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The tables below list required, mandatory and optional modules for all our degree programmes for continuing students who started in 2016/17 or earlier. Mandatory modules must be passed with at least 40%. Required and optional modules are eligible for ‘compensatory fails’. In exceptional circumstances it may be possible to select alternative modules with the approval of the Director of Studies.

### A1. Single Honours Programmes

**G400 BSc (Hons) Computer Science**

**G403 BSc (Hons) Computer Science with a Year in Industry**

<table>
<thead>
<tr>
<th>G400/G403 YEAR 2</th>
<th>Semester 2</th>
<th>Required</th>
<th>COMP202</th>
<th>COMP208</th>
<th>COMP218</th>
<th>Complexity of Algorithms</th>
<th>Group Software Project</th>
<th>Decision, Computation and Language</th>
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<td>Options</td>
<td>COMP281</td>
<td>COMP281</td>
<td>COMP282</td>
<td>Principles of C and Memory Management</td>
<td>Advanced Object Oriented C Languages</td>
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<td>COMP283</td>
<td>COMP284</td>
<td>COMP285</td>
<td>Scripting Languages</td>
<td>Computer Aided Software Development</td>
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</tr>
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<td>Semester 2</td>
<td>Options</td>
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1COMP282 has a pre-requisite of COMP281.

#### G403 ONLY

Year in Industry Required COMP299 Industrial Placement Year 3

#### G400/G403 FINAL YEAR

<table>
<thead>
<tr>
<th>G400/G403 FINAL YEAR</th>
<th>Semester 1</th>
<th>Mandatory</th>
<th>COMP309</th>
<th>Hons Year Computer Science Project (30 credits)</th>
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<td>Semester 1</td>
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<td>COMP309</td>
<td>Efficient Sequential Algorithms</td>
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<td>Semester 1</td>
<td>Options</td>
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<td>Knowledge Representation and Reasoning</td>
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<td>Biocomputation</td>
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<td>Semester 1</td>
<td>Options</td>
<td>COMP305</td>
<td>Software Engineering II</td>
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<td>Semester 1</td>
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<td>Introduction to Computational Game Theory</td>
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<td>Semester 1</td>
<td>Options</td>
<td>COMP323</td>
<td>Mobile Computing</td>
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<td>Semester 1</td>
<td>Options</td>
<td>COMP327</td>
<td>Robotics and Autonomous Systems</td>
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<tr>
<td></td>
<td>Semester 1</td>
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<td>Optimisation</td>
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<td>Options</td>
<td>COMP331</td>
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<td>3 from</td>
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<td>COMP310</td>
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<td>Semester 1&amp;2</td>
<td>Option</td>
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<td></td>
<td>COMP313</td>
<td>Formal Methods</td>
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<td>COMP315</td>
<td>Technologies for E-Commerce</td>
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<td>COMP324</td>
<td>Complex Information and Social Networks</td>
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<td></td>
<td>COMP326&lt;sup&gt;2&lt;/sup&gt;</td>
<td>Computational Game Theory and Mechanism Design</td>
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<sup>2</sup> COMP326 has a pre-requisite of COMP323.

<sup>3</sup> Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
# G401 MEng (Hons) Computer Science

## G401 YEAR 2

| Semester 1 | Required | COMP201 | Software Engineering I |
|           |         | COMP207 | Database Development   |
|           |         | COMP213 | Advanced Object Oriented Programming |
|           |         | COMP219 | Artificial Intelligence |
| Semester 2 | Required | COMP202 | Complexity of Algorithms |
|           |         | COMP208 | Group Software Project |
|           |         | COMP218 | Decision, Computation and Language |
| Semester 2 | Options  | 2 from COMP281 | Principles of C and Memory Management |
|           |         | COMP282 | Advanced Object Oriented C Languages |
|           |         | COMP283 | Applied Database Management |
|           |         | COMP284 | Scripting Languages |
|           |         | COMP285 | Computer Aided Software Development (all 7.5 credits) |

1COMP282 has a pre-requisite of COMP281.

