

Course Schedule - Spring 2008

Computer Science

498 **Special Topics** Credit: 0 to 4 hours.

Lectures in topics of current interest. See Schedule for current topics. May be repeated. Prerequisite: As specified for each topic offering, see Schedule or departmental course description.

CRN	Type	Section	Time	Days	Location	Instructor
43755	lecture	DM3	03:30 PM - 04:45 PM	TR	room 1304 Siebel Center for Comp Sci	Marinov, D
43755: 3 hours Topic: Software Testing. This course will provide an introduction to systematic and organized approaches to software testing. Topics to be covered include testing process, coverage criteria, automatic and manual generation of test inputs, execution of tests, and validation of test outputs. This section is for undergraduate OR graduate students.						
48196	lecture	DM4	03:30 PM - 04:45 PM	TR	room 1304 Siebel Center for Comp Sci	Marinov, D
48196: 4 hours Topic: Software Testing. This course will provide an introduction to systematic and organized approaches to software testing. Topics to be covered include testing process, coverage criteria, automatic and manual generation of test inputs, execution of tests, and validation of test outputs. This section is for graduate students only.						
41438	lecture	GG	12:30 PM - 01:45 PM	WF	room 1103 Siebel Center for Comp Sci	Garnett, G
41438: 3 hours Topic - Game Design: Creating Virtual Worlds. Prerequisite: CS 242 In this course, you will learn principles of game design, game theory and current video game technologies related to multiplayer games and virtual worlds. Topics will include theory of games, story crafting, game engines, graphics, physics simulations, AI simulation, world design, play testing, multi-player interaction models, user interface design. You will apply theoretical concepts taught during lectures to a semester-long video game design project of your choosing.						
31592	laboratory	NL3	ARRANGED			Wah, B
	lecture	NL3	11:00 AM - 12:20 PM	TR	room 241 Everitt Elec and Comp Engr Lab	Wah, B
: 3 hours Topic: Network Systems Lab. Prerequisite: CS 438. This section is either undergraduate or graduate students. This section meets with ECE 435.						
46398	laboratory	NL4	ARRANGED			Wah, B
	lecture	NL4	11:00 AM - 12:20 PM	TR	room 241 Everitt Elec and Comp Engr Lab	Wah, B
: 4 hours Topic: Network Systems Lab. Prerequisite: CS 438. This section is for graduate students only. This section meets with ECE 435.						
39662	lecture	SH3	11:00 AM - 12:15 PM	TR	room 1131 Siebel Center for Comp Sci	Hinrichs, S

39662: 3 hours Topic: Cybersecurity Laboratory. Prerequisite: CS498RHC (Information Assurance) or Consent of Instructor. This applied security course complements CS498RHC, Introduction to Information Assurance. It reinforces the security taught in that course with hands on projects. The projects in the lab class are divided into the following areas: endpoint security, network security, intrusions and defenses, and security architectures. Projects include configuration scenarios for security mechanisms such as Windows, SE Linux, and firewalls; programming tasks such as least privilege programming in Windows and worm creation; and system designs, attacks, and defenses. This section is either for undergraduate or graduate students.

46309	lecture	SH4	11:00 AM - 12:15 PM	TR	room 1131 Siebel Center for Comp Sci	Hinrichs, S
-------	---------	-----	---------------------	----	--	-------------

46309: 4 hours Topic: Cybersecurity Laboratory. Prerequisite: CS498RHC (Information Assurance) or Consent of Instructor. This applied security course complements CS498RHC, Introduction to Information Assurance. It reinforces the security taught in that course with hands on projects. The projects in the lab class are divided into the following areas: endpoint security, network security, intrusions and defenses, and security architectures. Projects include configuration scenarios for security mechanisms such as Windows, SE Linux, and firewalls; programming tasks such as least privilege programming in Windows and worm creation; and system designs, attacks, and defenses. This section is for graduate students only.

39661	lecture	SJ3	03:00 PM - 04:50 PM	MW	room 1109 Siebel Center for Comp Sci	Jacobson, S
-------	---------	-----	---------------------	----	--	-------------

39661: 3 hours This course is intended to be an introduction to and survey of discrete event simulation. The student should complete this course with the ability to structure and program a discrete event simulation model, as well as use the model to solve problems in system design and evaluation. Prerequisite - a course in probability and statistics. This section meets with IE413. This section is for undergraduate or graduate students.

41139	lecture	SJ4	03:00 PM - 04:50 PM	MW	room 1109 Siebel Center for Comp Sci	Jacobson, S
-------	---------	-----	---------------------	----	--	-------------

41139: 4 hours This course is intended to be an introduction to and survey of discrete event simulation. The student should complete this course with the ability to structure and program a discrete event simulation model, as well as use the model to solve problems in system design and evaluation. Prerequisite - a course in probability and statistics. This section meets with IE413. This section is for graduate students, only.