

## COMPUTER SCIENCE 425

### ADVANCED TOPICS IN COMPUTER SCIENCE

#### I. Introduction

##### A. Catalog Description

The topics are chosen each time the course is offered to meet the interests of students and instructors. Possible topics include computer architecture, computer modeling and simulation, networks, advanced graphics, and advanced artificial intelligence. *Prerequisites: CSCI 361 and permission of the instructor.* Not offered 2006-2007.

##### B. Objectives

This course gives the student an opportunity to study an area that is new to computer science and not currently offered in the computer science curriculum.

##### C. Prerequisite

CSci 361 and permission of the instructor. Some topics may require additional prerequisite courses.

#### II. Topics

Topics offered will differ each time the course is taught. Proposed topics include the following.

A. Advanced Networks

B. Advanced Graphics

C. Advanced Artificial Intelligence

1. Machine Learning

2. Robotics

D. Advanced Databases

E. Computer Game Design

F. Security