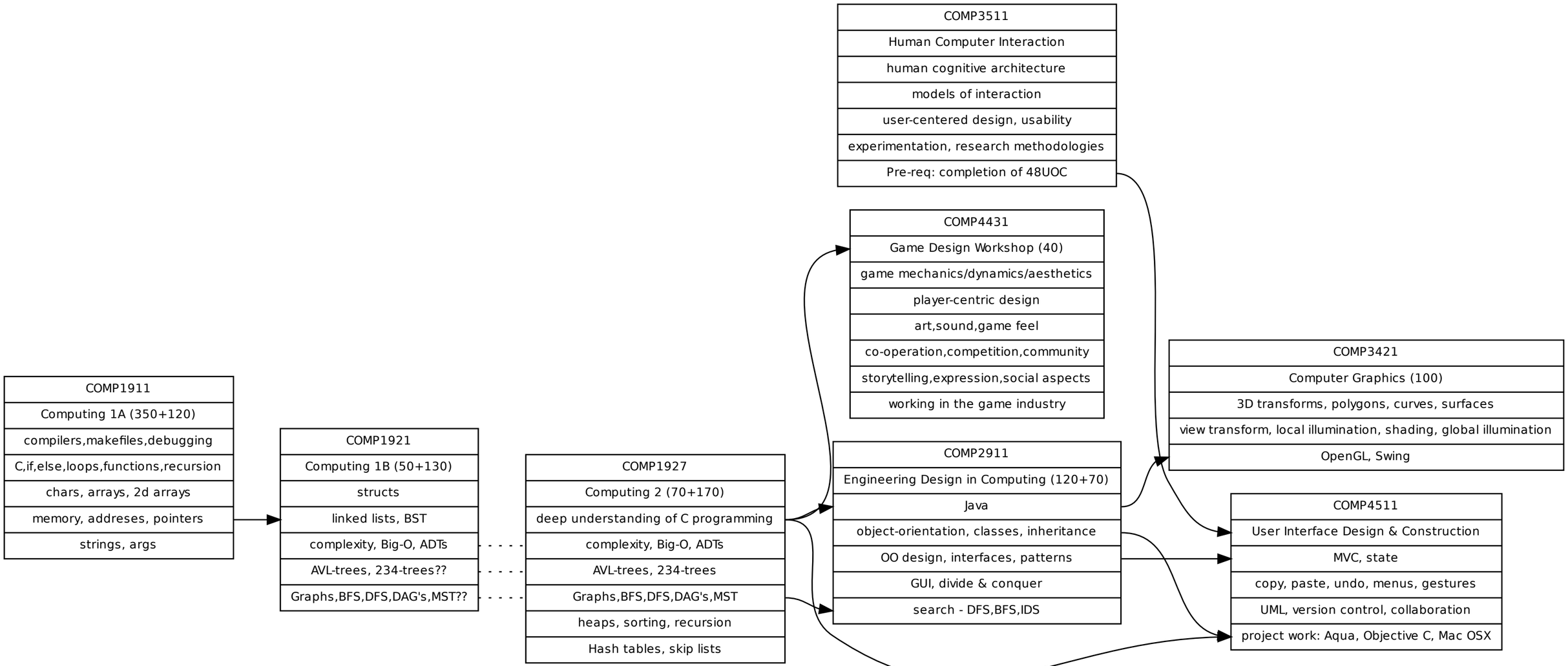

COMP1911
Computing 1A (350+120)
compilers,makefiles,debugging
C,if,else,loops,functions,recursion
chars, arrays, 2d arrays
memory, addreses, pointers
strings, args
COMP1921
Computing 1B (50+130)
structs
linked lists, BST
complexity, Big-O, ADTs
AVL-trees, 234-trees??
Graphs,BFS,DFS,DAG's,MST??
COMP1927
Computing 2 (70+170)
deep understanding of C programming
complexity, Big-O, ADTs
AVL-trees, 234-trees
Graphs,BFS,DFS,DAG's,MST
heaps, sorting, recursion
Hash tables, skip lists
COMP3511
Human Computer Interaction
human cognitive architecture
models of interaction
user-centered design, usability
experimentation, research methodologies
Pre-req: completion of 48UOC
COMP4431
Game Design Workshop (40)
game mechanics/dynamics/aesthetics
player-centric design
art,sound,game feel
co-operation,competition,community
storytelling,expression,social aspects
working in the game industry
COMP2911
Engineering Design in Computing (120+70)
Java
object-orientation, classes, inheritance
OO design, interfaces, patterns
GUI, divide & conquer
search - DFS,BFS,IDS
COMP3421
Computer Graphics (100)
3D transforms, polygons, curves, surfaces
view transform, local illumination, shading, global illumination
OpenGL, Swing
COMP4511
User Interface Design & Construction
MVC, state
copy, paste, undo, menus, gestures
UML, version control, collaboration
project work: Aqua, Objective C, Mac OSX