COMPUTER AND INFORMATION SCIENCES

Computer Science

The curriculum in computer science is oriented toward computing methods and systems. It emphasizes systems analysis, software design and programming, analytic reasoning, computer architecture, and the theory of computation. Students will learn the process and algorithms to analyze and solve complex problems and also use the computer and the Internet as a problem-solving tool. Students graduating from the program will be prepared for careers in computer science, information technology, system design, telecommunications, and network applications, both in the public and private sectors. Students will also be prepared for further graduate study in computer science or other related area.

Students wishing to major in computer science should take CISC 1600 COMPUTER SCIENCE I and CISC 1400 DISCRETE STRUCTURES in the first semester of their freshman year (or as soon as possible) and CISC 2000 COMPUTER SCIENCE II in the second semester of their freshman year.

Information Science

The curriculum in information science emphasizes information acquisition, information analysis, and information systems, as well as information and network technology.

It is concerned with the design of and methodologies for storing, retrieving, processing, and transmitting data and information. Students graduating from the program will be prepared for a variety of careers, including those in information systems, computer applications, web-based system design, and Internet and communication technology as found in government, business, and society. Students will also be prepared for further graduate study in information science, information systems, information networking, and other related areas.

Students wishing to major in information science should take CISC 1100 STRUCTURES OF COMPUTER SCIENCE and CISC 1600 COMPUTER SCIENCE I in the first semester of their freshman year or as soon as possible.

No computer or information science course in which a student receives a grade below C- can be credited toward a major or minor in the department.

Early Admission to Master’s Program

Please read the Early Admission to Graduate School of Arts and Sciences Master’s Programs (https://bulletin.fordham.edu/undergraduate/academic-programs/policies-procedures/special-academic-programs/early-masters-five-year-programs) section of this bulletin for more information. Interested majors should speak with the associate chair of graduate studies of the department. Applications are made online through the Graduate School of Arts and Sciences website.

Program Activities

Courses For Nonmajors

1. Students wishing a general familiarity with computers, or computer and information science and technology, but who do not wish to major in computer or information science, are advised to take any of the following courses, which do not require any CIS prerequisites, as soon as possible:

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<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CISC 1100</td>
<td>STRUCTURES OF COMPUTER SCIENCE</td>
<td>3-4</td>
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<tr>
<td>or CISC 1400</td>
<td>DISCRETE STRUCTURES</td>
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<tr>
<td>CISC 1600</td>
<td>COMPUTER SCIENCE I</td>
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<tr>
<td>&amp; CISC 1610</td>
<td>and COMPUTER SCIENCE I LAB</td>
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<tr>
<td>CISC 2350</td>
<td>INFORMATION AND WEB PROGRAMMING</td>
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<td>CISC 2500</td>
<td>INFORMATION AND DATA MANAGEMENT</td>
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<td>CISC 2530</td>
<td>DIGITAL VIDEO AND MULTIMEDIA</td>
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<td>CISC 2540</td>
<td>INTRODUCTION TO VIDEO GAME DESIGN</td>
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<tr>
<td>CISC 2850</td>
<td>COMPUTER AND DATA ANALYSIS</td>
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<tr>
<td>CISC 4001</td>
<td>COMPUTERS AND ROBOTS IN FILM</td>
<td>4</td>
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<tr>
<td>CISC 4006</td>
<td>BRAINS AND BEHAVIOR IN BEASTS AND BOTS</td>
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2. Students who specifically wish to gain familiarity with web page construction and digital media and graphics should take CISC 2350 INFORMATION AND WEB PROGRAMMING, CISC 2530 DIGITAL VIDEO AND MULTIMEDIA, or CISC 2540 INTRODUCTION TO VIDEO GAME DESIGN.

3. Students wishing to have some knowledge on the applications of computer and information science and their interface with medicine and health can take CISC 3270 HEALTH AND MEDICAL INFORMATICS and CISC 4020 BIOINFORMATICS.

4. Students majoring in science, mathematics, and social science, who wish to pursue their further graduate studies in a field or subject closely related to (or utilizing) quantitative, qualitative, and algorithmic reasoning should take CISC 2850 COMPUTER AND DATA ANALYSIS or CISC 4631 DATA MINING in addition to those courses listed in (1) above.

