugger, advanced text editing and text processing (vi, sed, tr). Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: None.

CMPS 216 Unix System Administration (3)
This course covers the knowledge and skills critical to administering a multi-user, networked Unix system. The course assumes a basic knowledge of Unix commands and an editor (vi or Emacs). Topics include: kernel and network configuration, managing daemons, devices, and critical processes, controlling startup and shutdown events, account management, installing software, security issues, shell scripting. Many concepts will be demonstrated during hands-on labs. Each week lecture meets for 100 minutes and lab meets for 150 minutes. Prerequisite: CMPS 215.

CMPS 221 Programming Fundamentals (5)
Introduces the fundamentals of procedural programming. Topics include: data types, control structures, functions, arrays, and standard and file I/O. The mechanics of compiling, linking, running, debugging and testing within a particular programming environment are covered. Ethical issues and a historical perspective of programming within the context of computer science as a discipline are given. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: MATH 85 or satisfaction of Entry Level Mathematics (ELM).

CMPS 222 Object-Oriented Programming (5)
Builds on foundation provided by CMPS 221 to introduce the concepts of object-oriented programming. The course focuses on the definition and use of classes and the fundamentals of object-oriented design. Other topics include: an overview of programming language principles, basic searching and sorting techniques, and an introduction to software engineering issues. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 221 with C- or higher.

CMPS 223 Data Structures and Algorithms (5)
Builds on the foundation provided by CMPS 221 to introduce the fundamental concepts of data structures and algorithms that proceed from them within the framework of object-oriented programming technology. Topics include: recursion, fundamental data structures (including lists, stacks, queues, hash tables, trees and graphs) and basics of algorithmic analysis. Necessary components of object-oriented programming method will be introduced. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 221 with C- or higher.

CMPS 224 Assembly Language Programming (5)
Introduction to machine architecture and program structure; code, data, and stack segments; programming with an assembly language. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 221.
Upper Division

CMPS 321 Computer Architecture (5)
This course follows the Digital Logic Design course and focuses on the design of the CPU and computer system at the architectural (or functional) level: CPU instruction sets and functional units, data types, control unit design, interrupt handling and DMA, I/O support, memory hierarchy, virtual memory, and buses and bus timing. In contrast, the Digital Logic Design course is primarily concerned with implementation; that is, the combinatorial and sequential circuits which are the building blocks of the functional units. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 312 Algorithm Analysis and Design (5)
Algorithm analysis, asymptotic notation, hashing, hash tables, scatter tables, and AVL and B-trees, brute-force and greedy algorithms, divide-and-conquer algorithms, dynamic programming, randomized algorithms, graphs and graph algorithms, and distributed algorithms. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 221 and 211 or instructor approval.

CMPS 311 Server Scripting Languages (5)
Languages, principles and techniques fundamental to web application development on the server side. The latest languages and technologies are addressed, to include ASP, PHP, Perl, Python. Prerequisites: CMPS 221 and 211 or instructor approval.

CMPS 305 Numerical Analysis (5)
Number representation and basic concepts of error; numerical solutions of nonlinear equations and systems of equations; interpolation and extrapolation; numerical differentiation and integration; numerical solution of ordinary differential equations; approximation by spline functions. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 221 and MATH 203 or permission of instructor. Cross-listed with MATH 305: Numerical Analysis.

CMPS 320 Digital Circuits (5)
An introduction to the logical design of digital computers including the analysis and synthesis of combinatorial and sequential circuits, and the use of such circuits in building processor components and memory. The course will apply the circuit theory to the design of an elementary processor with a small instruction set with absolute addressing and a hard-wired control unit. An assembly language for this processor will also be developed. This course includes a laboratory which will cover a mix of actual circuit work together with circuit synthesis and testing using software. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: One course in programming or permission of the instructor.

CMPS 270 Introduction to CAD in Engineering (3)
Use of computer-aided design software, such as AutoCAD, in engineering. CAD concepts including drawing setups, commands and system variables, layers and object properties, 2-dimensional entity creation, coordinate systems, creating objects, drawing with precision, plotting, and editing methods are applied to a variety of engineering applications. Two hours lecture/discussion and three hours laboratory per week.

CMPS 271 Intermediate CAD in Engineering (3)
Intermediate topics in computer-aided design using AutoCAD. Introduction to 3-dimensional drawing and modeling with engineering applications, adding text to drawings, creating dimensions, using blocks and external references, managing content with Autocad Design Center, creating a layout to plot, plotting your drawings, working with raster images, creating compound documents with OLE, and using other file formats. Two hours lecture/discussion and three hours laboratory per week. Prerequisite: CMPS 270

CMPS 277 Topics in Programming Languages (1-5)
A study of programming languages not offered otherwise. Prerequisite: Knowledge of a high-level programming language or permission of the instructor.

