

# Department of Computer Science

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The Department of Computer Science offers a program leading to the degree of Bachelor of Science (BS) in Computer Science. It also offers a program leading to the degree of Master of Science (MS) in Computer Science. For more information about the department visit its webpage: <http://www.cs.aub.edu.lb/>.

## BS in Computer Science

### Mission Statement

The department of Computer Science prepares students for advanced study and professional careers in the dynamically changing world of computing and information technology. The BS program aims to produce graduates with a solid foundation in computing at both the theoretical and practical levels, the ability to design, build, and deploy sophisticated systems using current technologies in a broad array of areas, and an appreciation of the transformative impact that computing has had on a wide variety of disciplines. Students are trained in quantitative reasoning, the use of fundamental principles and ideas (abstraction, modularity, data structures, algorithmics, computability, calculus, logic) for analysis and problem solving, and disciplined development of modern software systems. The department has vigorous research programs in graphics and multimedia, networking, high-performance computing, and software engineering and is committed to providing opportunities for students to get engaged in research in these areas.

# BS Degree in Computer Science

To graduate with a B.S. in computer science a student must finish:

## University Requirements

- University language requirements (English 6 credits, Arabic 3 credits)
- University General Education requirements (Humanities 12 credits, Social Sciences 6 credits, Natural Sciences 6 credits, Quantitative Thought 3 credits).

## Major Requirements

- Computer science: CMPS 200, CMPS 205, CMPS 212, CMPS 213, CMPS 253, CMPS 255, CMPS 256, CMPS 257, CMPS 258, CMPS 272, CMPS 277, CMPS 299, and nine additional credits in computer science courses numbered 220 and above
- Mathematics: MATH 201, MATH 211 (or CMPS 211), and one Math course to be chosen from MATH 218, MATH 219, STAT 230, STAT 233, and MATH 261
- Sciences: Physics 228, 228L
- Free elective: one course numbered 200 and above from outside the department.

All prospective computer science majors are expected to complete CMPS 200, CMPS 205, MATH 201, MATH 211 or CMPS 211, and CMPS 212, in the sophomore year. Computer science majors are expected to complete CMPS 213, CMPS 253, CMPS 255, CMPS 256, CMPS 257, and CMPS 258 in the junior year, and maintain an average grade of at least 70 in computer science courses. Finally, students are encouraged to take ACCT 210 and PHIL 211 among their general/Free elective courses.

A minor in computer science requires 18 credits: CMPS 200, CMPS 212, CMPS 255, and nine additional credits in computer science courses (CMPS) numbered 211 or above. A minimum of 9 credits must be taken in the department. [Note: This minor is not open to EECE students.]

# Sample Study Plan

A typical study plan could have the following distribution of CMPS courses:

## First Year

First Semester: CMPS 200, CMPS 205, CMPS 211, MATH 201

Second Semester: CMPS 212, CMPS elective

## Second Year

First Semester: CMPS 213, CMPS 255, CMPS 256, MATH course

Second Semester: CMPS 253, CMPS 257, CMPS 258

## Third Year

First Semester: CMPS 272, CMPS 277, CMPS elective

Second Semester: CMPS 299, CMPS elective

## Undergraduate Courses

- CMPS 101 Introduction to Computer Science 2.2; 3 cr**  
Introduces the skills, concepts, and capabilities needed for effective use of information technology (IT). Includes logical reasoning, organization of information, managing complexity, operations of computers and networks, digital representation of information, security principles, and the use of contemporary applications such as effective Web search, spreadsheets, and database systems. Also includes a basic introduction to programming and problem solving through scripting web applications. *Every Semester.*
- CMPS 200 Introduction to Programming 3.3; 3 cr.**  
An introduction to a disciplined approach to computer programming and problem solving, utilizing a block-structured high level language, with an emphasis on procedural abstraction and good programming style. This course covers the basic repetition and selection constructs, procedures and functions, parameter passing, and scope of variables. *Note: If EECE 230 is completed, students can get credit for only one of CMPS 200 or EECE 230. Each semester.*
- CMPS 205 Introduction to Computing Systems 1.2; 1 cr**  
This course provides a broad introduction to computer science. It is meant to expose students to some of the ideas of the field as well to develop fluency in the use of information technology. The course introduces operations of computers and networks, World Wide Web and standards, systems for representing and organizing information, management of complexity, security principles and algorithmic thinking. *Annually.*
- CMPS 206 Computers and Programming for the Arts 2.2; 3 cr.**  
An introduction to computers and an illustration of their use. Common applications are considered in word processing, spreadsheets, and database systems. This course also includes an introduction to the Internet and the World Wide Web. This course is meant to be a computer literacy course open to Arts students only. *No credit is given to computer science majors. Students can get credit for only one of CMPS 206, CMPS 209, or EDUC 219. Annually.*
- CMPS 209 Computers and Programming for the Sciences 2.2; 3 cr.**  
A computer literacy course covering all the topics in CMPS 206. Additionally, this course provides an introduction to programming using Visual Basic or a similar language. *No credit is given for computer science majors. Students can get credit for only one of CMPS 206, CMPS 209, or EDUC 219. Each semester.*
- CMPS 211 Discrete Structures 3.0; 3 cr.**  
Logical reasoning, sets, relations and functions; mathematical induction, counting, and simple finite probability theory; modular arithmetic in different bases; recurrence relations and difference equations; truth tables and switching circuits; graphs and trees; strings and languages. *This course is equivalent to Math 211. Annually.*
- CMPS 212 Intermediate Programming with Data Structures 3.3;3 cr.**  
A continuation of CMPS 200, this course consolidates algorithm design and programming techniques, emphasizing large programs. This course also provides a detailed study of data structures and data abstraction, and an introduction to complexity considerations and program verification. *Note: If EECE 330 is completed, students can get credit for only one of CMPS 212 or EECE 330. Prerequisite: CMPS 200 or EECE 230.. Each semester.*
- CMPS 213 C/C++programming 1.2; 1 cr**  
This course exposes students to the C and C++ programming languages. The course covers basic syntax, defining structures and classes, I/O, pointers, arrays, memory management, references, overloading, templates, the Standard Template Library, inheritance and polymorphism. *Annually.*

