



WARSAW UNIVERSITY OF TECHNOLOGY
FACULTY OF MATHEMATICS
AND INFORMATION SCIENCE



BACHELOR'S THESIS
COMPUTER SCIENCE

BACHELOR EXAM

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Contents

1. Algorithm Design and Complexity	5
2. Graph Theory	7
3. Automata Theory and Languages	9
4. Numerical Methods	11
5. Programming	13
6. Computer Graphics	15
7. Software Engineering	17
Bibliography	19

Chapter 1

Algorithm Design and Complexity

Chapter 2

Graph Theory

Chapter 3

Automata Theory and Languages

Chapter 4

Numerical Methods

Chapter 5

Programming

Chapter 6

Computer Graphics

6.1. Color Models

6.2. Illumination Models

6.3. Raster Algorithms

6.3.1. Line Drawing

6.3.2. Aliasing and Anti-Aliasing

6.4. Spline Functions

6.5. Filling the Area

6.6. Visible Surface Determination

6.7. Image Filtering

Chapter 7

Software Engineering

Bibliography