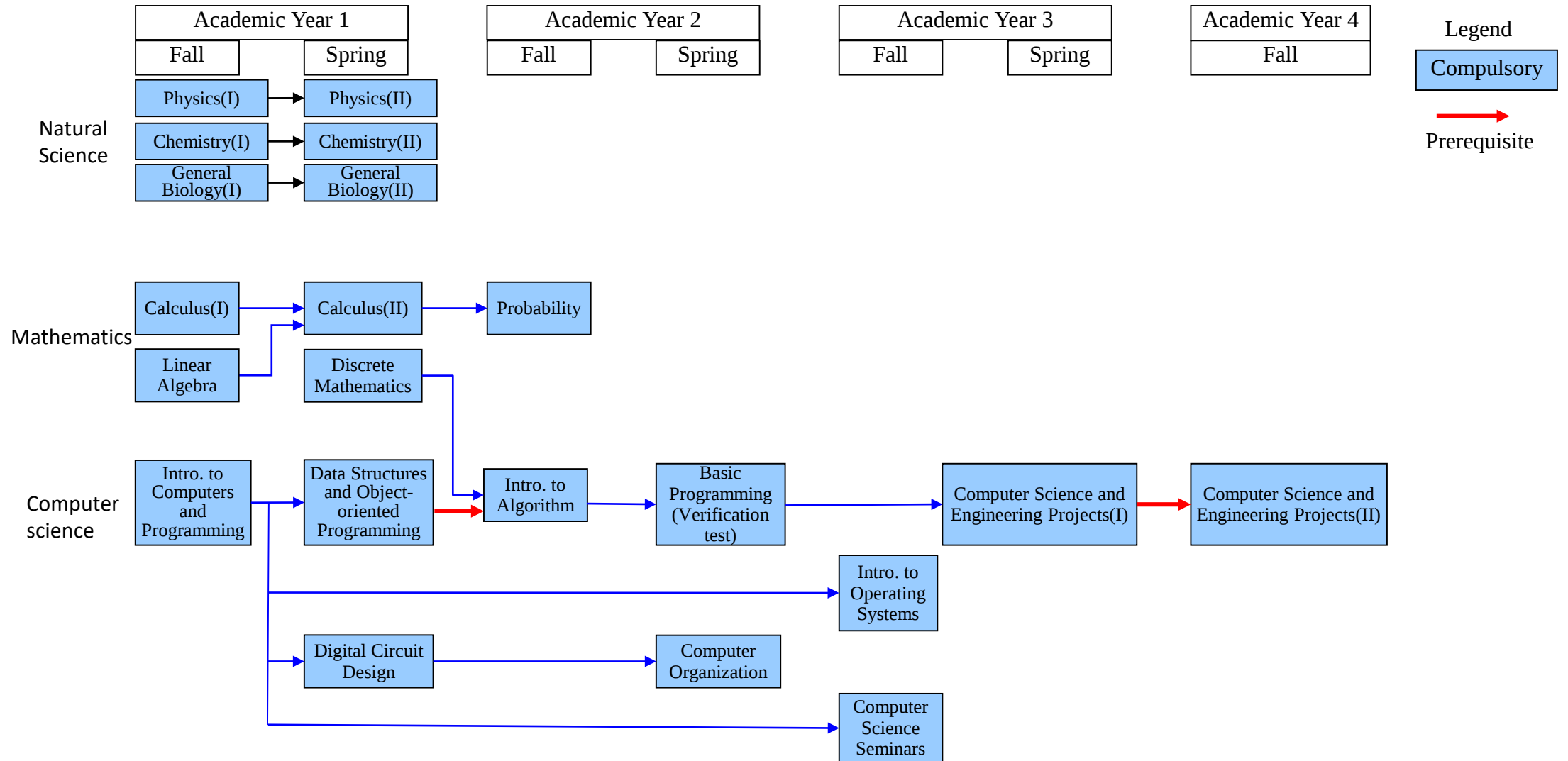


Course Flow (Basic Science & Compulsory courses)

Academic Year 2020



Course Flow of Seven Topics Program

Academic Year 2020

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 Intro. to Artificial Intelligence	Intro. to Machine Learning	Artificial Intelligence Capstone		
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	Intro. to Image Processing	Multimedia and Human Computer Interaction Capstone	
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	Randomized Algorithms	Selected Topics in Intractable Problems
		Numerical Methods				Algorithmic Foundation of Machine Learning
		Combinatorial Mathematics				
		Intro. to Artificial Intelligence				Information Theory and Data Compression Practices

(Theory of Computation:
Choose four courses from the right column)