**CMPS 230                    Digital Media Programming                    3.0; 3 cr**

The class is an introduction to digital media programming and processing. The course explains the essential technology behind images, animations, sound, and video and how to write interactive programs that manipulate these media in creative ways. The class assumes basic knowledge in Java or a first course in programming. *Prerequisite: CMPS 200.*

**CMPS 251                    Numerical Computing                    3.1; 3 cr.**

Techniques of numerical analysis: number representations and round-off errors, root finding, approximation of functions, integration, solving initial value problems, Monte-Carlo methods. Implementations and analysis of the algorithms are stressed. Projects using MATLAB or a similar tool are assigned. *Prerequisites: (CMPS 200 or EECE 230) and MATH 201. This course is equivalent to MATH 251. Annually.*

**CMPS 253                    Software Engineering                    3.0; 3 cr.**

A course that introduces the fundamentals of software engineering, with emphasis on the requirements elicitation and specification, and analysis and design phases of the software life cycle. Specifications are given as a set of operations (with pre- and post-conditions), and using a generic data model, and the design as a module dependency diagram where both data and procedural decomposition are emphasized. The course also introduces verification and testing of a design with respect to its specification, and the use of modularity and decomposition to ensure tractability of the verification. Students will apply the concepts learned to develop a software system. *Prerequisite: CMPS 212 or EECE 330. Annually.*

**CMPS 255                    Computer Architecture                    3.0; 3 cr.**

A structured overview of the fundamentals of designing digital computer systems. Topics covered include digital logic and systems, machine level representation of data, assembly level machine organization, memory system organization and architecture, CPU implementation and virtual machines, and exposure to one or more micro/mini architectures. *Prerequisite or co-requisite: CMPS 212 or EECE 330. Annually.*

**CMPS 256                    Algorithms and Data Structures                    3.0; 3 cr.**

A systematic study of algorithms and their complexity. Topics include techniques for designing efficient computer algorithms, proving their correctness, and analyzing their complexity; as well as advanced searching, sorting, selection, graph and matrix algorithms. *Prerequisites: (MATH 211 or CMPS 211) and (CMPS 212 or EECE 330) Annually.*

**CMPS 257                    Theory of Computation                    3.0; 3 cr.**

A course that covers basic theoretical principles embodied in automata and grammars. Topics include regular expressions, finite automata, context-free grammars and parsing, pushdown automata, closure properties, Turing machines, Church's thesis, reductions and decidability. This course also provides a quick introduction to complexity theory. *Prerequisites: (MATH 211 or CMPS 211) and (CMPS 212 or EECE 330). Annually.*

**CMPS 258                    Programming Languages                    3.0; 3 cr.**

A course on the principles and programming styles that govern the design and implementation of contemporary programming languages, a history and overview of programming languages, fundamental issues in language design, and an introduction to language translation. This course focuses on design issues in imperative, object-oriented, functional, and rule-based paradigms. This last paradigm will be used to introduce intelligent systems issues. Languages such as C, C++, Haskell, and Prolog are used to illustrate key concepts. *Prerequisite: CMPS 212 or EECE 330. Annually.*



