컴퓨터학부 글로벌SW융합전공 교육과정(2022학년도 기준)

| 학년 | 구분 | 1학기 | | | 2학기 | | |
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| 교과목 번호 | 교과목명(영문명) | 학점체계 | 교과목 번호 | 교과목명 | 학점체계 |
| 1학년 | 교양 | CLTR0211 | 수학 (Calculus I) (첨성인핵심(자연과학)) | 3-3-0 | CLTR0003 | 실용화법 (Practical Narrative) (첨성인핵심(인문사)) (인문교양) | 3-3-0 |
| CLTRO266 | SW 사고기법 (Software Computational Thinking)(첨성인기초(소프트웨어)) | 3-2-2 | CLTR0205 | 대학글쓰기 (Basic Writing) (첨성인기초(글쓰기)) (인문교양) | 3-3-0 |
| 전공 | COMP0204 | 프로그래밍기초 (Programming for Beginners) (전공필수) | 6-4-4 | COME0331 | 자료구조 (Data Structure) (전공필수) | 3-3-0 |
| COME0301 | 이산수학 (Discrete Mathematics) | 3-3-0 | COMP0216 | 자료구조응용 (Data Structure Applications) | 3-2-2 |
| ITECO2011 | 컴퓨터학개론 (Introduction to Computer Science and Engineering) | 3-3-0 | COMP0453 | 컴퓨팅사고와 SW코딩 (Computational Thinking and SW coding) | 3-2-2 |
|  |  |  | GLSO0213 | 창의융합설계 (Creative Convergence Design) | 3-2-2 |
| 2학년 | 교양 | CLTRO086 | 기업가정신과 벤처창업  창업 (Entrepreneurship and Venture Creation) (창업) | 3-3-0 | CLTR0043 | 서양의 역사와 문화 첨성인핵심 (History and Culture of Western World) (첨성인핵심(인문사회)) (인문교양) | 3-3-0 |
| CLTR0689 | 미래산업과 직업선택 (Future Technology and Job Market) | 3-3-0 | CLTR0732 | 창업과 경영  (Foundation Management and Capstone Design) (창업) | 3-3-0 |
| 전공 | GLSO0216 | 알고리즘실습 (Algorithm Practice) (전공필수) | 3-2-2 | COMP0312 | 운영체제 (Operating Systems) (전공필수) | 3-3-0 |
| COME0311 | 확률및통계 (Probability & Statistics) | 3-3-0 | COMP0224 | 소프트웨어설계 (Software Design) | 3-3-0 |
| COMP0217 | 자바프로그래밍 (Java Programming) | 3-3-0 | COMP0323 | 데이타통신 (Data Communications) | 3-3-0 |
| COMPO411 | 컴퓨터구조 (Computer Architectures) | 3-2-2 | COMP0324 | 인공지능 (Artificial Intelligence) | 3-3-0 |
| ELECO462 | 시스템프로그래밍 (System Programming) | 3-3-0 | GLSO0212 | 소프트웨어수학 (Software Computational Thinking) | 3-3-0 |
| GLSO0214 | SW진로설계 (SW Career Planning) |  |  |  |  |
| 3학년 | 교양 | CLTR0779 | 나의 첫 사업제안서 (My First Business Proposal) (창업) | 3-3-0 | CLTR0089 | | 회계와 사회생활 (Introduction to Accounting)  (첨성인핵심(인문사회)) (창업) |  |
| 전공 | COMP0432 | 소프트웨어 특강 (Topics in Software) | 2-2-0 | COMP0322 | 데이타베이스 (Database Management Systems) | 3-2-2 |
| EECS0312 | 네트워크프로그래밍 (Network Programming) | 3-2-2 | COMP0328 | 모바일앱프로그래밍1 (Mobile App Programming 1) | 3-2-2 |
| GLSO0219 | SW공학및테스팅 (SW Engineering and Testing) | 3-3-0 | COMP0414 | 컴퓨터망 (Computer Networks) | 3-3-0 |
| ITEC0415 | 고급문제해결 (Advanced Problem Solving) | 3-2-2 | COMP0460 | 문제해결기반 공학연수실습(컴퓨터학) (Problem-based Engineering Training Experiment...) | 2-1-2 |
| ITEC0419 | 데이터과학기초 (Introduction to Data Science) | 3-3-0 | ITEC0417 | 기계학습개론 (Introduction to Machine Learning) | 3-3-0 |
| 4학년 | 교양 | CLTR0761 | 창조성개발과 혁신창업 (Creativity Development and Innovation) (창업) | 3-3-0 | CLTR0790 | 알기쉬운 창업마케팅과 스피치 (Startup Marketing and Speech Skill) (창업) | 3-3-0 |
| 전공 | COMP0321 | 컴파일러 (Compiler) | 3-3-0 | CAIB0211 | 자연어처리개론  (Introduction to Natural Language Processing) | 3-3-0 |
| COMPO413 | 컴퓨터그래픽스 (Computer Graphics) | 3-3-0 | COME0368 | 정보보호론 (Theory of Information Security) | 3-3-0 |
| COMP0420 | 모바일앱프로그래밍2 (Mobile App Programming 2) | 3-2-2 | COMP0423 | 프로그래밍언어론(Programming Languages) | 3-3-0 |
| COMPO462 | 데이터마이닝이론및응용 (Datamining Theory and Applications) | 3-3-0 | COMPO428 | IT기술경영개론 (Introduction to Management of IT Technology) (창업) | 3-3-0 |
| COMPO461 | 문제해결기반 공학연수실습(심화컴퓨터학) (Problem-based Engineering Training Experiment...) | 2-1-2 | COMP0436 | 증강현실 (Augmented Reality) | 3-3-0 |
| GLSO0215 | 오픈소스프로그래밍 (Open Source Programming) | 3-2-2 | COMPO455 | 지능HC (Intelligent Human-Computer Interface) | 3-3-0 |
| GLSO0223 | 스타트업설계 (Start-up Design) (창업) | 3-3-0 | COMPO457 | 의료인공지능 (Medical AI) | 3-3-0 |
| GLS00224 | 사물인터넷 (Internet of Things) | 3-3-0 | GLSO0227 | 클라우드컴퓨팅 (Cloud Computing) | 3-3-0 |
| ITECO401 | 종합설계프로젝트1(Capstone Design Project 1) | 4-3-2 | GLSO0229 | SW창업프로젝트 (Software Start-up Project) (창업) | 3-2-2 |
| ITEC0403 | IT지식재산권 (Intellectual Property Right for IT) (창업) | 3-3-0 | ITECO402 | 종합설계프로젝트2(Capstone Design Project 2) | 4-3-2 |
| ITECO416 | 고급웹프로그래밍 (Advanced Web Programming) |  | ITEC0418 | 대규모병렬컴퓨팅(Massively Parallel Computing) | 3-3-0 |
| MBIO0402 | 생물정보학개론 (Introduction to Bioinformatics) | 3-3-0 | ITEC0424 | 컴퓨터비전 (Computer Vision) | 3-3-0 |
| MOBI0224 | 딥러닝(Deep Learning) | 3-3-0 | ITEC0425 | 컴퓨터게임제작(Computer Game Manufacturing) | 3-3-0 |