## G401 Year 3

| Semester 1 & 2 | Mandatory | COMP390 | Hons Year Computer Science Project (30 credits) |
|                | Required  | COMP309 | Efficient Sequential Algorithms |
| Semester 1     | Options   | 2 from COMP304 | Knowledge Representation and Reasoning |
|                |          | COMP305 | Biocomputation |
|                |          | COMP319 | Software Engineering II |
|                |          | COMP323 | Introduction to Computational Game Theory |
|                |          | COMP327 | Mobile Computing |
|                |          | COMP329 | Robotics and Autonomous Systems |
|                |          | COMP331 | Optimisation |
| Semester 2     | Options   | 3 from COMP310 | Multi-Agent Systems |
|                |          | COMP313 | Formal Methods |
|                |          | COMP315 | Technologies for E-Commerce |
|                |          | COMP324 | Complex Information and Social Networks |
|                |          | COMP326 | Computational Game Theory and Mechanism Design |
| Semester 1 & 2 | Option    | COMP335 | Communicating Computer Science |

## G401 Final Year

| Semester 1 | Mandatory | COMP591 | MEng Group Project (30 credits) |
|            | Options   | 2 from COMP521 | Knowledge Representation |
|            |          | COMP522 | Privacy and Security |
|            |          |         | Advanced Algorithmic Techniques |
### Semester 2

<table>
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<td>COMP523</td>
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<td>MEng Individual Project (30 credits)</td>
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<table>
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<td></td>
<td>COMP525</td>
<td>Reasoning about Action and Change</td>
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<td>COMP526</td>
<td>Applied Algorithmics</td>
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<td>COMP527</td>
<td>Data Mining and Visualisation</td>
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<tr>
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<td>COMP532</td>
<td>Machine Learning and BioInspired Optimisation</td>
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</table>

2COMP326 has a pre-requisite of COMP323.

3Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
## G402 BSc (Hons) Computing with a Year in Industry

### G402 Year 2

| Semester 1 & 2 | Options | COMP211 and COMP212 or COMP219 and COMP222 | Internet Principles (semester 1) 
Distributed Systems (semester 2) 
Artificial Intelligence (semester 1) 
Principles of Computer Games Design and Implementation (semester 2) |
|---------------|---------|--------------------------------------------|
| Semester 1    | Mandatory | COMP201 | Software Engineering I 
Required | COMP207 
COMP213 | Database Development 
Advanced Object Orientated Programming |
|               | Required  | COMP208 
COMP220 | Group Software Project 
Software Development Tools |
| Semester 2    | Options   | 2 from COMP281 
COMP282 COMP283 COMP284 | Principles of C and Memory Management 
Advanced Object Oriented C languages 
Applied Database Management 
Scripting Languages (all 7.5 credits) |

### G402 Year 3

<table>
<thead>
<tr>
<th>Year in Industry</th>
<th>Required</th>
<th>COMP299</th>
<th>Industrial Placement Year 3</th>
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### G402 Final Year

<table>
<thead>
<tr>
<th>Semester 1 &amp; 2</th>
<th>Mandatory</th>
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<th>Honours Year Computer Science Project (30 credit project)</th>
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</thead>
<tbody>
<tr>
<td>Semester 1</td>
<td>Required</td>
<td>COMP319</td>
<td>Software Engineering II</td>
</tr>
</tbody>
</table>
|                 | Options   | 2 from COMP323 
COMP327 COMP329 | Introduction to Computational Game Theory 
Mobile Computing 
Robotics and Autonomous Systems |
| Semester 2      | Required  | COMP313 | Formal Methods |
|                 | Options   | 2 from COMP310 
COMP315 COMP318 | Multi-Agent Systems 
Technologies for E-Commerce 
Advanced Web Technologies |
| Semester 1 & 2  | Options   | COMP335 | Communicating Computer Science |

1COMP282 has a pre-requisite of COMP281. 
2Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
### G490/G491 YEAR 2

