

Postlude

Done with CS 1110
Where to Next?

Announcements for This Lecture

In Phillips 101

Finishing Up

- **Submit a course evaluation**
 - Will get an e-mail for this
 - Part of the “participation grade” (e.g. clicker grade)
- **Final, May 10th 9:00-11:30**
 - Review posted tomorrow
- **Conflict with Final Exam?**
 - e.g. > 2 finals in 24 hours
 - Submit conflicts on CMS

Review Sessions

- **Sunday 3-5**
 - Abstract classes, method frames, real & apparent type
- **Monday 1-4**
 - Arrays and loop invariants
 - Required algorithms
- **Tuesday 1-4**
 - Exceptions, recursion
 - Open question session

Consultant for Next Year?

CS 1130

- Requirements:
 - Need an A in this class
 - Will still be in Java

CS 1110

- Requirements:
 - Need an A in this class
 - Learn Python on your own

-
- Priority given to CS 2110 alums
 - Contact Laurie Buck (buck@cs.cornell.edu)
 - Resumé of work & language experience
 - Indicate work-study eligibility

Obvious Next Step: CS 2110

- **Advanced Java Topics**

- Threads
- Synchronization
- Iterators/Inner Classes

- **OO Theory**

- More design patterns
- Leveraging Interfaces

- **Data Structures**

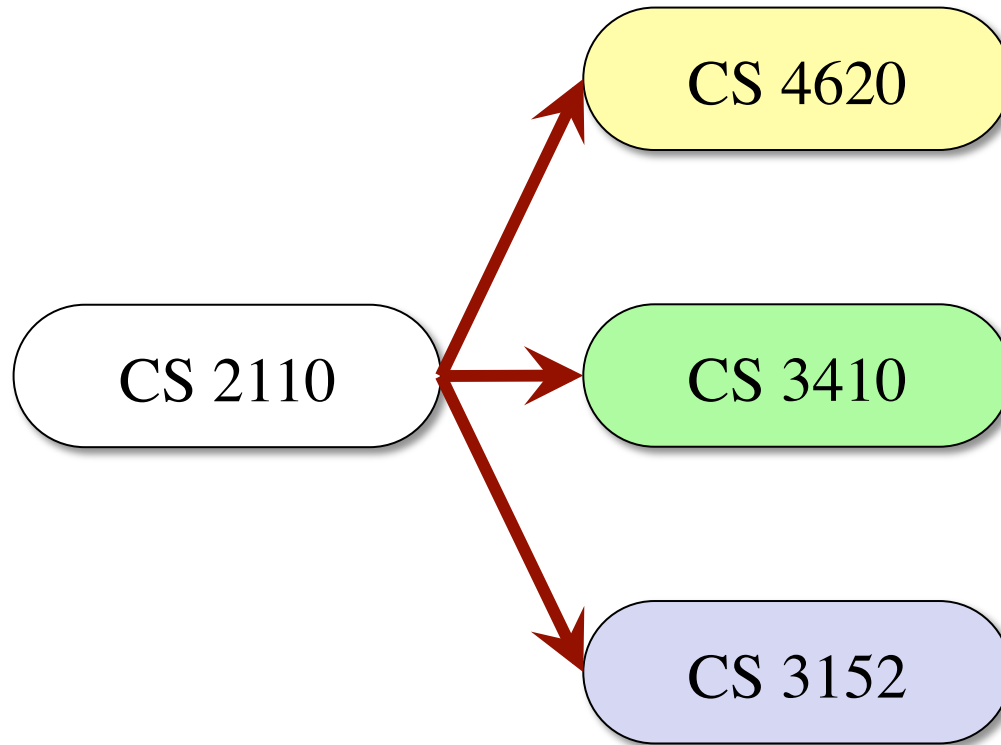
- Binary Trees
- Linked Lists
- Graphs

Major CS Topic

Java Specific

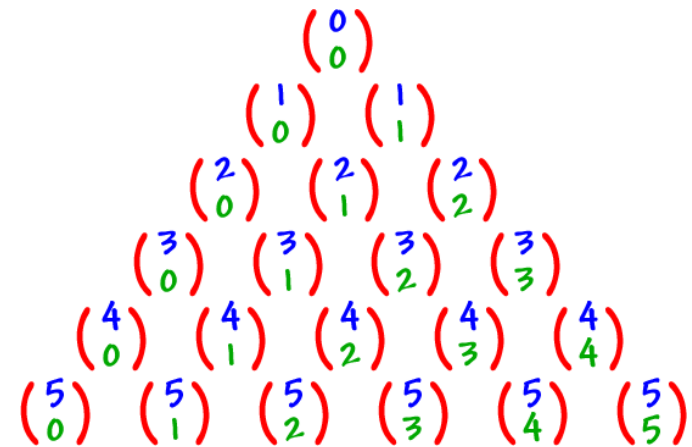
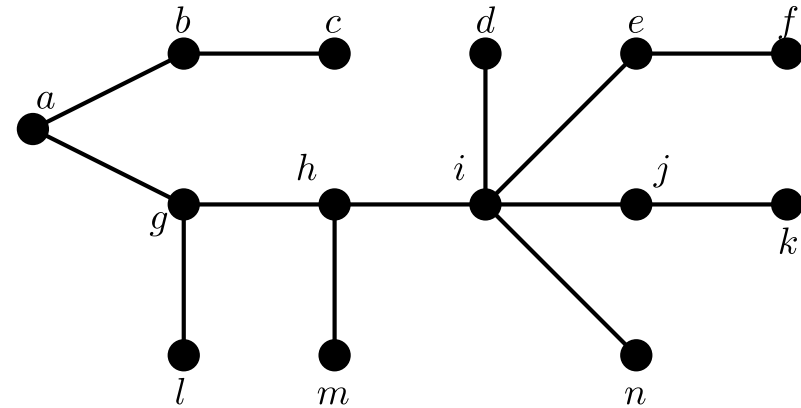
Language
Independent

CS 2110 Immediately Opens your Options

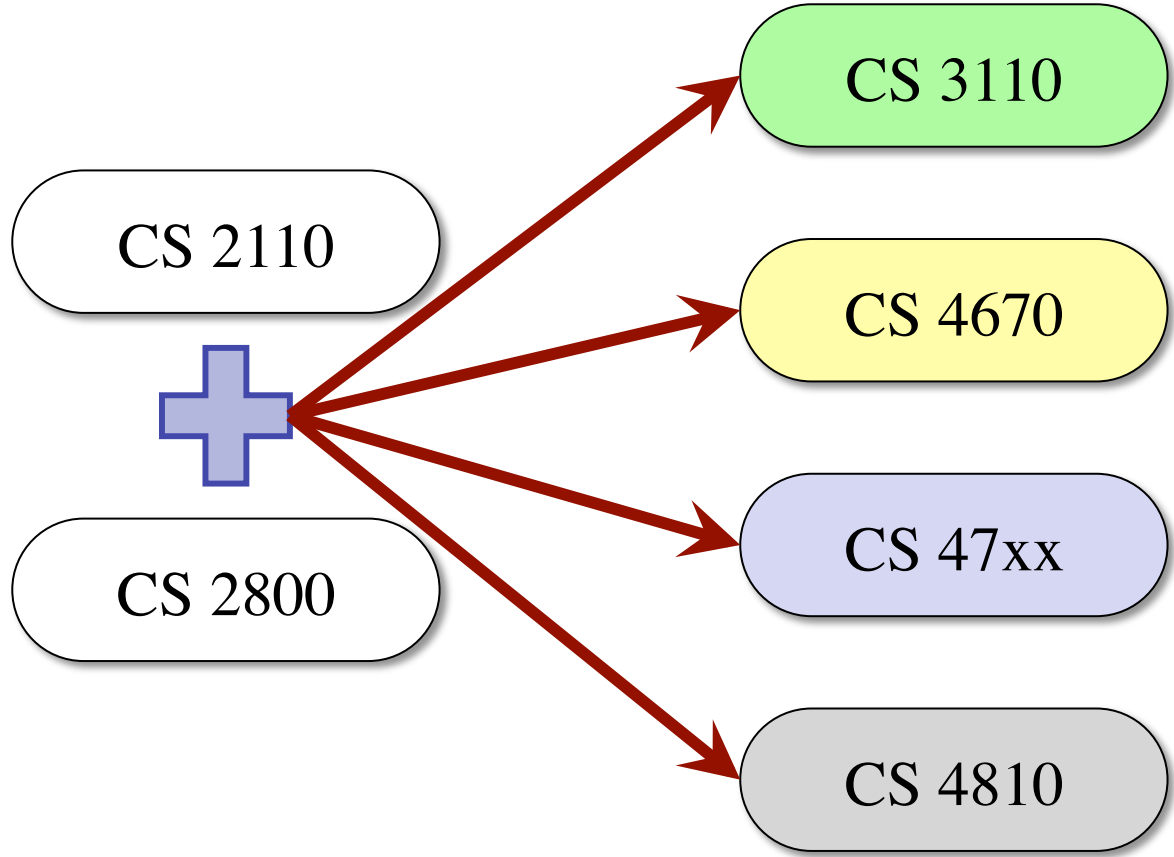


CS 2800: The Other Important Course

- CS requires a lot of math
 - Analyzing code performance
 - Analyzing data
 - Proving code correctness
- Calculus is “wrong math”
 - Data is rarely “continuous”
 - Limited to specific uses (e.g. spatial data)
- “Grab-bag” course
 - All math needed for CS
 - Includes writing proofs



