Course Listing

Computer Science Undergraduate:

1. Fundamentals of Computer Science (WVU CS15)
2. Data Structures (WVU CS16)
3. Systems Programming & Unix (WVU CS56)
4. File Structures (WVU CS76)
5. Introduction to Algorithms (WVU CS126)
6. Principles of Programming Languages (WVU CS136)
7. Principles of Software Engineering (WVU CS176)

Computer Science Undergraduate Technical Electives:

1. Object-Oriented Design in C++ (WVU CpE210)
2. Principles of Operating Systems (WVU CS256)
3. Computer Architectures (WVU CS266)
4. Introduction to Artificial Intelligence (WVU CS286)
5. Special Topics: Virtual Reality (WVU CS291)

Mathematics:

1. Calculus 1 (WVU Math15)
2. Calculus 2 (WVU Math16)
3. Discrete Mathematics (WVU Math26)
4. Formal & Symbolic Logic (WVU Philo10)
5. Statistics & Probability for Engineers (WVU Stat201)
6. Numerical Methods (WVU Math220)
7. Linear Algebra (WVU Math237)

Computer Science Graduate:

1. Computer Graphics (UIUC CS318)
2. Computer Architectures & Optimization (UIUC CS333)
3. Adv. Topics (Graphics): Mathematical Modeling of Surfaces (UIUC CS497)
4. Adv. Topics (Graphics): Photorealistic Rendering (UIUC CS497)
5. Adv. Topics (Graphics): Real-time Rendering (UIUC CS497)
6. Principles of Programming Languages (UA CSc520, *Spring '06*)
7. Computer Networking (UA CSc525)
8. Analysis of Algorithms (UA CSc545)
9. Advanced Operating Systems (UA CSc552)
10. Compilers & Optimization (UA CSc553)
11. Independent Study: Virtual Environments research (UA CSc599)