<table>
<thead>
<tr>
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<th>COMP211</th>
<th>Internet Principles</th>
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</thead>
<tbody>
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<td>COMP201</td>
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<td>Software Engineering I</td>
</tr>
<tr>
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<td>COMP207</td>
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<td>COMP213</td>
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<td>Advanced Object Oriented Programming</td>
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<td>Semester 2</td>
<td>Mandatory</td>
<td>COMP215</td>
<td>E-Commerce Group Project</td>
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<tr>
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<td>COMP212</td>
<td>COMP220</td>
<td>Distributed Systems</td>
</tr>
<tr>
<td></td>
<td>COMP220</td>
<td></td>
<td>Software Development Tools</td>
</tr>
<tr>
<td>Options</td>
<td>2 from</td>
<td>COMP281</td>
<td>Principles of C and Memory Management</td>
</tr>
<tr>
<td></td>
<td>COMP282¹</td>
<td>COMP283</td>
<td>Advanced Object Oriented C languages</td>
</tr>
<tr>
<td></td>
<td>COMP283</td>
<td>COMP284</td>
<td>Applied Database Management</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Scripting Languages</td>
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#### G491 ONLY

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<th>Industrial Placement Year 3</th>
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### G490/G491 Final Year

<table>
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<tr>
<th>Semester 1 &amp; 2</th>
<th>Mandatory</th>
<th>COMP394</th>
<th>Honours Year Electronic Commerce Computing Project (30 credit project)</th>
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<td>COMP319</td>
<td></td>
<td>Software Engineering II</td>
</tr>
<tr>
<td>Options</td>
<td>2 from</td>
<td>COMP323</td>
<td>Introduction to Computational Game Theory</td>
</tr>
<tr>
<td></td>
<td>COMP325</td>
<td></td>
<td>Algorithmic and Game Theoretic Foundations for Internet Economics</td>
</tr>
<tr>
<td></td>
<td>COMP327</td>
<td></td>
<td>Mobile Computing</td>
</tr>
<tr>
<td>Semester 2</td>
<td>Required</td>
<td>COMP315</td>
<td>Technologies for E-Commerce</td>
</tr>
<tr>
<td></td>
<td>COMP318</td>
<td></td>
<td>Advanced Web Technologies</td>
</tr>
<tr>
<td>Options</td>
<td>1 from</td>
<td>COMP310</td>
<td>Multi-Agent Systems</td>
</tr>
<tr>
<td></td>
<td>COMP324</td>
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<td>Complex Information and Social Networks</td>
</tr>
<tr>
<td></td>
<td>COMP326²</td>
<td></td>
<td>Computational Game Theory and Mechanism Design</td>
</tr>
</tbody>
</table>

¹COMP282 has a pre-requisite of COMP281.

²COMP326 has a pre-requisite of COMP323.
G500 BSc (Hons) Computer Information Systems
G502 BSc (Hons) Computer Information Systems with a Year in Industry

**G500/G502 YEAR 2**

| Semester 1 | Required | COMP201 | COMP207 | COMP213 | Software Engineering I  
| Database Development  
| Advanced Object Oriented Programming |
| Options | 1 from COMP211 | COMP219 | Internet Principles  
| Artificial Intelligence |

| Semester 2 | Required | COMP208 | COMP220 | Group Project  
| Software Development Tools |
| Options | 1 from COMP212 | COMP222\(^1\)  
| Plus 2 from COMP281 | COMP282\(^2\)  
| COMP283 | COMP284 | Distributed Systems  
| Principles of Computer Game Design and Implementation  
| Principles of C and Memory Management  
| Advanced Object Oriented C Languages  
| Applied Database Management  
| Scripting Languages  
| (all 7.5 credits) |

\(^1\)COMP222 has a pre-requisite of COMP219.

\(^2\)COMP282 has a pre-requisite of COMP281.

