COMPUTER SCIENCE (CSC)

CSC 101 Computers for Everyone (Units: 3)
Comprehensive and basic overview of computers and their use for everyday tasks such as information retrieval, Internet, writing, presentations, communication, Web publishing, e-commerce, entertainment, computation. No prior knowledge required.

CSC 203 JAVA Programming (Units: 3)
Prerequisite: CSC 210 or consent of instructor.
JAVA language and object oriented programming. Use of inheritance, polymorphism, exception handling and libraries; JAVA applets and GUI development using Swing.

CSC 206 Python Programming (Units: 3)
Prerequisite: CSC 210 or consent of instructor.
Python language programming, with basic principles of interpretative languages. The use of basic Python constructs and standard libraries (e.g. networking, regular expressions, GUI). Simple apps such as WWW, games.

CSC 208 C++ for Java Programmers (Unit: 1)
Prerequisites: Java programming courses or consent of instructor.
Hands-on exercises in C++ programming. Emphasize features common to C++ and Java and features unique to C++. (CR/NC grading only)

CSC 210 Introduction to Computer Programming (Units: 3)

CSC 211 Introduction to Software Lab (Unit: 1)
Hands-on exercises in programming, and use of basic SW development tools. Covers procedural, object oriented, C++, and JAVA programming. Strongly recommended for CSC 210 students, and others needing hands-on experience; concurrent enrollment in CSC 210 recommended. Students are encouraged to bring their own laptops. May be repeated for a total of 3 units. (CR/NC grading only)

CSC 220 Data Structures (Units: 3)
Prerequisites: CSC 210, or CSC 309, or CSC 306 with grades of C or better.
Linear and non-linear data structures in Java, including lists, stacks, queues, trees, tables, and graphs. Recursion, iteration over collections, sorting, searching, Big O notation and hash table.

CSC 230 Discrete Mathematical Structures for Computer Science (Units: 3)
Prerequisites: CSC 210, MATH 227 (may be taken concurrently), with grades of C or better.
Review of set algebra, relations and functions; permutations; propositional logic; proof techniques; introduction to graph theory; infinite sets; applications to computer science.

CSC 256 Machine Structures (Units: 3)
Prerequisite: CSC 230 with a grade of C or better.
Digital logic circuits; data representation; assembly language programming; subroutine linkage; machine language encoding; interrupt/exception handling; memory system concepts; CPU organization and performance.
CSC 412 Advanced Software Lab (Unit: 1)
Prerequisites: CSC 220; concurrent enrollment in CSC 340 recommended. Hands-on exercises in advanced programming, software development tools and web technologies. Students are encouraged to bring their own laptops. May be repeated for a total of 2 units. (Plus-minus letter grade only)

CSC 413 Software Development (Units: 3)
Prerequisites: CSC 340, CSC 412 with grades of C or better. Modern software applications. Object-oriented techniques: encapsulation, inheritance, and poly-morphism as mechanism for data design and problem solution. Software design, debugging, testing, and UI design. Software maintenance. Software development tools. Extra fee required. (Plus-minus letter grade only)

CSC 415 Operating System Principles (Units: 3)
Prerequisites: MATH 324, PHYS 230, CSC 256, CSC 340, with grades of C or better. Operating system concepts: concurrent processes, basic synchronization techniques, deadlock, memory management, file systems, security, networks, distributed processing. Extra fee required.

CSC 510 Analysis of Algorithms I (Units: 3)
Prerequisites: CSC 340, MATH 324, with grades of C or better. Notions of main algorithm design method. Measures of algorithm complexity in space and time. Algorithms of classic problems: sorting and scheduling and complexity analysis of such algorithms.

CSC 520 Theory of Computing (Units: 3)
Prerequisites: CSC 220, CSC 230, MATH 325, with grades of C or better. Automata, formal languages, and the notion of computability. Sequential machines as language acceptors. Context-free and context-sensitive grammars. Recursive functions, universal turing machines. Unsolvable problems.

CSC 600 Programming Languages (Units: 3)
Prerequisite: CSC 413 with a grade of C or better. Concepts for high-level programming languages. Procedural, logic, functional, and object-oriented programming paradigms. Comparative study of several languages and an introduction to grammars and parsing techniques. Extra fee required.

