Computing & Software – Graduate course categorization

Graduate courses in the Dept. of Computing and Software are grouped in three categories, Theory of computation and mathematics of computing (Theory), Software and its engineering (Software), Computer systems and applications (Systems).

The rationale of the categorization is to train well-rounded graduate students in Computer Science and Software Engineering with sufficient breadth in their knowledge. The categorization roughly follows the ACM Computing Classification System. Note that the following list is subject to changes due to removal and addition of courses.

Category	Courses
Theory	COMPSCI 6E03, COMPSCI 6O03, COMPSCI 6TC3, COMPSCI 6TE3, 701, 702, 705, 706, 708, 722, 734, 736, 739, 744, 746, 749, 751, 758, 760, 763, 774, 775
Software	SFWRENG 6HC3, 703, 704, 707, 724, 725, 733, 735, 738, 741a, 743, 745, 756, 757, 761, 766
Systems	SFWRENG 6WW3, COMPSCI 6F03, COMPSCI 6TB3, SFWRENG 6GA3, MECHTRON 6AX3, 720, 721, 726, 723, 737, 747, 748, 750, 764, 765, 766, 767, 771, 772

a. CAS 781 a/b (Advanced Topics: Mobility in the Aging Population) – Systems
b. CAS 781 (Machine Learning on Graphs) – Systems
c. CAS 781 (Intermediate Language for Functional Programming) – Systems
d. CAS 781 (Modern Approach to Game Design) – Systems
e. CAS 781 (User Interface Frameworks and Programming Languages) – Software
f. CAS 781 (Real-time Systems)— Software
g. CAS 781 (Time Series Analysis) – Systems
h. CAS 781 (Computer Vision Topics in Medical Imaging) – Systems
i. CAS 781 (Medical Robotics) – Systems