	Fall 2014 - As of 3/26/14					
CNBR	TITLE	INST NAME				
301K	FOUNDATIONS OF LOGICAL THOUGHT	RICH, E				
302	COMPUTER FLUENCY	PORTER, B				
303E	ELEMS OF COMPUTERS/PROGRAMMING	MITRA, S				
303E	ELEMS OF COMPUTERS/PROGRAMMING	MITRA, S				
105	COMPUTER PROGRAMMING: C++	CLEMENT, N				
105	COMPUTER PROGRAMMING: PHP/SQL	THYWISSEN, J				
105	COMPUTER PROGRAMMING: PYTHON	PETERS, A				
311	DISCRETE MATH FOR COMPUTER SCI	GOUDA, M				
311	DISCRETE MATH FOR COMPUTER SCI	GOUDA, M				
311H	DISCRETE MATH COMP SCI: HONORS	KLIVANS, A				
312	INTRODUCTION TO PROGRAMMING	NANDAKUMAR, V				
312	INTRODUCTION TO PROGRAMMING	SCOTT, M				
312	INTRODUCTION TO PROGRAMMING	SCOTT, M				
313E	ELEMENTS OF SOFTWARE DESIGN	DOWNING, G				
314	DATA STRUCTURES	NOVAK, G				
314	DATA STRUCTURES	NOVAK, G				
314H	DATA STRUCTURES: HONORS	LIN, C				
320N	INTRO TO GAME DEVELOPMENT	TOPRAC, P				
429	COMP ORGANIZATN & ARCH-C S	YOUNG, W				
429	COMP ORGANIZATN & ARCH-C S	HUNT, W				
329E	ELEMENTS OF DATA ANALYTICS	BHARGAVA, A				
329E	ELEMS OF WEB PROGRAMMING	MITRA, S				
329E	ELEMS OF COMPUTING IN SOCIETY	NANDAKUMAR, V				
331	ALGORITHMS AND COMPLEXITY	RAMACHANDRAN, V				
331	ALGORITHMS AND COMPLEXITY	GAL, A				
439	PRINCIPLES OF COMPUTER SYS-C S	NORMAN, A				
439	PRINCIPLES OF COMPUTER SYS-C S	NORMAN, A				
439H	PRINS OF COMPUTER SYS: HONORS	GHEITH, A				
341	AUTOMATA THEORY	RICH, E				
343	ARTIFICIAL INTELLIGENCE	MIIKKULAINEN, R				
345	PROGRAMMING LANGUAGES	DILLIG, T				
345H	PROGRAMMING LANGUAGES: HONORS	RELLERMEYER, J				
347	DATA MANAGEMENT	MIRANKER, D				
349	CONTEMP ISSUES IN COMPUTER SCI	RICH, E				
349	CONTEMP ISSUES IN COMPUTER SCI	CLINE, A				
353	THEORY OF COMPUTATION	ZUCKERMAN, D				

<del>354</del>	COMPUTER GRAPHICS	BAJAJ, C	Dr. Ba	jaj won't be te	eaching this cla	ass, but v	ve are loo	king for and	other instruct	or.
354S	GAME DEVEL CAPSTONE: 2-D GAMES	TOPRAC, P						_		
356	COMPUTER NETWORKS	LAM, S								
361	INTRO TO COMPUTER SECURITY	YOUNG, W								
361S	NETWORK SECURITY AND PRIVACY	JENSEN, O.								
371M	MOBILE COMPUTING	SCOTT, M								
371P	OBJECT-ORIENTED PROGRAMMING	DOWNING, G								
371P	OBJECT-ORIENTED PROGRAMMING	DOWNING, G								
378	AUTON INTELLGNT ROBTCS II-FRI	LEONETTI, M								
378	COMP INTEL IN GAME DSGN II-FRI	LEHMAN, J								
378	LONGHORN STARTUP SEMINAR	METCALFE, R								
378	NATURAL LANGUAGE PROCESSING	BALDRIDGE, J								
378	BIG DATA PROGRAMMING	FRANKE, D.								
378	CLASS TITLE TBD	PORTER, B.								
378	REAL WORLD INFORMATION SECURITY	BEASLEY, C.								
378H	DISTRIBUTED COMPUTING: HON	ALVISI, L								
378	DEBUGGING & VERIFYING PROGRAMS	EMERSON, E								
Grad Cla	sses									
380L	ADVANCED OPERATING SYSTEMS	WITCHEL, E								
383C	NUMERICAL ANLY: LINEAR ALGEBRA	VAN DE GEIJN, R								
<del>384G</del>	COMPUTER GRAPHICS	FUSSELL, D								
<del>384R</del>	GEOMETRIC MODLNG & VISUALIZATN	BAJAJ, C								
386C	DEPENDABLE COMPUTING SYSTEMS	MOK, A								
386M	COMMUNICATION NETWORKS	ZHANG, Y								
386W	WIRELESS NETWORKING	QIU, L								
388H	CRYPTOGRAPHY	WATERS, B	Possik	ly changing to	opic to a 395T					
388S	FORMAL SEMANTICS & VERIFICATN	EMERSON, E								
389R	RECURSION AND INDUCTION I	HUNT, W	possik	ly changing to	teach in sprin	ng				
392F	FEATURE-ORIENTED PROGRAMMING	BATORY, D								
394N	NEURAL NETWORKS	MIIKKULAINEN, R								
195	PRACTICUM IN COMP SCI APPLICS	ALVISI, L								
395T	CODING THEORY	Zuckerman, D., VOLO	OCH, J							
395T	CONCEPTS OF INFO RETRIEVAL	LEASE, M								
395T	GRAPHICAL MODELS	RAVIKUMAR, P								
395T	INTRO TO COGNITIVE SCIENCE	BEAVER, D								
395T	TOPICS IN COMPUTER SCIENCE	VOUGA								
395T	SCALABLE MACHINE LEARNING	DHILLON, I								
395T	SUBLINEAR ALGORITHMS	PRICE, E								

395T	AUTOMATED LOGICAL REASONING	DILLIG, I					