Unknown date | Unknown author

Courses

On this page you will find descriptions of the courses that we offer. See the registrar's schedule of current and upcoming offerings (with times). For future semesters, students may view our projected teaching plan. Students may also look at the current semester's course homepages. Students can also look at our list of concentration areas to choose their CS electives. Advanced undergraduates may also receive permission to take graduate courses. Finally, for an explanation of how UT numbers courses work.

Core Courses for CS Majors

Programming

312 Introduction to Programming OR 312H Introduction to Programming: Honors
314 Data Structures OR 314H Data Structures Honors

Systems

429 Computer Organization and Architecture OR 429H Computer Organization and Architecture: Honors
439 Principles of Computer Systems OR 439H Principles of Computer Systems: Honors

Theory

311 Discrete Math for Computer Science OR 311H Discrete Math for Computer Science: Honors
331 Algorithms and Complexity OR 331H Algorithms and Complexity: Honors

The old curriculum had eleven CS courses that students were required to take, leaving little time for electives. The new curriculum has only six. This gives students the opportunity to dive into concentration areas, or to study computer science more broadly by sampling from various subareas.

CS Electives

104C Competitive Programming
105C Computer Programming: C++
105P Topics In Computer Programming Languages
108 Software Systems
109/209/309 Topics in Computer Science
178H/378H Undergraduate Topics in Computer Science: Honors
340D Debugging & Verifying Programs
341 Automata Theory
341H Automata Theory: Honors
342 Neural Networks
342C Computational Brain
343 Artificial Intelligence
343H Artificial Intelligence: Honors
344M Autonomous Multiagent Systems
344R Robotics
345 Programming Languages
345H Programming Languages: Honors
346 Cryptography
347 Data Management
349 Contemporary Issues in Computer Science
350C Advanced Computer Architecture
350F Operating Systems
353 Theory of Computation
354 Computer Graphics

354R Game Technology
354S Game Development Capstone: 2D Games
354T Game Development Capstone: 3D Games
356 Computer Networks
356R Introduction to Wireless Networks
361 Introduction to Computer Security
361C Information Assurance and Security
361S Network Security and Privacy
363D Introduction to Data Mining
370 Undergraduate Reading and Research
370F Undergraduate Reading and Research: Writing
371D Distributed Computing
371G Generic Programming and the STL
371M Mobile Computing
371P Object-Oriented Programming
371R Information Retrieval and Web Search
371S Object-Oriented Software Engineering
373 Software Engineering
373S Software Design
374L Longhorn Startup
375 Compilers
376 Computer Vision
377 Principles and Applications of Parallel Programming
377P Programming for Performance
378 Undergraduate Topics in Computer Science
378 Autonomous Intelligent Robotics I
378 Computational Intelligence in Game Research - FRI
378 Information Assurance and Security
378 Introduction to Cyberphysical Systems
378 Mobile Computing
378 Mobile News App Design
378H Algorithms and Complexity: Honor
379H Computer Sciences Honors Thesis

CS Classes for Non-Majors

105C Computer Programming: C++

105P Topics In Computer Programming Languages
108 Software Systems
109/209/309 Topics in Computer Science
302 Computer Fluency
303E Elements of Computers and Programming
313E Elements of Software Design
323E Elements of Scientific Computing
323H Elements of Scientific Computing: Honors
324E Elements of Graphics and Visualization
326E Elements of Networking
327E Elements of Databases
328E Topics in Elements of Computing
329E Advanced Topics in Elements of Computing
329E Elements of Computing in Society
329E Elements of Navigating Cyberspace
329E Elements of Web Programming