5. Students can take a combination of courses (listed in (1), (2), (3) and (4) above) to fulfill a minor in computer science, information science, or information technology and systems (see the required minor courses in Minor section) or to prepare intellectual skills necessary in their major study.

3-2 Cooperative Program in Engineering

This joint five-year program with Columbia University leads to a B.A. degree from Fordham University and a B.S. degree in engineering from Columbia University. A description of the program is given under the Cooperative Program in Engineering (https://bulletin.fordham.edu/undergraduate/academic-programs/policies-procedures/special-academic-programs/cooperative-program-in-engineering)section of this bulletin. The department provides a specialized set of CS major requirements for 3-2 engineering students. Interested students should consult the computer and information science department as early as possible.
**For more information**

Visit the Computer and Information Sciences department web page. (http://www.cis.fordham.edu)

The Department of Computer and Information Sciences offers CISC 1100 STRUCTURES OF COMPUTER SCIENCE, CISC 1400 DISCRETE STRUCTURES, and CISC 1600 COMPUTER SCIENCE I (CS1), each fulfilling the mathematical and computational reasoning core requirement. We encourage science and social science majors, and those interested in receiving a more in depth understanding of algorithmic and quantitative reasoning, to take CISC 1400 DISCRETE STRUCTURES instead of CISC 1100 STRUCTURES OF COMPUTER SCIENCE.

The department also offers CISC 2540 INTRODUCTION TO VIDEO GAME DESIGN, which satisfies the EP3 core requirement, and CISC 4001 COMPUTERS AND ROBOTS IN FILM and CISC 4006 BRAINS AND BEHAVIOR IN BEASTS AND BOTS, which satisfy the ICC core requirement.

The department also offers CISC 4650 CYBERSPACE: ISSUES AND ETHICS and CISC 4660 MINDS, MACHINES, AND SOCIETY, which fulfill the Values Seminar/EP4 core requirement.

**Majors:**

- Computer Science Major (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/computer-science-major)
- Information Science Major (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/information-science-major)

**Minors:**

- Bioinformatics Minor (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/bioinformatics-minor)
- Computer Science Minor (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/computer-science-minor)
- Cybersecurity Minor (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/cybersecurity-minor)
- Information Science Minor (https://bulletin.fordham.edu/undergraduate/computer-information-sciences/information-science-minor)

**CISC 1100. STRUCTURES OF COMPUTER SCIENCE. (3 Credits)**

An introductory course in the discrete structures used in computer and information technology. Emphasis will be placed on the ability to solve problems and develop logical thinking. Topics such as sets, functions, elementary combinatorics, discrete probability, logic, Boolean algebra, recursion and graphs will be covered through the use of algorithmic and concrete construction. The learned materials are reinforced by computer laboratory assignments. This course also fulfills the Mathematical Reasoning requirement of the Core Curriculum.

**Attribute:** MCR.

**CISC 1250. COMPUTER APPLICATIONS. (3 Credits)**

Introductory course designed for the beginning students. It will define the scope of the discipline, acquainting the students with modern computing. Topics include introduction to programming, database use, accessing the Internet, construction of World Wide Web home pages and email, using ACCESS, EXCEL and MS Windows.

**CISC 1400. DISCRETE STRUCTURES. (4 Credits)**

This course covers basic material in discrete structure and algorithms which are used in computing science, information technology, and telecommunications. Topics include sets, permutation/combinations, relations/graphs, sum/limit/partition, logic, and induction, recursion/recurrence relation, system of equations and matrices, graphs/digraphs/networks, searching and sorting algorithms, database structure and data analysis. Practical examples of applications will be shown and programming will be used to reinforce understanding of the concepts. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

**Attribute:** MCR.

**CISC 1401. DISCRETE STRUCTURES. (3 Credits)**

This course covers basic material in discrete structure and algorithms which are used in computing science, information technology, and telecommunications. Topics include sets, permutation/combinations, functions/relations/graphs, sum/limit/partition, logic, and induction, recursion/recurrence relation, system of equations and matrices, graphs/digraphs/networks, searching and sorting algorithms, database structure and data analysis. Practical examples of applications will be shown and programming will be used to reinforce understanding of the concepts. The technical material will be presented within the context of understanding how this material servers as the foundation for computer science and its’ resulting technologies. Particular focus will be placed on internet queries and social networks.