CS 2110 + CS 2880 = Even More Options



Higher Level Computer Science Courses

- Programming Languages **x1xx** (e.g. 1110, 2110)
- Scientific Computing **x2xx** (e.g. 3220)
- Data Management **x3xx** (e.g. 3300, 4320)
- Systems **x4xx** (e.g. 3410, 4410)
- Computational Biology **x5xx** (e.g. 5540)
- Graphics and Vision **x6xx** (e.g. 4620)
- Artificial Intelligence **x7xx** (e.g. 3758, 4700)
- Theory **x8xx** (e.g. 4810, 4820)
- Research **x9xx** (e.g. 4999)

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Separation not perfect;
there is a lot of overlap

Programming Languages

- **Adv. Language Topics**

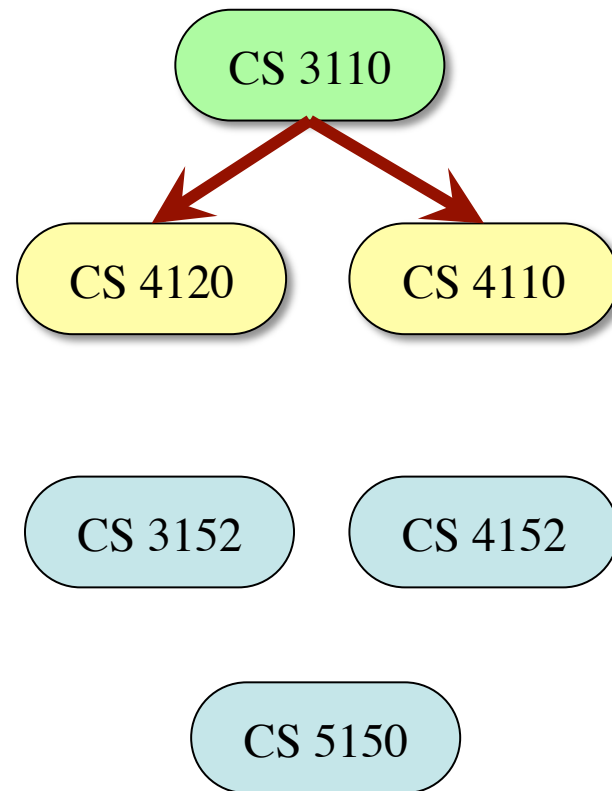
- Functional languages
- Streaming languages
- Parallel programming

- **Language Theory**

- Creating new languages
- Implementing a compiler

- **Software Engineering**

- Design patterns
- Architecture principles



Scientific Computing

- **Calculus + Computing**

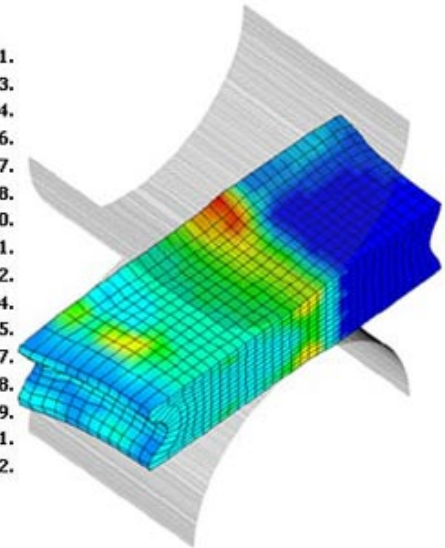
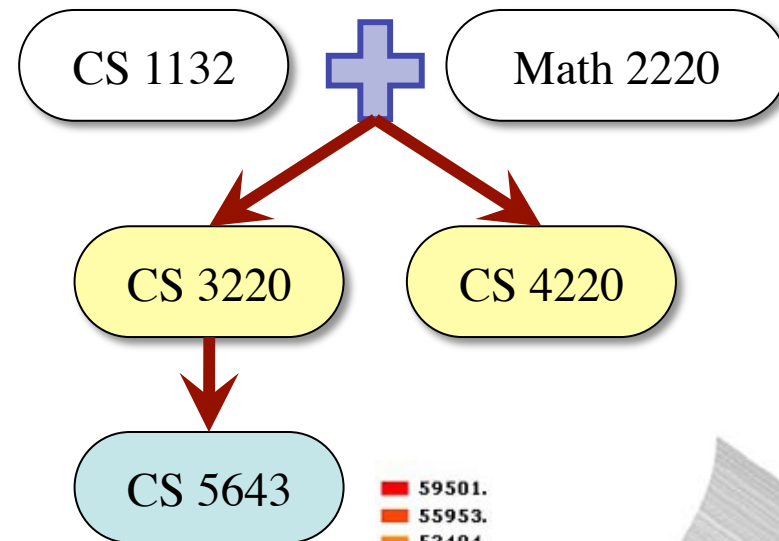
- Problems from other science domains
- Process with computer

