Technik
Informatik & Medien
Hochschule Ulm
University of
Applied Sciences

Module Description of the Course of

Computer Science
Bachelor of Science (B.Sc.)

Hochschule Ulm

Version 1.0
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Courses of study

ICS	Computer Science International Bachelor (03/2014)
DM	Digital Media (03/2011)
EST	Energy Systems Technology (03/2012)
FE	Automotive Electronics (03/2011)
FZ	Automotive Engineering, with focus on design (09/2013)
IE	Industrial Electronics (03/2011)
IG	Information Management in the Health System (09/2013)
IEW	International Energy Economics (03/2014)
MB	Mechanical Engineering, with focus on Automation and Power Technology (09/2013)
MC	Mechatronics (03/2011)
MD	Documentation and Computer Science in Medicine (03/2011)
MT	Medical Engineering (03/2011)
NT	Communications Engineering (03/2011)
PO	Production Engineering and Organization (03/2011)
TI	Computer Engineering (03/2010)
WF	Business Information Systems (03/2009)
WI	Industrial Engineering (03/2008)

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
ALDS	5	German, English	3.	Compulsory module	Winter Semester

Module Title
Algorithms & Data structures

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Georg Schied	Prof. Dr.-Ing. Georg Schied, Prof. Dr. Rüdiger Lunde

Classification and significance of the module relative to the goals of the course
In the application development, often algorithmic issues are encountered, such as the management of large volumes of data, problems concerning optimization or those that can be attributed to graph theoretic issues. In this module, skills and knowledge necessary for dealing with them are taught.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:
Professional Competence
- explain and apply important algorithms and data structures for sorting, for searching and for solving graph-based problems
- assess as to what kind of effect the choice of data structures has on the efficiency of algorithms
- explain the limits that exist for solving problems algorithmically

Methodological Competence
- identify the basic algorithmic problems in applications and to select suitable algorithms and data structures for them
- apply techniques of estimating the runtime of algorithms
- develop own and efficient algorithms based on general methods of designing.

Social and Self-competence
- discuss problems and possible solutions with domain experts.

Contents
- Analysis of algorithms: correctness, termination, runtime analysis, asymptotic notation, amortized analysis
- Efficient sorting: efficient comparison-based method (Heap sort, Merge sort, Quick sort), lower threshold for comparison-based sorting, non comparison based sorting methods (Bucket sort, Radix sort)
- Simple data structures: abstract data types, Stack, Queue, Priority Queue
- Hash algorithm: hash functions, collision resolution with concatenation of deserters and exploratory, dynamic hashing
- Trees: AVL trees, B-trees, red-black trees, self-organizing trees (Splay trees), digital trees (Tries)
- Graph algorithms: width and depth search, cycle detection, topological sorting, shortest paths (Bellman-Ford, Dijkstra), minimum spanning trees (Kruskal, Prim), flows in networks (Ford-Fulkerson), bipartite matching
- Design methods: Divide and Conquer, Greedy method, backtracking, Dynamic programming, randomized algorithms
- Outlook: complexity classes P, NP, NP completeness

References

- T.H. Corman, et. al.: *Algorithmen*. Oldenbourg, 2010. ISBN: 978-3486582628.
- Ottman und Widmayer: *Algorithmen und Datenstrukturen*. Spektrum, 2002. ISBN: 978-3827410290.
- G. Saake, K.-U. Sattler: *Algorithmen und Datenstrukturen*. dpunkt.verlag, 2006. ISBN: 3-89864-385-9.
- Steven S. Skiena: *The Algorithm Design Manual*. Springer, 2008. ISBN: 978-1-84800-069-8.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Calculus 1, Programming 1, Programming 2		
Advanced modules	Ad-hoc and Sensor Networks		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation ANLY1	**ECTS** 5	**Language** German, English	**Semester** 1.	**Type** Compulsory module	**Term** Winter Semester

Module Title
Calculus 1

Curriculum Assignment
Computer Science (1st semester)

Module Responsibility	**Faculty**
Prof. Dr. Karin Lunde	Prof. Dr. Karin Lunde, N.N.