**Attributes:** EP1, MANR, MCR.

**CISC 1450. INTRODUCTION TO WEB PROGRAMMING. (3 Credits)**

Introduces students to the world of computer science, information technology, and communication science through the Internet and World Wide Web. No programming background is required. We will focus on areas such as Web design, Internet communications, and applications.

**CISC 1600. COMPUTER SCIENCE I. (3 Credits)**

Introductory course designed for the beginning students. It will define the computing concepts using a high-level programming language. Emphasis will be placed on program design, coding, debugging and documentation of programs. This course together with Structures of Computer Science (CS 1100) serve as the introductory courses for both the computer science and the computer systems management applications major.

**Attribute:** MCR.

**Corequisite:** CISC 1610.

**CISC 1610. COMPUTER SCIENCE I LAB. (1 Credit)**

A series of programming and laboratory assignments to reinforce the materials learned in CISC 1600.

**Corequisite:** CISC 1600.

**CISC 1800. INTRODUCTION TO COMPUTER PROGRAMMING. (3 Credits)**

This course introduces students to the foundational knowledge in computing and programming via a scripting languages such as Python. This course covers the following topics: principles of computing, control structures, functions, recursion, file systems, web applications, and object-oriented programming. The students will learn how to apply computing concepts, structures and algorithms to solve real world problems.
CISC 1810. INTRODUCTION TO COMPUTER PROGRAMMING LAB. (1 Credit)
Introduction to computer programming LAB : to reinforce the materials learned in CISC 1800.
Corequisite: CISC 1800.

CISC 1999. TUTORIAL. (1 Credit)

CISC 2000. COMPUTER SCIENCE II. (3 Credits)
A second-level programming course with concentration on object-oriented programming techniques. Topics include: classes, subclasses and inheritance, polymorphism; class hierarchies; collection classes and iteration protocols.
Corequisite: CISC 2010.
Prerequisites: CISC 1600 or CSEU 1600 or CSRU 1600 or CSLU 1600.

CISC 2010. COMPUTER SCIENCE II LAB. (1 Credit)
A series of programming and laboratory assignments to reinforce the materials learned in CISC 2000.
Attribute: ZLB3.

CISC 2011. PROGRAMMING FOR MATH AND SCIENCE. (4 Credits)
Basic Python programming and scripting and basic algorithms of linear algebra. Students will develop their own Python implementations of these algorithms, which form the basis of many computational methods in the sciences. The course is accessible to students in the physical and social sciences, computer science and math. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisite: CISC 1600.

CISC 2020. BIOMEDICAL INFORMATICS. (3 Credits)
Advances in microarrays, recombinant DNA technologies, genome sequencing and imaging technologies have been creating huge amounts of data in biological and medical research. Computing and information science have been advancing rapidly with a variety of applications in humanities, social sciences, finance and natural sciences. This course explores the interaction of the two, illustrates the principles of biomedical informatics and introduces methods of genomics, proteomics, genomic medicine and pharmacogenomics. This course is supplemented by the lab course CISC 2021.

CISC 2021. BIOMEDICAL INFORMATICS LAB. (2 Credits)
In conjunction with CISC 2020: Biomedical Informatics, this course covers the following sequence of wet and dry laboratory sessions: DNA purification, genotyping using PCR, Y2H, in vitro transcription and translation, and protein on the gel; data bases and real time information retrieval, BLAST, and gene alignment, protein structure prediction, phylogenetics, microarray gene expression and virtual screening and drug discovery.

CISC 2100. DISCRETE STRUCTURES II. (3 Credits)
Students will study fundamental mathematical structure and logic principles that are essential to computer science. Students will develop a sound foundation upon which to build a deeper understanding of the elements of computing. Predicate logic, proof techniques, and essential topics in calculus and discrete probability will be covered. Problems and examples will be drawn from various subjects of computer science and programming activities will be introduced to reinforce the learning and application of mathematical subjects. 3.000 Credit hours.
Corequisite: CISC 2110.

CISC 2110. DISCRETE STRUCTURES II LAB. (1 Credit)
Discrete Structure II LAB : to reinforce the materials learned in CISC 2100.
Corequisite: CISC 2100.

CISC 2200. DATA STRUCTURES. (4 Credits)
A survey and analysis of the major types of structure in programs that handle data: arrays, stacks, queues, linked lists, trees and graphs; recursive, iterative, search and sort techniques. Methods of organizing and manipulating files will be referenced. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attribute: FCRH.
Prerequisites: CISC 2000 or CSEU 2000 or CSRU 2000 or CSLU 2000.

