

COURSE	ACADEMIC YEAR	TERM	TITLE	REQUIREMENTS
CISC101	2013-14	F	Elements of Computing Science I	Experience with multiple programming languages and approaches to teaching introductory programming. Knowledge of JAVA, familiarity with SWING. Effective communication in English
CISC101-F	2013-14	F	Elements of Computing Science I	Substantial knowledge of and experience with Matlab. Effective communication in English
CISC101	2013-14	W	Elements of Computing Science I	Knowledge of elementary Python or willingness to learn. Effective communication in English
CISC110	2013-14	F	Elementary Computer Animation	Must know Flash and ActionScript or be willing to learn them quickly for the course. Effective Communication in English.
CISC121	2013-14	F	Intro to Computing Science I	2 terms of experience programming in a procedural language similar to Python and willingness to learn Python. Effective communication in English
CISC121	2013-14	W	Intro to Computing Science I	Willingness to learn fundamentals of PYTHON language. Effective communication in English

CISC124	2013-14	F	Intro to Computing Science II	3 terms of programming experience, at least 2 in Java or a similar object-oriented language. Some experience with basic GUI interfaces such as Swing. Effective verbal and written communication in English.
CISC124	2013-14	W	Intro to Computing Science II	3 terms of programming experience, at least 2 in Java or a similar object-oriented language. Some experience with basic GUI interfaces such as Swing. Effective verbal and written communication in English.
CISC203	2013-14	F	Discrete Math for Computing Science	strong mathematical background. Effective communication in English
CISC220	2013-14	F	System-Level Programming	3 terms of programming experience, at least one using C. Must have experience with shell programming in Linux (not using the Linux GUI interfaces). Effective verbal and written communication in English.
CISC221	2013-14	W	Computer Architecture	Familiarity with assembly language (Intel and/or MIPS), and C. Effective communication in English
CISC223	2013-14	W	Software Specifications	Good knowledge of finite state machines, regular expressions and context-free grammars. Effective communication in English
CISC226	2013-14	W	Game Design	Programming in C# and Unity. Enthusiasm for gaming and game design. Effective communication in English

CISC235	2013-14	W	Data Structures	Must know Java and PYTHON well. Effective communication in English
CISC260	2013-14	W	Programming Paradigms	Must have programming experience with Haskell or with a similar functional language and willingness to learn Haskell. Must have experience with Prolog. Effective verbal and written communication in English.
CISCP81	2013-14	F	Computers: Applications & Implications	Familiarity with HTM and CSS. Be able to read and understand simple JavaScript. Be somewhat knowledgeable about computer representations of data. Effective communication in English
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CMPE212	2013-14	W	Computing Science for Engineers	Familiarity with JAVA.E ffective communication in English
COGS100	2013-14	F	Intro to Cognitive Science	Previously taken a Cognitive Science course, or familiarity with Cognitive Psychology , and Artificial Intelligence. Effective communication in English
COCA201	2013-14	F	Intro to Coputing and the Creative Arts	Experience with Arduino and Processing. Familiarity with Kinect.