Computer Science at Berkeley







Lower Division CS Courses

- 4 lower division CS courses required for EECS majors:
 - 61A: Fundamentals of Computer Science
 - 61B: Data Structures
 - 61C: Machine Structures
 - 70: Discrete Mathematics and Probability Theory
 - + various math and EE courses



CS61A: Fundamentals

- Recursion (you've got it!)
- Object-oriented programming
- Other areas of computer science:
 - Efficiency
 - Synchrony
 - Environments
- More abstraction
- Like and unlike CS3:
 - Language: Scheme
 - Good-bye UCWISE.
 - CS3 topics are covered in the first 3-4 weeks



CS61B: Data Structures

- Requires 61A (with a B- or higher)
- Language: Java
- Dynamic data structures:
 - Lists
 - Trees
 - Arrays

- Strings
- Hash tables

Debugging

Analysis

- Queues
- Software engineering:
 - Design
 - Coding

 - **Testing**
 - There is a lot of programming in this course
- Run-time analysis
- Like less lecture, more hands-on? 61BL



CS61C: Machine Structures

- Requires: 61B
- Language: Mostly C
- Low-level programming:
 - What happens when you read data from a disk drive or hit a key on the keyboard?
- Machine architecture
- How operating systems actually work
- A little low-level programming (Languages: MIPS, Verilog)



CS70: Discrete Math/Prob. Theory

- Requires: Math 1B
- Proofs, logic problems, and algorithms
- Related to:
 - Cryptography
 - Networking efficiency
 - Search/sort algorithms
- No programming in this course, but...
- Weekly problem sets + a lot of proof and deduction problems
- Personal recommendation: take it during/after 61B (some overlap)



The Upper Division

- ~4 Groups:
 - Hardware
 - Software

- Theory
- Application
- Focused on a single topic:
 - You can get really interested in a certain topic and get excited about it.
 - You can be forced into a class you don't really care about but have to do.
- These are usually where you do more of the "cool" projects (demo)



The Hardware Courses

Enjoyed CS61C or EE40/42?

- CS150: Digital Systems
 - Low level work circuits and logic elements
- CS152: Computer Architecture
 - Design of hardware systems
 - Hardware/software interface
 - How processors actually work



The Software Courses

- Enjoyed CS3, CS61A, or CS61B?
- CS160: User Interface Design
 - Design an interface in teams of 4-5 to a theoretical product
- CS162: Operating Systems
 - Add functionality in teams of 4-5 to NACHOS
 an actual operating system
- CS164: Programming Languages and Compilers
 - The messy details on how your code actually gets turned into a runnable program
- CS169: Software Engineering
 - Design your own large-scale project in teams of 6-7.



The Theory Courses

Enjoyed CS70?

- CS170: Efficient Algorithms and Intractable Problems Design
 - A more intense CS70
 - More on algorithms, computation problems
 - NP-complete problems
 - Problems that we think are unsolvable efficiently, but can't prove it
- CS172: Computability and Complexity
- CS174: Combinatorics and Discrete Probability



The Applications Courses

Specific in their given areas

CS161: Security

CS184: Computer Graphics

CS186: Database Systems

CS188: Artificial Intelligence



More Courses

CS9 self-paced: 1 unit, P/NP. Learn another programming language:

Perl

Java

MatLab

•C++

Unix

C

EE: analog versus digital building computers

There are many!



The CS Major

- Interested in CS but want a little more freedom than the EECS major?
 - Double major is something non-technical.
 - Spend a semester abroad.
 - Too many other requirements in the College of Engineering.
- Luckily, there is a CS major in L&S
- ... and a CS minor for those who want even more freedom.



Tips for Success

- Don't fall behind.
 - CS is hard enough as it is.
 - Pay attention in lecture and/or read the book.
- Use your resources.
 - Engage your TAs.
 - Go to office hours.
 - Check out <u>hkn.eecs.berkeley.edu</u> for ratings.
- Form study groups.
 - Work gets done faster in groups.
 - More importantly, it gets done more correctly.
 - (Plus, it's more fun with friends.)