CISC 2201. SYSTEMS ANALYSIS. (4 Credits)
Analysis and design of computerized information systems. Topics include planning and design of information systems, configuration analysis, cost analysis, proposal development. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 1600 or CSEU 1600 or CSRU 1600 or CSLU 1600.

CISC 2261. COMPUTER GRAPHICS APPLICATIONS. (4 Credits)
Computer graphics is widely used in many fields, including data visualization, engineering design, computer imaging and video gaming and other multimedia entertainment. This course is an introduction to computer-based graphical techniques. Basic programming and mathematical concepts related to computer graphics are covered as needed, assuming little or no background in these areas. The emphasis in this course will be on the hands-on implementation of software applications which employ graphics. Applications for laptop/desktop computers and for mobile devices will be covered. Topics covered will include bitmap filtering, color manipulation, shading, animation and three-dimensional projections. Application areas covered will include biomedical engineering, visual identification, engineering design and global positioning systems. Having taken this course, a student can expect to have a basic understanding of computer graphics and its widespread applications; they will be able to design simple computer graphics applications to suit their own objectives, and they will be able to implement and test these applications. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 2350. INFORMATION AND WEB PROGRAMMING. (4 Credits)
Using a process of incremental development, students will learn the latest technologies used in developing dynamic, database-driven websites. Principles of good web design will be covered, as well as techniques and languages for layout and scripting. The course is open to students of all backgrounds. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attribute: NMDD.
CISC 2500. INFORMATION AND DATA MANAGEMENT. (4 Credits)
This course will introduce the fundamentals of information storage, access and retrieval using a variety of structures, formats, and systems in computing, internet and information technologies. Projects and case studies will be drawn from the sciences, social sciences, arts and humanities and professional studies in medicine and health, business and commerce, justice and law, and education. Students will have hands-on experience in the acquisition and management of information from a diverse on-line and remote database. (e.g. Gene Bank, digital archives). Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attributes: NMDD, URST.

CISC 2530. DIGITAL VIDEO AND MULTIMEDIA. (4 Credits)
This course introduces students to the technology of digital video and multimedia with special emphasis on the web and games. Topics covered include: digital representation of sound, images, video and graphics, compression, multimedia scripting, mixing graphics and video. Practical laboratory exercises include working with Javascript and integrated multimedia systems (e.g. Macromedia Director). Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attribute: NMDD.

CISC 2540. INTRODUCTION TO VIDEO GAME DESIGN. (4 Credits)
This course provides a gentle and fun introduction to the design and production of computer-based video games, for students with no prior programming experience. Students will learn principles of game design, and apply them to create an actual computer game. Students will also research aspects of games and/or the game industry, write term papers about their topics, and give presentations on them. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attributes: COMM, DTEM, EP3, NMDD.

CISC 2550. COMPUTER AND DATA ANALYSIS. (4 Credits)
This course studies integrative neuroscience from a holistic view at the systems and network level. It covers the cells of the nervous system and how they process information as well as the interconnection of neurons and how they aggregate information. It also covers networks of interactive networks or modules and how they produce cognitive functions and behavioral tasks such as vision, memory, perception and emotion. Computing and informatics techniques are used and various examples are illustrated using modeling, simulation, visualization and imaging modalities. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: BISC 1404 or NSCI 1404 and CISC 2500.
CISC 3270. HEALTH AND MEDICAL INFORMATICS. (4 Credits)
Databases, information systems, an computer-based approaches have greatly transformed the research of medicine and the practice of physicians in the proper diagnosis and management of patients with a variety of common diseases and disorders. This course will cover the development and evaluation of methods for managing medical data and the integration of diverse and multifaceted hardware and software systems to provide enhanced value in medicine and healthcare. Informatics is not only embraced for imaging and diagnosis but also for clinical practice, decision making, quality and safety, and clinical research. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 3300. INTERNET AND WEB PROGRAMMING. (4 Credits)
This course covers web programming in the Internet and interactive environment. Students will gain understanding of operating system usage on a server and interactive web system design. Languages used include PERL, HTML, CGI and JAVA script. (Formerly titled Programming for the Web). Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 1600 or CSEU 1600 or CSRU 1600 or CSLU 1600.

