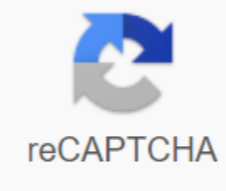




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## Cse 101 sbu

© The Department of Computer Science 5.00 Indra Feuder 4.80 Michael Friedman 4.80 Paul Feuder Introduced The Central Ideas of Computing and Computer Science Computing practice of installs and algorithmic thinking, and engaged students in the creative aspects of the field. Introduced appropriate computing technology as a means to solve computing problems and find creative efforts. Weekly computer programming includes the assignments, but accepts the previous programming experience. Essentially: Math Placement Testing SBC: Tech 3 Credits Introduce web pages design, especially with emphasis on XHTML quality, browser and device development of independent HTML. Page includes css and tool usage for layout and verification. HTML is presented as a mark-up language, exploring the elements and rules of the HTML. Students learn the separation of the BLOCK layout without using HTML through THESC style sheets to see the information as well as using HTML tables. Addresses HTML display properties including text, color, image and graphic elements as well as HTML justification and technical perspectives. Advisory Condition: CSE 101 or Basic Computer Skills SBC: Tech 3 Introduced the Basic Principles of Credit Computer Science. Topics covered are algorithmic design, problem solving techniques for computer programming, digital logic and computer organization core principles, operating system role, important programming Procedures including variable, assignment statements, control statements and sobrotanas (methods), programming, processing, behavior, social and ethical issues. For students who have not taken any college-level computer science courses, they are involved in programming in high-level programming language. Essentially: 3 or more criteria to determine the math space: Tech 3 introduced credit processing and objection-based programming procedures. Topics include program structure, conditional and iteratov programming, procedures, arrays and records, objection classes, incapability, information printing, inheritance, multi-tasking, file/O, and exceptions. Includes the necessary laboratory. This course is designated as a High Demand/Control Access (HD/CA) course. Students will prefer to do so for the first time registering for THE HD/CA course. Essential: Level 4 or more Math Place Exam Advisor Condition: CSE 101 or 108 SBC: Tech 4 has introduced programming concepts using credit CD language. Variables, data types, and expressions. Conditional and ateeratable statements, functions, and structures. Signs, arrays, and wires. Variable and program organization space. Contains an intergalactic programming project Appropriate as an introductory programming course for non-CSE companies. Essential: Level 3 or more math placement exam 3 credits to computer science to honor students introduced on a logical and mathematical basis. Topics include functions, relationships, and sets ; recourse and financial programming; Basic logic and mathematical assignment and other evidence techniques. Condition: Satisfied d.E.C. C or QPS or Level Score 4 on a Wordbox course math placement test; Computer Science Honor Program or Honor College or Intellectual Honor Program or University Of Knowledge, 4 Credits two-semester sequence, first part of CSE 160 and CSE 260. Introducing formal and objection-based programming procedures and basic data structures. Topics include program structure, conditional and iteratov programming, procedures, arrays, objection classes, incapsulation, information printing, inheritance, multi-tasking, file/O, exceptions and simple data structures, such as lists, queues and Condition: Computer Science Honor Program or Honor College or Wisdom Honor Program or University Scholars. CoreCosati: CSE 161 SBC: Tech 3 credits should be merged with the lecture component, CSE 160 . . . will be assigned a normal grade for both courses. The laboratory session will focus on the efficiency of practical programming and the development of programming environment and equipment use in a monitoring setting. CoreCosati: CSE 160 1 a lecture course on an existing subject in computer science processing and application. The subject can be repeated as a change. SBC: Tech 3 Credits a Lecture Course on the Process and Computer Science Application on an Existing Topic. The subject can be repeated as a change. SBC: Tech 3 Credits a Lecture Course on the Process and Computer Science Application on an Existing Topic. The subject can be repeated as a change. SBC: Tech 3 credits an extension of the programmable methods for data storage and diamond-splitting on complex data sets. Topics include: data infrastructure programming and applications : pots, rows, lists, secondary trees, reduction, priority rows, balanced trees and graphs. Re-programming is very much used. Basic sorting and search algorithms are checked as well as comparing informal performance. Essential: C or more CSE 114 4 credits introduced on logical and mathematical grounds of computer science. Topics include functions, relationships, and sets. Initial logic; and mathematical