Classification and significance of the module relative to the goals of the course
Propositional logic and proof techniques are among the fundamental knowledge of every computer engineer. Also questions that can be handled using analytical methods, occur in many IT applications. Confidently mastering these basic approaches of thinking and method is an indispensable condition for any activity in the field of computer science.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- use functions in order to describe and analyse mathematical relationships
- work on application problems using methods of differential and integral calculus

Methodological Competence
- argue logically confidently
- comprehend abstract tasks and break them down into individual tasks
- develop mathematical models for simple application problems

Social and Self-competence
- collaborate with other students in small groups so as to find solutions for abstract and practical tasks
- assess their own skills in analysing problems and in devising solutions

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Basics: sets, logic, totals and methods of proof
- Elementary functions: rational functions, trigonometric functions, exponential function, hyperbolic functions (and their inverse functions)
- Limits of sequences of numbers and functions
- Continuity of functions
- Differential calculus: derivation rules, higher derivatives, rule of Bernoulli l'Hospital, extreme value problems
- Basic methods of integration for determining primitives

References

- Peter Hartmann: *Mathematik für Informatiker*. Springer Vieweg, 2015. ISBN: 978-3834800961.
- Thomas Westermann: *Mathematik für Ingenieure*. Springer, 2011.
- Lothar Papula: *Mathematik für Ingenieure und Naturwissenschaftler, Band 1*. Springer Vieweg, 2014.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Tutorial (1 SWS),		
Examination method	Written examination (90 min)	**Exam prerequisite**	other certificate of performance
Advanced modules	Calculus 2, Linear Algebra, Algorithms & Data structures, Theoretical Computer Science, Stochastics		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
ANLY2	5	German, English	3.	Compulsory module	Winter Semester

Module Title
Calculus 2

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	**Faculty**
Prof. Dr. Karin Lunde	Prof. Dr. Karin Lunde, N.N.

Classification and significance of the module relative to the goals of the course
Questions, which can be handled using the methods of multidimensional analysis, occur in many IT applications. The FFT is one of the central algorithms for signal and image analysis. Mastering these methods is a prerequisite for a successful career in the field of computer science.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- represent functions by Taylor or Fourier series
- set up and solve simple differential equations as a model of a dynamic system
- apply numerical methods and to interpret the results
- calculate extrema of functions of several variables with and without constraints
- linearize nonlinear relations using the total differential

Methodological Competence
- comprehend more complex tasks, break them down into individual steps and solve the problem through the acquired numeracy
- solve numerical problems in MATLAB

Social and Self-competence
- mutually support in solving problems and in the context of self-learning units
- assess their own skills in analysing problems and in devising solutions

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Function series (Taylor series, Fourier series, DFT and FFT)
- Applications of integral calculus, including simple differential equations of 1st order
- Numerical integration methods (Simpson, Runge-Kutta)
- Numerical iteration methods for (Lmpson, Runge-Kutta) differential equations of the 1st order
- Multidimensional analysis (partial derivatives, optimization, error propagation)

References

- Peter Hartmann: *Mathematik für Informatiker*. Springer Vieweg, 2015.
- Thomas Westermann: *Mathematik für Ingenieure*. Springer, 2011.
- Lothar Papula: *Mathematik für Ingenieure und Naturwissenschaftler, Band 1+2*. Springer Vieweg, 2014.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Tutorial (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Home assignment
Recommended modules	Calculus 1		
Advanced modules	Modelling dynamic systems, Control systems		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
BCAR	15	German, English	7. , 8.	Compulsory module	not specified

Module Title
Bachelor's thesis, Seminar on Bachelor's thesis

Curriculum Assignment
Computer Science (7th semester), Computer Science (8th semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Georg Schied	Professors of the Faculty of working techniques