- **Applications**

- Complex simulations
- Physics (games!)

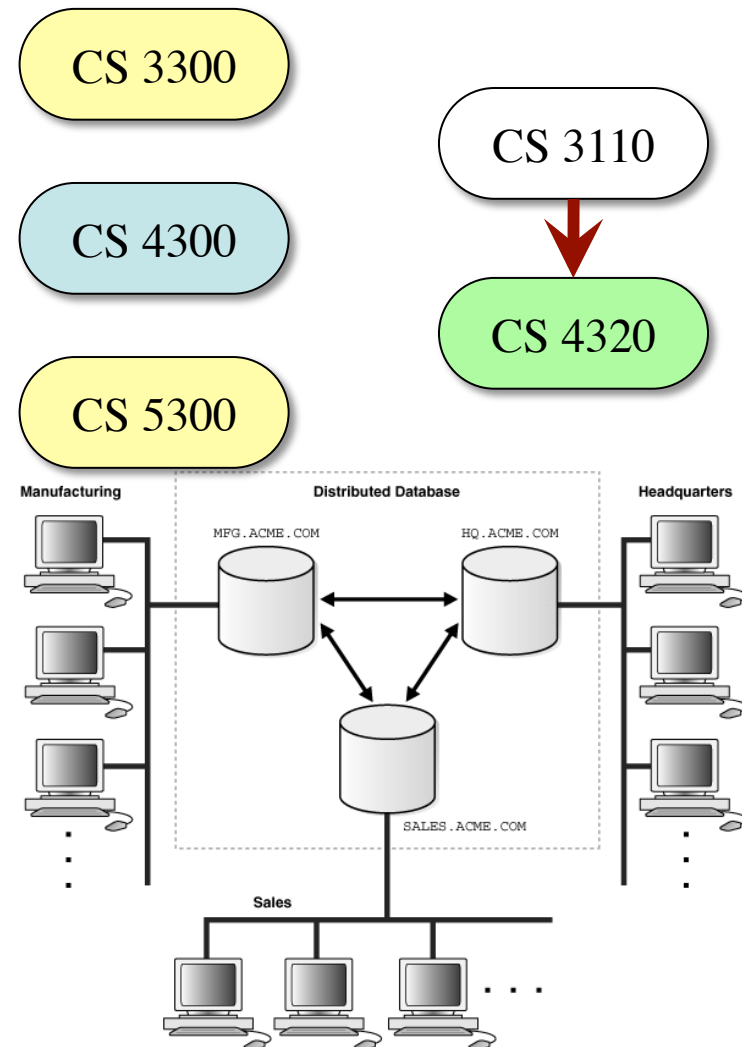
- **Challenge: Performance**

- Programs can run for days!
- How do we make faster?



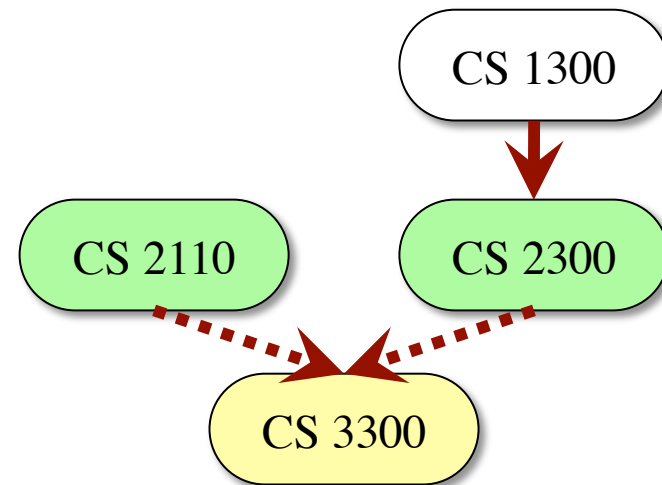
Data Management

- **Modern Web Apps**
 - Storing user/session data
 - Coordinating users
- **Databases**
 - Query languages
 - Database optimization
 - Organizing your data
- **Information Retrieval**
 - Searching
 - Data analysis