assignments and other evidence techniques. Condition: AMS 151 or Wordbox 125 or Wordbox 131 4 Credit Intermediate level programming concepts and tools, including financial programming, objection al-Awareness, Type of System Basics, Memory Management, Programs and Data Infrastructure, Weekly nita, which provides to students in the programming practice in a variety of high-level languages. Conditions: C or more CSE 214 s CSE Major 4 credits learned in basic concepts and techniques CSE 114 Computer Science I and CSE 214 Computer Science II practical programming skills that include an organized approach to program design, coding, testing these skills apply to build robust code programs through 1000 to 2000 lines. Use programming environment and tools to help process the development of software. Condition: C or more CSE 214 and CSE Major or Prince Major 4 Credits This course will introduce compulsory concepts of assembly language programming and computer organization and architecture. The course focuses on computer system organization, including processor architecture and memory systems. Specifically, we will discuss the internal representation of information, performance assessment procedures, instructionset architectures and computer calculations, control pathway design, and implementation techniques for palapananag. Conditions: CSE 214 or higher than c214 or partner requirements CSE 260 and CSE Major 4 credit intermediate programming concepts using C language in a single environment. Files, System Calls, Stream IO, C preprocessor, War Strategies, IT files use, input and output in advanced formatting, exchanges. C + + اور اور لوگ + + جمع , انشاء , وراثت , جمع , اور اور لوگ + + Suitable for all companies. Condition: CSE 130 or CSE 220 or ESE 124 or ESG 111 or BME 120 or MAC 102 3 Credit Two Semester Order, CSE 160 and CSE 260 Second Part. The complex data set is used to store data and apply object-based programming methods for diamond-splitting, such as secondary trees, reduction, priority rows, balanced trees and graphs. Re-programming is very much used. Basic sorting and search algorithms are checked as well as comparing informal performance. Intermediate level programming language concepts and features, including financial programming, system basics, programs and data infrastructure, and modular. Condition: CSE 160 Co-operative: CSE 251 3 Credit Lecture Component, CSE 260 must be merged with . . . a general grade will be assigned for both courses. Weekly laboratories provide students with experience in a variety of programming in advanced languages such as Java, Scala, Hasser, Izgar or Java Script. CoreCosati: CSE 260 1 Credit Principles of Professional Technical Communications for Computer Science and Information Systems Companies. Topics include business communication, user leaflets, press releases, literature reviews, and research summaries. The technique of quiet oral communication and effective presentation, to solve a range of audiences, will also be covered. This course is satisfied to write the advanced division For CSE and LET companies. Conditions: WRT 102, CSE or Major, U3 or U4 Standing SBC: SPC, Version 3 Credits study the history of computed devices from early ages through the end of the 20th century. Topics include requirements for behavior, computer model and equipment development of 1800 s and early 1900s, world war and first modern computer development, and early use in business. Programming languages and creation of microchips. Social changes in computer usage due to microcomputer, exit of the Internet, the World Wide Web, and mobile computing. The legal and social implications of modern computing. CSE cannot be used as a technical election for major or minor. This course is offered as CSE 301 and 301. Condition: U2 Set or Advanced Advisory Condition: Computing a course in December: H SBC: Introducing summary concepts facing the behavioral machine. Topics include limited automatic, regular expression, and formal languages, regular lye and context emphasis on free grammar. Questions about what can be done by machines are covered by considering different models of behavior, re-invention functions, and universal machines. Not for credit except cse 350. Conditions: Corability or more: CSE 160 or CSE 214 s CSE 150 or CSE 215 s SSE Major 3 Credit Topics Study Programming Languages Formal Explanation, Dictionary Analysis, Naheo Analysis, Symbol Tables and Memory Specifications, Code Generation, and Translation Students start a semester project that includes the design and implementation of the computer for language selected by the instructor. Conditions: C or above: CSE 216 or CSE 219 or CSE 260 s 220 Advisory Terms: CSE 303 or CSE 350 3 Credit Database Management System Design to obtain stability, integrity, and availability of data. Conceptual models and figures: related, oriented, and networked. Students start a semester project that includes the design and process of database systems. Conditions: C or above: CSE 216 or CSE 219 or CSE 260 s SSE Major partially completed: S, Communications , SBS , STEAM , 3 Credit Students are introduced into the structure of the modern operating system. Topics include