



**Projected schedule of course offerings
Spring 2012 through Fall 2013**

Course	Spring	Fall	Spring	Fall
	2012	2012	2013	2013
105 – Introduction to Computers	✓ 2	✓ 2	✓ 2	✓ 2
150 – Computer Science I	✓	✓ 2	✓	✓ 2
216 – Discrete Math		✓		✓
250 – Computer Science II	✓		✓	
324 – Machine Organization	✓		✓	
350 – Algorithms & Data Structures		✓		✓
411 – Simulation	✓			
433 – Computer Graphics				
435 – Human Factors				✓
445 – Intro to Theory of Computation	✓			
447 – Artificial Intelligence		✓		
456 – Operating Systems		✓		✓
461 – Programming Languages		✓		
463 – Data Communications				
470 – Software Engineering	✓		✓	
471 – Numerical Analysis I			✓	
475 – Operations Research				
481 – Systems Analysis		✓		✓
484 – Database Management Systems	✓		✓	
492 – Rich Internet Applications		✓		✓
492 – Social & Ethical Aspects of Computing			✓	
492 – Game Development			✓	
601 – Introduction to Bioinformatics	✓		✓	
721 – Distributed Systems	✓			
725 – Operating Sys. & Arch. I			✓	
731 – Compiler Construction		✓		
735 – Advanced Human Factors	✓			
740 – Usability Testing				
741 – Real-time Systems			✓	
751 – Programming Science				✓
765 – Software Design				
785 – Info. Storage & Retrieval				✓