Computer Science

Year and Campus:	2010
Coordinator:	Professor Alistair MoffattDepartment of Computer Science and Software Engineering
Contact:	**ammoffat@unimelb.edu.au (mailto:ammoffat@unimelb.edu.au)**
Overview:	A Computer Science major will provide students with the knowledge and skills to enter a career in the computer industry or in research. Students will learn how to design, analyse, and implement complex systems involving computer networks, databases, and web services. Graduates will have advanced skills in programming, problem solving, and algorithm design and implementation. They will be prepared for the workplace by participating in several realistic programming exercises, by participating in a team project, and by presenting the results of their work in oral and written form. Graduates will also be able to progress to research higher degrees in Computer Science.
Objectives:	.
Structure & Available Subjects:	Completion of 50 points of study at third year level
Subject Options:	Both of:

Subject	Study Period Commencement:	Credit Points:
COMP30017 Operating Systems and Network Services	Semester 1	12.50
COMP30016 Computer Science Project	Semester 2	12.50

Plus two of:

Subject	Study Period Commencement:	Credit Points:
COMP30021 Theoretical Computer Science	Semester 2	12.50
COMP30019 Graphics and Interaction	Semester 2	12.50
COMP30018 Knowledge Technologies	Semester 2	12.50
COMP30020 Declarative Programming	Semester 1	12.50
SWEN90006 Software Engineering Methods	Semester 2	12.50
SWEN30006 Software Modelling and Design	Semester 1	12.50
SWEN90008 Software Processes and Management	Semester 1	12.50

Related Course(s):	Bachelor of Science