virtual memory, resource-specific strategy, concurrency, and security. A simple operating system is designed and implemented. This course focuses on teaching the skills needed to design and build the modules of an operating system. A companion course, CSE 320, teaches honorable skills from the perspective of the application programmer. Conditions: Cor: CSE 216 or CSE 219 or CSE 260 sCE 320 or ESE 380 sSE Major or Prince Major. Partially completed: S, Communications , SBS , STEAM , 3 Credit Programming Languages Introduction, including And the appropriate language of different languages for logical programming, and specific programming tasks. Students write sample programs in study languages. Language programming is used to define language structures such as scooping and restriction, type systems, storage management and operating environments. This example is accompanied by an introduction to programming languages, such as parsing, knowledge analysis, symbol tables, memory specifications and code generation. Students complete a series of assignments to apply the language selected by the instructor. Conditions: C or more: CSE 216 or CSE 219 or CSE 260 s20 sSE 220 sCSE Major. Review of computer networks and Internet 3 credits. End system, access network, customers and servers concept. Connection based and connictownlyservices services. Circuit switching and packet switching. The internet protocol defines layers, including application layers, transportation layers, network layers and link layers. The architecture of the current Internet and world wide web. TCP/IP Protocol Hold. Internet routing and addressing. Local regional network protocols, ethernet centers and switches. Wireless L. Multimedia Networking. Credit for ESE 346 can not be taken by students with. Conditions: C or more: CSE 214 or 260 sCSE 220 either 218 sSE Major or EI Major. Advisory Pre-Corrigability: AMS 310 3 Credits This course covers practical techniques for managing information systems, also known as system management. Students will learn how to install computers for different hardware and software platforms (Windows, Sev/Linux, OS X). Install and configure networking devices. You can also use the server software on several systems (for example web, database, mail) and configure it. Save the network, hosts and services, and apply system patch. Set up a lot of computing services, virtual machines/services, and hardware so that services can survive some hardware/software failures. Estimate overall system performance, efficiency, and security. This course is offered as CSE 311 and 311. Conditions: CSE 214 or CSE 230 or CSE 260 or LC 208 s or CSE Major 3 Credit This course relates to the impact of computers on individuals and our society as of us. Rapid changes in computing technology and our use of this technology has changed the way we work, play, and interact with other people. These changes have created a flood of new social and legal issues that call for a major test. For example, such as Gmail, Facebook, Massipes, music sharing sites, and wikis create new social, ethical and legal issues. This course is offered as CSE 312 and 312. Conditions: CSE or Major U3 or U4. A D.E.C. E or SNW course SBC: Three credits as managed design, software system development and testing, including event-based and web programming, information management, and principles Secure computing, software design and development for the basic principles, and their skills apply to build large, robust programs. Students design and apply a secure, full-fledged, distributed web application. Conditions: C or more CSE 216 or CSE 260 s CSE Major partially completed: C, Communications , SBS , STEAM , 3 Credit This Course CT Programming and Operating System The film, concurrency, and performance analysis have introduced key concepts, focusing on several cross-cutting examples, such as memory management, error management, and subject programming. In this course, the concepts of the operating system are understood from the application programmer's perspective, and the focus is on APIs to communicate with an operating system. A companion course, CSE 306, understands the operating system from the point of view of the OS Colonel Amplementair. Condition: C or more: CSE 220 and CSE Major, 3 Credit a survey course is designed to introduce students into human computer interaction and prepare for further study in special topics of their choice. Students will have the opportunity to reduce the depth of the course through the course plan, and through two three-week special topics selected on the instructor's voice. The course is Listed as CSE 323, EST 323 323 and cross. Conditions: CSE 214 or CSE 230 or CSE 260 or their 208 3 credits This class surveys how computer science and computer technology are used in the statue. Case studies with slides, videos, and software demos explain the point of the idol clipping to include computers in their creative process. Various state art construction techniques are studied (if available on campus with site visits). Mathematical lysing is emphasized so students can recognize them when analyzing the statue and choose the right device when designing. In the weekly