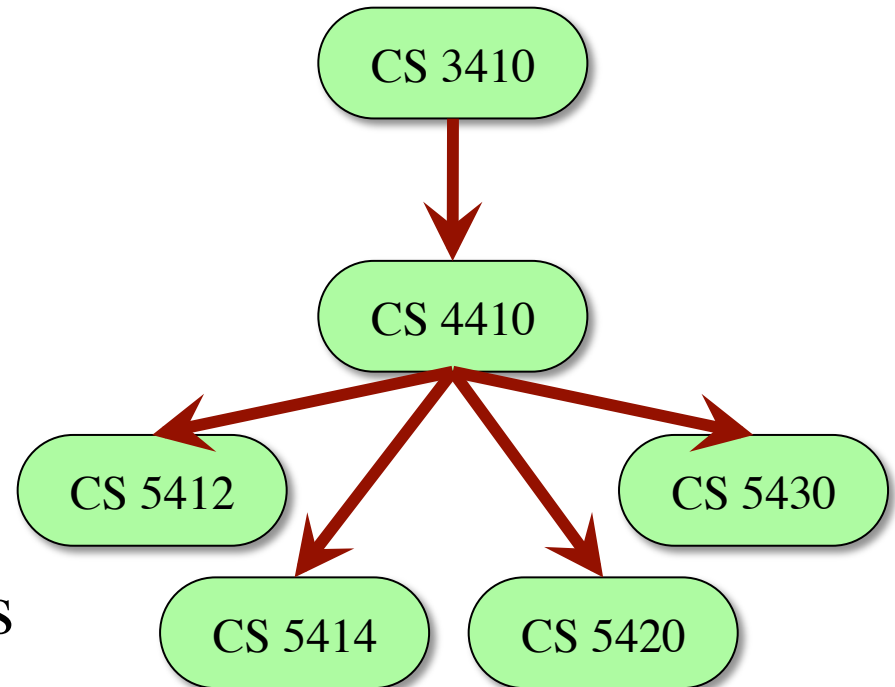
Aside: Information Science

- Separate department
 - Focuses on social/human elements of computing
 - But a lot overlap with CS
- Separate intro courses
 - INFO 1300, INFO 2300
 - Programming for the web
 - Overlap with CS 3300
- But slightly different focus
 - Visual design
 - Ease of use



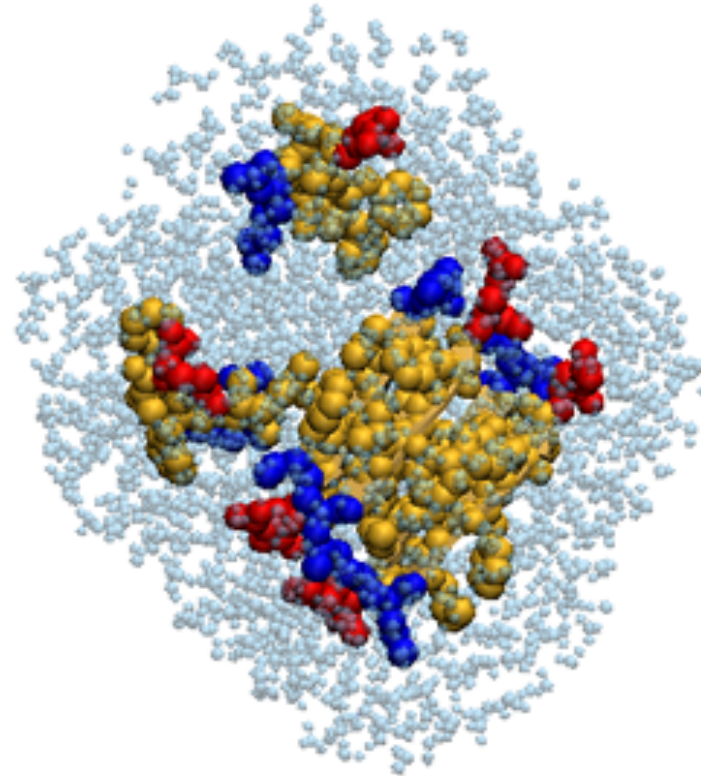
Systems

- **Building BIG software**
 - Operating systems
 - Distributed applications (e.g. online, networked)
 - Cloud computing
- Also **System Security**
 - Though that is spread about
- Senior/masters level classes
 - Bulk of the 5xxx courses
 - But great project courses!



