* **What is the relationship between psychology and Computer science?**

There is a symbiotic relationship between Computing and Psychology:

Psychologists have helped in many ways to understand the way that computer systems are developed and used, but also an understanding of computers has helped psychologists to model and investigate human cognitive and social processes. This article will focus on the former but it is important when teaching computing students to acknowledge the contributions from Computing to further understanding in the field of Psychology.

For example, computational modelling is a tool often used in cognitive psychology to allow psychologists to visualize hypotheses about the functional organization of mental events that couldn't be directly observed in a human.

Over the past 50 years, psychologists have tracked and researched the development and impact of computers and they have also been instrumental in their design and evolution. To design, develop and evaluate user-friendly technology students need to understand and consider how people perceive, remember, feel, think and solve problems, i.e. the domain of cognitive psychology. It is also important for students to consider individual differences and social behavior if effective interaction between people and computer systems is to be achieved, i.e. the domain of personality and social psychology.

Applied Psychologists have been involved in these areas for many years and often work in departments other than Psychology (e.g. Human Computer Interaction (HCI), Human Factors or Ergonomics). In addition to covering the foundation areas of Psychology and HCI, it is also important that Computing students are taught evaluation methods and that they are able to consider the social impacts regarding the implementation and use of computer systems in organizations and society.

Psychology and computer science are very closely related.in fact they are more close than what we think of.  
Below are the reasons:   
Psychology is the study of mind and behavior.  
Computer science encompassing all modern major programming languages ( object oriented languages ) is built upon mimicking the human and animals characteristics, behavior patterns, way of improving the way they work etc.  
- Small children learn from making lots of mistakes (like touching fire and then registering it in their mind)  
Artificial intelligence is a full-fledged computer field which does the same (machines register their mistakes and rectify when encountered the next time)  
- Humans learn, inherit and have their own basic characteristics.  
- Every object oriented language have the same concepts of having their own methods (characteristics), learning as well as inheritance from their parent classes.  
- Humans, when encountered with situations, issues or any such incidences in their lives, try to solve it by pinpointing to the root cause of the issue.  
Any good computer program is built in such a way that it has mechanisms to pinpoint the root cause of breakdown of the program (by raising exceptions which are caught and shown to the end user, so that they can recover from the crash)  
-An individual human is part of homo sapiens species. So when one wants to interact with homo

Sapiens, they have to pick a single entity and interact with that particular human, nobody can interact with Homo sapiens in general.  
In any object oriented programming, when one wants to use any functionality of any class, they can only interact with an object of the class (never the class itself).  
There are many more such examples, but the summary is that, since human mind is the back bone of computer science, they have mimicked their own behavior patterns in the whole field.it has gone to such an extent that if one talks about any robot in general, the first image that comes to anyone's mind is a human shaped robot.