

The following proposals, received on DAP between August 16-31, 2011, have been approved.  
For more information on the DAP process, see the Academic Handbook at [www.uwo.ca/univse/handbook](http://www.uwo.ca/univse/handbook).

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## FACULTY OF SCIENCE

### COMPUTER SCIENCE

Effective **September 1, 2011**, Computer Science 2208A/B: Fundamentals of Computer Organization will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 2208A/B: Fundamentals of Computer Organization**

Computer architecture; data representations; hardware; memory management; instruction sets; exposure to an assembly language for a RISC machine; assembly and linking.

Prerequisite(s): Computer Science 1027A/B, 1037A/B, or 2101A/B, in each case with at least 65%.  
3 lecture hours, 1 laboratory hour, 0.5 course.

Effective **September 1, 2011**, Computer Science 2209A/B: Applied Logic for Computer Science will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 2209A/B: Applied Logic for Computer Science**

Propositional and predicate logic; representing static and dynamic properties of real-world systems; logic as a tool for representation, reasoning and calculation; logic and programming.

Prerequisite(s): Computer Science 1027A/B, 1037A/B, or Computer Science 2101A/B, in each case with at least 65%, and one full course or equivalent chosen from the following, with at least 60% in each: Applied Mathematics 1201A/B or the former Calculus 1201A/B, Applied Mathematics 1413, Calculus 1000A/B, 1100A/B, 1301A/B, 1501A/B, Mathematics 1600A/B or the former Linear Algebra 1600A/B, or permission of the Department.

4 lecture hours, 0.5 course.

Effective **September 1, 2011**, Computer Science 2210A/B: Data Structures and Algorithms will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 2210A/B: Data Structures and Algorithms**

Lists, stacks, queues, priority queues, trees, graphs, and their associated algorithms; file structures; sorting, searching, and hashing techniques; time and space complexity.

Antirequisite(s): Software Engineering 2205A/B, the former Software Engineering 202a/b.

Prerequisite(s): Computer Science 1027A/B or 2101A/B with at least 65% or Computer Science 1037A/B with at least 60%, and 1.0 course chosen from the following, with at least 60% in each: Applied Mathematics 1201A/B or the former Calculus 1201A/B, Applied Mathematics 1413, Calculus 1000A/B, 1100A/B, 1301A/B, 1501A/B, Mathematics 1600A/B or the former Linear Algebra 1600A/B.

3 lecture hours, 0.5 course.

Effective **September 1, 2011**, Computer Science 2211A/B: Software Tools and Systems Programming will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 2211A/B: Software Tools and Systems Programming**

An introduction to software tools and systems programming. Topics include: understanding how programs execute (compilation, linking and loading); an introduction to a complex operating system (UNIX); scripting languages; the C programming language; system calls; memory management; libraries; multi-component program organization and builds; version control; debuggers and profilers.

Antirequisite(s): Software Engineering 2250A/B and the former Software Engineering 201a/b.

Prerequisite(s): Computer Science 1027A/B or 2101A/B with at least 65% or Computer Science 1037A/B with at least 60%.

3 lecture hours, 1 laboratory/tutorial hour, 0.5 course.

Effective **September 1, 2011**, Computer Science 3305A/B: Operating Systems will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 3305A/B: Operating Systems**

Survey of major operating systems; interprocess communication; multi-tasking; scheduling; memory management; performance and measurement issues; trade-offs in operating system design; concurrency and deadlock.

Prerequisite(s): Either (Computer Science 2208A/B and 2212A/B/Y) or (Computer Science 2101A/B and 2208A/B) or (Computer Science 2210A/B, 2211A/B, ECE 3375A/B, and registration in the fourth year of the BESC program in Computer Engineering.)

3 lecture hours, 0.5 course.

Effective **September 1, 2011**, Computer Science 3340A/B: Analysis of Algorithms I will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 3340A/B: Analysis of Algorithms I**

Upper and lower time and space bounds; levels of intractability; graph algorithms; greedy algorithms; dynamic algorithms; exhaustive search techniques; parallel algorithms.

Prerequisite(s): Computer Science 2210A/B and 2211A/B; Mathematics 2156A/B or Computer Science 2101A/B or registration in the fourth year of the BESC program in Computer Engineering.

3 lecture hours, 0.5 course.

Effective **September 1, 2011**, Computer Science 3350A/B: Computer Architecture will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 3350A/B: Computer Architecture**

Topics include: semiconductor technologies, gates and circuits, buses, semiconductor memories, peripheral interfaces, I/O techniques, A/D conversion, standards, RISC.

Antirequisite(s): ECE 3375A/B.

Prerequisite(s): Computer Science 2208A/B, 2210A/B, 2211A/B, and either Computer Science 2209A/B or 2101A/B.

3 lecture hours, 0.5 course.

Effective **September 1, 2011**, Computer Science 3388A/B: Computer Graphics I will be revised to add CS2101A/B: Foundations of Programming for High Performance Computing to the list of acceptable course prerequisites.

#### **Computer Science 3388A/B: Computer Graphics I**

Graphics primitives. The viewing pipeline; clipping and visibility problems. The graphical kernel system; picture generation and user interfaces.

Prerequisite(s): Either Computer Science 2212A/B/Y or 2101A/B or (Software Engineering 2203A/B, 2205A/B and 2250A/B); Mathematics 1600A/B or the former Linear Algebra 1600A/B or Applied Mathematics 1411A/B, or permission of the department.

3 lecture hours, 0.5 course.

## **REGISTRAR'S UPDATE**

### **KING'S UNIVERSITY COLLEGE**

#### **RELIGIOUS STUDIES**

The March 1, 2011 DAP proposals have been revised to change:  
Religious Studies 2165A/B to be RS 2161A/B  
and Religious Studies 2167A/B to be RS 2162A/B.

*This was discussed and agreed upon with Marilyn Mason and Erma Jacobs at King's back in May 2011. This change will be reflected in the October 1<sup>st</sup> posting of the calendar. The courses were timetabled correctly.*