

CMPU 101 § 04/05 · Problem-Solving and Abstraction

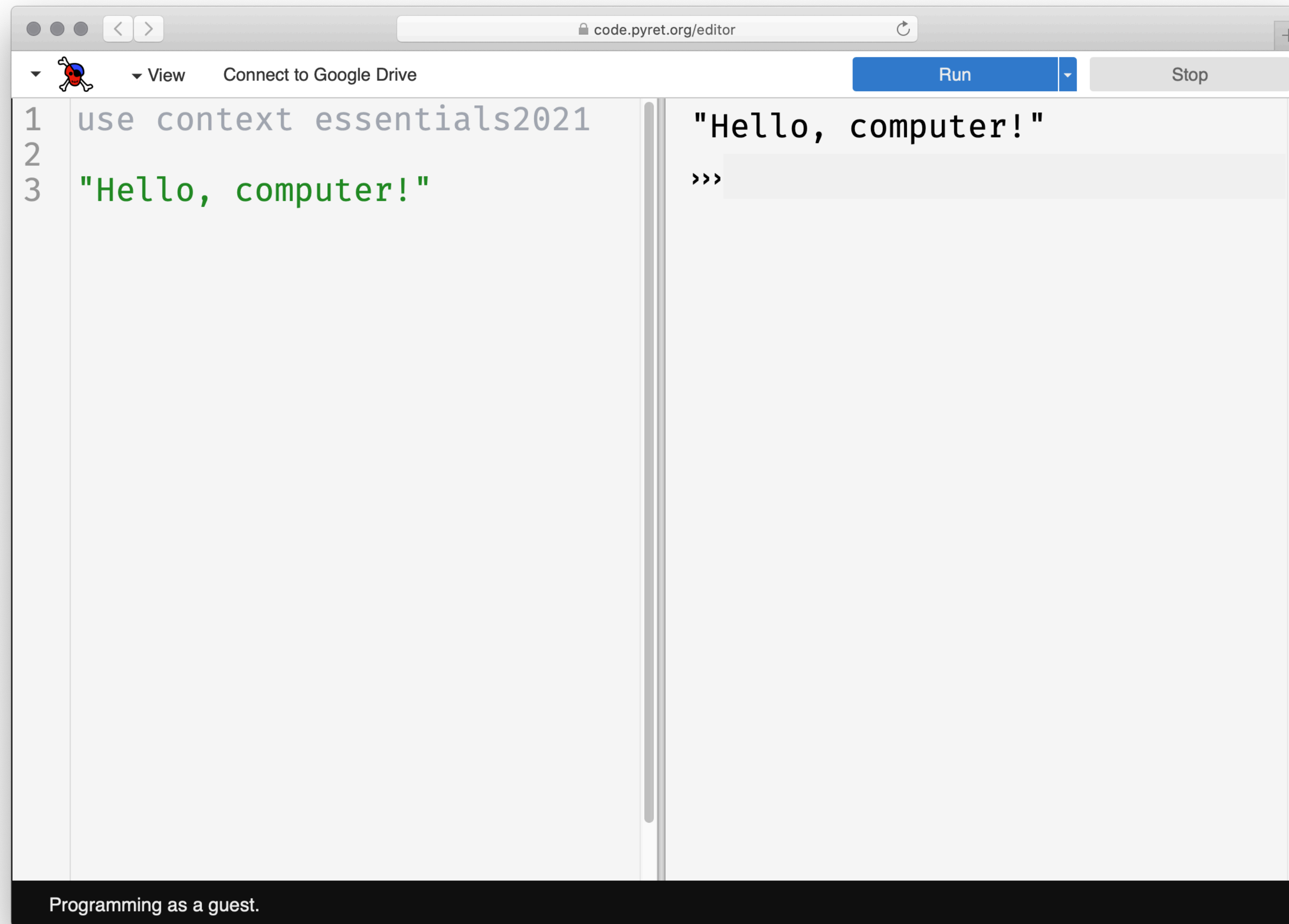
Computer Science I

6 December 2021



Computational thinking

What have we been doing this semester?



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'Hello, computer!'

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We're not *especially* interested in Pyret or Python.

If you're programming 20 years from now, it will be in a different language, using different tools.

What have we been *doing* in these languages?

We've been practicing *computational thinking*.

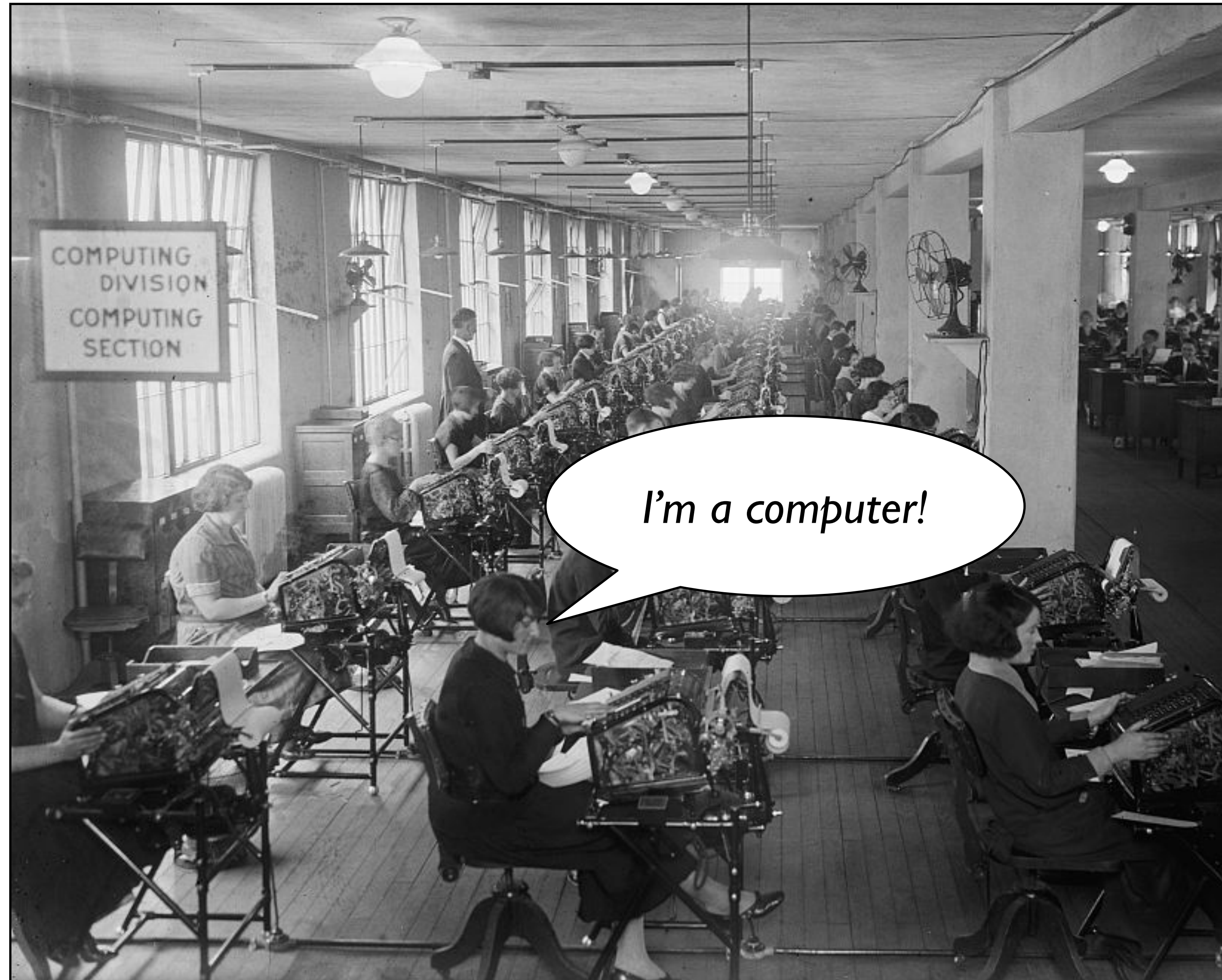
“Modern computer science is the last 1 percent of the historical timeline of computational thinking. Computer scientists inherited and then perfected computational thinking from a long line of mathematicians, natural philosophers, scientists, and engineers all interested in performing large calculations and complex inferences without error.”

