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:
- COMP_SCI 111-0 Fundamentals of Computer Programming
- COMP_SCI 150-0 Fundamentals of Computer Programming 1.5
- COMP_SCI 211-0 Fundamentals of Computer Programming II
- COMP_SCI 212-0 Mathematical Foundations of Comp Science
- COMP_SCI 213-0 Introduction to Computer Systems
- COMP_SCI 214-0 Data Structures & Algorithms

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

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

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
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>
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</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>
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<tr>
<th>Course</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 220-1 &amp; MATH 220-2</td>
<td>Single-Variable Differential Calculus with Single-Variable Integral Calculus</td>
</tr>
<tr>
<td>MATH 218-1 &amp; MATH 218-2 &amp; MATH 218-3</td>
<td>Single-Variable Calculus with Precalculus with Single-Variable Calculus with Precalculus</td>
</tr>
<tr>
<td>MATH 230-1 or MATH 228-1</td>
<td>Multivariable Differential Calculus with Precalculus</td>
</tr>
<tr>
<td>MATH 240-0</td>
<td>Linear Algebra</td>
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Probability and Statistics

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

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).