**G502 ONLY**

| Year in Industry | Required | COMP299 | Industrial Placement Year 3 |

**G500/G502 Final Year**

| Semester 1 & 2 | Mandatory | COMP390 | Honours Year Computer Science Project |

| Semester 1 | Options | 3 from COMP304 | COMP305 | COMP319 | COMP323 | COMP327 | COMP329 | Knowledge Representation and Reasoning  
| Biocomputation  
| Software Engineering II  
| Introduction to Computational Game Theory  
| Mobile Computing  
| Robotics and Autonomous Systems |

| Semester 2 | Options | 3 from COMP310 | COMP313 | COMP315 | COMP318 | COMP324 | Multi-Agent Systems  
| Formal Methods  
| Technologies for E-Commerce  
| Advanced Web Technologies  
| Complex Information and Social Networks |
### UG Student Handbook - Appendix A

<table>
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<tr>
<th>Semester 1&amp;2</th>
<th>Options</th>
<th>COMP326(^2)</th>
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<tr>
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<td>COMP335(^4)</td>
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\(^2\) COMP326 has a pre-requisite of COMP323

\(^4\) Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
## G501 BSc (Hons) Internet Computing
## G503 BSc (Hons) Internet Computing with a Year in Industry

### G501/G503 YEAR 2

| Semester 1 | Mandatory | COMP211 | Internet Principles |
| Semester 1 | Required | COMP201 | Software Engineering I |
| Semester 1 | Required | COMP207 | Database Development |
| Semester 1 | Required | COMP213 | Advanced Object Oriented Programming |
| Semester 2 | Mandatory | COMP216 | Internet Computing Group Project |
| Semester 2 | Required | COMP212 | Distributed Systems |
| Semester 2 | Required | COMP220 | Software Development Tools |
| Semester 2 | Required | COMP281 | Principles of C and Memory Management (7.5 credits) |
| Semester 2 | Required | COMP282\(^1\) | Advanced Object Oriented C languages (7.5 credits) |

\(^1\)COMP282 has a pre-requisite of COMP281.

### G503 ONLY

| Year in Industry | Required | COMP299 | Industrial Placement Year 3 |

### G501/G503 Final Year

| Semester 1 & 2 | Mandatory | COMP395 | Honours Year Internet Computing Project (30 credit project) |
| Semester 1 | Required | COMP304 | Knowledge Representation and Reasoning |
| Semester 1 | Required | COMP319 | Software Engineering II |
| Semester 1 | Required | COMP327 | Mobile Computing |
| Semester 2 | Required | COMP310 | Multi-Agent Systems |
| Semester 2 | Required | COMP318 | Advanced Web Technologies |
| Semester 2 | Options | COMP315 | Technologies for E-Commerce |
| Semester 2 | Options | COMP324 | Complex Information and Social Networks |
| Semester 1 & 2 | Option | COMP335\(^2\) | Communicating Computer Science |

\(^2\) Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
## G610 BSc (Hons) Software Development

## G611 BSc (Hons) Software Development with a Year in Industry

### G610/G611 YEAR 2

<table>
<thead>
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<td>and COMP212 or COMP219 and COMP222</td>
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<td>Artificial Intelligence (semester 1)</td>
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<td>Principles of Computer Game Design and Implementation (semester 2)</td>
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<td>COMP213</td>
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<tr>
<td>Semester 2</td>
<td>Required</td>
<td>COMP208</td>
<td>Group Software Project</td>
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<td>COMP220</td>
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1 COMP282 has a pre-requisite of COMP281.

### G611 ONLY

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### G610/G611 Final Year

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<td>Mobile Computing</td>
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<td>Robotics and Autonomous Systems</td>
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<td>Complex Information and Social Networks</td>
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2 Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
### G700 BSc (Hons) Artificial Intelligence

### G701 BSc (Hons) Artificial Intelligence with a Year in Industry

#### G700/G701 YEAR 2

<table>
<thead>
<tr>
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<th>Complexity of Algorithms</th>
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<td>COMP218 PLUS</td>
<td>Decision, Computation and Language</td>
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<td>2 from COMP281</td>
<td>Principles of C and Memory Management</td>
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<td>COMP283</td>
<td>Applied Database Management</td>
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<tr>
<td></td>
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<td>COMP284</td>
<td>Scripting Languages</td>
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<td>COMP285</td>
<td>Computer Aided Software Development</td>
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</table>

|                      | (all 7.5 credits) |
|                      |                   |