Peter J. Denning & Matti Tedre, *Computational Thinking*

Origins of computational thinking

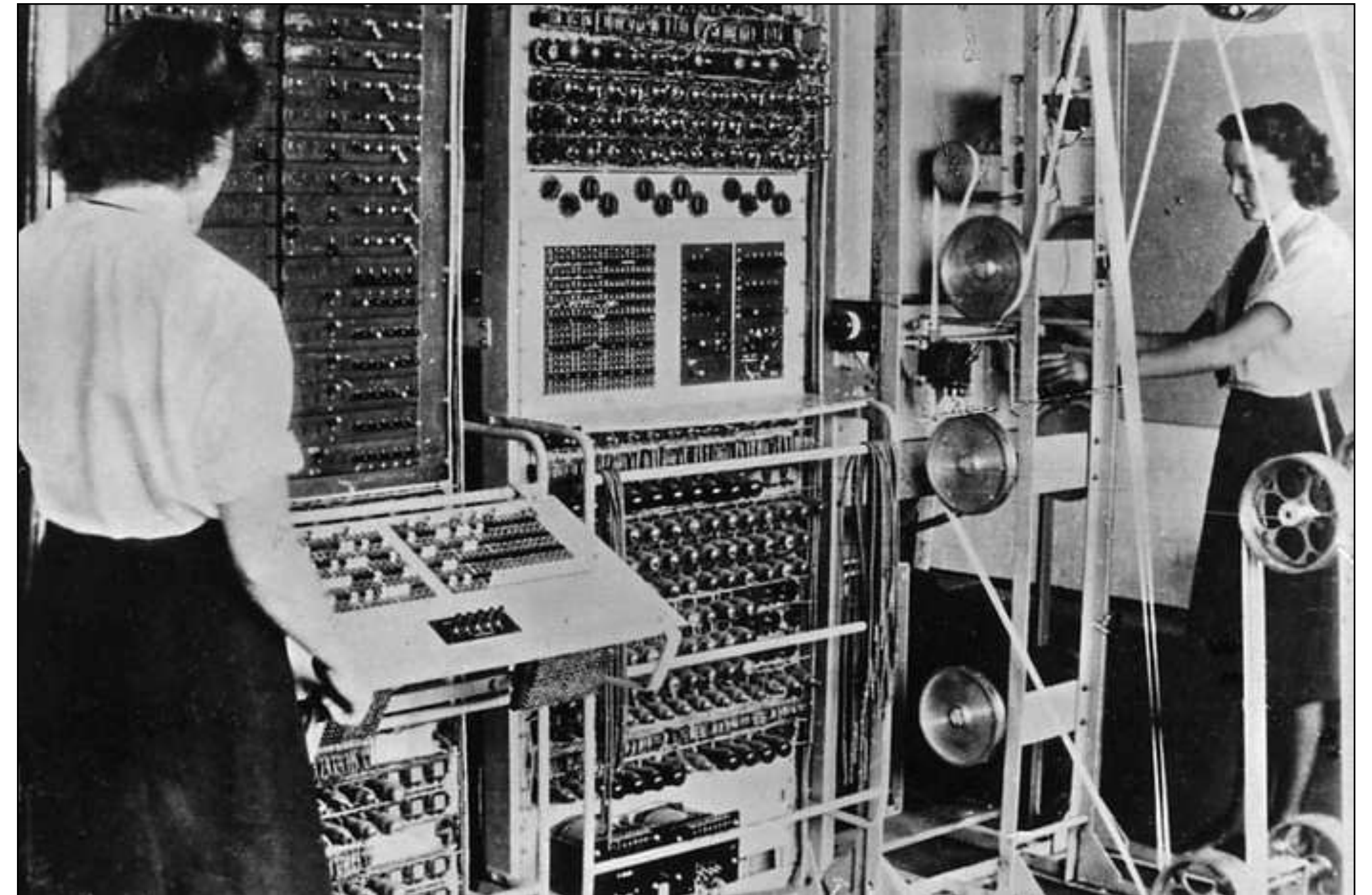
Before the modern computer age, there was a profession of mathematically trained experts who performed complex calculations as teams.

They were called “computers”.



Bonus Bureau, Computing Division, 1924, [loc.gov/pictures/item/2016838906](https://www.loc.gov/pictures/item/2016838906)

The first *electronic* computing machines were called “automatic computers” to distinguish them from the human variety.



Colossus Mark 2, 1944

Human computers and the leaders of human computing teams engaged in computational thinking long before the invention of electronic computers.

Early computational thinking can be seen going back to the records of the Babylonians, who wrote down general procedures for solving mathematical procedures around starting around 1800 BCE.

Long before this class, you probably learned these kind of computational methods.

Euclid's algorithm

One of the earliest methods, still taught to schoolchildren today, is from the Greek mathematician Euclid, around 300 BCE.

He gave a method to find the *greatest common divisor* (GCD) of two numbers, which is the largest integer that divides both numbers.

Euclid's algorithm

Euclid noticed that the GCD of two numbers divides their difference.

So, he repeatedly replaced the larger number with their difference until both were the same.

Sounds a lot like writing a recursive function!

Euclid's algorithm

Euclid noticed that the GCD of two numbers divides their difference.

So, he repeatedly replaced the larger number with their difference until both were the same.

gcd(48, 18)
→ gcd(30, 18)
→ gcd(12, 18)
→ gcd(12, 6)
→ gcd(6, 6)
→ 6

Sieve of Eratosthenes

This is another famous method dating back to the ancient Greeks, used to find all the prime numbers up to some limit.

Sieve of Eratosthenes

2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

We begin with a list of all the integers, from 2 to the limit.

Sieve of Eratosthenes

2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

We cross out all the multiples of 2.

Sieve of Eratosthenes

2 **3** 4 5 ~~6~~ 7 ~~8~~ ~~9~~ ~~10~~ 11 ~~12~~ 13 ~~14~~ ~~15~~ ~~16~~ 17 ~~18~~

Then all the multiples of 3.

Sieve of Eratosthenes

2 3 4 **5** ~~6~~ 7 ~~8~~ ~~9~~ ~~10~~ 11 ~~12~~ 13 ~~14~~ ~~15~~ ~~16~~ 17 ~~18~~

Then all the multiples of 5.

Sieve of Eratosthenes

2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

And so on, leaving you with only the primes
between 2 and the limit you chose.

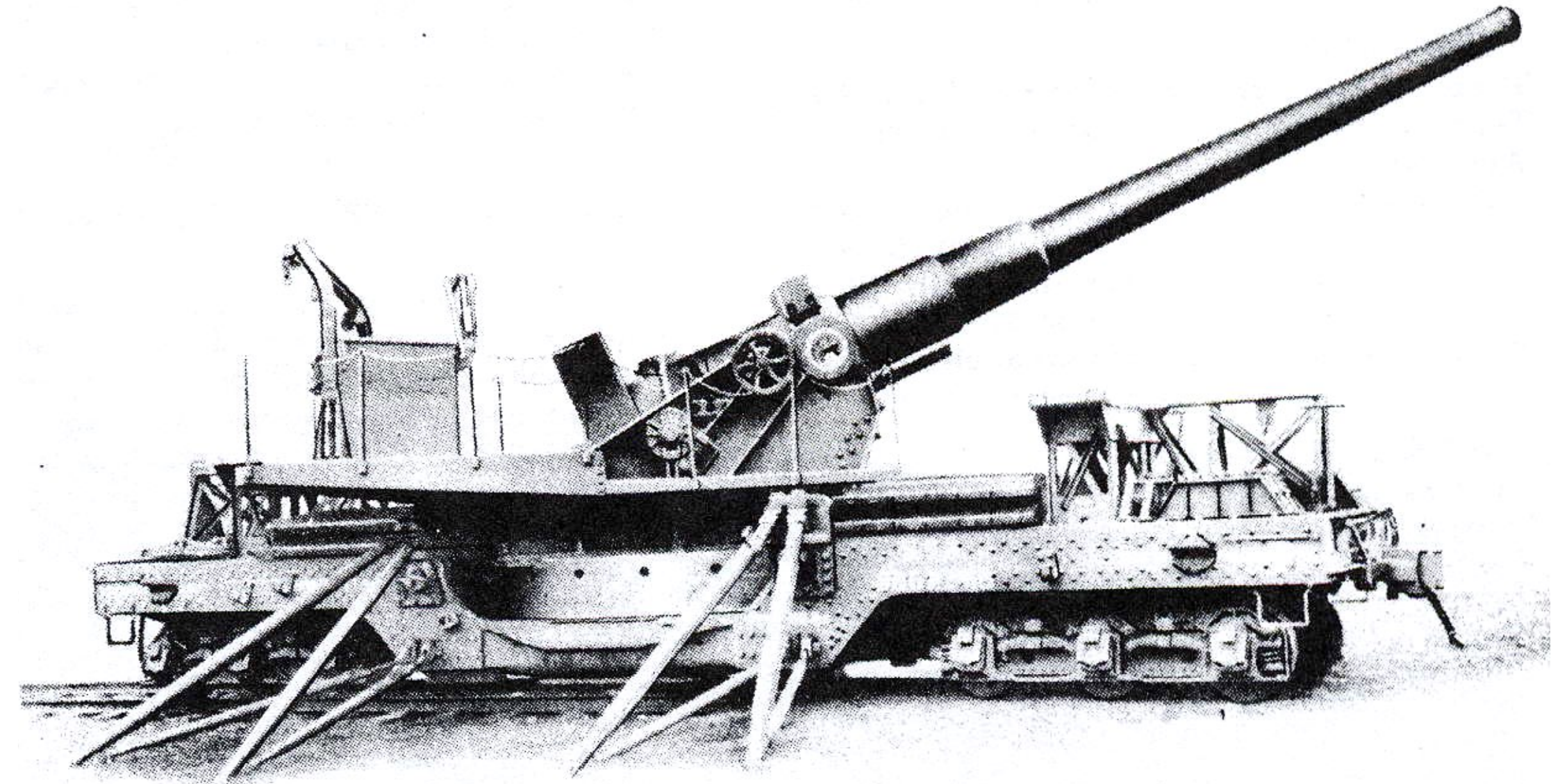
Sieve of Eratosthenes

After each round of elimination, a new prime will be revealed, and the next round crosses out all its multiples.