CSC 615 UNIX Programming (Units: 3)
Prerequisite: CSC 415 with a grade of C or better or consent of instructor. Programming in a UNIX environment. Topics include regular expressions; utilities such as awk, sed, grep, csh, sh, ksh; system calls such as signals, sockets, POSIX IPC, and POSIX threads; kernel internal structures. Extra fee required. (Plus-minus letter grade only)

CSC 620 Natural Language Technologies (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor. Natural language parsing technology and grammars. Elements of computational semantics, discourse structure, and generation. Survey of related topics such as information retrieval, question-answering, machine translation, speech processing. Extra fee required. (Plus-minus letter grade only)

CSC 621 Biomedical Imaging & Analysis (Units: 3)
Prerequisites for CSC 821: Graduate standing; CSC 510, MATH 325, with grades of C or better or consent of instructor. Prerequisites for CSC 621: CSC 510, MATH 325, with grades of C or better. Introduction to medical and biological imaging, imaging physics, 3D, image formats, visualization. Basic digital image processing and analysis, filtering, registration, segmentation, quantification, performance evaluation. (Plus-minus letter grade only)

CSC 630 Computer Graphics Systems Design (Units: 3)
Prerequisites: CSC 340, MATH 325, with grades of C or better. Graphics system design and display hardware architecture. Overview of device-independent graphic systems, 2 & 3 dimensional viewing pipelines, hidden line and surface removal algorithms, raster graphics techniques, and color space models. Web page design and Flash exercises for introduction to animation and multimedia. Course fee required. (Plus-minus letter grade only)

CSC 631 Multiplayer Game Develop (Units: 3)
Prerequisite: CSC 413 or consent of instructor. Computer graphics and network characteristics of multiplayer games. Design and development of a game as a team project. (CSC 831/CSC 631 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 632 Software Techniques for Computer Music (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor. Algorithms and software design for digital audio and computer music. Analysis and synthesis techniques. Real-time control and interaction. Extra fee required.

CSC 641 Computer Performance Evaluation (Units: 3)
Prerequisite: CSC 415 or consent of instructor. Computer performance analysis problems related to system design, selection, and tuning. Modeling using stochastic and operational queuing models. Workload characterization, design, and performance measurement methods. Design of simulation models for computer systems. Extra fee required. (Plus-minus letter grade only)

CSC 642 Human-Computer Interaction (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor. The design, implementation, and evaluation of human/computer interfaces. Topics include interface devices, interface metaphors, interaction styles, User Centered Design, testing, and quality assessment. Extra fee required.

CSC 644 Computer Measurements (Units: 3)
Prerequisites: CSC 413, CSC 415. Software measurement and experimentation tools. Data collection and analysis. Web measurements. Benchmarking and design of benchmarks. Use of software monitors. Extra fee required. (Plus-minus letter grade only)
CSC 645 Computer Networks (Units: 3)
Prerequisite: CSC 415 with a grade of C or better.

Computer network design, evaluation, and testing. Computer network standards and implementation. Hardware/software design and compatibility issues. Extra fee required.
(CSC 745/CSC 645 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 648 Software Engineering (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Practical methods and tools for SW engineering, including organizational teamwork. (CSC 848/CSC 648 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 650 Secure Networked Systems (Units: 3)
Prerequisites: CSC 415 with a grade of C or better or consent of instructor.

Analysis, planning, construction, and operation of secure networked computing systems: security for environments within Internet, encryption, assets, risk, authentication, trust, controls, defense, routers, firewalls, law, ethics. Extra fee required.

CSC 651 System Administration (Units: 3)
Prerequisites: CSC 413, CSC 415, with grades of C or better.

User administration. Operating system installation, tuning, and control. Network administration. Security management. Performance tuning and management. Extra fee required. (ABC/NC grading only)

CSC 656 Computer Organization (Units: 3)
Prerequisite: CSC 415 (may be taken concurrently) or consent of instructor.


CSC 658 Programming Cafe (Units: 3)
Prerequisites: CSC 413 with a grade C or better or consent of instructor.

Extensive programming practice to advance programming skills and processes; pair programming exercises; code review techniques and practice.

CSC 664 Multimedia Systems (Units: 3)
Prerequisite: CSC 415 with a grade of C or better.

Comprehensive topics in multimedia such as basics of image and video processing, compression, multimedia databases, standard, synchronization, formats in perspective of systems and algorithms. Extra fee required. (Plus-minus letter grade only)
(CSC 864/CSC 664 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 665 Artificial Intelligence (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.

Overview of algorithms and approaches central to artificial intelligence. Study of fundamental concepts needed to attain human-level intelligence in computer systems, and gain experience in working with these concepts through assignments and programming exercises. Topics include problem-solving methods, heuristic search, game playing; agent architectures; machine learning; and various topics selected from knowledge representation, symbolic reasoning, computational models of virtual humans, neural networks, and genetic algorithms. Learn how to research, assess, and review advances in the field, and to consider the application of artificial intelligence techniques to real-world problems. Extra fee required.