#### G701 ONLY

<table>
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<th>Year in Industry</th>
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<th>COMP299</th>
<th>Industrial Placement Year 3</th>
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</table>

#### G700/G701 Final Year

<table>
<thead>
<tr>
<th>Semester 1 &amp; 2</th>
<th>Mandatory</th>
<th>COMP393</th>
<th>Honours Year Artificial Intelligence Project (30 credit project)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 1&amp;2</td>
<td>Option</td>
<td>COMP335²</td>
<td>Communicating Computer Science</td>
</tr>
<tr>
<td>Semester 1</td>
<td>Options</td>
<td>3 from COMP304</td>
<td>Knowledge Representation and Reasoning</td>
</tr>
<tr>
<td></td>
<td></td>
<td>COMP305</td>
<td>Biocomputation</td>
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<tr>
<td></td>
<td></td>
<td>COMP329</td>
<td>Robotics and Autonomous Systems</td>
</tr>
<tr>
<td>Semester 2</td>
<td>Required</td>
<td>COMP310</td>
<td>Multi-Agent Systems</td>
</tr>
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<td>COMP313</td>
<td>Formal Methods</td>
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<tr>
<td></td>
<td></td>
<td>COMP324</td>
<td>Complex Information and Social Networks</td>
</tr>
</tbody>
</table>

¹COMP282 has a pre-requisite of COMP281.

²Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
A2. Joint Programmes

**GG14 BSc (Joint Hons) Mathematics and Computer Science**

**GG16 BSc (Joint Hons) Mathematics and Computer Science with a Year in Industry**

<table>
<thead>
<tr>
<th>GG14/GG16 YEAR 2</th>
<th>Options</th>
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<tbody>
<tr>
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<td></td>
<td>COMP219</td>
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<tr>
<td></td>
<td>Software Engineering I</td>
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<tr>
<td></td>
<td>Database Development</td>
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<td>Advanced Object Oriented Programming</td>
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<td></td>
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<td>MATH225</td>
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<td>MATH261</td>
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<tr>
<td></td>
<td>Ordinary Differential Equations</td>
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<td></td>
<td>Vector Calculus with Applications in Fluid Mechanics</td>
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<tr>
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<td>Math Models: Microeconomics &amp; Population Dynamics</td>
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<td>Metric Spaces and Calculus</td>
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<td>Complex Functions</td>
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<td></td>
<td>Linear Algebra and Geometry</td>
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<tr>
<td></td>
<td>Introduction to Methods of Operational Research</td>
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<tr>
<td><strong>Semester 2</strong></td>
<td>Required</td>
<td></td>
</tr>
<tr>
<td></td>
<td>COMP202</td>
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<tr>
<td></td>
<td>Complexity of Algorithms</td>
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<td></td>
<td>COMP104</td>
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<td>Operating System Concepts</td>
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<td>Decision, Computation and Language</td>
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<td>MATH266¹</td>
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<td>Group Project Module</td>
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<td></td>
<td>Introduction to the Methods of Applied Mathematics</td>
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<td>Classical Mechanics</td>
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<td></td>
<td>Commutative Algebra</td>
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<tr>
<td></td>
<td>Geometry of Curves</td>
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<tr>
<td></td>
<td>Statistical Theory and Methods I</td>
<td></td>
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<tr>
<td></td>
<td>Statistical Theory and Methods II</td>
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</tr>
<tr>
<td></td>
<td>Numerical Methods</td>
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</table>

¹ MATH266 is highly recommended

**GG16 ONLY**

<table>
<thead>
<tr>
<th>Year in Industry</th>
<th>Required</th>
<th>COMP299</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Industrial Placement Year 3</td>
<td></td>
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</table>

**GG14/GG16 Final Year**

Computer Science modules: select 30 credits in semester 1 and 30 credits in semester 2

