COMPUTER SCIENCE MAJOR

Students must also complete the Undergraduate Registration Requirement (https://catalogs.northwestern.edu/undergraduate/requirements-policies/undergraduate-registration-requirement/) and the degree requirements of their home school.

NOTE: This Catalog describes Weinberg College BA requirements that pertain to students who matriculated at Northwestern after spring quarter 2023. Refer to the Archives (https://catalogs.northwestern.edu/archives/) if you are following BA requirements described in the 2018-2019 through 2022-2023 editions.

Course | Title
--- | ---
Program Courses (19 units)

6 core courses:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP_SCI 111-0</td>
<td>Fundamentals of Computer Programming ¹</td>
</tr>
<tr>
<td>COMP_SCI 150-0</td>
<td>Fundamentals of Computer Programming 1.5</td>
</tr>
<tr>
<td>COMP_SCI 211-0</td>
<td>Fundamentals of Computer Programming II</td>
</tr>
<tr>
<td>COMP_SCI 212-0</td>
<td>Mathematical Foundations of Comp Science</td>
</tr>
<tr>
<td>COMP_SCI 213-0</td>
<td>Introduction to Computer Systems</td>
</tr>
<tr>
<td>COMP_SCI 214-0</td>
<td>Data Structures &amp; Algorithms</td>
</tr>
</tbody>
</table>

5 breadth courses (see below)

2 project courses (see below)

6 technical electives (see below)

Related Courses (Units depend on mathematics sequence taken.)

Mathematics (p. 2)

Probability and Statistics (p. 2)

Physics or biological sciences courses are recommended to satisfy the Weinberg College natural sciences distribution requirement.

¹ Students without programming experience may want to first take COMP_SCI 110-0 Introduction to Computer Programming, ideally in the Python programming language.

Breadth Courses

Majors must take one course from each area. Minors must take one course from each of any three areas.

Theory

Course | Title
--- | ---
COMP_SCI 335-0 | Introduction to the Theory of Computation
COMP_SCI 336-0 | Design & Analysis of Algorithms

Systems

Course | Title
--- | ---
COMP_SCI 322-0 | Compiler Construction
COMP_SCI 339-0 | Introduction to Database Systems
COMP_SCI 340-0 | Introduction to Networking
COMP_SCI 343-0 | Operating Systems
COMP_SCI 345-0 | Distributed Systems
COMP_SCI 350-0 | Introduction to Computer Security
COMP_SCI 354-0 | Computer System Security
COMP_SCI 440-0 | Advanced Networking
COMP_SCI 441-0 | Resource Virtualization
COMP_SCI 443-0 | Advanced Operating Systems
COMP_SCI 446-0 | Kernel and Other Low-level Software Development

Software Development and Programming Languages

Course | Title
--- | ---
COMP_SCI 310-0 | Scalable Software Architectures
COMP_SCI 321-0 | Programming Languages
COMP_SCI 338-0 | Practicum in Intelligent Information Systems
COMP_SCI 377-0 | Game Design Studio
COMP_SCI 392-0 | Rapid Prototyping for Software Innovation
COMP_SCI 393-0 | Software Construction
COMP_SCI 394-0 | Agile Software Development
COMP_SCI 473-1 | NUvention: Web - Part 1
COMP_SCI 473-2 | NUvention: Web - Part 2

Project Courses

Majors must take two courses from this list.

Project course list

Course | Title
--- | ---
COMP_SCI 311-0 | Inclusive Making
COMP_SCI 312-0 | Data Privacy
COMP_SCI 315-0 | Design, Technology, and Research
COMP_SCI 322-0 | Compiler Construction
COMP_SCI 329-0 | HCI Studio
COMP_SCI 330-0 | Human Computer Interaction
ELEC_ENG 332-0 | Introduction to Computer Vision

Artificial Intelligence

Course | Title
--- | ---
COMP_SCI 325-0 | Artificial Intelligence Programming
COMP_SCI 337-0 | Natural Language Processing
COMP_SCI 344-0 | Design of Computer Problem Solvers
COMP_SCI 348-0 | Introduction to Artificial Intelligence
COMP_SCI 349-0 | Machine Learning
COMP_SCI 371-0 | Knowledge Representation and Reasoning
COMP_SCI 372-0 | Designing and Constructing Models with Multi-Agent Languages

