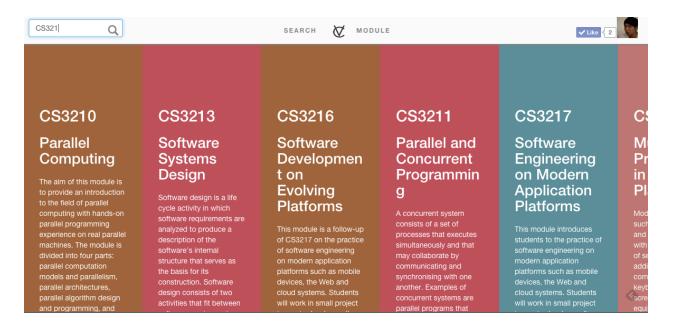**CorsView**

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CS321

CS3210

Parallel Computing

The aim of this module is to provide an introduction to the field of parallel computing with hands-on parallel programming experience on real parallel machines. The module is divided into four parts: parallel computation models and parallelism, parallel architectures, parallel algorithm design and programming, and

CS3213

Software Systems Design

Software design is a life cycle activity in which software requirements are analyzed to produce a description of the software's internal structure that serves as the basis for its construction. Software design consists of two activities that fit between

CS3216

Software Development on Evolving Platforms

This module is a follow-up of CS3217 on the practice of software engineering on modern application platforms such as mobile devices, the Web and cloud systems. Students will work in small project

CS3211

Parallel and Concurrent Programming

A concurrent system consists of a set of processes that executes simultaneously and that may collaborate by communicating and synchronising with one another. Examples of concurrent systems are parallel programs that

CS3217

Software Engineering on Modern Application Platforms

This module introduces students to the practice of software engineering on modern application platforms such as mobile devices, the Web and cloud systems. Students will work in small project

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