**元智大學 資訊工程學系 選修科目表**

**Department of Computer Science and Engineering**

**Yuan Ze University**

**List of Elective Courses**

**（105學年度入學新生適用For students admitted in academic year 2016）**

105.04.20 一○四學年度第五次教務會議通過

Approved by the 5th Academic Affairs Meeting, Academic Year 2016, on April 20, 2016

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| --- | --- | --- | --- | --- |
| 學年Year學期Semester科目Course | 第一學年1st Academic Year | 第二學年2nd Academic Year | 第三學年3rd Academic Year | 第四學年4th Academic Year |
| 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring | 上Fall | 下Spring |
| 系選修科目Elective Courses | Ｗｅｂ程式設計Web ProgrammingCS380(3) | 網站程式設計實務Website Programming PracticeCS151(3) | 視窗程式設計Windows ProgrammingCS249(3) | \*Ｊａｖａ概論Introduction to JavaCS303(3) | 生物學概論Introduction to BiologyCS341(3) | 專業實習（二）Practical Training(II)CS415(3) | 專業實習（四）Practical Training(IV)CS427(3) | 網路實習（二）Network Lab(II)CS424(3) |
|  |  | \*組合數學Combinatory MathematicsCS421(3) | \*視窗程式設計（二）Windows Programming(II)CS324(3) | 車載資料分析與服務Mobile Data Analysis and ServicesCS304(3) | 生物資訊概論Introduction to BioinformaticsCS340(3) | 網路實習（一）Network Lab(I)CS423(3) | \*數值方法Numerical MethodsCS353(3) |
|  |  | \*電子電路（二）Electronic Circuits(II)CS235(3) | 程式語言Programming LanguagesCS222(3) | 超大型積體電路設計導論Introduction to VLSI DesignCS378(3) | ＵＮＩＸ系統概論Introduction to UNIX SystemCS312(3) | \*３Ｄ動畫程式設計3D Animation ProgrammingCS317(3) | \*無線通訊與行動計算概論Introduction to Wireless Communications and Mobile ComputingCS422(3) |
|  |  | 科技英文Technical EnglishCS419(2) | 高等程式設計Advanced ProgrammingCS257(2) | 內嵌式系統設計與實習Embedded System Design and PracticeCS379(3) | \*數位電視概論Introduction to Digital TelevisionCS315(3) | 資料庫系統概論Introduction to Database SystemCS352(3) | 影像處理概論Introduction to Image ProcessingCS362(3) |
|  |  | 網路程式設計Network ProgrammingCS256(3) |  | 計算機網路概論Introduction to Computer NetworksCS311(3) | 軟體工程Software EngineeringCS377(3) | 電腦與網路安全概論Introduction to Computer and Network SecurityCS354(3) | 晶片設計自動化實習IC Design Automation Lab.CS409(3) |
|  |  |  |  | 計算機圖學概論Introduction to Computer GraphicsCS314(3) | 微處理機系統設計Microprocessor System DesignCS320(3) | 人機互動設計概論Introduction to Human-Computer Interaction DesignCS313(3) | 資料探勘實務Data Mining PracticeCS406(3) |
|  |  |  |  | \*電子商務概論Electronic CommerceCS329(3) | 積體電路設計自動化導論Introduction to IC Design AutomationCS338(3) | 晶片設計與驗證實習IC Design and Verification Lab.CS408(3) | 智慧型科技應用Information and Communication Technology for Intelligent ApplicationsCS410(3) |
|  |  |  |  | \*自動機理論概論Introduction to Automata TheoryCS319(3) | 開放平台軟體Open Platform SoftwareCS381(3) | 專題製作（三）Special Project(III)CS428(4) |  |
|  |  |  |  | 微型應用程式設計實務Mobile Application ProgrammingCS322(3) | 無線網路概論Introduction to Wireless InternetCS335(3) | 網路攻防Network Security: Attacks and DefensesCS355(3) |  |
|  |  |  |  | R軟體與資料探勘R Software and Data MiningCS333(3) | 多媒體系統概論Introduction to Multimedia SystemCS401(3) |  |  |
|  |  |  |  | 雲端運算與服務Cloud Computing and ServicesCS337(3) | \*作業系統（二）Introduction Operation System(II)CS302(3) |  |  |
|  |  |  |  |  | \*連網型系統晶片之嵌入式軟體Networked SOC Embedded SoftwareCS301(3) |  |  |
|  |  |  |  |  | 敏捷軟體開發Agile Software DevelopmentCS382(3) |  |  |
|  |  |  |  |  | 醫學概論Introduction to Clinical MedicineCS346(3) |  |  |
|  |  |  |  |  | 新型態網路Next Generation NetworkingCS328(3) |  |  |
|  |  |  |  |  | 遊戲引擎理論與實務Theory and Practice of Game EngineCS330(3) |  |  |
|  |  |  |  |  | 大數據科學導論Big Data ScienceCS332(3) |  |  |
|  |  |  |  |  | 智慧聯網Internet of ThingsCS339(3) |  |  |
|  |  |  |  |  | 大數據創新應用專題Special Projects of Innovative Big DataCS343(3) |  |  |
|  |  |  |  |  | 物聯網導論Introduction to Internet of ThingsCS347(3) |  |  |
| 備註Remarks | 考量師資因素，未來可能有部份課程無法正常開課。目前未能正常開課課程以\*表示。Courses not regularly available are marked with \*. |

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