Interfaces

Course | Title
--- | ---
COMP_SCI 313-0 | Tangible Interaction Design and Learning
COMP_SCI 315-0 | Design, Technology, and Research
COMP_SCI 329-0 | HCI Studio
COMP_SCI 330-0 | Human Computer Interaction
COMP_SCI 331-0 | Introduction to Computational Photography
COMP_SCI 333-0 | Interactive Information Visualization
COMP_SCI 351-0 | Introduction to Computer Graphics
COMP_SCI 352-0 | Machine Perception of Music & Audio
COMP_SCI 370-0 | Computer Game Design
COMP_SCI 372-0 | Designing and Constructing Models with Multi-Agent Languages
COMP_SCI 376-0 | Computer Game Design and Development
COMP_SCI 377-0 | Game Design Studio
ELEC_ENG 332-0 | Introduction to Computer Vision

¹ Students without programming experience may want to first take COMP_SCI 110-0 Introduction to Computer Programming, ideally in the Python programming language.
The following courses may also be taken as technical electives:

- COMP SCI 331-0: Introduction to Computational Photography
- COMP SCI 337-0: Natural Language Processing
- COMP SCI 338-0: Practicum in Intelligent Information Systems
- COMP SCI 339-0: Introduction to Database Systems
- COMP SCI 340-0: Introduction to Networking
- COMP SCI 343-0: Operating Systems
- COMP SCI 344-0: Design of Computer Problem Solvers
- COMP SCI 345-0: Distributed Systems
- COMP SCI 351-0: Introduction to Computer Graphics
- COMP SCI 354-0: Computer System Security
- COMP SCI 355-0: Digital Forensics and Incident Response
- COMP SCI 367-0: Wireless and Mobile Health: Passive Sensing Data Analytics
- COMP SCI 370-0: Computer Game Design
- COMP SCI 371-0: Knowledge Representation and Reasoning
- COMP SCI 372-0: Designing and Constructing Models with Multi-Agent Languages
- COMP SCI 377-0: Game Design Studio
- COMP SCI 392-0: Rapid Prototyping for Software Innovation
- COMP SCI 393-0: Software Construction
- COMP SCI 394-0: Agile Software Development
- COMP SCI 397-0: Special Projects in Computer Science
- COMP SCI 412-0: Data Privacy
- COMP SCI 415-0: Design, Technology, and Research
- COMP SCI 441-0: Resource Virtualization
- COMP SCI 446-0: Kernel and Other Low-level Software Development
- COMP SCI 450-0: Internet Security
- COMP SCI 473-2: NUvention: Web - Part 2
- COMP SCI 497-0: Special Projects in Computer Science
- COMP ENG 346-0: Microprocessor System Design
- COMP ENG 366-0: Embedded Systems
- COMP ENG 466-0: Embedded Systems
- ELEC ENG 332-0: Introduction to Computer Vision
- ELEC ENG 334-0: Introduction to Parallel Computing
- ELEC ENG 357-0: Design Automation in VLSI
- ELEC ENG 358-0: Introduction to Parallel Computing
- ELEC ENG 366-0: Embedded Systems
- COMP SCI 497-0: Programming Massively Parallel Processors with CUDA