CSC 667 Internet Application Design and Development (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Fundamental technologies on which WWW is based. Extra fee required.
(CSC 867/CSC 667 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 668 Advanced Object Oriented Software Design and Development (Units: 3)
Prerequisites: Senior or graduate standing; CSC 413 with a grade of C or better; or consent of instructor.

Object oriented analysis and design utilizing UML, design patterns, frameworks and toolkits; Agile software design processes. Development of a mid-size programming project working in teams. (Plus-minus letter grade only)
(CSC 868/CSC 668 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 671 Neural Networks (Units: 3)
Prerequisite: CSC 510 with a grade of C or better.

Artificial neural networks: associative memories, learning, search, databases, fuzzy set techniques, pattern recognition, and adaptive processing.
(CSC 871/CSC 671 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 675 Introduction to Database Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.

(CSC 775/CSC 675 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 690 Interactive Multimedia Application Development (Units: 3)
Prerequisite: CSC 340 with a grade of C or better or consent of instructor.

Basics of multimedia data formats and algorithms to build applications using non-standard interfaces such as game controllers and multi-touch surfaces. (Plus-minus letter grade only)

CSC 693 Cooperative Education Program (Units: 6-12)
Prerequisite: Upper division standing or consent of instructor.

Units do not count toward the major. May be repeated for a total of 24 units. Contact the Cooperative Education office for information. (CR/NC grading only)
CSC 694 Cooperative Education: Computer Science (Units: 1-3)
Prerequisite: Consent of instructor.
Projects undertaken in a business, government, or industrial position of at least one semester's duration.

CSC 695 Computing in the Community (Units: 2)
Prerequisites: Junior or senior standing; computer experience; consent of instructor.
Extensive fieldwork training Bay Area non-profit agencies in the use of computer tools such as conferencing and database systems. Development of user documentation. (CR/NC grading only)

CSC 697 Senior Project in Computer Science (Units: 3)
Prerequisites: CSC 415 and CSC 510, or CSC 648, or consent of instructor.
Culminating experience in individual design, implementation, and professional documentation of a software product under close supervision of a faculty member.

CSC 698 Topics in Computing (Units: 3)
Prerequisite: Upper division standing or consent of instructor.
Current topics in computer hardware/software technologies. Topic to be specified in the Class Schedule. May be repeated when topics vary.

CSC 699 Independent Study (Units: 1-3)
Prerequisites: Consent of department and instructor. An approved study proposal must be on file by the time of registration.
Library and laboratory research/development projects. Final report must be approved by the instructor and filed with the department. (Plus-minus letter grade only)

CSC 720 Advanced Operating Systems (Units: 3)
Prerequisites: Satisfaction of Written English Proficiency Level I or concurrent enrollment in SCI 614, CSC 415 with a grade of B or better, or consent of instructor.
Analysis of scheduling and memory management algorithms, use of concurrent languages for systems development and distributed systems. Design and implementation of major components of an operating system. Extra fee required.

CSC 730 Advanced Database Systems (Units: 3)
Prerequisites: CSC 413, CSC 675, with grades of C or better.
Standard SQL, query optimization, concurrency control, crash recovery, authorization and integrity enforcement; object-oriented, extensible, deductive, and/or distributed database systems. Extra fee required.

CSC 745 Computer Networks (Units: 3)
Prerequisite: CSC 415 with a grade of C or better.
Computer network design, evaluation, and testing. Computer network standards and implementation. Hardware/software design and compatibility issues. Extra fee required.
(CSC 745/CSC 645 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 746 High-Performance Computing (Units: 3)
Prerequisite: CSC 656 with a grade of B or better or consent of instructor.

CSC 775 Introduction to Database Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.
(CSC 775/CSC 675 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 780 Application Development for Mobile Devices (Units: 3)
Prerequisite: Restricted to senior or graduate students in Computer Science; CSC 415 with a grade of B or better; or consent of instructor.
Introduction to and comparison of different popular mobile application frameworks; conceptual and hands-on experience in writing mobile applications using native and cross-platform tools. (Plus-minus letter grade only)

CSC 810 Analysis of Algorithms II (Units: 3)
Prerequisites: Passing score on GET or concurrent enrollment in SCI 614, CSC 510 with a grade of B or better.

