

ISE

Information Systems

ISE 102 Introduction to Web Design and Programming

An introduction to the design of Web pages, specifically the development of browser and device independent HTML, with an emphasis on the XHTML standards. Includes the use of style sheets (CSS) and tools for page layout and verification. HTML is presented as a mark-up language, exploring the rules of HTML elements and attributes. Students learn the separation of page viewing information from the HTML through CSS style sheets as well as the use of block layout without using HTML tables. Addresses HTML display properties including text, color, image, and graphic elements as well as approaches to HTML validation and techniques.

Advisory Prerequisite: CSE 101 or basic computer skills
3 credits

ISE 108 Introduction to Programming

Introduces computer programming at a level suitable for those with no prior programming experiences, including liberal arts and humanities majors. Programming exercises involve state-of-the-art visual applications. Topics include problem-solving techniques, object-oriented design, and programming concepts such as conditionals, iteration, arrays, and modularity.
3 credits

ISE 208 Intermediate Programming

Teaches programming and system design techniques with an emphasis on applications to business. Topics include object-oriented design techniques, testing and debugging, data structures, recursion, and exception-handling. Uses the Java programming language.
Prerequisite: ISE 108
3 credits

ISE 215 Foundations of Computer Science

Introduction to the logical and mathematical foundations of computer science. Topics include functions, relations, and sets; recursion and functional programming; elementary logic; and mathematical induction and other proof techniques.

Prerequisite: AMS 151 or MAT 125 or MAT 131
3 credits

ISE 300 Writing in Information Systems

See Requirements for the Information Systems Major, Upper-Division Writing Requirement.
Prerequisites: WRT 102; U3 or U4; ISE major
1 credit

ISE 301-H History of Computing

A study of the history of computational devices from the early ages through the end of the 20th century. Topics include needs for computation in ancient times, development of computational models and devices through the 1800's and early 1900's, World War II and the development of the first modern computer, and early uses in business. Creation of programming languages and the microchip. Societal changes in computer usage due to the microcomputer, emergence of the Internet, the World Wide Web, and mobile computing. Legal and social impacts of modern computing. Cannot be used as a technical elective for the CSE major or minor.

Prerequisite: U2 standing or higher
Advisory Prerequisite: one course in computing
3 credits

ISE 302 Professional Ethics for Computer Science

Familiarizes students with professional practice in Information Technology. Enables them to identify ethical conflicts, their responsibilities and options, and to think through the implications of possible solutions

to ethical conflicts.

Prerequisites: CSE 219 or CSE 260 or ISE 305
1 credit

ISE 305 Database Design and Practice

The design of database applications including Entity-Relationship data modeling, the relational data model, the SQL database query language, application development, and database administration. Students will complete a project that includes designing a database application and implementing it using database development tools. May not be taken for credit in addition to CSE 305.

Prerequisites: ISE 208 or CSE 214 or CSE 230
3 credits

ISE 308 Software Engineering

Introduces the basic concepts and modern tools and techniques of software engineering. Emphasizes the development of reliable and maintainable software via system requirements and specifications, software design methodologies including object-oriented design, implementation, integration, and testing; software project management; life-cycle documentation; software maintenance; and consideration of human factor issues. This course is offered as both CSE 308 and ISE 308.

Prerequisite: CSE 219 or ISE 305
3 credits

ISE 311 Systems Administration

This course covers practical techniques to manage information systems, also known as IT Systems Administration. Students will learn how to install computers for assorted hardware and software platforms (Windows, Unix/Linux, OS-X). Install networking equipment and configure it. Install server software on several systems (e.g. web, database, mail) and configure it. Secure the network, hosts, and services, and apply system patches. Set up redundant computing services, virtual machines/services, and hardware so that services can survive some hardware/software failures. Evaluate the performance, reliability, and security of the overall system.

Prerequisites: CSE 214 or CSE 230 or CSE 260 or ISE 208
3 credits

ISE 315 Database Transaction Processing Systems

Theory and practice of design for applications involving transactional access to a database. Transaction design, schema design, restart and recovery, journaling, concurrency control, distributed databases. Student groups perform design and implementation of significant database application. This course is offered as both CSE 315 and ISE 315.

Prerequisite: CSE 305 or ISE 305
3 credits

ISE 320 Information Management

The course presents the relationship between information technology and the systems that use the technology. The emphasis is on business systems with a high information technology components (e.g. software developments, communications, financial management, etc.). Topics include infrastructure management, information management, security, and communications. Emphasis is given to case studies relating to information management.

Prerequisites: U2 standing
3 credits

ISE 323 Human-Computer Interaction

A survey course designed to introduce students to Human-Computer Interaction and prepare them for further study in the specialized topics of their choice. Students will have the opportunity to delve deeper in the course through a course project, and through a two-three week special topic selected at the instructor's discretion.

Prerequisites: CSE 214 or CSE 230 or CSE 260
3 credits

ISE 325 Computers and Sculpture

This multidisciplinary class surveys how computer science and computer technology are used in sculpture. Case studies with slides, videos, and software demonstrations illustrate a range of approaches of sculptors incorporating computers in their creative process. Various state-of-the art fabrication technologies are studied (with site visits if available on campus). Mathematical foundations are emphasized so students can recognize them when analyzing sculpture and choose the right tool when designing. In the weekly laboratory, these ideas are reinforced with projects using a range of available software and inexpensive construction materials, e.g., paper, cardboard, and foamcore.

