## Department of Computer Science and Engineering

# Program of Computer Science and Technology for International Students (2023) 

## I. Introduction

Computer Science and Technology is an area with great market demand and potential, in an acute shortage of fully developed talents. With the rapid development of data, information, and AI technologies, which boost modern enterprises, the shortage will grow exponentially. Predictably, those high-quality, innovative, interdisciplinary IT talents will be highly appreciated by the market as the up-to-date computer technology grows intensive, ubiquitous, interdisciplinary, and competitive.

Academic subject areas: Computer
Program code: 080901

## II. Objectives and Learning Outcomes

1. Objectives

This major will cultivate high-quality computer science and technology talents with solid theoretical foundations, modern system design principles, effective research and exploration methods, and useful English and computer application skills, who are competent to the positions from the design of computer systems to the development of computer applications.

## 2. Learning Outcomes

The graduates can continue the study in pursue of higher degrees or work in IT related education, management, scientific research and industrial applications in universities, research institutes, administrations, public sectors and industries.

## III. Study Length, Degree, and Graduation Requirements

1. Study length: 4 years.
2. Degree conferred: Students who complete and meet the degree requirements of the undergraduate program will be awarded a bachelor's degree in Engineering
3. The minimum credit requirement for graduation: 148 credits. The specific requirements are as follows.

|  | Module | Category | Minimum <br> Credit <br> Requirement |
| :---: | :---: | :---: | :---: |
| General <br> Education Courses | Chinese Language and Culture Module | Chinese Language and Culture | 16 |
|  | Arts and Physical Education Module | Physical Education | 4 |
|  |  | Arts | 2 |
|  | Competence Development Module | Computer Programming | 3 |
|  |  | Writing | 2 |
|  |  | Foreign Languages | 14 |
|  | Humanities and Social Sciences Module | Humanities | 6 |
|  |  | Social Sciences |  |
|  |  | Chinese Studies | 2 |
|  | Mathematics and Natural Sciences Module | Mathematics | 12 |
|  |  | Physics | 10 |
|  |  | Chemistry | 3 |
|  |  | Geoscience + Life Science | 3 |
|  | GE to Majors Bridging Module | Introduction to Majors | 2 |
| Major Courses | Major Required Courses | Major Foundational Courses | 21 |
|  |  | Major Core Courses | 18 |
|  |  | Practice-based Learning (Undergraduate Thesis, Internships) | 14 |
|  | Major Elective Courses | Major Elective Courses | 16 |
| Total |  |  | 148 |
| Note: please see the General Education Requirement for more details on Chinese Language and Culture Module, Arts and Physical Education Module, Competence Development Module (Foreign Languages \& Writing), Humanities and Social Sciences Module, and GE to Majors Bridging Module. |  |  |  |

IV. Course Requirements for the Mathematics and Natural Sciences Module and Computer

Programming

| Course <br> Category | Course Code | Course Name | Credits | Terms | Prerequisite | Dept. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Mathematics | MA117 | Calculus I | 4 | 1 Fall | NA | MATH |
|  | MA127 | Calculus II | 4 | 1 Spr | Calculus I |  |
|  | MA113 | Linear Algebra | 4 | $1 \mathrm{Spr} / \mathrm{Fall}$ | NA |  |
| Physics | PHY105 | College Physics I | 4 | 1 Fall | NA | PHY |
|  | PHY106 | College Physics II | 4 | 1 Spr | College Physics I |  |
|  | PHY104B | Experiments of Fundamental Physics | 2 | 1-2 Spr/Fall | NA |  |
| Chemistry | CH105 | Chemistry: the Central Science | 3 | 1-2 Spr/Fall | NA | CHM |
| Geoscience + Life Science | BIO102B | Introduction to Life Science | 3 | 1-2 Spr/Fall | NA | BIO |
| Computer Programming | CS109 | Introduction to <br> Computer <br> Programming | 3 | 1-2 Spr/Fall | NA | CSE |
| Note: <br> 1. Students can take Mathematical Analysis I II as an alternative to Calculus I II. <br> 2. Students can take Advanced Linear Algebra I as an alternative to Linear Algebra. <br> 3. Students can take General Physics I II as an alternative to College Physics I II. <br> 4. Students can take General Chemistry as an alternative to Chemistry: the Central Science. <br> 5. Students can take Principles of Biology as an alternative to Introduction to Life Science. <br> 6. The above alternatives are also applicable to "Prerequisites for Major Declaration." |  |  |  |  |  |  |

