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Fields Report

Although all three revolve around computers and applications, Computer Science, Software Engineering and Information Technology each perform their own unique tasks that achieve different goals that work in tangent. Computer Science delves in algorithms, data structures and mathematics of programming and computation, Software Engineering includes the design and construction of software that the computer runs, while Information Technology is the provisioning and deployment of both hardware and software, and train and staff organizations.

Computer Science is a complex subject and can be broken down into sub-sections of fields, such as Theory, Hardware and Networking. Theory is focused highly on mathematical equations and includes what can be computed and how fast it can be solved. Both Theory and CS deal with algorithms to process and store information. Hardware deals with building circuits and running the actual computer. CS is the study of how data is stored, and within the hardware of the computer, that is where the data lies. Networking is the interconnection of devices, such as connecting to a server, another pc, mobile, tv, gaming system, etc. It also covers more practical topics such as resource sharing and protocols to guarantee delivery times and reduce network traffic. Like Theory and CP, Networking involves algorithms but for peer-to-peer networks to prevent network nodes from damaging the network.

Of all the Computer Science fields, I am most interested in Software Engineering as a future career for creating large-scale applications that excite me and the world. As time goes on, more and more technology will be created to better our lives and companies will need someone to program and test those devices. I love to design and create, especially video games, and with programming almost anything could be made in a computer with enough time and effort.