Computer Science

The program focuses on the design and development in computational environments, as well as the underlying theoretical foundations that make these environments operate efficiently, reliably, and securely. Our graduates integrate knowledge from other disciplines such as management, economics, mathematics, and engineering and enter into organizations with a broad functional and enterprise perspective.

The Bachelor of Science program in Computer Science provides students with a solid foundation for a wide range of career fields and for entry into graduate degree programs. This intense and challenging program provides extensive preparation in data structures, algorithms, and mathematics leading to advanced courses in computer architecture, operating systems, software engineering, computer networking, information security, and information management. The graduates of this program have the in-depth knowledge of hard ware, software, and applications required to perform complex tradeoff analyses at the hardware and software level. The technical studies in this program, combined with thoughtful selection of electives in the humanities and social sciences, prepare the graduate to be a future leader in our progressive, information-based society.

Each student has an individually assigned faculty advisor from their very first day on campus. The faculty advisor assists in the development of an individualized academic program designed to meet the student's career goals. The student and the faculty advisor work together keeping the student's individualized program on track through the four years at Norwich. Committed to strong ties between the classroom, the computer labs, and the real world, this program focuses extensively on the application of classroom work to solving real world computer design and application problems.

B.S. in Computer Science - Curriculum Map

First Year

Fall	Credits	Spring	Credits
EN 101 Composition and Literature I	3	EN 102 Composition and Literature II	3
MA 107 Precalculus Mathematics	4	MA 121 Calculus I	4
IS 100 Foundations of CSIA	3	IS 131 Computer Programming	3
IS 130 Introduction to Computing	3	History Elective	3
		Humanities/Arts Elective	3
	13		**16**

Second Year

Fall	Credits	Spring	Credits
EN 203 Advanced Composition	3	IS 240 Database Management	3
MA 122 Calculus II	4	EE 325 Computer Architecture and Operating Systems	3
IS 228 Introduction to Data Structures	3	QM 213 Business and Economic Statistics I	3
EE 215 Fundamentals of Digital Design	4	Lab Science Elective 2	4
Lab Science Elective 1	4	Economics Elective	3
	18		**16**

Third Year

Fall	Credits	Spring	Credits
EE 321 Embedded Systems	4	IS 460 Data Communications and Networks	3
IS 301 Software Engineering I	3	MA 380 Theory of Computation	3
MA 306 Discrete Mathematics	3	IS Elective	3
Business Elective	3	Engineering Elective	3
Free Elective	3	Free Elective	3
	16		**15**

Fourth Year

Fall	Credits	Spring	Credits
CS Capstone/ Research/ Internship	3	CS Capstone/ Research/ Internship	3
Ethics Elective	3	EE 411 Microprocessor- Based Systems	4
Literature Elective	3	Mathematics Elective	3
IS Elective	3	IS Elective	3
Free Elective	3	Free Elective	3
	15		**16**

Total Credits: 125

Economics Elective: choose one of the following:

EC 201	Principles of Economics (Macro)	3
EC 202	Principles of Economics (Micro)	3

Business Elective: choose one of the following:

MG 101	Introduction to Business	3
MG 309	Management of Organizations	3
MG 310	Production/Operations Management	3
MG 341	Business Law I	3

Engineering Elective: choose one of the following:

EG 109	Introduction to Engineering i	3
EG 203	Materials Science	3
EG 206	Thermodynamics I	3
EE 204	Electrical Circuits I	3
EE 314	Elements of Electrical Engineering	4

IS Elective:

Any IS course numbered 301 or above		3

Mathematics Elective: choose one of the following:

MA 223	Calculus III	4
MA 224	Differential Equations	4
MA 240	Introduction to Number Theory and Cryptology	3
MA 241	Mathematical Computation and Modeling	3
MA 309	Algebraic Structures	3
MA 421	Number Theory	3

Ethics Elective: choose one of the following:

PH 303	Survey of Ethics	3
PH 322	Business Ethics	3

Courses

IS 100. Foundations of CSIA. 3 Credits.
This survey of computing and information assurance fundamentals is required for computer science and information assurance majors. The course focuses on learning to use key concepts and terminology in information technology, computer science, networking, and information security. Discussions regarding computing ethics, safety, and professionalism are included throughout. No prerequisites. Permission is required for non-computer science and non-information assurance majors to enroll in this course. (3 credits).