CMPS 280 X-Windows (3)
This course is an introduction to the use of an X-Windowing environment. The course is designed more for the end user than for X11 programmers. Its goal is to familiarize the applications user with the standard X11 productivity tools as well as explain the underlying principles, configuration questions, and security considerations involved in working or administering an X-Workstation with Internet access. Each week lecture meets for 100 minutes and lab meets for 150 minutes.

CMPS 281 Problem Solving in Compute Science (1)
This workshop is designed for students in the Louis Stokes alliance for Minority Participation Program (LSAMP), but is open to other students as well. It covers topics from CMPS 221. Typically students work during the meeting on problems related to their class, being helped by a facilitator.

CMPS 295 Discrete Structures (5)
Discrete structures and applications in computer science. Proofs, with a focus on induction. Introduction to propositional and predicate logic, functions, relations and sets, algorithm analysis, counting techniques, recursion and solution or recurrence relations, graph theory and trees. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 221 with a grade of C- or higher and MATH 190 or 191 or higher.

CMPS 297 Topics in Programming Languages (1-5)
A study of programming languages not offered otherwise. Prerequisite: Knowledge of a high-level programming language or permission of the instructor.

CMPS 280 X-Windows (3)
This course is an introduction to the use of an X-Windowing environment. The course is designed more for the end user than for X11 programmers. Its goal is to familiarize the applications user with the standard X11 productivity tools as well as explain the underlying principles, configuration questions, and security considerations involved in working or administering an X-Workstation with Internet access. Each week lecture meets for 100 minutes and lab meets for 150 minutes.

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CMPS 300 Introduction to CAD in Engineering (3)
Use of computer-aided design software, such as AutoCAD, in engineering. CAD concepts including drawing setups, commands and system variables, layers and object properties, 2-dimensional entity creation, coordinate systems, creating objects, drawing with precision, plotting, and editing methods are applied to a variety of engineering applications. Two hours lecture/discussion and three hours laboratory per week.

CMPS 270 Introduction to CAD in Engineering (3)
Use of computer-aided design software, such as AutoCAD, in engineering. CAD concepts including drawing setups, commands and system variables, layers and object properties, 2-dimensional entity creation, coordinate systems, creating objects, drawing with precision, plotting, and editing methods are applied to a variety of engineering applications. Two hours lecture/discussion and three hours laboratory per week.

CMPS 271 Intermediate CAD in Engineering (3)
Intermediate topics in computer-aided design using AutoCAD. Introduction to 3-dimensional drawing and modeling with engineering applications, adding text to drawings, creating dimensions, using blocks and external references, managing content with Autocad Design Center, creating a layout to plot, plotting your drawings, working with raster images, creating compound documents with OLE, and using other file formats. Two hours lecture/discussion and three hours laboratory per week. Prerequisite: CMPS 270

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CMPS 322 Digital Design with VHDL (5)
This course uses a hardware description language (HDL) to design application-specific integrated circuits. The continuation of CMPS 320 includes modern digital design technology, in-depth treatment of algorithms and architectures for digital machines and comprehensive treatment of behavioral modeling in advanced digital design. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 320.

CMPS 335 Software Engineering (5)
A general introduction to Software Engineering. Deals with the specification, development, management, and evolution of complex software systems. Shows how to cost-effectively apply the methods and theory from Computer Science to solve difficult problems. The course presents a broad perspective on software and system engineering and surveys a wide spectrum of tools and techniques. Students are required to complete a project as part of a small software engineering team. Students may choose system projects involving software and hardware integration. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 222 with a grade of C- or better and CMPS 223 with a grade of C- or better.

CMPS 340 Introduction to Digital Forensics (5)
Investigative techniques, evidence handling procedures, forensics tools, digital crime reconstruction, and legal guidelines. Case studies cover a range of hardware and software platforms. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: None (CMPS 215 or a good working knowledge of Unix is recommended).

CMPS 342 Database Systems (5)
Basic issues in data modeling, database application software design and implementation. File organizations, relational model, relational database management systems, and query languages are addressed in detail. Two-tier architecture, three-tier architecture and development tools are covered. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 295.

CMPS 350 Programming Languages (5)
An examination of underlying concepts in high level programming languages and techniques for the implementation of a representative sample of such languages with regard to considerations such as typing, block structure, scope, recursion, procedures invocation, context, binding, and modularity. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 222 with a grade of C- or better and CMPS 223 with a grade of C- or better.

CMPS 356 Artificial Intelligence (5)
This course is intended to teach the fundamentals of artificial intelligence which include topics such as expert systems, artificial neural networks, fuzzy logic, inductive learning and evolutionary algorithms. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223 with a grade of C- or better and CMPS 295.