Mathematics modules: select 30 credits in each semester

<table>
<thead>
<tr>
<th>Semester 1</th>
<th>Options</th>
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<tbody>
<tr>
<td></td>
<td>COMP304</td>
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<td></td>
<td>COMP305</td>
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<td></td>
<td>COMP309</td>
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<tr>
<td></td>
<td>Knowledge Representation and Reasoning</td>
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<td>Biocomputation</td>
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<td>Efficient Sequential Algorithms</td>
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<td>Course Code</td>
<td>Course Title</td>
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<tr>
<td>COMP319</td>
<td>Software Engineering II</td>
</tr>
<tr>
<td>COMP323</td>
<td>Introduction to Computational Game Theory</td>
</tr>
<tr>
<td>COMP331</td>
<td>Optimisation</td>
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<tr>
<td>COMP391</td>
<td>Final Year First Semester 15 Credit Project</td>
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<tr>
<td>MATH322</td>
<td>Chaos and Dynamical Systems</td>
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<tr>
<td>MATH323</td>
<td>Further Methods of Applied Mathematics</td>
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<tr>
<td>MATH324</td>
<td>Cartesian Tensors and Mathematical Models of Solids and Viscous Fluids</td>
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<tr>
<td>MATH325</td>
<td>Quantum Mechanics</td>
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<tr>
<td>MATH332</td>
<td>Population Dynamics</td>
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<tr>
<td>MATH343</td>
<td>Group Theory</td>
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<tr>
<td>MATH344</td>
<td>Combinatorics</td>
</tr>
<tr>
<td>MATH351</td>
<td>Analysis and Number Theory</td>
</tr>
<tr>
<td>MATH362</td>
<td>Applied Probability</td>
</tr>
<tr>
<td>MATH363</td>
<td>Linear Statistical Models</td>
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<tr>
<td>MATH367</td>
<td>Networks in Theory and Practice</td>
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<table>
<thead>
<tr>
<th>Options</th>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td></td>
<td>COMP310</td>
<td>Computational Game Theory</td>
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<tr>
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<td>COMP313</td>
<td>Formal Methods</td>
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<td></td>
<td>COMP315</td>
<td>Technologies for E-Commerce</td>
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<tr>
<td></td>
<td>COMP326</td>
<td>Computational Game Theory and Mechanism Design</td>
</tr>
<tr>
<td></td>
<td>COMP392</td>
<td>Final Year Second Semester 15 Credit Project</td>
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<tr>
<td></td>
<td>MATH326</td>
<td>Relativity</td>
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<td></td>
<td>MATH331</td>
<td>Mathematical Economics</td>
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<tr>
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<td>MATH342</td>
<td>Number Theory</td>
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<td></td>
<td>MATH349</td>
<td>Differential Geometry</td>
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<tr>
<td></td>
<td>MATH361</td>
<td>Theory of Statistical Inference</td>
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<tr>
<td></td>
<td>MATH364</td>
<td>Medical Statistics</td>
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<tr>
<td></td>
<td>MATH366</td>
<td>Mathematical Risk Theory</td>
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<table>
<thead>
<tr>
<th>Semester 1&amp;2</th>
<th>Option</th>
<th>Course Code</th>
<th>Course Title</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>COMP335</td>
<td>Communicating Computer Science</td>
<td></td>
</tr>
</tbody>
</table>

1 COMP391/392 - only one of these two modules may be selected

2 COMP326 has a pre-requisite of COMP323

3 Students who wish to choose this module will undergo an interview with the module co-ordinator before being selected.
**GN34 BSc (Hons) Financial Computing (formally known as N300 E-Finance)**

**G3N4 BSc (Hons) Financial Computing with a Year in Industry**

### GN34/G3N4 Year 2

| Semester 1 | Required | Financial Reporting  
| Financial Management  
| Software Engineering I  
| Database Development |
| COMP201  
| COMP207  
| ACFI201  
| ACFI213 |
| Semester 2 | Required | COMP215  
| E-Commerce Group Project  
| Computer-Based Trading in Financial Markets  
| Securities Markets |
| COMP226  
| ECON241 |
| Options | 1 from ACFI202  
| or 2 from COMP283  
| COMP284  
| COMP285 |
| Accounting Theory (15 credits)  
| International Business (15 credits) |
| Applied Database Management (7.5 credits)  
| Scripting Languages (7.5 credits)  
| Computer Aided Software Development (7.5 credits) |