These are computational procedures, carried out by hand!

Decomposing computing tasks

During the time leading up to World War II, the US Army developed ever more sophisticated artillery that could fire shells over several miles.



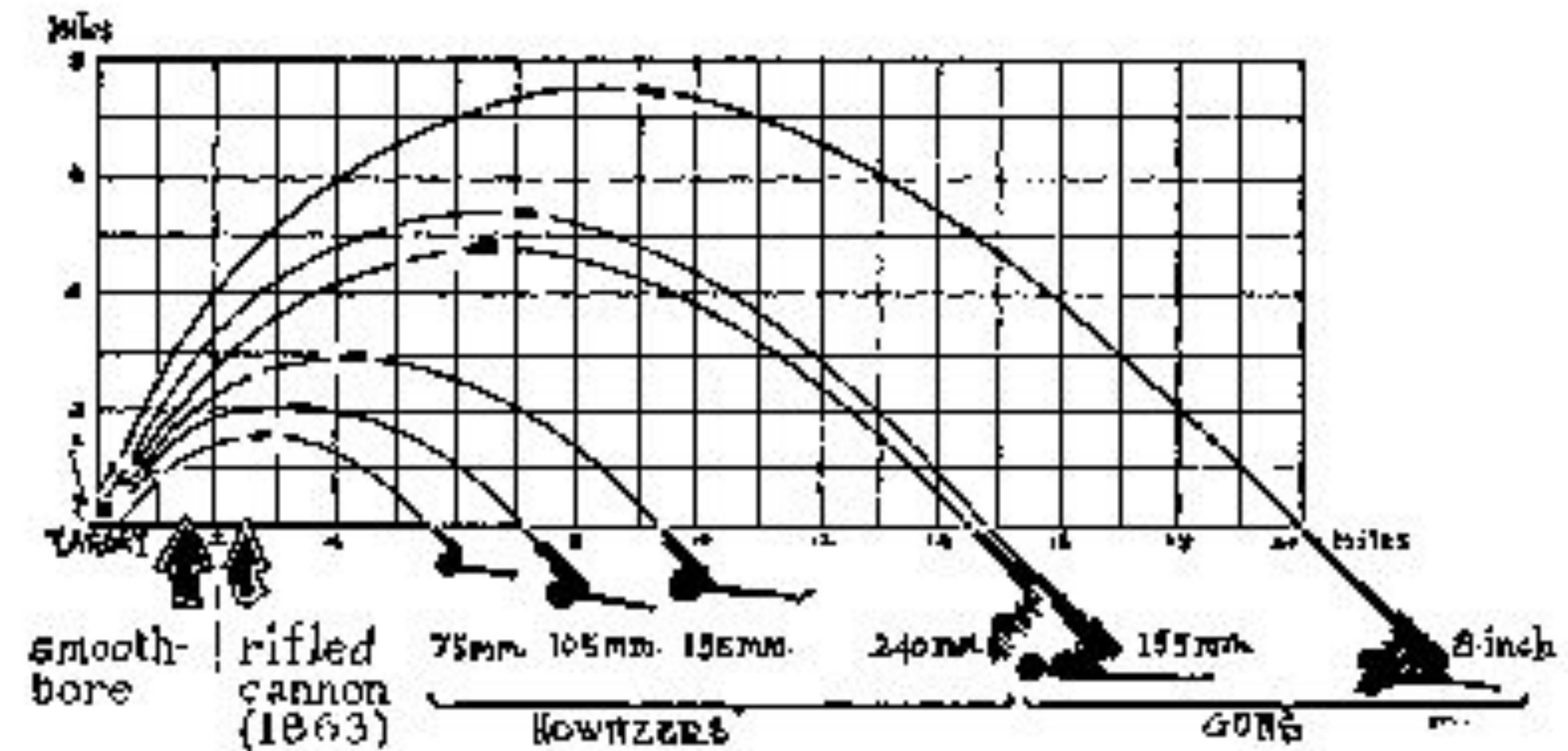
8-inch Mk. VI railway gun

Gunners needed to know how to aim their artillery given

the range,

the difference of elevation, and

the winds.



The Army commissioned teams of human computers to work out firing tables for these guns.

The gunners could then simply look up the proper angle and direction to aim their guns, given their measurement of range, elevation, and winds.