Classification and significance of the module relative to the goals of the course
On the basis of the Bachelor's thesis and the accompanying seminar, not only the expertise is deepened in a specific subject area of computer science, but also particularly important soft skills are practised that are essential for the future professional practice.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional and methodological competence
- independently work on a task in the field of computer science with scientific methods under the technical and methodological guidance
- present the results in the form of a scientific paper verbally and in writing

Social and Self-competence
- plan the processing independently of an extensive task and to carry out the same systematically
- clarify the requirements and basic conditions of an extensive task with the guides / contracting parties
- employ their own creativity in solving problems
- independently and specifically develop knowledge and methods to solve sub-problems
-

Contents
The list of individual tasks pertaining to computer science will be handed out by the supervising professor.

References

- Ch. Stickel-Wolf, J. Wolf: *Wissenschaftliches Arbeiten und Lerntechniken*. Gabler Verlag, 2009. ISBN: 978-3834908421.
- Deininger, Lichter, Ludewig, Schneider: *Studien-Arbeiten*. vdf Hochschulverlag, 2005. ISBN: 978-3728130129.
- Rossig, Prätsch: *Wissenschaftliches Arbeiten*. Print-TEC Druck+Verlag, 2008. ISBN: 978-3888087028.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Project thesis, Seminar			
Examination method	Semester paper, Presentation		**Exam prerequisite**	
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	90h	360h	0h	450h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
BSYS	5	German, English	4.	Compulsory module	Summer Semester

Module Title
Operating Systems

Curriculum Assignment
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. Stefan Traub	Prof. Dr. Stefan Traub, Prof. Dr. Markus Schäffter, Prof. Dr. Frank Steiper

Classification and significance of the module relative to the goals of the course
Graduates of computer engineering are expected that they handle the tools of computer science confidently. This implies computers and their operating software.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- select Operating Systems for a specific purpose
- plan a specific purpose of an Operating System
- install and administrate Operating Systems

Methodological Competence
- develop system programs for different Operating Systems
- recognize problems when using the computer systems

Social and Self-competence
- assess Operating Systems in cooperation with the overall IT and discuss their use with all those responsible.

Contents
- Introduction
- Operating System structures
- Command interfaces
- File systems
- Address spaces
- Processes, Threads
- Synchronization and synchronization errors
- Inter-process communication
- System services
- Security

References
- Andrew S. Tanenbaum: *Modern Operating Systems*. 3rd Revised edition, Prentice Hall, 2008. ISBN: 978-0138134594.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Oral examination		**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1, Programming 2, Programming 3			
Advanced modules	Information Security, Distributed & Web-based Systems			
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
BWL	5	German	1. , 6.	Compulsory module	not specified

Module Title
Business Administration

Curriculum Assignment
Digital Media (6th semester), Automotive Technology, focus on design (6th semester), Computer Science (6th semester), Computer Science (1st semester), Mechanical Engineering, focus on automation and Energy Technology (6th semester).

Classification in the curriculum as an elective module
Mechatronics, Medical Engineering, Business Information Systems

Module Responsibility	Faculty
	Prof. Volkmar Liebig, Steffen Wettengl

Classification and significance of the module relative to the goals of the course
Students receive an application-oriented overview of the basics of Business Administration (BWL). These skills are indispensable so as to be cable of assuming, for example, a responsible role in development processes. The acquired skills will be of particular value for a professional qualification and career opportunities.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- define business functions and describe their interrelationships
- describe and apply constitutive decisions (among other things social forms, location factors) and the links between companies
- understand and apply economics principles as well as business methods and procedures
- differentiate, identify and assess the decision-making process and the planning, organization and control in businesses

Methodological Competence
- develop, discuss and present various approaches of solutions to business problems in the context of case studies
- analyse and discuss scientific reference works

