



CS 2316 – Where it Fits

College of Computing

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CS 2316 – Data Input & Manipulation for Science & Industry

- Georgia Institute of Technology has six Colleges
 - College of Architecture
 - College of Computing
 - College of Engineering
 - Ivan Alan College of Liberal Arts
 - College of Management
 - College of Sciences

College of Computing – That's us!

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 - College of Architecture
 - **College of Computing**
 - College of Engineering
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GaTech Computer Science Requirement

- All students at Georgia Tech must complete courses in math, science, humanities, social science, computing, and health & performance science.
- CS 1301 is one of three classes that fulfills the computing requirement.
- The three classes that fulfill the computing requirement are:
 - CS 1301 – Introduction to Computing (robots)
 - CS 1315 – Media Computation
 - CS 1371 – Introduction to Computing(matlab)

Georgia Tech CS 1 Options:

- CS 1301 – Introduction to Computing
 - Taught in Python with robots.
 - Taken by ISYE majors (as of 2011).
- CS 1315 – Media Computation
 - Taught in Python, students manipulate media (images/sounds).
- CS 1371 – Introduction to Computing
 - Taught in MATLAB.
 - Taken by all School of Engineering students except ISYE.

What comes after CS 1301 / 1315 / 1371?

- After completing CS 1, computer science majors typically complete:
 - CS 1331 – Introduction to Object Oriented Programming
 - CS 1332 – Data Structures

CS 2316 – Practical Programming Skills

- 2316 teaches Python programming and data manipulation for industrial and scientific programming.
- It focuses on data manipulation more than 1331.
- 2316 gives more programming practice, and less theory.

CS1331

- CS 1331-Introduction to OOP
 - Taught in Java
 - Introduces Object Oriented Programming
 - Reinforces skills learned in CS1301
- CS 1331 is required by all 8 possible threads in the CS major
- Also a prerequisite for the CS minor.

- CS 1332 – Data Structures
 - Taught in Java
 - Teaches data representation and manipulation (advanced data structures).
- CS1332 is required by all but the People thread.

Minor in Computer Science

- CS 1331 (Prerequisite)
- 15-19 semester hours of computer science coursework, 9 of which must be 3000 level or higher.
- Choose one of seven tracks:
 - Devices
 - Information Internetworks
 - Intelligence
 - Media
 - People
 - Platforms
 - Theory

College of Computing – Internal Organization

- The College of Computing is currently divided into three schools:
 - School of Computer Science
 - School of Interactive Computing
 - School of Computational Science and Engineering

College of Computing – Undergraduate Degree

- Undergraduate degrees such as the Bachelors of Science (BS) are “owned” by the College of Computing in general, and are not controlled by a School.
- Undergraduate classes are taught by professors from all three schools.
- To receive a bachelors degree in Computer Science, students must complete two “Threads”.

Threads

- A thread is a coordinated path through multiple courses so that the end result for the student is expertise in the area of the thread.
- Threads contain both CS courses as well as courses from outside Computer Science.
- A BS in Computer Science at Georgia Tech is defined as completing *any two threads*.

List of Threads (1/4)

- **Modeling & Simulation:** Computing for representing the world, as in computational sciences. Examples include weather simulations, protein folding, crash simulations, epidemic modeling, etc.
- **Devices:** Computing meets the physical world, in such areas as robotics and real-time embedded systems such as cell phones.

List of Threads (2/4)

- **Theory:** Fundamentals of computing, such as computer science theory. Examples include Algorithmic complexity, Automata Theory, Computability.
- **Information Internetworking:** Computing for storing, recalling, and communicating information. Includes aspects of databases, searching, and networking.

List of Threads (3/4)

- **Intelligence:** Computing as cognition, its representation and processes. Artificial Intelligence, Machine Learning are examples.
- **Media:** Computing for processing, creating, and presenting multimedia. Video compression, special effects, and image enhancement are examples.

List of Threads (4/4)

- **People:** Computing meets people, including the design of human-centered systems. Examples include user interface design, recommender systems, social networks.
- **Platforms:** Computing across different kinds of hardware, with different characteristics and infrastructures. Computer architecture, operating systems, and programming languages.

Threads related to CS 2316

- CS 2316 is most like the **Information Internetworking** thread.
- This class is a small sample of that thread.