Computation Biology

- No undergrad classes
 - Retirements
 - People leaving
- But this is changing!
 - Exciting new hire!
 - New classes coming
- Check back later



Graphics and Vision

- **Not** modeling/art!
- **Rendering & Animation**
 - Illumination/reflection
 - Cloth/hair simulation
 - Water and fluids
- **Processing Images**
 - Recognizing shapes
 - Assembling 3D models from 2D pictures
 - Smart cameras

CS 4620

CS 5625

CS 4670

CS 5643



Artificial Intelligence

- **Not** sentient computers
- **Machine learning**
 - Discovering patterns
 - Making predictions
- **Natural Language Proc.**
 - Automatic translation
 - Searching text/books
 - Voice-control interfaces
- **Robotics**
 - Autonomous control

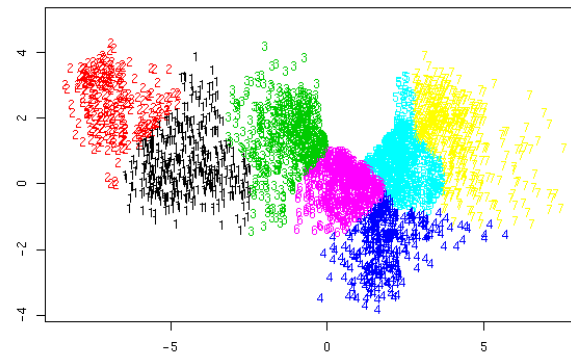
CS 4700

CS 3758

CS 4740

CS 4780

CS 4758



Theory

- **Analysis of Algorithms**

- What is *possible*?
- What is *feasible*?

CS 4810

CS 4830

CS 4860

CS 4820

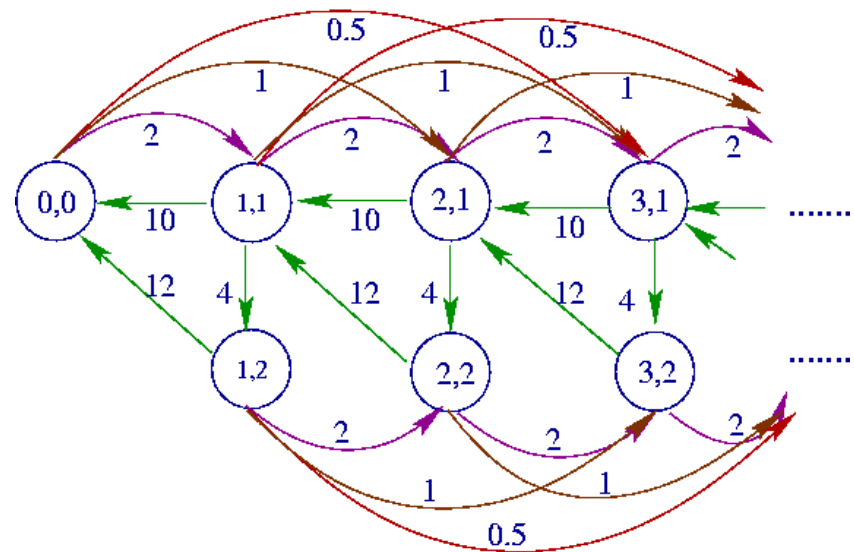
- **Analysis of Structures**

- Social network theory
- Complex data structures

- **Cryptography**

- Theory side of security

- Perhaps the most famous group in the department



What About Games?

- CS 3152, Spring only
 - Prereq: CS 2110
 - But CS 3110 a big help
- Build game from scratch
 - Want it to be innovative
 - You own the IP
- Interdisciplinary teams
 - 5 to 6 people on a team
 - With artists/designers
- **Final:** public showcase



Games and the Designer Track

- Coding not your thing?
- INFO 3151 (co-meets)
 - Artists/designer track
 - No formal training needed
 - Submit me a portfolio
- Recommend: INFO 2450
 - Start of the HCI sequence
 - How design effects the user experience
 - Fall course; no prereqs



Good Bye!