Prerequisite: CSE 110 or permission of instructor
3 credits

ISE 332 Introduction to Visualization

Visualization of scientific, engineering, medical, and business data sets. Mechanisms to acquire sampled, computed, or synthetic data and methods to transform symbolic into the visual. Topics include classic visualization process; visual perception; volume and surface visualization; methods for visualizing sampled, simulated, and geometric objects; and visualization systems. Emphasis on applications and case studies. This course is offered as both CSE 332 and ISE 332.

Prerequisites: CSE 219; MAT 211 or AMS 210
3 credits

ISE 334 Introduction to Multimedia Systems

Survey of technologies available for user interfaces. Discussion of hypertext; voice, music, and video together with tools and models for capturing, editing, presenting, and combining them. Capabilities and characteristics of a range of peripheral devices including devices based on posture, gesture, head movement, and touch. Case studies of academic and commercial multimedia systems including virtual reality systems. Students participate in laboratory exercises and build a multimedia project. This course is offered as both CSE 334 and ISE 334.

Prerequisites: U2, U3 or U4 standing
3 credits

ISE 340 Design of Computer Games

Fundamental ideas underlying the design of games, which occurs before the programming stage. How games function to create experiences, including rule design, play mechanics, game balancing, social game interaction and the integration of visual, audio, tactile and textual elements into the total game experience. Game design documentation and play testing. Students will design their own game during the semester.

Advisory Prerequisite: Basic Computer Skills
3 credits

ISE 364 Advanced Multimedia Techniques

Digital media production techniques for high-bandwidth applications such as electronic magazine illustration, broadcast television, and motion picture special effects. Students explore techniques such as 3D modeling and character animation, video compositing, and high-resolution image processing in a state-of-the-art multimedia computing laboratory. High-capacity multimedia storage, high-speed networks, and new technologies such as DVD, HDTV, and broadband will be reviewed. This course is offered as both CSE 364 and ISE 364.

Prerequisites: CSE/ISE 334 and permission of the instructor
3 credits

ISE 377 Introduction to Medical Imaging

An introduction to the mathematical, physical, and computational principles underlying modern medical imaging systems. Covers fundamentals of X-ray computer tomography, ultrasonic imaging, nuclear imaging, and magnetic resonance imaging (MRI), as well as more general concepts required for these, such as linear systems theory and the Fourier transform. Popular techniques for the visualization, segmentation, and analysis of medical image data are discussed,

as well as applications of medical imaging, such as image-guided intervention. The course is appropriate for computer science, biomedical engineering, and electrical engineering majors.

Prerequisites: AMS 161 or MAT 127 or 132 or 142; AMS 210 or MAT 211

3 credits

ISE 378 Introduction to Robotics

Introduces basic concepts in robotics including coordinate transformation, kinematics, dynamics, Laplace transforms, equations of motion, feedback and feedforward control, and trajectory planning. Covers simple and complex sensors (such as cameras), hybrid and behavior based control and path planning. Concepts are illustrated through laboratories using the LEGO Robot Kit.

Prerequisites: AMS 161 or MAT 127 or 132 or 142; AMS 210 or MAT 211 or MEC 262

3 credits

ISE 390 Special Topics in Information Systems

Lecture or seminar course on a current topic in information systems. Semester supplements to this *Bulletin* contain specific description when course is offered. May be repeated as the topic changes, but cannot be used more than twice to satisfy ISE major requirements.

Prerequisites: ISE or CSE major; U3 or U4 standing

3 credits

ISE 391 Special Topics in Information Systems

Lecture or seminar course on a current topic in information systems. Semester supplements to this *Bulletin* contain specific description when course is offered. May be repeated as the topic changes, but cannot be used more than twice to satisfy ISE major requirements.

3 credits

ISE 475 Undergraduate Teaching Practicum

Students assist faculty by conducting a recitation or laboratory section that supplements a lecture course. The student receives regularly scheduled supervision from the faculty advisor. May be used as an open elective only and repeated once.

Prerequisites: U4 standing as an undergraduate CEAS major; a minimum g.p.a. of 3.00 in all Stony Brook courses; grade of B or better in the course in which the student is to assist; or permission of department

3 credits

ISE 487 Research in Information Systems

An independent research project with faculty supervision. Only three credits of research electives (AMS 487, BME 499, CSE 487, ESE 499, ESM 499, EST 499, ISE 487, MEC 499) may be counted toward technical elective requirements. May not be taken for more than six credits.

Prerequisites: Permission of instructor and department

0-6 credits

ISE 488 Information Systems Internship

Participation in local, state, national, or international private enterprises, public agencies, or nonprofit institutions. Students are required to submit a written proposal, progress reports, and a final report on their experience to the client and to the department. May be repeated up to a limit of 12 credits but only 3 credits of CSE or ISE 488 may be used as an elective to satisfy ISE major requirements.

Prerequisites: ISE major; U3 or U4 standing; permission of faculty sponsor and department

3 credits, S/U grading