Range table for 3-inch field gun.									Range table for 3-inch field gun.							
Range.	Angle of depart-ure.	Angle of depart-ure.	Angle of eleva-tion.	One minute, in yards of range.	One mil, in yards of range.	ΔX for ± 10 f. s. M. V.	ΔX for $\Delta C = \pm 1\%$	ΔX for wind 10 miles per hour.	Drift.	Deviation for 10 miles cross wind.	Angle of fall.	Slope of fall.	Time of flight.	Terminal velocity.	Maxi-mum ordinate.	
<i>Yds.</i>	<i>° ' "</i>	<i>Mils.</i>	<i>° ' "</i>			<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>° ' "</i>	<i>1 on—</i>	<i>Secs.</i>	<i>F. S.</i>	<i>Feet.</i>	
100	0 05.9	1.7	0 00.2	16.7	56	1.08	0.2	0.01	0.4	0.04	0 05.8	592.7	0.18	1,647.0	0.2	
200	0 11.9	3.5	0 06.2	15.6	52	1.9	0.8	0.06	0.7	0.08	0 12.2	281.1	0.36	1,595.4	0.8	
300	0 18.3	5.4	0 13.6	15.2	50	2.8	1.7	0.12	1.0	0.12	0 19.3	178.0	0.55	1,547.0	1.7	
400	0 24.9	7.4	0 19.3	14.5	48	3.7	3.0	0.26	1.2	0.16	0 27.0	127.3	0.75	1,500.0	2.9	
500	0 31.9	9.5	0 26.3	13.9	46	4.6	4.6	0.43	1.5	0.21	0 35.3	99.9	0.96	1,456.0	4.3	
600	0 39.0	11.6	0 33.4	13.3	44	5.5	6.9	0.65	1.7	0.27	0 44.2	87.5	1.17	1,414.0	6.0	
700	0 46.5	13.8	0 41.0	12.7	42	6.4	9.4	0.89	1.9	0.32	0 53.9	75.2	1.38	1,374.2	8.1	
800	0 54.4	16.1	0 48.8	12.2	41	7.3	12.1	1.20	2.1	0.38	1 04.3	63.1	1.60	1,337.3	10.7	
900	1 02.6	18.5	0 57.0	11.6	40	8.1	15.0	1.50	2.4	0.44	1 15.5	51.3	1.83	1,303.0	13.8	
1,000	1 11.2	21.0	1 05.6	11.2	38	8.8	18.1	1.80	2.6	0.50	1 27.3	39.4	2.07	1,270.2	17.3	
1,100	1 20.2	23.6	1 14.5	10.8	36	9.5	21.7	2.20	2.8	0.67	1 40.8	35.8	2.31	1,242.0	21.7	
1,200	1 29.4	26.4	1 23.8	10.4	35	10.2	25.3	2.60	3.1	0.85	1 54.6	32.0	2.56	1,217.0	26.6	
1,300	1 39.0	29.3	1 33.4	10.0	33	10.8	29.1	3.10	3.3	1.10	2 08.9	27.2	2.81	1,193.0	32.1	
1,400	1 49.0	32.3	1 43.8	9.6	32	11.4	32.9	3.50	3.6	1.30	2 23.6	24.5	3.07	1,168.0	38.3	
1,500	1 59.4	35.4	1 53.8	9.4	31	12.1	36.9	4.00	3.9	1.50	2 38.6	21.6	3.34	1,145.0	45.3	
1,600	2 10.3	38.6	2 04.7	9.2	31	12.7	41.2	4.50	4.2	1.70	2 53.6	19.8	3.61	1,121.0	53.1	
1,700	2 21.5	41.9	2 15.9	9.0	30	13.3	45.5	5.10	4.4	2.00	3 13.0	18.1	3.89	1,099.0	61.8	
1,800	2 32.9	45.3	2 27.3	8.8	29	13.9	49.8	5.60	4.7	2.30	3 30.8	16.5	4.17	1,078.0	71.4	
1,900	2 44.7	48.8	2 39.1	8.5	28	14.5	54.1	6.20	4.9	2.60	3 49.0	15.1	4.46	1,057.0	81.8	
2,000	2 56.7	52.4	2 51.1	8.3	27	15.0	58.4	6.80	5.1	2.90	4 07.6	13.9	4.75	1,038.0	93.1	
2,100	3 09.3	56.1	3 03.7	8.0	27	15.5	62.9	7.40	5.3	3.20	4 26.9	12.9	5.05	1,020.0	105.3	
2,200	3 22.1	59.9	3 16.5	7.8	26	16.0	67.4	8.00	5.6	3.50	4 46.7	12.1	5.35	1,002.0	118.4	
2,300	3 35.1	63.8	3 29.5	7.7	26	16.4	71.9	8.60	5.8	3.90	5 06.9	11.3	5.65	986.0	132.5	
2,400	3 48.3	67.7	3 42.7	7.6	25	16.9	76.5	9.30	6.2	4.30	5 27.6	10.5	5.95	971.0	147.5	
2,500	4 01.8	71.7	3 56.2	7.4	25	17.3	81.0	9.90	6.6	4.60	5 48.8	9.8	6.26	958.0	163.5	
2,600	4 15.4	75.7	4 08.7	7.3	24	17.7	85.3	10.60	7.0	5.00	6 10.4	9.3	6.57	946.0	180.0	
2,700	4 29.1	79.8	4 22.7	7.1	24	18.1	89.7	11.20	7.5	5.40	6 32.5	8.8	6.88	935.0	198.0	
2,800	4 43.1	83.9	4 36.7	7.0	23	18.5	94.1	11.80	8.0	5.90	6 55.0	8.3	7.19	924.0	216.0	
2,900	4 57.5	88.1	4 50.9	6.9	23	18.9	98.5	12.50	8.5	6.40	7 17.9	7.8	7.51	915.0	236.0	
3,000	5 12.0	92.4	5 05.4	6.8	23	19.2	102.9	13.10	9.1	6.90	7 41.2	7.4	7.88	906.0	257.0	
Range.	Angle of depart-ure.	Angle of depart-ure.	Angle of eleva-tion.	One minute, in yards of range.	One mil, in yards of range.	ΔX for ± 10 f. s. M. V.	ΔX for $\Delta C = \pm 1\%$	ΔX for wind 10 miles per hour.	Drift.	Deviation for 10 miles cross wind.	Angle of fall.	Slope of fall.	Time of flight.	Terminal velocity.	Maxi-mum ordinate.	
<i>Yds.</i>	<i>° ' "</i>	<i>Mils.</i>	<i>° ' "</i>			<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>Yds.</i>	<i>° ' "</i>	<i>1 on—</i>	<i>Secs.</i>	<i>F. S.</i>	<i>Feet.</i>	
3,100	5 26.6	96.8	5 20.0	6.7	22	19.5	107.1	13.80	9.8	7.40	8 04.2	7.1	8.15	899.0	279.0	
3,200	5 41.6	101.3	5 35.0	6.6	22	19.8	111.3	14.40	10.6	8.00	8 28.0	6.7	8.47	892.0	302.0	
3,300	5 56.9	105.9	5 50.3	6.5	22	20.1	115.5	15.00	11.6	8.60	8 52.5	6.4	8.80	886.0	326.0	
3,400	6 12.6	110.5	6 06.0	6.3	21	20.4	119.7	15.70	12.6	9.20	9 17.7	6.1	9.13	879.0	351.0	
3,500	6 28.7	115.2	6 22.1	6.1	21	20.6	123.9	16.40	13.6	9.80	9 43.7	5.8	9.47	873.0	378.0	
3,600	6 45.1	120.0	6 38.5	6.0	20	20.8	127.8	17.00	14.7	10.50	10 10.4	5.6	9.82	865.0	406.0	
3,700	7 01.9	124.9	6 55.2	5.9	20	21.0	131.8	17.70	15.7	11.10	10 37.6	5.2	10.17	858.0	436.0	
3,800	7 19.0	130.0	7 12.4	5.7	19	21.2	136.0	18.40	16.6	11.80	11 05.4	5.0	10.53	851.0	468.0	
3,900	7 36.5	135.2	7 29.8	5.6	19	21.4	140.3	19.20	17.5	12.50	11 33.9	4.8	10.89	844.0	501.0	
4,000	7 54.2	140.5	7 47.5	5.5	18	21.6	144.8	19.90	18.4	13.30	12 02.9	4.7	11.25	837.0	536.0	
4,100	8 12.3	145.9	8 05.9	5.4	18	21.8	149.6	20.70	19.3	14.00	12 32.6	4.5	11.62	830.0	572.0	
4,200	8 30.7	151.4	8 24.0	5.3	18	22.0	154.5	21.60	20.1	14.80	13 02.9	4.3	11.99	824.0	610.0	
4,300	8 49.5	157.0	8 42.9	5.2	17	22.2	159.4	22.40	20.9	15.60	13 33.8	4.1	12.37	818.0	649.0	
4,400	9 08.6	162.6	9 01.9	5.2	17	22.4	164.4	23.20	21.7	16.40	14 05.2	4.0	12.75	812.0	689.0	
4,500	9 28.5	168.3	9 21.8	5.1	17	22.6	169.5	24.00	22.5	17.30	14 37.3	3.8	13.13	806.0	731.0	
4,600	9 47.7	174.1	9 41.9	5.0	17	22.8	174.8	25.00	23.4	18.20	15 09.9	3.7	13.52	800.0	775.0	
4,700	10 07.8	180.0	10 02.0	4.9	16	23.0	180.1	26.00	24.4	19.10	15 43.1	3.6	13.92	795.0	822.0	
4,800	10 28.2	186.0	10 22.4	4.8	16	23.2	185.4	27.00	25.3	20.00	16 16.8	3.4	14.32	789.0	871.0	
4,900	10 49.0	192.2	10 43.2	4.7	16	23.4	190.8	28.00	26.3	20.90	16 51.1	3.3	14.72	784.0	922.0	
5,000	11 10.1	198.5	11 04.3	4.7	16	23.6	196.3	29.00	27.7	21.90	17 26.0	3.2	15.12	779.0	975.0	
5,100	11 31.5	204.9	11 25.7	4.6	15	23.8	201.4	29.80	29.2	22.80	18 01.9	3.1	15.52	774.0	1,029.0	
5,200	11 53.3	211.4	11 47.5	4.5	15	24.0	206.5	30.70	31.1	23.80	18 38.2	3.0	15.92	770.0	1,085.0	
5,300	12 15.5	218.0	12 09.7	4.4	15	24.2	211.6	31.50	33.4	24.80	19 14.8	2.9	16.32	765.0	1,143.0	
5,400	12 38.1	224.7	12 32.3	4.3	14	24.4	216.6	32.40	36.0	25.80	19 51.7	2.8	16.73	761.0	1,202.0	
5,500	13 01.1	231.5	12 55.3	4.3	14	24.6	221.7	33.40	38.8	26.90	20 29.0	2.7	17.14	757.0	1,263.0	
5,600	13 24.4	238.4	13 17.7	4.2	14	24.8	226.6	34.40	41.8	28.00	21 06.3	2.6	17.56	753.0	1,326.0	
5,700	13 48.2	245.4	13 40.5	4.1	14	25.0	231.6	35.50	45.0	29.10	21 44.1	2.5	18.00	750.0	1,391.0	
5,800	14 12.3	252.5	14 04.6	4.1	14	25.2	236.5	36.60	48.8	30.30	22 22.5	2.4	18.44	747.0	1,458.0	
5,900	14 36.9	259.8	14 29.2	4.0	13	25.3	241.5	37.70	51.8	31.60	23 01.6	2.3	18.89	743.0	1,527.0	
6,000	15 01.8	267.2	14 54.1	4.0	13	25.5	246.6	38.80	55.3	32.80	23 40.9	2.3	19.36	740.0	1,598.0	
6,100	15 27.1	274.7	15 19.4	3.9	13	25.7	251.6	39.90	59.0	34.20	24 20.9	2.2	19.85	737.0	1,672.0	
6,200	15 52.9	282.3	15 45.2	3.8	13	25.8	256.6	41.10	62.5	35.60	25 01.5	2.2	20.35	733.0	1,748.0	
6,300	16 19.0	290.0	16 11.3	3.8	13	26.0	261.6	42.30	66.1	37.00	25 42.7	2.1	20.86	730.0	1,827.0	
6,400	16 45.6	297.8	16 37.9	3.7	12	26.1	266.6	43.60	69.5	38.80	26 24.5	2.1	21.38	727.0	1,908.0	
6,500	17 12.6	305.8	17 04.9	3.7	12	26.2	271.6	44.80	73.0	39.90	27 06.8	1.9	21.92	724.0	1,992.0	

Around 1940, one of these teams comprised women working at Aberdeen Proving Ground in Maryland.



They organized into assembly lines, each doing a different stage of computation, until they compiled the firing tables.