CSC 820 Natural Language Technologies (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.
Natural language parsing technology and grammars. Elements of computational semantics, discourse structure, and generation. Survey of related topics such as information retrieval, question-answering, machine translation, speech processing. Extra fee required.
(Plus-minus letter grade only)

CSC 821 Biomedical Imaging & Analysis (Units: 3)
Prerequisites for CSC 821: Graduate standing; CSC 510, MATH 325, with grades of C or better or consent of instructor.
Prerequisites for CSC 621: CSC 510, MATH 325, with grades of C or better.
Introduction to medical and biological imaging, imaging physics, 3D, image formats, visualization. Basic digital image processing and analysis, filtering, registration, segmentation, quantification, performance evaluation. (Plus-minus letter grade only)
(CSC 821/CSC 621 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 825 Advanced Automata Theory (Units: 3)
Prerequisite: CSC 520 or equivalent.
Advanced topics in theoretical computer science and their application to a broad range of areas including bioinformatics, compilers, data and image compression, natural language processing, networking and Web applications. Extra fee required.
(Plus-minus letter grade only)

CSC 830 Advanced Computer Graphics (Units: 3)
Prerequisite: CSC 630 or consent of instructor.
Roster graphics principles and scanning algorithms, pixel fill algorithms, anti-aliasing, clipping, hidden line, and surface display; rendering of surfaces and fractal techniques. Extra fee required.
CSC 831 Multiplayer Game Develop (Units: 3)
Prerequisite: CSC 413 or consent of instructor.

Computer graphics and network characteristics of multiplayer games. Design and development of a game as a team project. (CSC 831/CSC 631 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 835 Distributed Systems (Units: 3)
Prerequisite: CSC 415 with a grade of B or better or consent of instructor.

Introduction to the concepts and design of distributed systems. Includes term project in using current middleware technologies. Extra fee required.

CSC 837 Advanced Sound Synthesis (Units: 3)
Prerequisite: CSC 637 with a grade of B or better or consent of instructor.

Current algorithms and practices in sound synthesis and timbral control for music, sound effects, and interactive environments. Design of real-time software synthesis systems. Extra fee required.

CSC 840 Software Metrics and Quality Assurance (Units: 3)
Prerequisite: CSC 648 or consent of instructor.


CSC 841 Computer Performance Evaluation (Units: 3)
Prerequisite: CSC 415 or consent of instructor.

Computer performance analysis problems related to system design, selection, and tuning. Modeling using stochastic and operational queuing models. Workload characterization, design, and performance measurement methods. Design of simulation models for computer systems. Extra fee required. (Plus-minus letter grade only) (CSC 841/CSC 641 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 842 Advanced Human-Computer Interaction (Units: 3)
Prerequisite: Classified standing in graduate program.

Design, implementation, evaluation of human/computer interfaces. Topics include those covered in CSC 642; however, emphasis is placed on HCI with respect to culminating experience work. Extra fee required. (Plus-minus letter grade only)

CSC 845 Advanced Computer Networks (Units: 3)
Prerequisites: CSC 415 and CSC 645, or consent of instructor.

Design and implementation of networking protocols and technologies in wireless and mobile networks. Introduction to emerging design, algorithms, protocols, and applications in wireless and mobile networks. Extra fee required.

CSC 846 Systems Architecture (Units: 3)
Prerequisite: CSC 656 with a grade of B or better or consent of instructor.

Principles of computer systems architecture with an emphasis on hardware/software interactions for large applications and design for performance. Extra fee required. (Plus-minus letter grade only)

CSC 847 Software Engineering (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Practical methods and tools for SW engineering, including organizational teamwork. (CSC 847/CSC 647 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 848 Search Engines (Units: 3)
Prerequisite: CSC 413 or consent of instructor.

Introduction to the internals of modern search engines. Methods and tools for representation, storage, organization of, and access to textual data. (Plus-minus letter grade only) Extra fee required.

CSC 850 Compiler Design (Units: 3)
Prerequisites: CSC 413 with a grade of B or better and consent of instructor.

Design and implementation of compilers including lexical scanners, top down and bottom up parsers, precedence grammars, symbol table manipulation, LR (k) grammars, semantics routines, and code generators. Extra fee required.

CSC 851 Multiplayer Game Develop (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Computer graphics and network characteristics of multiplayer games. Design and development of a game as a team project. (CSC 851/CSC 631 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 856 Advanced Computer Architecture (Units: 3)
Prerequisites: Satisfaction of Written English Proficiency Level I or concurrent enrollment in SCI 614, CSC 656 with a grade of B or better, or consent of instructor.


CSC 857 Bioinformatics Computing (Units: 3)
Prerequisites: Graduate standing in science program; CSC 858; or consent of instructor.

Broad range of topics in computational biology as practiced in the life science industry and leading research organizations. Provides computational background required to participate in R&D. Extra fee required.

CSC 858 Foundations of Biotechnology and Life Sciences (Units: 3)
Prerequisite: Graduate standing in science program in the College of Science and Engineering.