CISC 3400. JAVA PROGRAMMING. (4 Credits)
This course covers Java programming and internet computing with various applications. Topics include: Java programming, object-oriented programming, graphical user interfaces (GUI's), applets and applications, multimedia, files and streams, and server communications. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 2200.

CISC 3500. DATABASE SYSTEMS. (4 Credits)
This course begins with the introduction of the characteristics of the database approach and the advantages of using database systems. Course topics include the basic concepts and architecture of database systems, the Relational Data Model concepts, integrity constraints, schemas, views, SQL, data modeling using the Entity-Relationship (ER) model as well as using the Enhanced ER model, UML diagram, practical data base design methodology, normalization process, physical design and system implementation and tuning. Data base security issues will also be discussed. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 1600 or CSEU 1600 or CSRU 1600 or CSLU 1600.

CISC 3580. CYBERSECURITY AND APPLICATIONS. (4 Credits)
This course provides an introduction to cybersecurity concepts, technologies, and related applications. It covers cybersecurity basics, public and private key cryptosystems, access control, firewalls, security protocols, malware detection, cyber attacks, and related topics. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 1600.

CISC 3593. COMPUTER ORGANIZATION. (4 Credits)
A further look at the design of a computer system, including instruction decoding and execution, memory organization, caching, I/O channels and interrupt systems. RISC and CISC paradigms. Microcoding, pipelining, multiple instruction issue and multiprocession. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 1600 and CISC 1100 or CISC 1400.

CISC 3595. OPERATING SYSTEMS. (4 Credits)
The objective is to develop an understanding of the role of operating systems in the management of the hardware used to process application programs. Problems of resolving deadlock, exclusion, and synchronization, and inter-process communication, queuing, and network control are covered. Topics include: memory management, device management, interrupt systems and systems programming. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 3593.

CISC 3598. SOFTWARE ENGINEERING. (4 Credits)
Emphasis is placed on software design process, software implementation, software testing and maintenance. System and software planning, requirement analysis and software concept will be discussed. Topics covered include detailed design tools, data structure-oriented design, program design, program implementation and testing. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 2200.

CISC 3600. SECURE CYBER NETWORKS. (4 Credits)
This course covers the essentials of designing and building a secure local area network, incorporating all elements of the seven layers of ISO-OSI Model. Students will learn the capabilities, limitations, and vulnerabilities of a cyber network. Students will gain hands-on experience by implementing a secure network environment that is robust in preventing various adversary actions including, among others, extreme backing and virus propagation. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 1600 or CSRU 1600 or CSEU 1600 or CSLU 1600.

CISC 3650. FORENSIC COMPUTING. (4 Credits)
Computing and digital technology has transformed society and the way we live. Today, our world is filled with an array of complex multi processing and interconnected machines that we have all become accustomed to. This course studies technologies and practices for investigating the use, misuse and the adversarial potential of computing systems and digital devices. It will provide insight into the digital forensics and legal world, emphasized with practical lab projects. (Pre-req: CISC 1600) Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 1600.
CISC 3760. FCLS HONORS: MIND, MACHINES. (4 Credits)
This course will be grounded by examining the question of cognition and how it relates to cognition, while exploring perspectives of intelligence as it relates to machines. The course will draw on supporting documents from history, psychology, economics, philosophy and literature. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 3800. INTERNSHIP COMPUTER SCIENCE. (3 Credits)

CISC 3850. INFORMATION RETRIEVAL SYSTEMS. (4 Credits)
The basic concepts and principles of information retrieval, covering the definition, nature and needs of information systems. Course topics include the design of IRLs, algorithms for document and request translation, natural to descriptor language transformation, semantic information data base organization and feedback problems in information retrieval systems. Application in MIS and expert systems will be discussed. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Attribute: NMDD.
Prerequisites: CISC 1600 or CSEU 1600 or CSRU 1600 or CSLU 1600.

CISC 3999. TUTORIAL. (3 Credits)
Independent research and readings with supervision from a faculty member.

CISC 4001. COMPUTERS AND ROBOTS IN FILM. (4 Credits)
This course will examine how historical, socio-economic and psychological factors impact the portrayal of robots and computers in film. The course will focus on a small number of key questions, such as: why are computers and robots so often portrayed as trying to take over the world and what is the role of humans in our increasingly computerized society. The class will require the viewing of 10-15 films and extensive class discussion of these films. This course satisfies the ICC requirement. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Attributes: COMC, COMM, DTEM, ICC, NMDD.