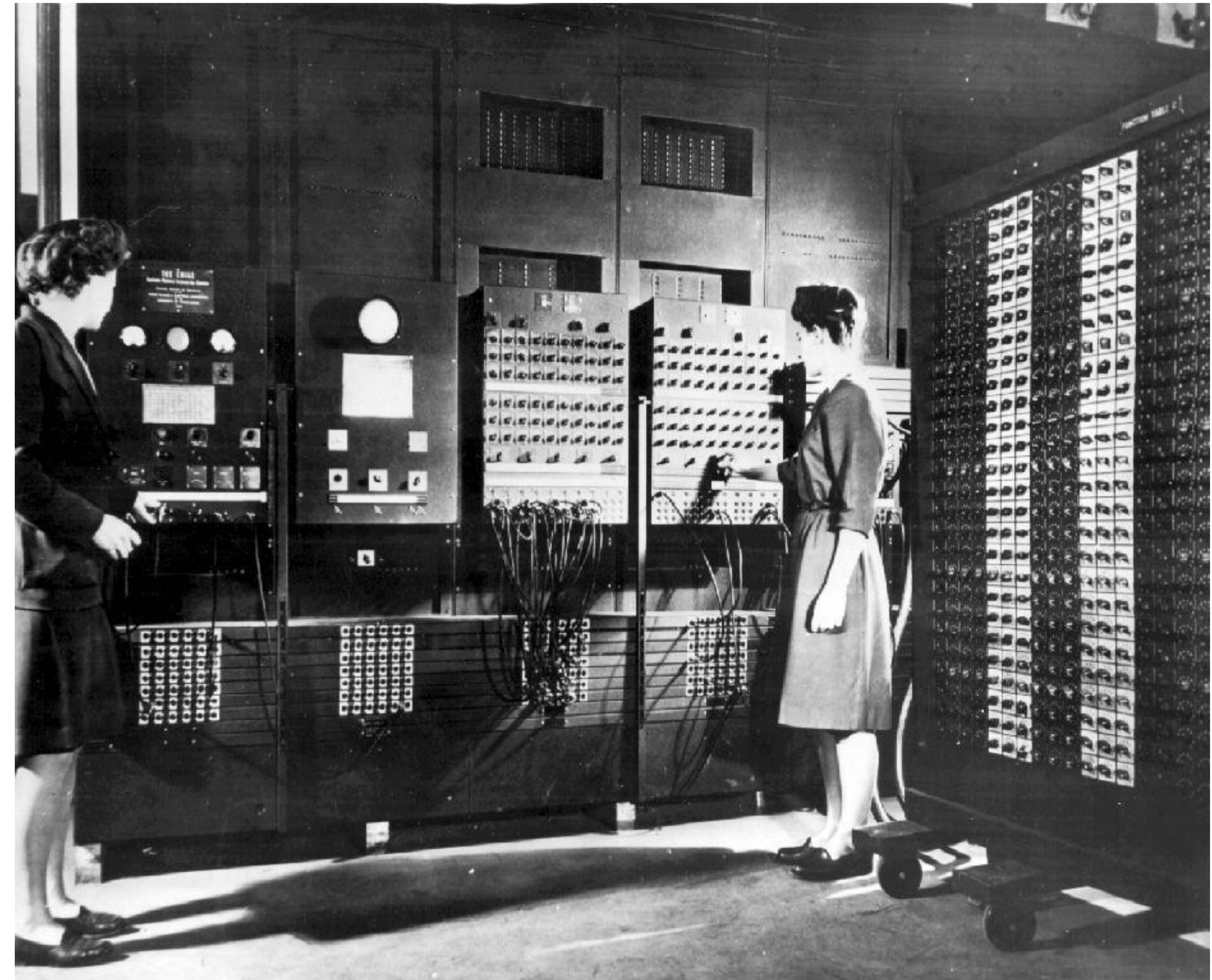
Each assembly line was working on a different input, like running a function

Each of the human computers in the assembly line was carrying out a part of the computation, like running a line of code

(breaking down a problem into smaller pieces to carry out the computations much more efficiently)

The Army wanted to perform these computations at much larger scales and faster than humans could, which led to using the ENIAC—Electronic Numerical Integrator and Computer (John Mauchly and J. Presper Eckert, 1945)

But...



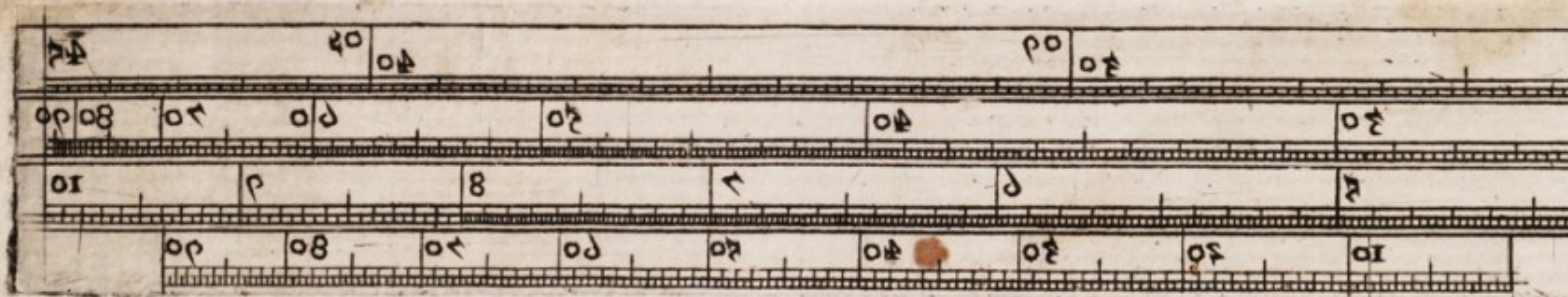
The method of decomposing the task into unambiguous steps that passed data between them moved from a *management principle* at Aberdeen to a *design principle* for automatic computers.

Programmable computers

No matter how simple and unambiguous the steps are made, human computers make mistakes – and lots of them!

So, inventors through the ages have sought to make computing machines to allow people to perform longer computations with fewer errors.

This was a slow process, taking us from...



The slide rule
c. 1620



Blaise Pascal's mechanical calculator—Pascaline, or Pascal's wheel
(could add and subtract, but not multiply or divide)

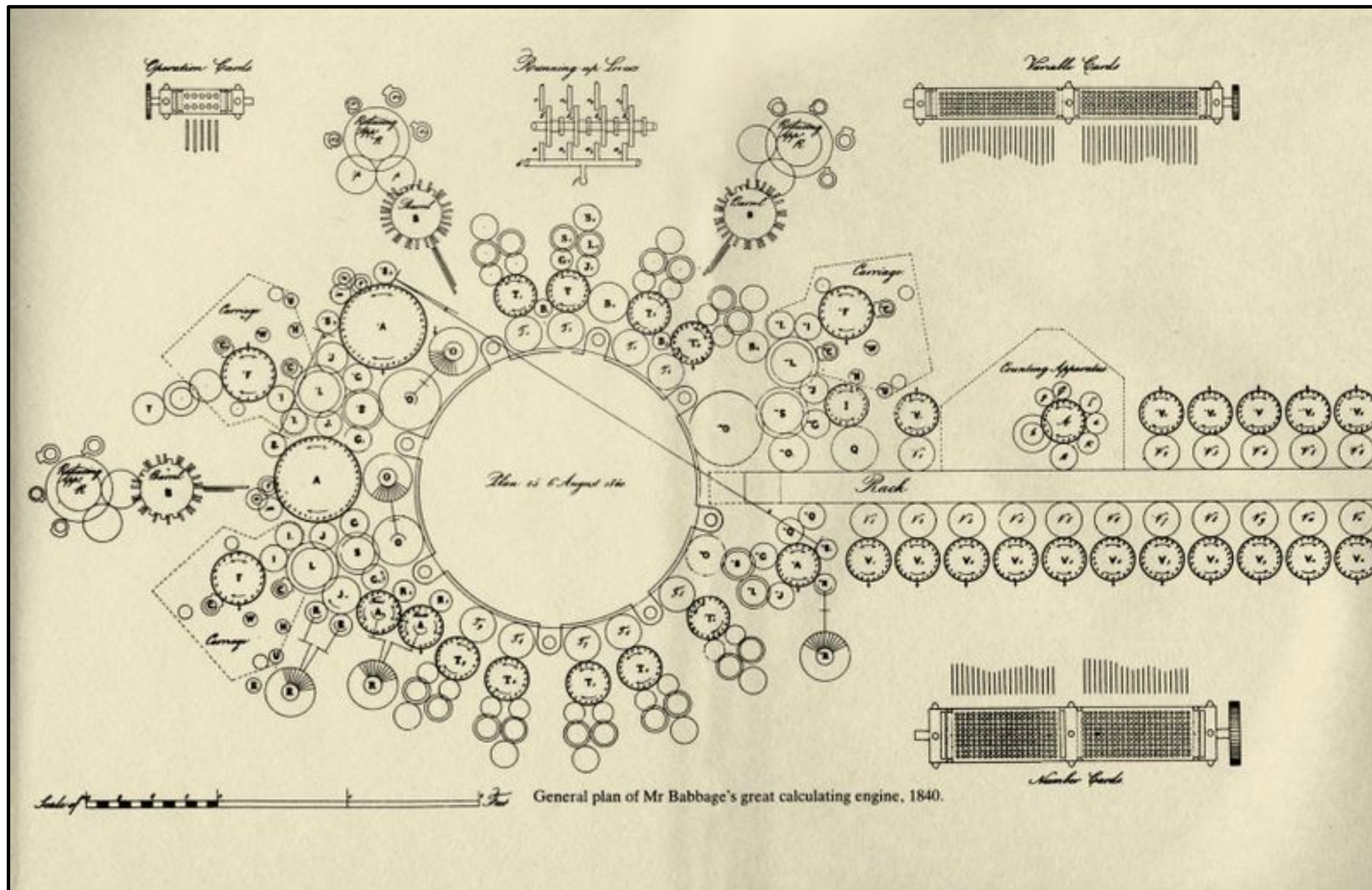
1642

Precursors to the idea of a *programmable* computer originated well before the electronic computing age.

