Computing is now at the heart of scientific research. It is widely considered as the third paradigm of science - added to theoretical and experimental science.

New discoveries will require that scientists of the future be trained in the basics of computation and be able to collaborate with scientists and engineers from other disciplines.

Come and join

CS 178 Programming with Multimedia Objects

Learn:

To write applets that can be viewed from almost anywhere in the world.

To write programs to collect and process data from joint experiments conducted in collaboration with scientists from all over the world.

To write programs, with nice Graphical User Interfaces, that process images, sound, and other forms of data.

and more...

Offered: Fall and Spring
Credits: 4

Fall 2004
Lecture: MW 12:30-12:20
Recitation: F 12:30-1:20
Laboratory: See course web site.

Corequisites: College calculus

Questions? Contact: undergrad-info@cs.purdue.edu

http://www.cs.purdue.edu/homes/apm/courses/cs178-fall04