- CMPS 284**            **Computer Networks**            **3.0; 3 cr.**  
An introduction to basic data communication, network architecture, protocols, local area networks, and wide area networks. Special emphasis is placed on the TCP/IP protocol suite. The BSD socket library is presented. *Prerequisite: CMPS 255 or EECE 321. Annually.*
- CMPS 285**            **Computer Graphics**            **3.0; 3 cr.**  
A course that covers the practice of, and underlying mathematical foundation for, interactive graphics programming. Topics include basic graphics systems, graphics primitives and attributes, windows and viewports, clipping, geometric transformations, color systems, 2D texture mapping, and introduction to 3D graphics. Programming in OpenGL will be used. *Prerequisite: CMPS 212 or EECE 330. Annually.*
- CMPS 286**            **Computer-Aided Geometric Design**            **3.0; 3 cr.**  
A course that discusses the representation of free-form curves and surfaces in modeling objects by computers, including curve approximation and interpolation, spline curves (Bezier and B-splines), visual smoothness of curves, geometric continuity, parameterization of curves, introduction to surface interpolation and approximation, and spline surfaces (Bezier and B-splines). *Prerequisite: CMPS 212 or EECE 330. Biennially.*
- CMPS 287**            **Artificial Intelligence**            **3.0; 3 cr.**  
An introduction to the principles and techniques that enable computers to behave intelligently. This course covers basic problem solving methods, knowledge representation, reasoning methods, learning from samples and from experience, expert systems and knowledge acquisition, machine learning, and neural networks. Several projects are given, some of which are in Prolog. *Prerequisites: CMPS 256 and 258. Annually.*
- CMPS 288**            **Internals of Database Management Systems**            **3.0; 3 cr.**  
A course on the internals of database management systems, especially relational DBMS. Topics include query processing and optimization, transaction processing, concurrency control, recovery, distributed transactions, database security, client-server, multi-tier architectures, and web deployed database systems. *Prerequisite: CMPS 277. Annually.*
- CMPS 289**            **Human Computer Interaction**            **3.0; 3 cr.**  
This course describes the psychological principles of human-computer interaction. Evaluation of user interfaces. Usability engineering. Task analysis, user-centered design, and prototyping. Conceptual models and metaphors. Software design rationale. Design of windows, menus, and commands. Voice and natural language I/O. Response time and feedback. Color, icons, and sound. Internationalization and localization. User interface architectures and APIs. Case studies and project. *Prerequisites: CMPS 230 and CMPS 253. Biennially.*
- CMPS 296**            **Computer Science Tutorial**            **1–3 cr.**  
*Prerequisite: Senior standing.*
- CMPS 297**            **Special Topics in Computer Science**            **1–3 cr.**  
A course on selected topics which change according to the interests of the instructors and/or students. Topics are chosen from state-of-the-art innovations in software and computer information systems. *Prerequisite: Consent of instructor. Annually.*
- CMPS 299**            **Software Graduation Project**            **3 cr.**  
A course to enhance students' skills with practical experience giving them the opportunity to integrate knowledge accumulated in different courses. In this course, students must deliver a software product, which passes through the design, analysis, implementation, testing, and evaluation stages. *Prerequisite: Senior standing. Annually.*

## 41 Credits in Computer Science

Modes of Analysis	English and Arabic (9)	Humanities (12)	Social Sciences (6)	Natural Sciences (10)	Quantitative Thought (32+9+9+3)
Lecture Courses (9+12+6+10+53)	<ol style="list-style-type: none"> <li>1. Required Arabic courses (3): ARAB 201 A or B, or any upper level course (3), as determined by placement</li> <li>2. Required English courses (usually 6): ENGL 203(3), 204(3), as determined by placement</li> </ol>	Required credits in the humanities: 12 credits including 6 credits from CVSP (see pp. 163-68)	Required Courses (6)	Required natural <sup>1</sup> science courses (6) Required physics courses (4): PHYS 228(3), 228L(1)	<ol style="list-style-type: none"> <li>1. Required CMPS courses (32): CMPS 200(3)+205(1), 212(3)+213(1), 253(3), 255(3), 256(3), 257(3), 258(3), 272(3) 277(3), 299(3)</li> <li>2. Required CMPS electives (9): to be chosen from CMPS courses above 220</li> <li>3. Required mathematics courses (9): MATH 201(3), 211(3) (or CMPS 211) and one Math course to be chosen from MATH 218, MATH 219, STAT 230, STAT 233, and MATH 261. Note: since MATH 251 is equivalent to CMPS 251, it cannot count as both a computer science elective and mathematics elective</li> <li>4. One free elective (3) numbered 200 and above from outside the department</li> </ol>
Seminar (0)					
Laboratory				PHYS 228L	CMPS 201, 205, 212, 213
Research Project (0)					

<sup>1</sup> Natural science courses are numbered 200 and above and drawn from biology, chemistry, geology or physics, open to science students