## V. Prerequisites for Major Declaration

| Major Declaration Time | Course Code | Course Name | Prerequisite |
| :---: | :---: | :---: | :---: |
| Declare major at the end of the first academic year | MA117 | Calculus I | NA |
|  | MA127 | Calculus II | Calculus I |
|  | MA113 | Linear Algebra | NA |
|  | PHY105 | College Physics I | NA |
|  | PHY106 | College Physics II | College Physics I |
|  | PHY104B | Experiments of Fundamental Physics | NA |
|  | CH105 | Chemistry: the Central Science | NA |
|  | BIO102B | Introduction to Life Science | NA |
|  | CS109 | Introduction to Computer Programming | NA |
| Declare major at the end of the second academic year | MA117 | Calculus I | NA |
|  | MA127 | Calculus II | Calculus I |
|  | MA113 | Linear Algebra | NA |
|  | PHY105 | College Physics I | NA |
|  | PHY106 | College Physics II | College Physics I |
|  | PHY104B | Experiments of Fundamental Physics | NA |
|  | CH105 | Chemistry: the Central Science | NA |
|  | BIO102B | Introduction to Life Science | NA |
|  | CS109 | Introduction to Computer Programming | NA |
| Note: |  |  |  |
| 1. If the number of students entering a major at the end of the first academic year in the department is greater than or equal to the total number of the teaching-research faculty (PI) $2 * 60 \%$, all majors in the department may implement the prerequisites for major declaration at the end of the second academic year. |  |  |  |
| 3. Suppose the number of students applying for a major at the end of the first academic year exceeds four times the total number of the teaching-research faculty (PI), then the department may select students according to predetermined rules. In principle, the rules set by the department shall examine the students' suitability for the major and not based on weighted GPA (Specific rules shall be set by the department and announced in advance). |  |  |  |
| 4. For departments that do not implement prerequisites for major declaration at end of the second academic year, if the cumulative number of students applying for a major at the end of the second academic year and the number of students who have entered a major at the end of the first academic year exceeds four times the total number of the teaching-research faculty (PI), the department may select students according to predetermined rules. In principle, the rules set by the department shall examine the students' suitability for the major and not based on weighted GPA (Specific rules shall be set by the department and announced in advance). |  |  |  |

## VI: Major Course Arrangement

Table 1: Major Required Courses
Program of Computer Science and Technology

| Course <br> Category | Course Code | Course Name | Credits | Practice-based Learning Credits | Terms | Prerequisite | Dept. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | CS203 | Data Structures and Algorithm Analysis | 3 | 1 | 2/Fall | CS109 | CSE |
|  | CS207 | Digital Logic | 3 | 1 | 2/Fall | NA | CSE |
|  | STA219 | Probability and Statistics for Engineering | 3 |  | 2/Fall | MA127, MA113 | STA |
|  | CS307 | Principles of Database Systems | 3 | 1 | 2/Fall | CS109 | CSE |
|  | CS201 | Discrete Mathematics | 3 |  | 2/Spr | MA127, <br> MA113 | CSE |
|  | CS202 | Computer Organization | 3 | 1 | 2/Spr | CS207 | CSE |
|  | CS208 | Algorithm Design and Analysis | 3 | 1 | 2/Spr | CS203 | CSE |
|  |  | Total | 21 | 5 |  |  |  |
|  | CS303 | Artificial Intelligence | 3 | 1 | $3 /$ Fall | CS203, STA219 | CSE |
|  | CS305 | Computer Networks | 3 | 1 | $3 /$ Fall | CS109 | CSE |
|  | CS321 | Group Projects I | 2 | 2 | $3 /$ Fall | NA | CSE |
|  | CS302 | Operating Systems | 3 | 1 | 3/Spr | CS203, CS202 | CSE |
|  | CS304 | Software Engineering | 3 | 1 | $3 / \mathrm{Spr}$ | CS203 | CSE |
|  | CS326 | Group Projects II | 2 | 2 | 3/Spr | NA | CSE |
|  | CS413 | Group Projects III | 2 | 2 | 4 / Fall | NA | CSE |
|  |  | Total | 18 | 10 |  |  |  |
|  | CS470 | Industrial Practice | 2 | 2 |  |  |  |
|  | CS491 | Undergraduate Thesis/Projects | 12 | 12 |  |  |  |
|  |  | Total | 14 | 14 |  |  |  |
| Total |  |  | 53 | 29 |  |  |  |