Covers foundations in biotechnology and life sciences. Prepare for further study and careers in biotechnology and computational life sciences R&D and industry. Students do not need background in life sciences or biology.

CSC 864 Multimedia Systems (Units: 3)
Prerequisite: CSC 413 with a grade of C or better.

Comprehensive topics in multimedia such as basics of image and video processing, compression, multimedia databases, standard, synchronization, formats in perspective of systems and algorithms. Extra fee required. (Plus-minus letter grade only) (CSC 864/CSC 664 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 867 Internet Application Design and Development (Units: 3)
Prerequisite: CSC 413 with a grade of C or better or consent of instructor.

Fundamental technologies on which WWW is based. Extra fee required. (CSC 867/CSC 667 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)
CSC 868 Advanced Object Oriented Software Design and Development (Units: 3)
Prerequisites: Senior or graduate standing; CSC 413 with a grade of C or better; or consent of instructor.
Object oriented analysis and design utilizing UML, design patterns, frameworks and toolkits; Agile software design processes. Development of a mid-size programming project working in teams. (Plus-minus letter grade only)
(CSC 868/CSC 668 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 869 Data Mining (Units: 3)
Prerequisites: CSC 510, CSC 675, with grades of C or better, or consent of instructor.
Knowledge discovery process; basic data mining concepts; key mining algorithms, data mining in practical domains such as bioinformatics.
(Plus-minus letter grade only)

CSC 870 Computational Discrete Geometry (Units: 3)
Prerequisites: CSC 210, CSC 230, MATH 325, or consent of instructor.
Comprehensive overview of basic topics in computational discrete geometry: generating functions, complexity theory, convex hull, nearest-neighbor problems, efficient algorithms, etc.
(This course is offered as MATH 870 and CSC 870. Students may not repeat the course under an alternate prefix.)

CSC 871 Neural Networks (Units: 3)
Prerequisite: CSC 510 with a grade of C or better.
Artificial neural networks: associative memories, learning, search, databases, fuzzy set techniques, pattern recognition, and adaptive processing.
(CSC 871/CSC 671 is a paired course offering. Students who complete the course at one level may not repeat the course at the other level.)

CSC 872 Pattern Analysis and Machine Intelligence (Units: 3)
Prerequisites: CSC 510, CSC 520, with grades of C or better, or consent of instructor.

CSC 874 Topics in Big Data Analysis (Units: 3)
Prerequisites: Graduate standing; CSC 510 or equivalent or consent of instructor.
Introduction to current topics in data sciences and big data analysis.
(Plus-minus letter grade only)

CSC 875 Advanced Topics in Database Systems (Units: 3)
Prerequisite: CSC 675 with a grade of C or better.
Advanced aspects of selected topics in database systems. Topics depend on availability of staff and facilities. May be repeated for a total of 6 units when topics vary.

CSC 890 Graduate Seminar (Units: 3)
Prerequisite: Consent of graduate adviser/instructor.
Topic to be specified in Class Schedule. May be repeated when topics vary. The 1 unit version is offered each semester as a graduate research seminar that students must complete prior to CSC 895/CSC 898. (Plus-minus letter grade only)

CSC 893 Supervised Industrial Research (Unit: 1)
Prerequisite: Consent of instructor.
Supervised computer science employment in software research and development area. Objectives are career development and occupational experience. May be repeated for a total of 3 units. Subsequently, may be repeated on CR/NC basis. Must be approved by graduate adviser.

CSC 895 Applied Research Project (Units: 3)
Prerequisite: Consent of instructor and approval of Advancement to Candidacy (ATC) for the MS in CS and Culminating Experience (CE) forms by Graduate Studies. Advancement to candidacy and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration. (CR/NC grading only)

CSC 897 Research (Units: 3-6)
Prerequisite: Consent of Computer Science Department.
Independent and original investigation under supervision of a faculty member. May be repeated for a total of 6 units.

CSC 898 Master's Thesis (Units: 3)
Prerequisites: Consent of instructor and graduate adviser and approval of Advancement to Candidacy (ATC) for the Master of Science in Computer Science and Culminating Experience (CE) forms by Graduate Studies. Advancement to Candidacy (ATC) and Proposal for Culminating Experience Requirement forms must be approved by the Graduate Division before registration. (CR/NC grading only)

CSC 899 Independent Study (Units: 1-3)
Prerequisites: Approval of department and instructor.
Special study of a particular problem under the direction of a faculty member. The student must present a written, detailed report of the work accomplished to the staff of the department. May be repeated for a total of 6 units. (AB/NC only)