

COMPUTER SCIENCE - BACHELOR'S DEGREE	C	H
DISCIPLINE		
MODULE I - COMPUTATIONAL REASONING AND USABILITY		
ALGORITHMS AND PROGRAMMING	4	80
PORTUGUESE: LANGUAGE AND COMMUNICATION*	4	80
USABILITY ENGINEERING	4	80
FUNDAMENTALS OF COMPUTING	4	80
MATHEMATICAL LOGIC	4	80
MODULE II - BASIC PROGRAMMING		
CALCULUS - LIMITS AND DERIVATIVES	4	80
PROGRAMMING LAB	4	80
COMPUTER ORGANIZATION AND ARCHITECTURE	4	80
OBJECT-ORIENTED PROGRAMMING	4	80
CONTEMPORARY GLOBAL ISSUES*	4	80
MODULE III - STRUCTURES AND DATABASE		
DATA STRUCTURE	4	80
ENTREPRENEURIAL EXPERIENCE*	4	80
DATABASE FUNDAMENTALS	4	80
PROGRAMMING PARADIGMS	4	80
INTEGRATIVE PROJECT OF INNOVATION AND TECHNOLOGY	4	80
MODULE IV - WEB DEVELOPMENT		
WEB DEVELOPMENT	4	80
STATISTICAL METHODS	4	80
OPTIONAL DISCIPLINE I	4	80
DIGITAL SYSTEMS	4	80
OPERATING SYSTEMS	4	80
MODULE V - SOFTWARE ENGINEERING AND ARTIFICIAL INTELLIGENCE		
ADVANCED DATABASE	4	80
SOFTWARE ENGINEERING FUNDAMENTALS*	4	80
ARTIFICIAL INTELLIGENCE	4	80
FORMAL LANGUAGE AND AUTOMATA	4	80
INTEGRATIVE PROJECT: WEB	4	80
MODULE VI - MOBILE DEVELOPMENT AND COMPUTER NETWORKS		
MOBILE APPLICATION DEVELOPMENT	4	80
SOFTWARE ENGINEERING LAB	4	80
MATHEMATICS FOR COMPUTER SCIENCE	4	80
COMPUTER NETWORKS	4	80
DISTRIBUTED SYSTEMS*	4	80
MODULE VII - GRAPHIC COMPUTING, SECURITY AND SOFTWARE TESTING		
COMPILERS	4	80
GRAPHIC COMPUTING AND IMAGE PROCESSING	4	80
SOFTWARE QUALITY AND TESTING	4	80
COMPUTATIONAL SECURITY	4	80
FINAL PAPER I*	4	80
MODULE VIII - RESEARCH, DEVELOPMENT AND INNOVATION		
ALGORITHM COMPLEXITY AND PERFORMANCE ASSESSMENT	4	80
PROJECT MANAGEMENT	4	80
OPTIONAL DISCIPLINE II	4	80
FINAL PAPER II	4	80
BIG DATA AND INTERNET OF THINGS	4	80