Table 2: Major Elective Courses
Program of Computer Science and Technology

| Course Code | Course Name | Credits | Practice-based Learning Credits | Terms | Prerequisite | Dept. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CS101A | Introduction to Computer Science A | 2 |  | $1 /$ Fall | NA | CSE |
| CS106 | Introduction to Cognitive Science | 2 |  | $1 /$ Fall | NA | CSE |
| CS105 | Lab of Introduction to Cognitive Science | 1 | 1 | 1 / Fall | NA | CSE |
| CS104 | Introduction to Mathematical Logic | 2 |  | $1 / \mathrm{Spr}$ | NA | CSE |
| CS209A | Computer System Design and Applications A | 3 | 1 | $1 / \mathrm{Spr}$ | CS109 or CS110 | CSE |
| EE205 | Signals and Systems | 3 | 1 | $2 /$ Fall | MA117 | EE |
| CS205 | C/C++ Program Design | 3 | 1 | 2 / Fall | NA | CSE |
| MA305 | Numerical Analysis | 3 |  | 3 / Fall | $\begin{aligned} & \text { MA203a or } \\ & \text { MA213-16 } \end{aligned}$ | MATH |
| MA309 | Time Series Analysis | 3 |  | 3 / Fall | $\begin{gathered} \text { MA212 or } \\ \text { MA204 } \\ \hline \end{gathered}$ | STAT |
| EE323 | Digital Signal Processing | 3 | 1 | $3 /$ Fall | EE205 | EE |
| CS323 | Compilers | 3 | 1 | 3 / Fall | $\begin{gathered} \text { CS109 or CS205, } \\ \text { CS202 } \end{gathered}$ | CSE |
| CS315 | Computer Security | 3 | 1 | 3 / Fall | CS109 | CSE |
| CS327 | The Theory of Computation | 2 |  | $3 /$ Fall | CS101A, CS104 | CSE |
| CS301 | Embedded System and Microcomputer Principle | 3 | 1 | $3 /$ Fall | CS207 | CSE |
| CS309 | Object-oriented Analysis and Design | 3 | 1 | 3 / Fall | CS203 | CSE |
| MA234 | Introduction to Theoretical and Practical Data Science | 4 | 1 | $3 / \mathrm{Spr}$ | MA212 | MATH |
| EE326 | Digital Image Processing | 3 | 1 | 3 / Spr | EE205 | EE |
| CS308 | Computer Vision | 3 | 1 | 3 / Spr | $\begin{gathered} \text { CS203,MA127, } \\ \text { MA113 } \end{gathered}$ | CSE |
| CS306 | Data Mining | 3 | 1 | 3 / Spr | $\begin{aligned} & \text { CS203 or } \\ & \text { CS203B } \\ & \hline \end{aligned}$ | CSE |
| CS324 | Deep Learning | 3 | 1 | $3 / \mathrm{Spr}$ | CS303 | CSE |
| CS312 | Computer Graphics | 3 | 1 | $3 / \mathrm{Spr}$ | NA | CSE |
| CS314 | Internet of Things | 3 | 1 | $3 / \mathrm{Spr}$ | CS305 | CSE |
| CS310 | Natural Language Processing | 3 | 1 | $3 / \mathrm{Spr}$ | CS303 | CSE |
| CS330 | Multimedia Information Processing | 3 | 1 | 3 / Spr | NA | CSE |
| CS332 | Information Retrieval | 3 | 1 | $3 / \mathrm{Spr}$ | CS203 | CSE |
| CS328 | Distributed and Cloud Computing | 3 | 1 | $3 / \mathrm{Spr}$ | CS305 | CSE |
| CS401 | Intelligent Robotics | 3 | 1 | $3 / \mathrm{Spr}$ | $\begin{aligned} & \text { CS203, } \\ & \text { STA219 } \end{aligned}$ | CSE |
| EE411 | Information Theory and Coding | 2 |  | 4 / Fall | MA212 | EE |
| CS405 | Machine Learning | 3 | 1 | 4 / Fall | STA219 | CSE |
| CS409 | Software Testing | 3 | 1 | 4 / Fall | CS304 | CSE |
| CS402 | Frontier Seminars in Computer | 1 |  | 4 / Spr | NA | CSE |


|  | Science and Technology IV |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Total | 85 | 23 |  |  |  |  |