### Technical electives

Majors must take six technical electives. Any 300- or 400-level COMP SCI course may be taken as a technical elective. In addition the following courses may also be taken as technical electives:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMP_ENG 303-0</td>
<td>Advanced Digital Design</td>
</tr>
<tr>
<td>COMP_ENG 329-0</td>
<td>The Art of Multicore Concurrent Programming</td>
</tr>
<tr>
<td>COMP_ENG 334-0</td>
<td>Fundamentals of Blockchains and Decentralization</td>
</tr>
<tr>
<td>COMP_ENG 346-0</td>
<td>Microprocessor System Design</td>
</tr>
<tr>
<td>COMP_ENG 355-0</td>
<td>ASIC and FPGA Design</td>
</tr>
<tr>
<td>COMP_ENG 356-0</td>
<td>Introduction to Formal Specification &amp; Verification</td>
</tr>
<tr>
<td>COMP_ENG 357-0</td>
<td>Design Automation in VLSI</td>
</tr>
<tr>
<td>COMP_ENG 358-0</td>
<td>Introduction to Parallel Computing</td>
</tr>
<tr>
<td>COMP_ENG 361-0</td>
<td>Computer Architecture I</td>
</tr>
<tr>
<td>COMP_ENG 362-0</td>
<td>Computer Architecture Projects</td>
</tr>
<tr>
<td>COMP_ENG 364-0</td>
<td>CyberPhysical Systems Design and Application</td>
</tr>
<tr>
<td>COMP_ENG 365-0</td>
<td>Internet-of-things Sensors, Systems, And Applications</td>
</tr>
<tr>
<td>COMP_ENG 366-0</td>
<td>Embedded Systems</td>
</tr>
<tr>
<td>COMP_ENG 368-0</td>
<td>Programming Massively Parallel Processors with CUDA</td>
</tr>
<tr>
<td>COMP_ENG 452-0</td>
<td>Adv Computer Architecture</td>
</tr>
<tr>
<td>COMP_ENG 453-0</td>
<td>Parallel Architectures</td>
</tr>
<tr>
<td>COMP_ENG 456-0</td>
<td>Modern Topics in Computer Architecture</td>
</tr>
<tr>
<td>COMP_ENG 459-0</td>
<td>VLSI Algorithmics</td>
</tr>
<tr>
<td>COMP_ENG 464-0</td>
<td>Cyber-Physical Systems Design and Application</td>
</tr>
<tr>
<td>COMP_ENG 465-0</td>
<td>Internet-of-things Sensors, Systems, And Applications</td>
</tr>
<tr>
<td>COMP_ENG 466-0</td>
<td>Embedded Systems</td>
</tr>
<tr>
<td>COMP_ENG 468-0</td>
<td>Programming Massively Parallel Processors with CUDA</td>
</tr>
<tr>
<td>ELEC_ENG 326-0</td>
<td>Electronic System Design I</td>
</tr>
<tr>
<td>ELEC_ENG 332-0</td>
<td>Introduction to Computer Vision</td>
</tr>
<tr>
<td>ELEC_ENG 375-0</td>
<td>Machine Learning: Foundations, Applications, and Algorithms</td>
</tr>
<tr>
<td>ELEC_ENG 433-0</td>
<td>Statistical Pattern Recognition</td>
</tr>
</tbody>
</table>

### Related Courses

**Mathematics**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 220-1</td>
<td>Single-Variable Differential Calculus</td>
</tr>
<tr>
<td>MATH 220-2</td>
<td>Single-Variable Integral Calculus</td>
</tr>
<tr>
<td>MATH 218-1</td>
<td>Single-Variable Calculus with Precalculus</td>
</tr>
<tr>
<td>MATH 218-2</td>
<td>Single-Variable Calculus with Precalculus</td>
</tr>
<tr>
<td>MATH 218-3</td>
<td>Single-Variable Calculus with Precalculus</td>
</tr>
<tr>
<td>MATH 230-1</td>
<td>Multivariable Differential Calculus</td>
</tr>
<tr>
<td>MATH 228-1</td>
<td>Multivariable Differential Calculus for Engineering</td>
</tr>
<tr>
<td>MATH 240-0</td>
<td>Linear Algebra</td>
</tr>
</tbody>
</table>

**Probability and Statistics**

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEMS 201-0</td>
<td>Introduction to Statistics</td>
</tr>
<tr>
<td>STAT 210-0</td>
<td>Introduction to Probability and Statistics</td>
</tr>
<tr>
<td>MATH 310-1</td>
<td>Probability and Stochastic Processes</td>
</tr>
</tbody>
</table>

1. STAT 202-0 Introduction to Statistics and Data Science is not accepted.

### Note

Many courses are eligible to count toward more than one requirement for the major; for example, all breadth courses are also technical elective courses. A student who completes such a course must choose which requirement area to apply that course. A single course does not satisfy more than one requirement at a time.

### Honors in Computer Science

Outstanding students majoring in computer science may be considered for program honors. For information on criteria and procedures, contact the program director and see Honors in the Major (https://catalogs.northwestern.edu/undergraduate/arts-sciences/academicoptionstext).