

Computer Science Major

Year and Campus:	2010																																								
Coordinator:	tbc																																								
Contact:	Arts & Music Student Centre (http://www.arts.unimelb.edu.au/about/contact.html)																																								
Overview:	<p>The computer science program aims to develop skilled computer scientists with the technical background, knowledge, and adaptability to contribute to the development of well-designed, robust, computer-based solutions to a range of problems in business and industry.</p> <p>Students study computer science (including introduction to computer programming, algorithms and problem solving, software development) and mathematics. Subjects available in third year include artificial intelligence, database systems, computer networks, and graphics.</p> <p>At all year levels there is a focus on the cultivation of practical skills together with assimilation of the relevant scientific principles. Teaching methods involve a combination of lectures, tutorials, and practical work. Tutorials are provided at all years.</p> <p>Students taking computer science subjects will be required to spend time on practical assignments in addition to lectures, laboratory classes and tutorials.</p>																																								
Objectives:	see the course objectives																																								
Structure & Available Subjects:	<p>Please refer to the handbook for the year you commenced the BA for the major requirements - https://psc.unimelb.edu.au/ (https://psc.unimelb.edu.au/)</p> <p>If you have any questions about the major structure or subjects, please contact the Arts & Music Student Centre (http://www.arts.unimelb.edu.au/about/contact.html) .</p>																																								
Subject Options:	<p>First Year - Core Subjects In addition students should complete a mathematics requirement of at least 25 points at first year.</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>433-151 Introduction to Programming (Advanced)</td> <td>Not offered 2010</td> <td></td> </tr> <tr> <td>433-172 Algorithmic Problem Solving</td> <td>Not offered 2010</td> <td>12.50</td> </tr> <tr> <td>433-152 Algorithmic Problem Solving (Advanced)</td> <td>Not offered 2010</td> <td>12.50</td> </tr> </tbody> </table> <p>Second Year - Core Subjects</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>433-252 Software Engineering Principles & Tools</td> <td>Not offered 2010</td> <td></td> </tr> <tr> <td>433-253 Algorithms and Data Structures</td> <td>Not offered 2010</td> <td></td> </tr> <tr> <td>433-254 Software Design</td> <td>Not offered 2010</td> <td>12.50</td> </tr> <tr> <td>433-255 Logic and Computation</td> <td>Not offered 2010</td> <td>12.50</td> </tr> </tbody> </table> <p>Third Year Students should complete at least 50 points of third-year computer science subjects, including four of:</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>433-303 Artificial Intelligence</td> <td>Not offered 2010</td> <td></td> </tr> <tr> <td>433-313 Computer Design</td> <td>Not offered 2010</td> <td></td> </tr> <tr> <td>433-330 Theory of Computation</td> <td>Not offered 2010</td> <td></td> </tr> </tbody> </table>		Subject	Study Period Commencement:	Credit Points:	433-151 Introduction to Programming (Advanced)	Not offered 2010		433-172 Algorithmic Problem Solving	Not offered 2010	12.50	433-152 Algorithmic Problem Solving (Advanced)	Not offered 2010	12.50	Subject	Study Period Commencement:	Credit Points:	433-252 Software Engineering Principles & Tools	Not offered 2010		433-253 Algorithms and Data Structures	Not offered 2010		433-254 Software Design	Not offered 2010	12.50	433-255 Logic and Computation	Not offered 2010	12.50	Subject	Study Period Commencement:	Credit Points:	433-303 Artificial Intelligence	Not offered 2010		433-313 Computer Design	Not offered 2010		433-330 Theory of Computation	Not offered 2010	
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	433-332 Operating Systems	Not offered 2010	
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	433-342 Software Engineering Methods	Not offered 2010	
	433-351 Database Systems	Not offered 2010	
	433-353 Networks and Communications	Not offered 2010	
	433-361 Programming Language Implementation	Not offered 2010	
	433-371 Interactive System Design	Not offered 2010	
	433-380 Graphics and Computation	Not offered 2010	
	433-385 Modelling, Analysis and Visualisation	Not offered 2010	12.50
	433-395 Advanced Topic in Computer Science	Not offered 2010	12.50
Related Course(s):	Bachelor of Arts		