CMPS 360 Operating Systems (5)
A study of the introductory concepts in operating systems: historical development of batch, multiprogrammed, and interactive systems; file, memory, device, process, and thread management; interrupt and trap handlers, abstraction layer, message passing; kernel tasks and kernel design issues; signals and interprocess communication; synchronization, concurrency, and deadlock problems. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 371 Computer Graphics (5)
Introduction to computer graphics hardware, animation, two-dimensional transformations, basic concepts of computer graphics, theory and implementation. Use of graphics API’s such as DirectX or OpenGL. Developing 2D graphics applications software. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 376 Computer Networks (5)
A study of computer networks focusing on the TCP/IP Internet protocols and covering in detail the four layers: physical, data link, network, and transport. This course includes a laboratory in which students will cover important network utilities, debugging tools, process and thread control as it relates to network programming, and the coding of programs which do interprocess communication over sockets. The typical Internet client program which accesses a TCP network server daemon will be covered in detail. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 377 Special Topics in Computer Science (3-5)
This course will be used to supplement other courses with additional work at the intermediate level. Prerequisite: Permission of instructor.
CMPS 394  Client, Server, Internet and Hand-held Device Programming (5)
This course will use Java’s features and libraries to explore client-side, server-side, and internet programming. The concepts of multi-threading, synchronization, and network programming (socket and remote-method invocation) will be introduced and used to develop internet client-server programs such as chat room, on-line help, file transfer, etc. The concepts of graphic user interfaces (GUIs) and hand-held devices (such as Android phone or tablets) will be discussed and applied in student projects. Meets for 200 minutes of lecture and 150 minutes of lab. Prerequisites: Completion of CMPS 222 and 223 with a C- or higher.

CMPS 410  Theory of Language Translation (5)
A study of techniques relevant to the theory of language translation including finite state machines, formal languages, grammars, lexical and syntactic analysis. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 350.

CMPS 411  Theory of Automata (5)
A study of algorithms as they relate to nonlinear data structures and external files. Time and space analysis of several popular algorithms, and a discussion of NP-hard and NP-complete problems. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 420  Embedded Systems (5)
Built on logic designs, using assembly and C languages to study embedded systems with regard to their software, hardware, theories and implementation methodology. Various embedded system development tools, such as assemblers, debuggers and cross compilers, will be introduced and used in the course. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 224 and 320.

CMPS 421  Advanced Computer Architecture (5)
Continuation of CMPS 321 including speed-up arithmetic algorithms, vector and parallel processing, organization of memory for high performance processors, and a comparative study of supercomputer architectures. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 321.

CMPS 422  Digital Signal Processing (5)
Introduction to principles of Digital Signal Processing (DSP) including sampling theory, aliasing effects, frequency response, Finite Impulse Response filters, Infinite Impulse Response filters, spectrum analysis, Z transforms, Discrete Fourier Transform and Fast Fourier Transform. Emphasis on hardware design to achieve high-speed real and complex multiplications and additions. Pipelining, Harvard, and modified Harvard architectures. Overviews of modern DSP applications such as modems, speech processing, audio and video compression and expansion, and cellular protocols. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: PHYS 221, MATH 203, and CMPS 320.

CMPS 432  Instrumentation, Control, and Data Acquisition (5)
Study of analog (and computer-controlled) systems, classical and modern system design methods, s-domain (and z-domain) transfer function models, state space, dynamics of linear systems, and frequency domain analysis and design techniques. Introduction to controllability and observability. Implementation of PID controllers. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: MATH 203 and CMPS 223 or consent of the instructor.

CMPS 435  Advanced Software Engineering (5)
Continuation of study of the software lifecycle. Methods and tools for the implementation, integration, testing and maintenance of large, complex software systems. Program development and test environments. Group laboratory project. Technical presentation methods and practice. Ethical and societal issues in software engineering. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 335.

CMPS 442  Advanced Database Systems (5)
A wide range of topics such as query processing and optimization, object-oriented database systems, distributed database systems, database warehousing and data mining will be discussed. The course will also be used to introduce emerging issues related to database systems. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 342.

CMPS 445  Data Mining and Visualization (5)
Knowledge discovery in and visualization of large datasets, including data warehouses and text-based information systems. Topics covered include data mining concepts, information retrieval, analysis methods, storage systems, visualization, implementation and applications. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 312.
CMPS/ECE 446 Image Processing (5)
Digital image acquisition, image enhancement and restoration, image compression, computer implementation and testing of image processing techniques. Students gain hands-on experience of complete image processing systems, including image acquisition, processing, and display through laboratory experiments. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 223 and ECE 304.

CMPS 450 Compiler Construction (5)
An introduction to the construction of compilers, including lexical and syntactic analysis, code generation, and error detection. This course includes a 2 1/2 hours per week laboratory in which students will implement a compiler for a given programming language. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 350.