CISC 4006. BRAINS AND BEHAVIOR IN BEASTS AND BOTS. (4 Credits)
This course is an interdisciplinary, comparative study of human, animal and robot behavior, in which both Psychological and Computer Science disciplines provide mutually enriching and contrasting ways to understand behavior. This course will focus on several key questions and issues in natural animal and human behaviors taken in relation to the ‘designed’ behaviors of single and multiple robot systems as well as to human-robot behaviors. It offers students a hands-on opportunity to design and build robot behaviors using robotics kits – an Engineering or Computer Science perspective, and then experimentally evaluate behaviors and compare with similar human and animal behaviors, a Psychological perspective. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Attribute: ICC.

CISC 4020. BIOINFORMATICS. (4 Credits)
This course involves the study of the sequence, structure and function of genes and proteins in all living organisms. The machine learning, data mining, information fusion and computational techniques for analyzing large biological data sets will be presented. Topics include: genomics, proteomics, phylogenetics, microarray and gene expression, disorder and disease, virtual screening and drug discovery, databases, data mining, and ethical, societal, and legal issues. This course will have a laboratory component and exercises. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 4080. COMPUTER ALGORITHMS. (4 Credits)
The study of a broad variety of important and useful algorithms for solving problems suitable for computer implementation. Topics include mathematical algorithms, sorting and searching, string processing, geometric algorithms, graph algorithms, combinatorial optimization techniques, and other advanced topics; average and worst-case analysis, time and space complexity, correctness, optimality, and implementation. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 2200 and CISC 2210 or MATH 2001.

CISC 4090. THEORY OF COMPUTATION. (4 Credits)
An introduction to the classical and contemporary theory of computation: finite state automata and regular expressions, context-free languages and pushdown automata, computability by Turing machines and recursive functions; undecideability problems and the Chomsky hierarchy; introduction to computational complexity theory and the study of NP-complete problems. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 2200 and (CISC 2100 or MATH 2001).

CISC 4400. MOBILE DEVICE PROGRAMMING. (4 Credits)
This course provides a hands-on introduction to mobile device (smartphone, tablet) programming, with a focus on Android based devices. Based on conceptual understanding of the Android operating system and its API frameworks, students practice with Android application development through projects with features including user interface design, multimedia, web application, sensor access, and networking. Design criteria such as energy awareness, security, and privacy will be emphasized in all projects. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisites: CISC 2000 or CISC 3400.

CISC 4510. COMPUTER SECURITY SYSTEMS. (4 Credits)
Topics include vulnerabilities of operating systems and data bases, types of attacks, hardware aids, administrative responsibilities, classical and public-key encryption, and disaster recovery and planning. Pre-req CISC 2200 required or by permission. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

Prerequisite: CISC 4500.
CISC 4515. ADVANCED DATABASE SYSTEMS. (4 Credits)
Emphasis is placed on effective data base design. Topics include concurrency control, recovery techniques, security, and integrity considerations. Concepts and design principles, distributed data base systems, and data base machines will also be presented. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 3500 or CSRU 3500 or CSEU 3500 or CSLU 3500 or CISC 2200.

CISC 4597. ARTIFICIAL INTELLIGENCE. (4 Credits)
Definition and rational of heuristic approach; cognitive processes; objectives and scope of artificial intelligence; general information processing and problem solving, including learning, representation, adaptation and use of knowledge; analysis and simulation of inductive and deductive process; natural language processing; robotics: man-machine interaction. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 2000 or CSEU 2000 or CSRU 2000 or CSLU 2000.

CISC 4615. DATA COMMUNICATIONS AND NETWORKS. (4 Credits)
The course presents the basic concepts of data communications: data transmission, data encoding, data link control, multiplexing, error detection techniques. It covers communication networking techniques: switching, protocols line control procedures, local networks. Communication carrier facilities and systems planning considerations will also be discussed. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisite: CISC 2000.

CISC 4621. MACHINE LEARNING. (4 Credits)
This course covers methods, models and algorithms used in the exploratory data analysis and knowledge discovery of large-scale data sets and multi-model databases in complex living or artificial systems. Topics include induction logic reasoning, statistical inference, support vector machines, graph algorithms, neural networks, and evolutionary computation. Practical projects will be drawn from information engineering, computing and information retrieval. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 2000 or CSEU 2000 or CSRU 2000 or CSLU 2000.