Social and Self-competence
- argue in small groups based on facts and assert their own role in small groups

Contents
1. The economic activity - Economy as a system
- The economic principle / business economic principles
- The market and its forms
- Economic Policy Institutions

2. The Company
- Basic concepts
- Operational functional areas
- Organization

3. The Management Accounting
- Managerial Accounting
- Cost accounting, annual financial statements
- Feasibility and Investment Appraisal
- Financing

4. The business plan
- Decision making in the company
- Strategic / Operational Planning
- Controlling

References
- Wöhe/Döring: *Einführung in die Allgemeine Betriebswirtschaftslehre*. 24., Wiesbaden: Gabler, 2010.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
DABA	5	German, English	2. , 4.	Compulsory module	Summer Semester

Module Title
Databases

Classification in the curriculum as an elective module
Computer Science (2nd semester), Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Erich Klippel	Prof. Erich Klippel, Prof. Dr. Rüdiger Lunde, Prof. Dr.-Ing. Klaus Baer

Classification and significance of the module relative to the goals of the course
Database systems are a central building block for many information systems. In the modern society they are gaining more and more importance, for example, in geographic information systems, data warehouse applications and so on. Knowledge in this field of application is therefore absolutely important for the professional qualification of a computer engineer and indispensable for the development of complex information systems.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- assess relational databases for information management in the context of information systems, and to plan and apply their use
- create Entity-Relationship models of the real world using a modelling tool
- identify and implement model optimization with normal morphology
- derive relational databases from Entity-Relationship models and to create and query using standard SQL
- apply the standard interfaces of database programming in procedural languages

Methodological Competence
- apply and discuss the expertise through practical tasks in the fields of ERM, RM, DDL, RA, DML and DB programming and to develop their own solutions

Social and Self-competence
collaborate in small groups with elaborations on predefined tasks and create them jointly while assuming their own role.

Contents
- Data management, file and database systems, ANSI/SPARC architecture
- Entity-Relationship model, generalization, and aggregation
- Relational database model, DDL
- Functional dependencies, normal morphology, synthesis and decomposition algorithms
- Relational algebra
- Database query languages, DML, OLAP
- Database programming, PSM, ESQL, ODBC, JDBC, ADO

References

- Elmasri, R.; Navathe, S.: *Grundlagen von Datenbanksystemen*. Pearson Studium, Januar 2009. ISBN: 978-3868940121.
- Ramakrishan, R.; Gehrke, J.: *Database Management Systems*. MacGraw-Hill, September 2002. ISBN: 978-0071151108.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1, Programming 2			
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation **EPRO**	**ECTS** 5	**Language** German, English	**Semester** 1.	**Type** Compulsory subject	**Term** Winter Semester

Module Title
Introductory Project

Classification in the curriculum
Computer Science (1st semester)

Module Responsibility	**Faculty**
Prof. Dr. F. Steiper	Prof. Dr. F. Steiper, Prof. Dr.-Ing. M. Strahnen, Prof. Dr.-Ing. K. Baer, Prof. Dr. M. Schäffter

Classification and significance of the module relative to the goals of the course
The enablement for self-reliant study and for scientific work approach is promoted as part of a course-related project. The module is therefore of fundamental importance for the entire study process and also serves as a preparation for professional life.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:
Methodological Competence
- apply methods of self-reliant study and scientific work approach
- apply learning strategies and techniques and strategies for preparing for the examination

Social and Self-competence
- argue in small groups based on facts and objectives
- assume their own role in small groups
- adapt early enough to the challenges of studying and later professional life

Contents
In a project, the content of which is related to computer science, students are guided in small groups through the processing of manageable problems and tasks to self-reliant study, working in teams and to scientific working methods. This is supported by accompanying workshops on the topics such as
- University organization and student participation
- Study organization and time management
- Reference work researching and information retrieval
- Publish and Present
- Learning and working techniques
- Techniques of preparing for the examination