IS 120. Business Applications & Problem Solving Techniques. 3 Credits.
An introductory course in management information processing. The course explores the most important aspects of information systems with specific emphasis on business applications, practical usage, and current information. The student will obtain skills in word processing, spreadsheet analysis, presentation tools and website design using professional software packages. Structured problem-solving techniques will be emphasized thoughout the course. Practical implementation projects and case studies will be used to reinforce topics such as computer, academic, and professional ethics for an information-based society.

IS 121. Introduction to Computer Programming. 3 Credits.
An introduction to computer programming in a high-level language. This course combines the mechanics of learning a first computer language with the fundamental stylistic elements of general problem solving. Emphasis on the creation of basic gram structures, modular design, and logical flow of control is reinforced by writing programs both in and out of the classroom. Prerequisite: IS 120 or permission of instructor.

IS 130. Introduction to Computing. 3 Credits.
A breadth-first introduction to the discipline of computing. This course provides a broad survey of the sub-disciplines within computer science and information systems culminating in the exploration fo programming fundamentals. Topics include: hardware survey, software survey, software engineering strategies, algorithmic design, ethics in computing, societal impact of computing, history and theory of computing, and an introduction to information systems and their application, and introductory programming. Throughout the course, responsible computer, academic, and professional ethics in an information-based society will be stressed.

IS 131. Computer Programming. 3 Credits.
Application of fundamental programming concepts using a high level language. The course will emphasize object-oriented design and implementation techniques. Good software engineering practice will be introduced by means of programming projects that illustrate the importance of software quality attributes. Prerequisite: IS130.

IS 221. G.U.I. Programming. 3 Credits.
A study of the design and implementation of the graphical user interface. The course will present fundamentals of usability and human factors in GUI design. One or more of the following will be studied and implemented in a student project: Visual Basic programming, Web programming, GUI code generators. Prerequisite: IS 131.

IS 228. Introduction to Data Structures. 3 Credits.
An introduction to the basic concepts of data and the techniques used to operate on the data. Topics will include the file handling, searching, sorting, multi linked structures, trees, and graph presentations. Prerequisite: IS 131.

IS 240. Database Management. 3 Credits.
A study of the concepts and structures necessary to design and implement a database management system. Various data models will be examined and related to specific examples of database management systems. Techniques of system design, system implementation, data integrity, and file security wil be examined. Prerequisite: IS 228.

IS 260. Data Communications and Network. 3 Credits.

IS 300. Management Information Systems. 3 Credits.
This course will provide an overview of information systems, their role in organizations, and the relationship of information systems to the objectives and structure of an organization. Management of software projects, decision making with regard to systems development, and organizational roles with regard to information systems will also be discussed. 3 lecture hours.

IS 301. Software Engineering I. 3 Credits.
An in-depth initiation to the system development life cycle, the techniques of information analysis, and the logical specification of the system. Documentation and communication aids are introduced as well as interpersonal approaches and techniques used in analysis. Prerequisite: IS 240.

IS 302. Software Engineering II. 3 Credits.
Utilizing tectniques, the student will progress through the phases of specification, design, implementation, and testing of information systems. Object-oriented design techniques are used to design new logical and new physical systems for business related problems. Both technological and managerial aspects of system design and implementation are considered. Students will learn the importance of and design of security systems such as firewalls and passwords. Prerequisite: IS 301.

IS 311. Network Forensics. 3 Credits.

IS 330. Ethics in Computing & Technology. 3 Credits.
The course is designed to expose students to some of the ethical dilemmas posed to our culture as a result of the current technological trends. Students will study various ethical standards and creeds offered through a variety of organizations (e.g., ACM) Students will learn to evaluate case studies from an ehtical perspective. Students will be expected to conduct literature surveys, produce bibliographies, write literature reviews, and present oral summaries of research as well as offer critical evaluation of writings related to ethics and technology. This course fulfills General Education Requirement #6: The ability to think critically and make ethical decisions. Prerequisite: one semester of college mathematics.

IS 340. Information Systems Security Assurance I. 3 Credits.
This course provides an overview of design considerations involved with the security of site design. The course will also provide and understanding of the Levels of Trust and system accreditation/certificate processes. Life cycle management of software, hardware, and physical plant, from planning through destruction will be examined and reinforced using case studies. Additonally understanding of the variety of security systems involving computers and networks and an ability to evaluate vulnerabilities will be discussed. Prerequisite: IS 228 or permission of instructor.

