COMPUTER STUDIES (COMPST)

COMPST 701 Mathematical & Computing Fundamentals for IT Professionals
3 cr. Graduate.
Introductory discussion of logic and reasoning techniques, discrete structures, combinatorics, probability, and their applications to IT.
Prerequisites: grad st.
Last Taught: Fall 2017.
Current Offerings: http://uwm.edu/schedule

COMPST 702 Software Development in Python
3 cr. Graduate.
Programming in Python. Basic control structures including recursion. Basic and library data types. Problem solving with objects. Writing classes. Basic software development skills.
Prerequisites: grad st.
Current Offerings: http://uwm.edu/schedule

COMPST 703 Software Engineering Principles
3 cr. Graduate.
Introduction to core topics of software engineering including requirements analysis, object-oriented design, testing, and project management. Overview of ethical and social issues in computing.
Prerequisites: CompSt 702 or equiv.
Last Taught: Summer 2017.
Current Offerings: http://uwm.edu/schedule

COMPST 750 Problem Solving with Object-Oriented Programming
3 cr. Graduate.
Problem solving with object-oriented programming language. Topics include arrays, strings, classes, standard data structures, graphical user interfaces, exceptions, files, debugging, and configuration management.
Prerequisites: Previous programming experience such as CompSt 702(P), CompSci 240(P), or CompSci 250(P).
Current Offerings: http://uwm.edu/schedule

COMPST 751 Data Structures and Algorithms
3 cr. Graduate.
Programming in a structured, high-level, object-oriented language. Implementation of data structures and algorithms and their application.
Prerequisites: CompSt 750(P) or CompSci 251(R).
Current Offerings: http://uwm.edu/schedule

COMPST 790 Advanced Topics in Computer Studies:
3-9 cr. Graduate.
Discussion of special advanced topics in the study of computing. Retakable with change in topic to 9 cr max.
Prerequisites: grad st; add'l prereqs depending on topic.
Current Offerings: http://uwm.edu/schedule