References
Bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Project thesis (3 SWS), Seminar (1 SWS)		
Examination method		**Exam prerequisite**	other certificate of performance
Recommended modules			
Advanced modules			

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
EINF	5	German, English	1.	Compulsory module	Winter Semester

Module Title
Introduction to Informatics

Classification in the curriculum
Computer Science (1st semester)

Module Responsibility	**Faculty**
Prof. Dr. F. Steiper	Lecturers of the Faculty of Computer Science

Classification and significance of the module relative to the goals of the course
The module provides a general introduction to the basic concepts of computer science, the structure of computer systems, the interaction of hardware and software and the use of Operating Systems. It is the basis for understanding the subsequent modules of practical and applied computer science.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- understand encoding of information and computer internal representation of data and figures
- explain the basic structure and the functionality of a computer system
- describe the data processing in computer systems over various abstraction layers
- understand the basic principles of programming
- explain the functions of an Operating System and to handle their user interfaces

Methodological Competence
- apply the acquired knowledge based on practical tasks and to develop their own solutions
- analyse problems systematically and to evaluate alternative solutions

Social and Self-competence
- participate actively in small groups and jointly develop solutions

Contents
- Introduction (What is computer science? - Core subjects of computer science: data, algorithms, computers)
- Representation of data, number representation, Computer Arithmetic
- Design and functioning of a computer (computer organization, processor, memory system, I/O devices and their programming interfaces)
- Data processing in computer systems (abstraction layers and interfaces of a computer system, virtual machines, principle of interpretation and translation)
- Basics of programming (software development process; Algorithm: definition and forms of representation; the path from the algorithm to the program)
- Construction and handling of Operating Systems (OS architectures and functions, user interfaces, handling file systems)

References

- Gesellschaft für Informatik e.V. (GI): *Was ist Informatik? Unser Positionspapier.* Bonn, 2006.
- Heinz-Peter Gumm und Manfred Sommer: *Einführung in die Informatik*. Oldenbourg, 2010. ISBN: 978-3486587241
- Helmut Herold, Bruno Lurz, Jürgen Wohlrab: *Grundlagen der Informatik*. Pearson, 2007. ISBN: 978-3827373052

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules			
Advanced modules			

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
FENGL	5	English	3.	Compulsory module	Winter Semester

Module Title
Technical English

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	Faculty
Sinéad McLaughlin, Prof. Dr. Raymond Bentley	Sinéad McLaughlin

Classification and significance of the module relative to the goals of the course
The contemporary student is confronted with a range of challenges. They must have wide-ranging and thorough subject knowledge and must also be prepared for the intercultural aspects of an IT job in a global world. This course aims to prepare students in oral, written and aural English for their careers in the IT industry. Students must present, discuss and defend selected topics through a range of mediums.

Educational Objectives and Outcomes
- To provide and enhance the students ability to converse and write on the subject at a competent level of fluency
- Participants can understand a wide range of subject specific texts
- Students are able to express themselves fluently and spontaneously without too many searching for expressions
- Can use language flexibly and effectively for social, academic and professional purposes
- Students can produce clear, well-structured, detailed text on complex subjects, showing controlled use of organizational patterns, connectors and cohesive devises
- This course corresponds to level C1 of the Common European Framework

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills::
- History and origins of the computer and computer programming
- Operating Systems (Windows/Mac OS/Linux)
- Graphical User Interfaces - Past, Present and Future
- The World Wide Web
- Data Security
- Hackers and Co - A necessary evil?
- Professional English for the workplace