### G3N4 ONLY

#### Year in Industry

| Required | COMP299 |
| Industrial Placement Year 3 |

### GN34/G3N4 Final Year

| Semester 1 & 2 | Mandatory | COMP396 |
| Honours Year Automated Trading Project (30 Credit Project) |
| Semester 1 | Required | ACFI314  
| Quantitive Business Finance  
| Introduction to Computational Game Theory  
| COMP323 |
| Options | 1 from COMP309  
| COMP319  
| COMP331  
| EBUS301  
| MKIB351 |
| Financial Reporting 2  
| Software Engineering II  
| Optimisation  
| E-Business Models and Strategy  
| Global Strategic Management |
| Semester 2 | Required | ACFI341  
| Finance and Markets  
| Technologies for E-Commerce  
| COMP315 |
| Options | 1 from COMP302  
| COMP310  
| COMP326¹ |
| Corporate Reporting and Analysis  
| Multi-Agent Systems  
| Computational Game Theory and Mechanism Design |

¹COMP391/392 - only one of these two modules may be selected
A3. Programmes Administered by Other Departments

**HH66 BSc (Hons) Computer Science and Electronic Engineering**  
**HG6L BEng (Hons) Computer Science and Electronic Engineering with a Year in Industry**  
**GHK6 MEng (Hons) Computer Science and Electronic Engineering:**  
(Administered by the Department of Electrical Engineering and Electronics)

The table below lists the modules from Computer Science taken for this programme. Additional modules from the Department of Electrical Engineering and Electronics will be necessary to total 120 credits in each year of study. Please see the main part of the Student Handbook for further information about the Computer Science modules, including pre-requisites.

| HH66/HG6L/GHK6 Year 2 | Semester 1 | Required | COMP201 | Software Engineering I  
| | | | COMP207 | Database Development  
| | Semester 2 | Required | COMP124 | Computer Systems  

**HG6L ONLY**

| Year in Industry | Required | COMP299 | Industrial Placement Year 3  

| Year 3 (HH66 & GHK6) and Year 4 (HG6L) | Semester 1 & 2 | Optional | COMP390 | Honours Year Computer Science Project (30 credit project)  
| | | COMP305 | Biocomputation  
| | | COMP319 | Software Engineering II  
| | Semester 1 | Options 3 from | COMP310 | Multi-Agent Systems  
| | | COMP313 | Formal Methods  
| | | COMP315 | Technologies for E-Commerce  

**GHK6 Final Year**

| Semester 1 | 2 or 2 modules from the year 3 list or from: | COMP521 | Knowledge Representation  
| | | COMP522 | Privacy and Security  
| | | COMP523 | Advanced Algorithmic Techniques  
| Semester 2 | COMP524 | Safety and Dependability  
| | COMP525 | Reasoning about Action and Change  
| | COMP527 | Data Mining  

(Last modified 23/09/2017 09:17)
Combined Honours - BCG0 Combined Honours (Science), L000 Combined Honours (SES) 
Y001 Combined Honours (Arts)

The table below lists the modules from Computer Science taken for these programmes. Additional modules from other subject/s will be necessary to total 120 credits in each year of study. Please see the main part of the Student Handbook for further information about the Computer Science modules, including pre-requisites.

<table>
<thead>
<tr>
<th>Final Year BCG0, L000 and Y001</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 1</td>
</tr>
<tr>
<td>Semester 2</td>
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</tbody>
</table>

\(^3\)Recommended modules will be pre-registered but students may choose the alternative modules offered subject to the approval of Prof Prudence Wong.

\(^3\)COMP391 or COMP392 may only be taken if 4 or 5 modules are chosen from Computer Science