In the early 1700s, French textile weavers experimented with machines that could weave complex patterns using an automatic loom.



One of the more well known is the Jacquard loom, which was controlled by long chains of punched cards.



Plan 25 for Babbage's Analytical Engine
1840

Babbage collaborated with a gifted mathematician, Ada Lovelace, who designed algorithms for the Analytical Engine, even though there was no machine to run them on.

She is considered the first computer programmer.

Lovelace was the daughter of Lord Byron. She assisted Babbage in explaining and promoting his ideas, writing articles describing the operation and use of the analytical engine.



Lovelace saw the Analytical Engine not as a mere calculator but as a processor of *any information that could be encoded in symbols*.

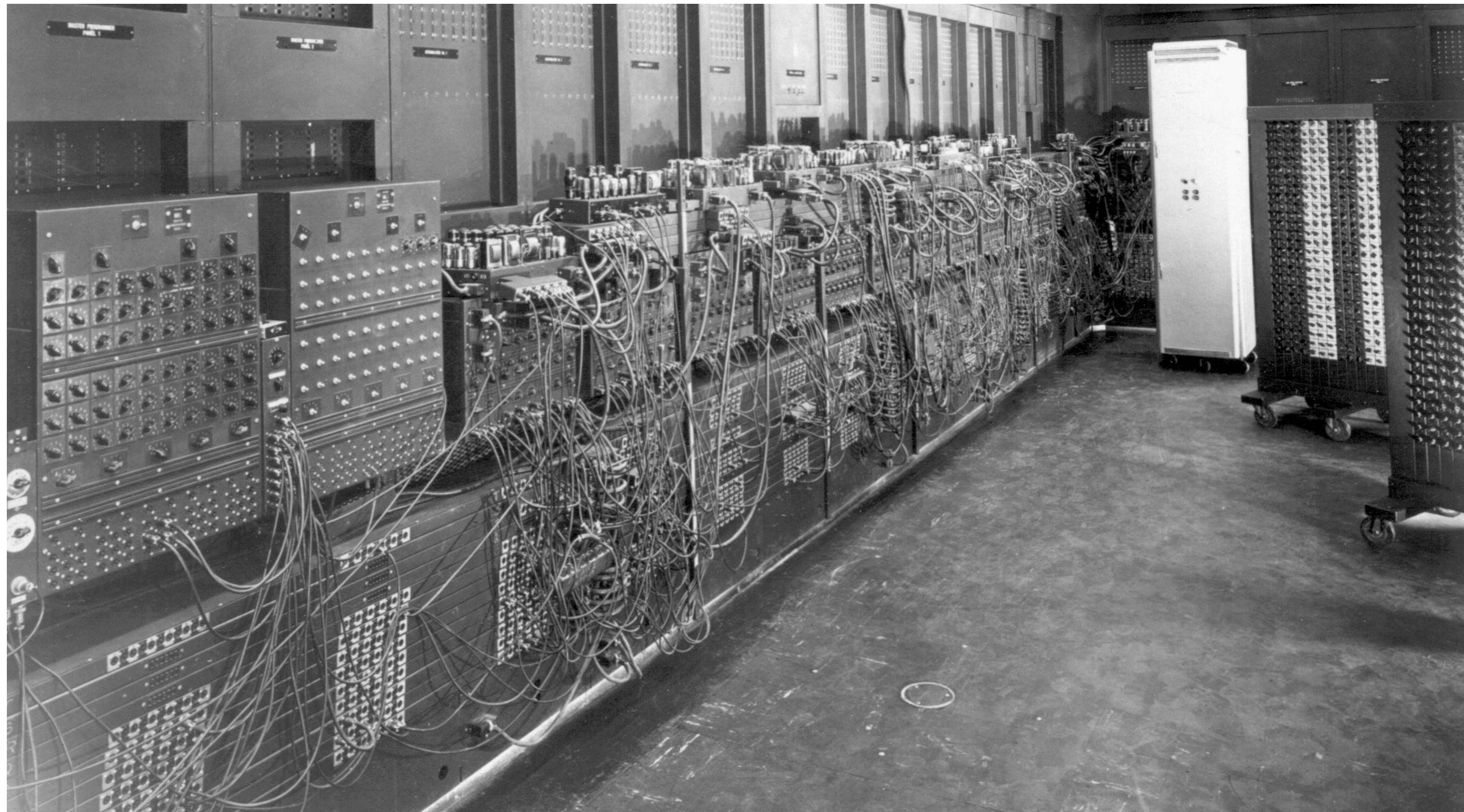
This insight, that computing programs can calculate not only over numbers but over symbols that can stand for anything in the world, anticipated by a hundred years a key tenet of the modern computer age.

Lovelace saw the computer as an *information machine*.

While Babbage's designs for a programmable computer weren't realized at the time, the age of electronics opened new possibilities.



Harvard Mark I
1944



ENIAC
c. 1945

Early computers were very difficult to program,
working in languages that were closely tied to the
hardware.

Grace Murray Hopper (Vassar '28) popularized the idea of a *Compiler* for machine-independent programming languages and defined FLOW-MATIC, the first English-like data processing language in the early 1950s.

Those ideas were later folded into COBOL (COmmon Business-Oriented Language) (1959).



Since the 1950s, many programming languages have been defined, experienced popularity, and then been supplanted by new designs.

Today, Python is the most common programming language used for work in data science and artificial intelligence.

Programming no longer involves plugging in wires or punching cards, but it's still hard!

In *The Mythical Man-Month* (1975), Turing Award recipient Fred Brooks writes:

“The programmer, like the poet, works only slightly removed from pure thought-stuff. He builds castles in the air, from air, creating by exertion of the imagination...

“Few media of creation are so flexible, so easy to polish and rework, so readily capable of realizing grand conceptual structures. *Yet the program construct, unlike the poet’s words, is real in the sense that it moves and works*, producing visible outputs separate from the construct itself...

“One types the correct incantation on a keyboard, and a display screen *comes to life*, showing things that never were nor could be... It prints results, draws pictures, produces sounds, moves arms. The magic of myth and legend has come true in our time...

“The computer resembles the magic of legend in this respect, too. If one character, one pause, of the incantation is not strictly in proper form, the magic doesn’t work. Human beings are not accustomed to being perfect, and few areas of human activity demand it. *Adjusting to the requirement for perfection is, I think, the most difficult part of learning to program.*”

Data science

We haven't just been writing programs; we've been writing programs to work with data.

What is data?

“Many people think of data as numbers alone, but data can also consist of words or stories, colors or sounds, or any type of information that is systematically collected, organized, and analyzed...”


D'Ignazio & Klein, “Introduction” in *Data Feminism*, 2020

Data gathering and privacy

Beyond the relevance and reliability of data, we also need to consider the ethicality of gathering data.