laboratory, these ideas are strong with available software and inexpensive construction projects using a range of materials, for example, paper, gut, and foamcore. Condition: Introduced Basic Concepts, Algorithms, and Techniques in CSE 110 or CSE 101 or CSE 114 3 Credit Visual Information Processing. Image composition, binary image processing, image features, model fittings, optics, light, structure, movement, reflection, and object identification. Conditions: CSE 214 or CSE 230 or CSE 260 s MS 210 or Wordbox 211; Introducing computer graphics including CSE or Major 3 Credits Graphics Application Programming : Data structures for graphics , representation and color specification; Basic hardware and software concepts for art-scripting and re-housing displays; Two-dimensional, engineering changes; Introduction of three-dimensional graphics . . . the quality of graphics; And input devices, handling conversations, and user-computer interfaces. Conditions: C or above: CSE 216 or CSE 219 or CSE 260 sC220 s CSE Major 3 Credits Introduced Computer security concepts and terms. The main security issues like encryption, operating system security, network security, and language-based security are covered. Condition: CSE 220, CSE Major Advisory Pre-or Coricosati: CSE 320 3 Credits This course is the introduction of both visual analysis and applications, both for the purpose of understanding complex data in science, medicine, business, finance, and many others. It will start with basically-visual thought, perception, human computer conversation, realization process, data mining, computer graphics, and information perspectives. Then it will move to the conversation that this initial technique is done together in an effective visual analysis pipeline which is interviewed in humans to think with data and gain insight. Students will gain experience on hand through several programming projects, using popular public domain data and perspectives and APIs. This course is offered as CSE 332 and 332. Conditions: CSE 214 or CSE 260 ss211 or AMS 210 s 110 or AMS 310; CSE or, the Major 3 credit survey of the user interface system, with an emphasis on responsible and supportive strategies to adjust the deployment of cross platforms on multiple devices such as desktops and mobile devices. User interface stochasto use kits to design. Additional topics include human factors, design standards, and visual languages. Students participate in a project involved in the design and implementation of the user interface system. This course is offered as CSE 333 and 333. Condition: CSE 214 or CSE 260 s SSE or Major 3 credits of the technology available for user interface survey. Discussion about the high-text : with models to capture, modify, present and assemble them together with sound, music and video. Various adjacent devices have capabilities and features which include currency, signal, head movement, and contact-based devices. Academic and commercial multimedia systems including case studies virtual reality systems. Students take part in laboratory exercises and build multimedia projects. This course is offered as CSE 334 and 334. Condition: U2, U3 or U4 standing; CSE or EI Major 3 introduced the design and software development for credit internet commerce. Topics include expanded mark correction language, saritottius, cooks, sessions, Internet media types, web protocols, digital signatures, certificates, encryption, and wireless internet. Conditions: C or more CSE 216 or CSE 219 or CSE 260 s SSE Major 3 credit script languages are widely used in the IT industry. Programming with scripts languages, also known as scripts, has many advantages in this script than programming with other languages that facilitate the development of script speed programs. Even in pregnancy, more complex and powerful applications. This course introduces script principles, covers one or two selected script languages in depth, and explains the use of advanced script by wide case studies in application areas such as system management, web applications Conditions: CSE 114 or CSE 160 or 208 sSE or important. U3 or U4 Stand 3 has introduced summary concepts of machine behavior for students of credit honors. Regular and contextual free grammars are included in limited automatic, regular expression, and formal languages. Counts find out what can and can be done by considering different models of behaviorincluding including machines, re-invention functions, and universal machines. CSE 303 plus I don't have credit for. Conditions: CSE 150 or CSE 215 s AMS 210 or Wordbox 211; Computer Science Honor Program or Honor College or Wisdom Honor Program or University Scholars. 4 Credit This multi-sector course has introduced both theoretical concepts and practical approaches to extracting knowledge from data. Topics include linear algebra, probability, statistics, machine learning, and programming. Using large data collected from real-world problems in the areas of science, technology, and medicine, we determine how the data of the process, identify the best models that explain data, make predictions, estimate the results, and finally it also teaches state art tools for analyzing the

