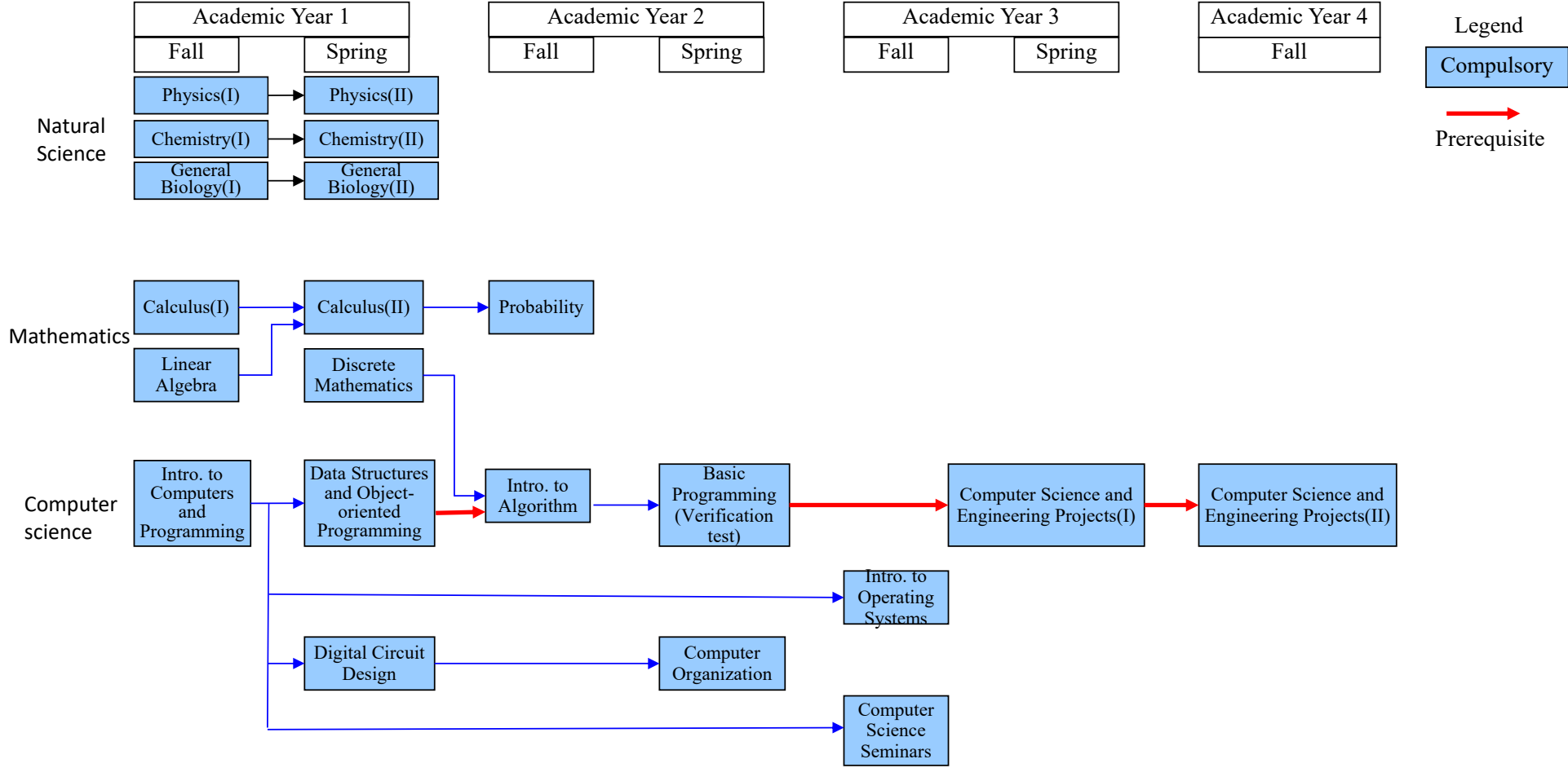


# Course Flow ( Basic Science & Compulsory courses )

Academic Year 2019



# Course Flow of Seven Topics Program

Academic Year 2019

Legend

Program Compulsory

Program Compulsory

Common Compulsory of 2 Programs

Topics	Academic Year 2		Academic Year 3		Academic Year 4	
	Fall	Spring	Fall	Spring	Fall	Spring
AI and Data Science		Intro. to Database Systems Numerical Methods	Intro. to Machine Learning	Intro. to Artificial Intelligence		
Computer Security		Intro. to Cryptography		Computer Security Capstone		
Network Engineering	Intro. to Computer Networks	Principles of Communications and Wireless Networks	Intro. to Network Programming	Network Systems Capstone		
Multimedia Engineering		Numerical Methods	Intro. to Computer Graphics	Multimedia and Human Computer Interaction Capstone Intro. to Image Processing		
System Software			Intro. to Compiler Design	Advanced Programming in the UNIX Environment	Computer System Administration	Operating Systems Capstone
Software and Hardware Integration	Digital Circuit Lab.		Microprocessor Systems: Principles and Implementation	Embedded System Capstone		
Theory of Computation		Intro. to Formal Languages	Competitive Programming(I)	Graph Theory or Fundamental Graph Theory		Selected Topics in Intractable Problems or Randomized Algorithms