References

- Cotton, Falvey, Kent: *Market Leader*. 3, Longman, 2002. ISBN: 0582434645.
- Boeckner, Brown: *Oxford English for Computing*. 11, Oxford University Press, 2001. ISBN: 0194573877.
- Esteras, Fabré: *Professional English in Use*. 1, Cambridge University Press, 2007. ISBN: 0521685435.
- Glenndinning, McEwan: *Oxford English for Information Technology*. 1, Oxford Univ Press, 2006. ISBN: 0194574938.
- Butzphal, Maeir-Fairclough: *Career Express*. 1, Cornelson Verlag, 2010. ISBN: 978-3065202008.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Tutorial (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
HPROG	5	German, English	2.	Compulsory module	Summer Semester

Module Title
Hardware-oriented Programming

Classification in the curriculum
Computer Science (2nd semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. H. Frey	Prof. Dr.-Ing. H. Frey

Classification and significance of the module relative to the goals of the course
Conceptualization and development of software is one area of application of computer science that interacts directly with the hardware. Known as hardware-oriented programming, this type of programming is carried out almost exclusively in the C programming language. In this module, relevant basic knowledge and methods are taught.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- use a cross-platform development environment
- explain the specifics of the hardware-oriented programming and name typical approaches to solutions

Methodological Competence
- discuss typical problems in the field of hardware-oriented programming in the C programming language
- solve a given problem in a small group

Contents
- Simple Computer Architecture
- Special hardware-oriented programming
- Introduction to C programming language (specifically: dealing with pointers)
- Interrupt programming

References

- Michael Barr: Programming Embedded Systems. O'Reilly Media, 10/2006. ISBN: 978-0596009830.
- Kernighan, Ritchie: Programmieren in C. Hanser, 02/1990. ISBN: 978-3446154971.
- Bollow, Homann, K971. C und C++ fnn, K971.ed Systems. Mitp-Verlag, 11/2008. ISBN: 978-826659492.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (2 SWS), Laboratory work (2 SWS)		
Examination method	Written examination (60 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1, Introduction to computer science		
Advanced modules	Various modules from the focal area of subjects		

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
KOMOD	2	German, English	6. 7.	Compulsory module	Summer & Winter Semesters

Module Title
Communications and Moderation

Curriculum Assignment
Computer Science (6th semester), Computer Science (7th semester)

Module Responsibility	**Faculty**
Prof. Dr. Markus Schäffter	

Classification and significance of the module relative to the goals of the course
This module teaches social engineering skills so as to be able to effectively collaborate during work processes in the operational or scientific environment. Thus it prepares the students for their day-to-day professional life.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Social and Self-competence
- recognize the importance of communication in companies
- use tools, techniques and rules of communication according to the situation
- recognize and resolve conflicts
- perform facilitation in different situations

Contents
- Basics of communication: Verbal and nonverbal communication, communication and behavioural styles, strategies for successful communication
- Conflict management in teams: causes and indications of conflicts, the cycle of conflict management, conflict resolution strategies
- Facilitation techniques: definition of targets and moderation environment, moderation phases
- Art of negotiation: steps of negotiation and strategies, preparation and conduct of negotiations

References
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (1 SWS), Tutorial (1 SWS)			
Examination method	Presentation	**Exam prerequisite**		
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	30h	30h	0h	60h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
LINA	5	German, English	2.	Compulsory module	Summer Semester

Module Title
Linear Algebra

Curriculum Assignment
Computer Science (2nd semester)

Module Responsibility	**Faculty**
Prof. Dr. Karin Lunde	Prof. Dr. Karin Lunde, N.N.

Classification and significance of the module relative to the goals of the course
The knowledge of vectors, matrices and their applications (e.g. in computer graphics) is one of the basic skills of every computer engineer. Generalizing concepts like linearity or the vector space train the essential ability of abstraction to computer engineers. The confident mastery of the methods of linear algebra is therefore essential for further activities in computer science.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence:
- compute with vectors and matrices and perform application tasks
- represent and analyse systems of linear equations and linear transformations using matrices
- understand the structure of a vector space and transfer them to various mathematical objects
- perform calculations with complex numbers

Methodological Competence:
- apply the knowledge based on practical tasks and develop their own solutions
- understand the benefits of abstract structures for reusability of detected relationships