CISC 4625. WIRELESS NETWORKS. (4 Credits)
This course covers the architecture, protocols, and applications of wireless communications and networks. Topics include: wireless networking, routing, standards including 802.11, Bluetooth and others; embedded operating systems, programming tools, power consumption, mobility, resource management, operating systems and security. Examples and experiments will be drawn from ad-hoc and sensor networks, wireless LAN, satellite networks, networking and human-machine interactions. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 4615 or CSEU 4615 or CSRU 4615 or CSLU 4615.

CISC 4631. DATA MINING. (4 Credits)
This course introduces data mining methods for extracting knowledge from data. It balances theory and practice—the principles of data mining methods will be discussed, but students will also acquire hands-on experience using state-of-the-art software to solve real-world problems. Covered topics include: data preprocessing, classification and prediction (decision trees, neural networks, etc.), association analysis, and clustering. Additional specialized topics of interest may also be covered (e.g., web and text mining). Applications are drawn from a variety of areas, such as: marketing, business, economic forecasting, and bioinformatics. Non-majors are encouraged to take this course since the methods are applicable to a wide range of disciplines. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 4641. WIRELESS SENSOR DATA MINING. (4 Credits)
This course surveys the emerging field of wireless sensor networks and in, the use of cell phones and other mobile devices as platforms for collecting sensor data. This class will also focus on how sensor data can be mined in order to produce useful knowledge. Topics will include geo-spatial data mining, automatic customization of devices, biometrics, and ubiquitous computing. Various sensor modalities will be studied, including accelerometer data, GPS data, audio data, image data and the data generated from a variety of scientific equipment. This research-oriented course will have students read 2-3 papers a week and write short summaries of each paper. Each student, working individually or in small groups, will be expected to work on a related course project. Android cell phones will be made available to students for collecting sensor data and for the course projects. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 4650. CYBERSPACE: ISSUES AND ETHICS. (4 Credits)
The impact of computer information and communication technology on the way people act, think, live, behave and communicate will be studied. Students will be given hands-on experience of the Internet. Information and communication facilities such as the World Wide Web, gopher, chat groups and Bulletin boards are investigated. The course is designed to promote the student's awareness of and sensitivity to the ethical and social dimensions of living in the contemporary world, which is undergoing an information revolution. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attributes: AMST, COMM, EP4, NMDD, SRVL, VAL.

CISC 4660. MINDS, MACHINES, AND SOCIETY. (4 Credits)
While assuming no mathematical or computer background, this course examines modern computing and its impact on society. Perceptions of technology are challenged while discovering how technology affects our daily interactions. The notion of computer intelligence is studied in depth and the effect of such technology on making both moral and practical decisions in the future is examined. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Attributes: EP4, NMDD, VAL.
CISC 4700. NETWORK AND CLIENT SERVER. (4 Credits)
This course deals with network computing the client/server environment. Topics include: operation systems, network protocols, network architecture, network security and network computing using languages such as PERL, Visual Basic and Java. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 2200 or CSEU 2200 or CSRU 2200 or CSLU 2200.

CISC 4750. SCIENTIFIC COMPUTATION USING MATLAB. (4 Credits)
An introduction to computer science concepts, programming skills, and algorithmic problem-solving in MATLAB. Assumes basic programming background. Design and analysis of numerical algorithms including numerical integration, numerical differentiation, curve fitting and differential equations. Introduction to Monte Carlo methods. Application of MATLAB in computational science and computational engineering. Solution of linear systems and eigenvalue problems. Complex numbers algebra Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.
Prerequisites: CISC 1600 or MATH 1207.

CISC 4800. PROJECT AND INTERNSHIP. (4 Credits)
Students will work in teams on large projects selected from practical problems in the public or private sector. Students also gain on-job experience by working as interns in the field of computer science and information technology. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 4900. SEMINAR AND DIRECTED STUDY. (4 Credits)
Students attend seminars given by outside professionals, read technical articles, and present their study under the guidance of the instructor. Student will gain state-of-the-art knowledge and information in computer and information science. Four-credit courses that meet for 150 minutes per week require three additional hours of class preparation per week on the part of the student in lieu of an additional hour of formal instruction.

CISC 4999. TUTORIAL. (1-4 Credits)
Juniors or seniors may undertake independent study if their topics are approved by the professor and the program facilitator.