Table 3: Overview of Practice-based Learning
Program of Computer Science and Technology

| Course Code | Course Name | Credits | Practice-based Learning Credits | Terms | Prerequisite | Dept. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CS105 | Lab of Introduction to Cognitive Science | 1 | 1 | $1 /$ Fall | NA | CSE |
| CS209A | Computer System Design and Applications A | 3 | 1 | $1 / \mathrm{Spr}$ | CS109 or CS110 | CSE |
| EE205 | Signals and Systems | 3 | 1 | 2 / Fall | MA117 | EE |
| CS205 | C/C++ Program Design | 3 | 1 | $2 /$ Fall | NA | CSE |
| CS203 | Data Structures and Algorithm Analysis | 3 | 1 | 2 / Fall | CS109 | CSE |
| CS207 | Digital Logic | 3 | 1 | 2 / Fall | NA | CSE |
| CS307 | Principles of Database Systems | 3 | 1 | 2 / Fall | CS109 | CSE |
| CS202 | Computer Organization | 3 | 1 | 2/ Spr | CS207 | CSE |
| CS208 | Algorithm Design and Analysis | 3 | 1 | 2/Spr | CS203 | CSE |
| EE323 | Digital Signal Processing | 3 | 1 | 3 / Fall | EE205 | EE |
| CS323 | Compilers | 3 | 1 | 3 / Fall | $\begin{gathered} \hline \text { CS109 or CS205, } \\ \text { CS202 } \\ \hline \end{gathered}$ | CSE |
| CS315 | Computer Security | 3 | 1 | 3 / Fall | CS109 | CSE |
| CS301 | Embedded System and Microcomputer Principle | 3 | 1 | 3 / Fall | CS207 | CSE |
| CS303 | Artificial Intelligence | 3 | 1 | $3 /$ Fall | CCS203, STA219 | CSE |
| CS305 | Computer Networks | 3 | 1 | $3 /$ Fall | CS109 | CSE |
| CS309 | Object-oriented Analysis and Design | 3 | 1 | 3 / Fall | CS203 | CSE |
| CS321 | Group Projects I | 2 | 2 | 3 / Fall | NA | CSE |
| MA234 | Introduction to Theoretical and Practical Data Science | 4 | 1 | $3 / \mathrm{Spr}$ | MA212 | MATH |
| CS302 | Operating Systems | 3 | 1 | 3/ Spr | CS203, CS202 | CSE |
| CS304 | Software Engineering | 3 | 1 | 3/ Spr | CS203 | CSE |
| CS326 | Group Projects II | 2 | 2 | 3/ Spr | NA | CSE |
| CS308 | Computer Vision | 3 | 1 | 3/ Spr | $\begin{gathered} \text { CS203,MA127,M } \\ \text { A113 } \end{gathered}$ | CSE |
| CS306 | Data Mining | 3 | 1 | 3/ Spr | CS203 or CS203B | CSE |
| CS324 | Deep Learning | 3 | 1 | $3 / \mathrm{Spr}$ | CS303 | CSE |
| CS312 | Computer Graphics | 3 | 1 | 3/ Spr | NA | CSE |
| CS314 | Internet of Things | 3 | 1 | 3/ Spr | CS305 | CSE |
| CS310 | Natural Language Processing | 3 | 1 | $3 / \mathrm{Spr}$ | CS303 | CSE |
| CS330 | Multimedia Information Processing | 3 | 1 | 3/Spr | NA | CSE |
| CS332 | Information Retrieval | 3 | 1 | $3 / \mathrm{Spr}$ | CS203 | CSE |
| CS328 | Distributed and Cloud Computing | 3 | 1 | 3 / Spr | CS305 | CSE |
| CS401 | Intelligent Robotics | 3 | 1 | 3/ Spr | CS203, STA219 | CSE |


| EE326 | Digital Image Processing | 3 | 1 | $3 /$ Spr | EE205 | EE |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CS413 | Group Projects III | 2 | 2 | $4 /$ Fall | NA | CSE |
| CS405 | Machine Learning | 3 | 1 | $4 /$ Fall | STA219 | CSE |
| CS409 | Software Testing | 3 | 1 | $4 /$ Fall | CS304 | CSE |
| CS470 | Industrial Practice | 2 |  |  |  |  |
| CS491 | Undergraduate Thesis/Projects | 12 |  |  |  |  |
| Total |  |  |  |  |  |  |

## Curriculum Structure of Computer Science and Technology



