

CSC 376 Advanced Topics in Computer Science

3 cr.

Instructor: TBA
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Office: location
Office Hours: days and times

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Section	Time	Room	Final Exam
nn	days and times	location	date and time

Catalog description:

This course is used for the exploration of advanced aspects of computer science. The course is intended for coverage of a single area or a strongly unified collection of topics not otherwise available in the Computer Science curriculum. The topic and instructor will be announced prior to registration. This course may be repeated once for additional credit if topics covered are different. Three lecture hours per week. Course topics and therefore prerequisites variable.

Prerequisite(s): Variable depending on topic(s).

Course Goals: (need to be generic)

The purpose of this course is for students to:

- CG01: Be introduced to and gain experience with advanced computer science theory and related technologies
- CG02: Understand the relevance of the targeted theory and its potential impact on the field of computer science
(CG01 & CG02 must be left "as is"; additional goals should be added as appropriate for specific topics)
- CG03: Offering-specific course goal
- CG04: Offering-specific course goal

Course Objectives: (need to be generic)

Upon successful completion of the course, a student will be able to:

- CO01: Recognize opportunities to advance and/or apply advanced computer science theory
- CO02: Utilize selected areas of computer science theory to realize appropriate goals and objectives
(CO01 - CO03 must be left "as is"; additional objectives may be added as appropriate for specific topics)
- CO03: Offering-specific course objective
- CO04: Offering-specific course objective

Sample course topics:

- graph algorithms and their applications
- non-procedural language paradigms and associated languages (Prolog, LISP, Scheme, ML, etc.)