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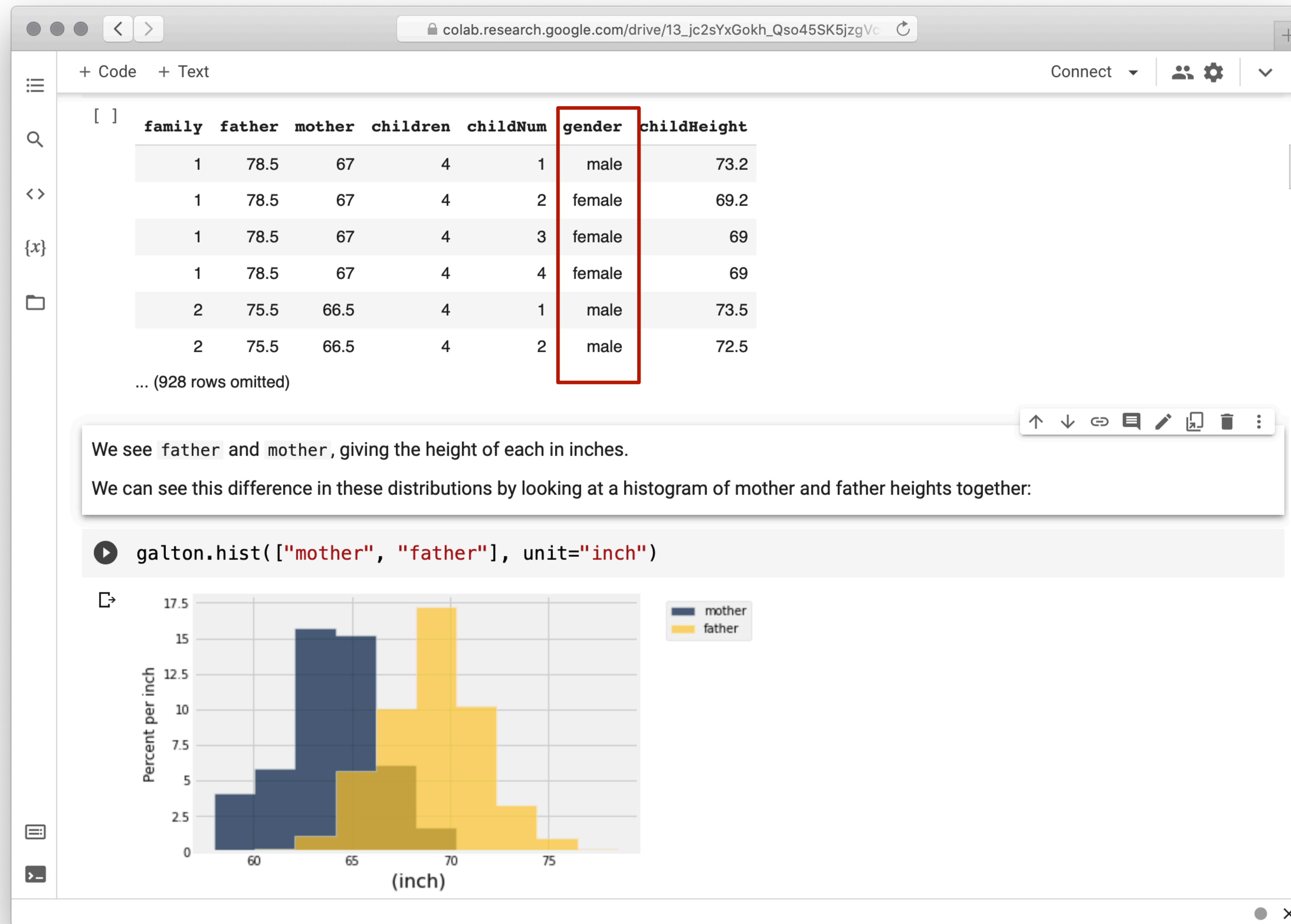
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The words and phrases we search for on Google, the times of day we are most active on Facebook, and the number of items we add to our Amazon carts are all tracked and stored as data – data that are then converted into corporate financial gain.

D'Ignazio & Klein, “Introduction” in *Data Feminism*, 2020

Ethics of research using social media data is complex and rapidly evolving, with legitimate disagreements.


Representing data



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About four-in-ten U.S. adults say forms should offer more than two gender options

BY [NIKKI GRAF](#)

In 2019, at least seven states have started offering a [third gender option](#) on driver's licenses for people who don't identify as male or female, and at least four more plan to do so in 2020. A number of

States that offer a third gender option on driver's licenses

■ Available as of November 2019 ■ Available in 2020 or later



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10 things we learned about gender issues in the U.S. in 2017

REPORT | DEC 14, 2017
Gender discrimination comes in

pewresearch.org/fact-tank/2019/12/18/gender-options-on-forms-or-online-profiles/

“...most of the data and data models we have inherited deal with structures of power, like gender and race, with a crudeness that would never pass muster in a peer-reviewed humanities publication.”

Miriam Posner, “[What’s Next: The Radical, Unrealized Potential of Digital Humanities](#)”, 2016

“I want us to be more ambitious, to hold ourselves to much higher standards when we are claiming to develop data-based work that depicts people’s lives.”

Miriam Posner, “[What’s Next: The Radical, Unrealized Potential of Digital Humanities](#)”, 2016

Data analysis and storytelling

When we're thinking about data science, we're trying to tell stories about data. In this class, we only scratched the surface of what that looks like.

Prediction and machine learning

Lastly, we've been talking about prediction — how we use data to make decisions...

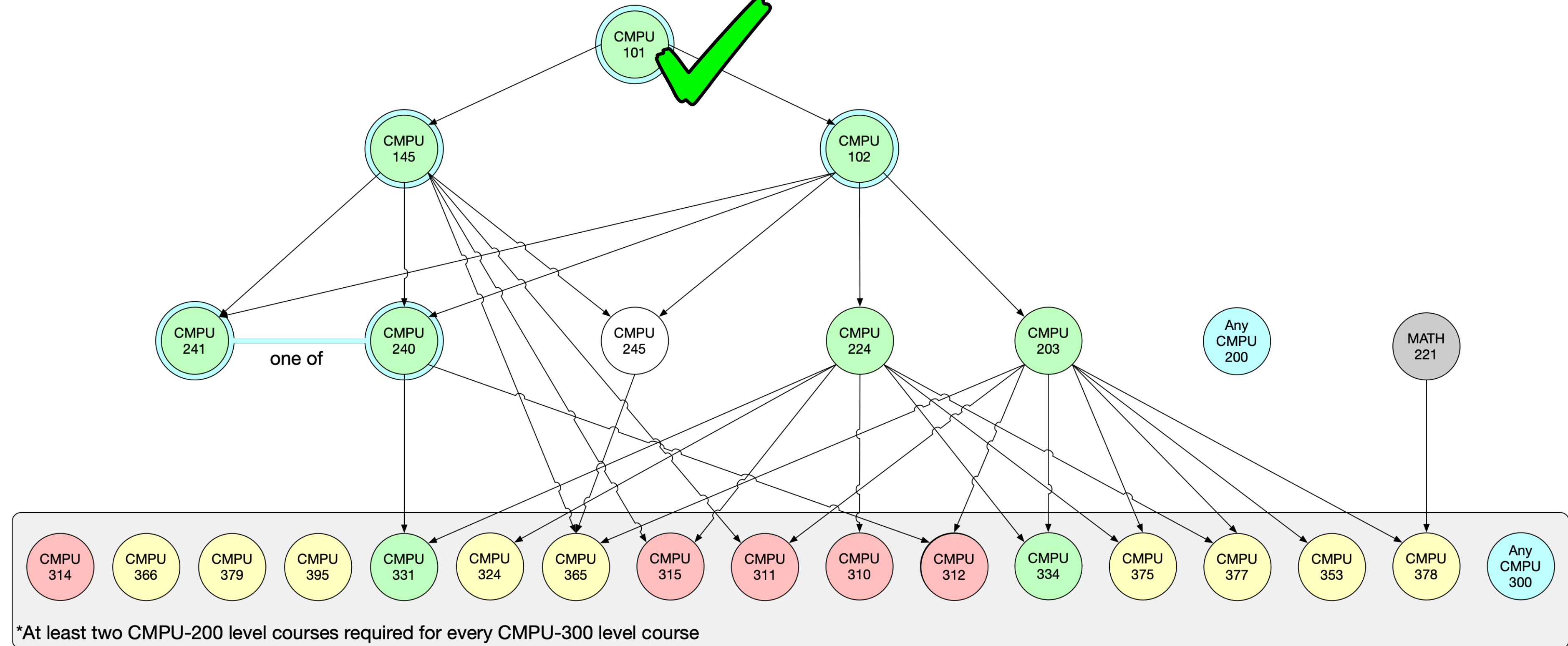
“...mechanical arts are of ambiguous use, serving as well for hurt as for remedy.”

Francis Bacon, *The Wisdom of the Ancients*, 1609

Computer Science I
—or, where do you go from here?

Congratulations on making it this far!

CS courses at Vassar



Major-required courses
CMPU 101 - Computer Science I: Problem-Solving and Abstraction CMPU 102 - Computer Science II: Data Structures and Algorithms CMPU 145 - Foundations of Computer Science CMPU 203 - Computer Science III: Software Design and Implementation CMPU 224 - Computer Organization CMPU 240 - Theory of Computation CMPU 241 - Analysis of Algorithms CMPU 331 - Compilers CMPU 334 - Operating Systems