IS 342. Management of Information Assurance. 3 Credits.
This course continues the study of information assurance begun in IS 340. The focus is on management of the information assurance process. Topics include human factors in reducing security breaches, security incident detection and response, remediation, management's role in information assurance, and other considerations in framing and implementing information assurance policies. The final section reviews current topics of particular interest and activity in the field of information assurance. Prerequisite: PY 240 or MG 351.

IS 353. Business Programming Languages. 3 Credits.
A study of progamming languages commonly used in business applications. A working knowledge and appreciation of the power of several business languages are obtained through programming assignments based on business-related subjects such as payroll, mailing lists, and sorting. Prerequisite: IS 228.

IS 370. Intro to Information Warfare. 3 Credits.
This course introduces students to the overall concept of Information Warfare (IW) and Information Operations (IO), particularly with regard to the US Federal government and the Department of Defense. Introduction to IW / IO surveys the development of Information Warfare (IW) and Information Operations (IO) as these elements of power have become more important for the United States Department of Defense (DoD) and Federal Government as a whole. The course assumes only a rudimentary familiarity with the basic concepts and terminology of modern Internet usage and computing and is not a technology-focused course. Prerequisites: None. Open to third and fourth year students or by permission of instructor. 3 lecture hours.

IS 380. Offensive Information Operations. 3 Credits.
This course introduces students to the overall concept of Offensive Information Operations (O-IO), which are conducted across the range of military operations at every level of war to achieve mission objectives. Combatant commanders must carefully consider the potential of IO to deter, forestall, or resolve crises. The course assumes only a rudimentary familiarity with the basic concepts and terminology of modern Internet usage and computing and is not a technology-focused course. Prerequisites: IS 370 Introduction to IW/IO. Open to third and fourth year students or by permission of the instructor. 3 lecture hours.

IS 399. Test course. 3 Credits.

IS 406. Special Topics in Computer Science. 3 Credits.
A study of topics chosen from areas of current interest that are not offered as part of the permanent curriculum. This course may be taken for credit more than once. Prerequisite: IS 228 or permission of instructor.

IS 407. Politics of Cyberspace. 3 Credits.
This course explores the interrelations of modern computing and communications technology with politics, power, news, privacy, crime, and creativity. The course assumes only a rudimentary familiarity with the basic concepts and terminology of modern Internet usage and computing and is not a technology-focused course. Open only to juniors and seniors. 3 lecture hours.

IS 410. Computing Internship. 3 Credits.
Internships within CS/CIS are designed to provide computing majors with the opportunity to apply and expand their knowledge within the computing discipline. The student must be a junior or senior at the time of enrollment and have good academic standing. The student must have the internship approved beforehand by a faculty member in CS/CIS and have the written consent of the CS/CIS Program Coordinator. In addition, a supervisor within the sponsoring organization must agree to provide a written description of the internship beforehand, and provide progress reports during and after the internship experience.

IS 411. Cyber Investigation. 3 Credits.
This course is an introduction to cyber investigation. It includes elements of cyber crime, cyber warfare and cyber terrorism. The course will examine investigative techniques for cyber investigators, case studies of representative cyber crimes and cyber warfare incidents, some cyber investigation tools and expert witnessing. The course builds up to a mock trial where students act as a cyber investigation task force on an actual case of cyber crime. This is a course that incorporates extensive reading as well as hands-on lab exercises. No prerequisites. Open to third and fourth year students or by permission of the instructor. 3 lecture hours.

IS 440. Software Engineering III. 3 Credits.
An advanced course in the field of Software Engineering. Students will refine their use of the methods and procedures of software development from conception of an idea through its implementation and beyond. A variety of software process models will be studied. The course will seek to balance theoretical foundations with practical application. A team project will be assigned to allow for the application of software engineering techniques. The course will investigate methodologies and research with the purpose of improving personal and organizational quality and productivity. Classroom 3 hours. Prerequisites: IS 302 or permission of the Instructor.

IS 455. Comtemporary Issues in Computer Science. 3 Credits.
A capstone seminar which will vary every term in accordance with the current issues of the time. Students are to work with the instructor as they explore today's issues and trends in preparation of a thesis or project. Emphasis will be placed on critical thinking, research and evaluation of current issues. A comprehensive computer exam is included in this course. Each student will be required to prepare a paper outlining ethical standards based on the student's life experiences. Prerequisites: IS 302, or permission of the instructor.

IS 460. Data Communications and Networks. 3 Credits.
An introductory study in fundamental concepts of computer networks and data communication including a survey of major protocols, standards, and architectures. Students will implement simple data communication protocols in the laboratory. Prerequisite: IS 228.