CMPS 451 Vulnerability Analysis (5)
Identification and quantification of security weaknesses in programs, systems and networks. Topics include professional ethics, static binary analysis, dynamic binary analysis, anti-analysis techniques, risk assessment, penetration testing, vulnerability classification and mitigation techniques. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 350.

CMPS 456 Advanced Artificial Intelligence (5)
Continuation of CMPS 356. This course is intended to teach about advances in artificial intelligence. It includes advanced topics on artificial neural networks such as distributed and synergistic neural network models, hybrid artificial intelligence techniques such as neuro-fuzzy models, advanced machine learning techniques and meta-heuristic evolutionary algorithms. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 356.

CMPS 457 Robotics (5)
The course will provide an opportunity for students to understand intelligent robot system architecture and to design algorithms and programs for control and planning of intelligent robot systems based on analytical modeling and behavior modeling. Students will use simulation software (Webots) and hardware test-bed (Kheraper II) to verify their algorithm and program performance during their project work. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS 460 Advanced Operating Systems (5)
Continuation of CMPS 360. Various topics in popular operating systems. Real-time and distributed operating systems will be addressed. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 360.

CMPS 465 Advanced System Analysis and Design (5)
Design and construction of sizeable software products. Technical management of software development teams. Software development process models, software design, documentation, quality assurance during development, software unit and integration testing, CASE tools, development environments, test tools, configuration management. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 335.

CMPS 471 Advanced Computer Graphics (5)
Continuation of CMPS 371. 3D graphics transformations, multi-resolution model building and rendering. Advanced computer graphics concepts-theory and implementation. Advanced animation techniques in a 3D environment. This course includes a laboratory. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 371.

CMPS 472 AI Agents in Virtual Environments (5)
Continuation of CMPS 471. This course is about creating and interacting with intelligent three-dimensional virtual environments. Topics covered will include hierarchical architecture of three-dimensional virtual environments, and a framework of incorporating intelligent agents within the virtual environment. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 371.

CMPS 473 Computer Game Design (5)
The course will cover fundamental concepts behind designing a game engine. The concepts, theories, and programming aspects of physics engine, graphics engine, and control engine will be covered. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisite: CMPS 223.

CMPS/MATH 475 Applied Cryptography (5)
An introduction to cryptography, history and its present day use. Topics include symmetric cyphers, hash functions, public-key encryption, data integrity, digital signatures, key establishment, key management. Related topics include prime generation, integer factorization, discrete logarithms, pseudo-random number generation and computational complexity. Prerequisite: CMPS 221, and one of CMPS 295 or MATH 300.

CMPS 476 Advanced Computer Networks and Computer Security (5)
Continuation of CMPS 376. Various advanced topics in computer networks and computer security will be addressed. Each week lecture meets for 200 minutes and lab meets for 150 minutes. Prerequisites: CMPS 376.

CMPS 477 Special Topics in Computer Science (1-5)
This course will often be used to supplement other courses with additional work at a more advanced level. Prerequisite: Permission of instructor.
CMPS 489 Experiential Prior Learning (1-5)
Majors in Computer Science with significant prior experience in computers may have some of their experience count for academic credit toward their degree. In order to be considered for experiential learning credit the student must have completed CMPS 223 and have the approval of the department.

CMPS 490A Senior Project (3)
After consultation with the faculty supervisor and investigation of relevant literature, the student(s) shall prepare a substantial project with significance in the designated area. The timeline, teamwork responsibilities, milestones, and presentation(s) will be scheduled. Prerequisites: At least 20 units of 300- or 400-level CMPS courses.

CMPS 490B Senior Project (3)
This is the completion phase of the project. The student(s) will present a project report to the entire class, explaining the nature of the work, the finished product, and its relationship to the field. Prerequisite: Upper-division standing and CMPS 490A.

CMPS 496 Internship in Computer Science (1-5)
Internships may be arranged by the department with various agencies, businesses, or industries. The assignments and coordination of work projects with conferences and reading, as well as course credits, evaluation, and grading are the responsibility of the faculty liaison (or course instructor), working with the field supervisor. Offered on a credit, no-credit basis only. The department will determine credits and application of credit.

CMPS 497 Cooperative Education (5)
The Cooperative Education program offers a sponsored learning experience in a work setting, integrated with a field analysis seminar. The field experience is contracted by the Cooperative Education office on an individual basis, subject to approval by the department. The field experience, including the seminar and reading assignments, is supervised by the cooperative education coordinator and the faculty liaison (or course instructor), working with the field supervisor. Students are expected to enroll in the course for at least two quarters. The determination of course credits, evaluation, and grading are the responsibility of the departmental faculty. Offered on a credit, no-credit basis only. The department will determine application of credit.