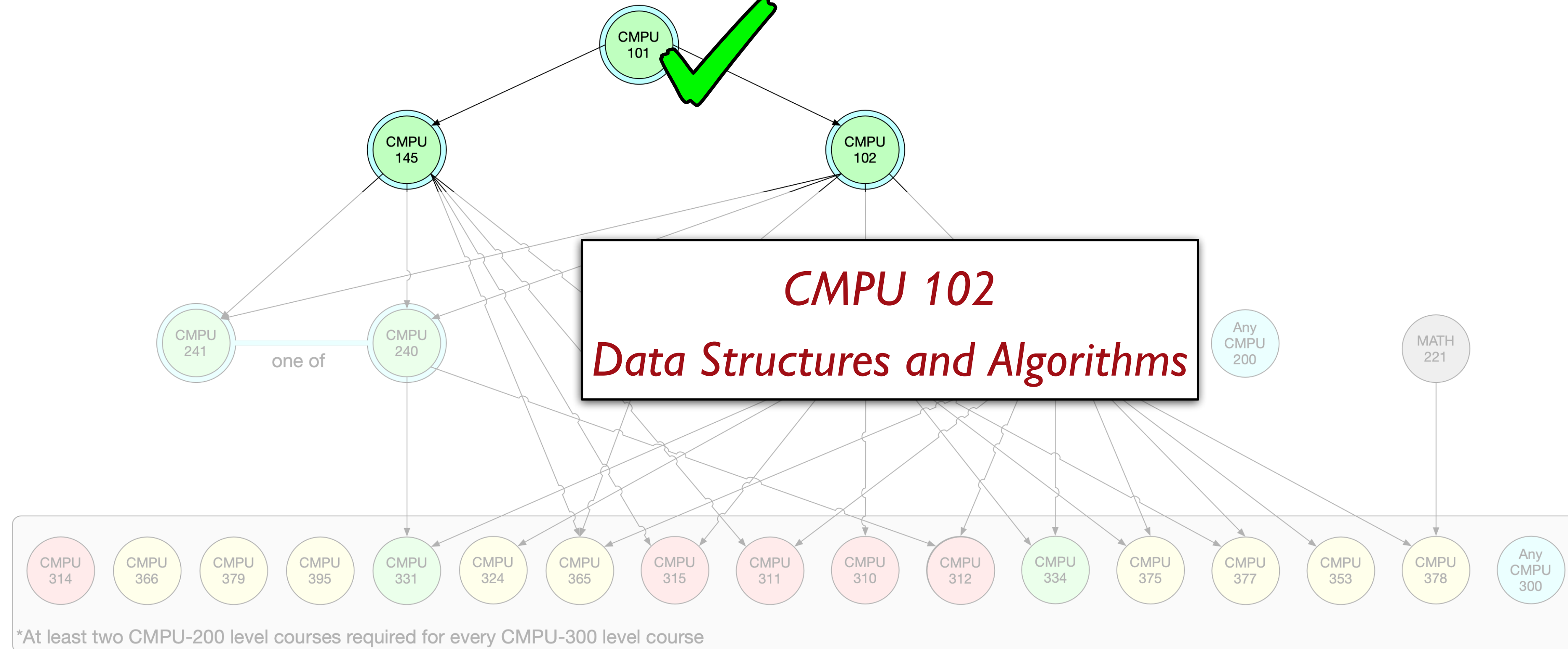
300-level electives (at least one for major)
CMPU 324 - Computer Architecture CMPU 353 - Bioinformatics CMPU 365 - Artificial Intelligence CMPU 366 - Computational Linguistics CMPU 375 - Computer Networks CMPU 377 - Parallel Programming CMPU 378 - Graphics CMPU 379 - Computer Animation: Art, Science and Criticism CMPU 395 - Advanced Special Topics

Intensives (at least one for major)
CMPU 310 - Topics in Virtualization CMPU 311 - Database Systems CMPU 312 - Applications of Artificial Intelligence CMPU 314 - Projects in Digital Media Production CMPU 315 - Computer Security

Correlate-required courses
CMPU 101 - Computer Science I: Problem-Solving and Abstraction CMPU 102 - Computer Science II: Data Structures and Algorithms CMPU 145 - Foundations of Computer Science CMPU 240 or 241 - Theory of Computation or Analysis of Algorithms CMPU 2xx - Any other 200-level course CMPU 3xx - Any 300-level course

200-level electives (not required for major)
CMPU 245 - Declarative Programming Models

Extra-departmental
MATH 221 - Linear Algebra



Major-required courses

CMPU 101 - Computer Science I: Problem-Solving and Abstraction
 CMPU 102 - Computer Science II: Data Structures and Algorithms
 CMPU 145 - Foundations of Computer Science
 CMPU 203 - Computer Science III: Software Design and Implementation
 CMPU 224 - Computer Organization
 CMPU 240 - Theory of Computation
 CMPU 241 - Analysis of Algorithms
 CMPU 331 - Compilers
 CMPU 334 - Operating Systems

300-level electives (at least one for major)

CMPU 324 - Computer Architecture
 CMPU 353 - Bioinformatics
 CMPU 365 - Artificial Intelligence
 CMPU 366 - Computational Linguistics
 CMPU 375 - Computer Networks
 CMPU 377 - Parallel Programming
 CMPU 378 - Graphics
 CMPU 379 - Computer Animation: Art, Science and Criticism
 CMPU 395 - Advanced Special Topics

Intensives (at least one for major)

CMPU 310 - Topics in Virtualization
 CMPU 311 - Database Systems
 CMPU 312 - Applications of Artificial Intelligence
 CMPU 314 - Projects in Digital Media Production
 CMPU 315 - Computer Security

Correlate-required courses

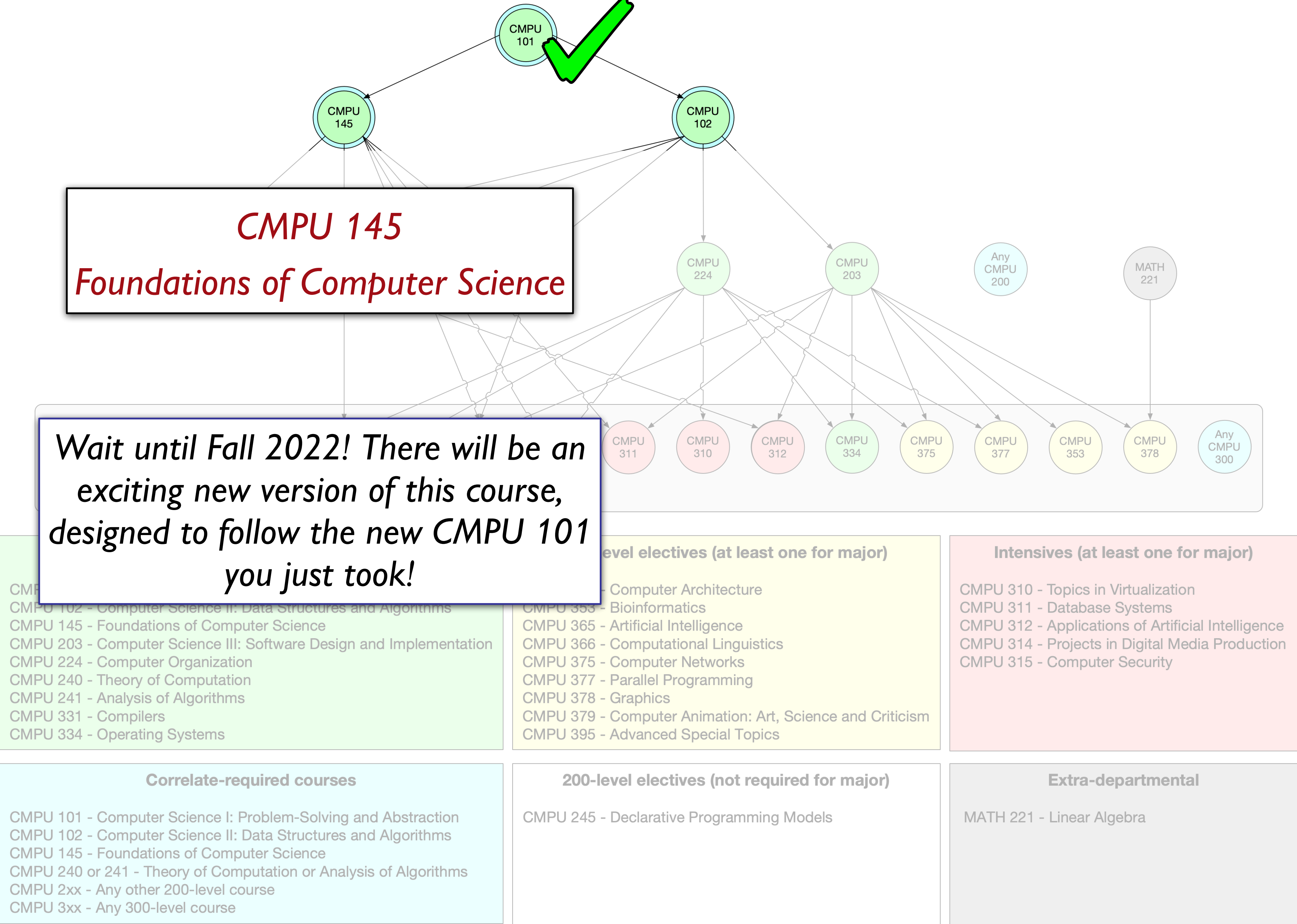
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 CMPU 3xx - Any 300-level course

200-level electives (not required for major)

CMPU 245 - Declarative Programming Models

Extra-departmental

MATH 221 - Linear Algebra



Try them out!

If you keep going with the CS major sequence, you work your way up to some really exciting courses, including...

CMPU 353 Bioinformatics

CMPU 377 Parallel Programming

*And, you know,
probably some cool
courses I don't teach
as well!*

That's it!

Next time, we'll review for the Exam 3 by working through practice problems and answering your questions.

go.vassar.edu/course/evals

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