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| **Computer Science**  The University of Manchester | | |
| **1st Year** | | |
| 01 | COMP | Mathematical Techniques of Computer Science |
| 02 | COMP | Fundamentals of Computation |
| 03 | COMP | Fundamentals of Computer Engineering |
| 04 | COMP | Data Science |
| 05 | COMP | Fundamentals of Computer Architecture |
| 06 | COMP | Operating Systems |
| 07 | COMP | Introduction to Programming-1 |
| 08 | COMP | Introduction to Programming-2 |
| **2nd Year** | | |
| 01 | COMP | Software Engineering-1 |
| 02 | COMP | Software Engineering-2 |
| 03 | COMP | Programming Language and Paradigms |
| 04 | COMP | Algorithms and Data Structures |
| 05 | COMP | Logic and Modelling |
| 06 | COMP | Processor Microarchitecture |
| 07 | COMP | Microcontrollers |
| 08 | COMP | Database Systems |
| 09 | COMP | Introduction to AI |
| 10 | COMP | Machine Learning |
| 11 | COMP | Knowledge Based AI |
| 12 | COMP | System Architecture |
| 13 | COMP | Introduction to Visual Computing |
| 14 | COMP | Distributed Systems |
| **3rd Year** | | |
| 01 | COMP | Agile Software Pipelines |
| 02 | COMP | User Experience |
| 03 | COMP | AI and Games |
| 04 | COMP | Cognitive Robotics |
| 05 | COMP | Computational Game Theory |
| 06 | COMP | Natural Language Processing |
| 07 | COMP | Chip Multiprocessors |
| 08 | COMP | Algorithms and Complexity |
| 09 | COMP | Mathematical Systems and Computation |
| 10 | COMP | Graphics and Visual Environments |
| 11 | COMP | Computer Vision |
| 12 | COMP | Advanced Distributed Systems |
| 13 | COMP | Cyber Security |
| 14 | MCEL | Tools and Techniques for Enterprise |