Social and Self-competence:
- support each other while solving tasks in study groups and in the context of self-learning units
- assess their own skills in analysing problems and in devising solutions

Contents
The following topics enable students to acquire the above-mentioned competencies and skills:
- Vector and matrix algebra
- Systems of linear equations
- Linear mappings and their applications
- Eigenvalues and eigenvectors with applications
- Vector spaces and number fields (complex numbers)
- Iterative methods for solving systems of linear equations

References

- Peter Hartmann: *Mathematik für Informatiker*. Springer Vieweg, 2015.
- Thomas Westermann: *Mathematik für Ingenieure: Ein anwendungsorientiertes Lehrbuch*. Springer Verlag, 2011.
- Lothar Papula: *Mathematik für Ingenieure und Naturwissenschaftler, Band 1*. Springer Vieweg, 2014.

Other bibliographical references will be provided in the course of a currently held lecture..

Teaching and learning method	Lecture (3 SWS), Tutorial (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Home assignment
Recommended modules	Calculus 1			
Advanced modules	Calculus 2, Algorithms & Data structures, Stochastics			
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
PRAX	28	German, English	6., 7., 8.	Compulsory module	Summer & Winter Semesters

Module Title
Practical Project

Curriculum Assignment
Computer Science (6th /7th semesters), Computer Science (7th /8th semesters)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Thorsten Hasbargen	Prof. Dr.-Ing. Thorsten Hasbargen

Classification and significance of the module relative to the goals of the course
The module enables students to learn and experience of the laws of economic, legal and social operations as well as practising of social and key skills for everyday professional life. Thus it has a bridging function to launching oneself into the later working life.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- develop new and in-depth technical issues on the basis of the knowledge acquired during their studies

Methodological Competence
- use the methodological knowledge learned in relation to the project management, project work and planning of work processes in an enterprise environment

Social and Self-competence
- apply communication and facilitation techniques on different hierarchical levels in the business environment
- practise the methods of time management and structured and independent working

Contents
In a practical project, students work on tasks, under the guidance of a supervisor experienced in the envisaged professional field, which are typical for their qualification and profession they aspire.
They apply the competencies until then during the course in the relevant operational practice. The practical project must be implemented therefore in a company or in another place of work (internship) outside Hochschule Ulm (University of Ulm).
The project topics follow specific questions from the practical life and can offer an opportunity for in-depth knowledge according to different emphases. The time-related scope of the practice project requires at least 100 days of attendance.

References
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Project thesis ,Seminar (1 SWS)			
Examination method		**Exam prerequisite**	Semester paper,	
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	30h	210h	600h	840h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
PROG1	5	German, English	1.	Compulsory module	Winter Semester

Module Title
Programming 1

Curriculum Assignment
Computer Science (1st semester)

Module Responsibility	**Faculty**
Prof. Dr. Rüdiger Lunde	Prof. Dr.-Ing. Klaus Baer, Prof. Dr. Philipp Graf, Prof. Dr.-Ing. Thorsten Hasbargen, Prof. Dr. Rüdiger Lunde, Prof. Dr.-Ing. Georg Schied

Classification and significance of the module relative to the goals of the course
Today, algorithmic thinking, understanding of object structures and expert handling of modern programming languages such as Java are expected from every computer engineer as a matter of fact. For this, this course provides the essential foundation.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:

Professional Competence
- describe basic algorithms and data structures
- create simple algorithms
- design small class structures and represent them as UML class diagram
- implement limited programming tasks in an object-oriented language
- use a current IDE to develop the program meaningfully

Methodological Competence
- apply systematic approaches to software development
- analyse problems and evaluate alternative solutions comparatively

Social and Self-competence
- discuss work results with fellow students and tutors
- compile the work results in a small team

Contents
- Basics (programming paradigms, runtime environment, von Neumann architecture, number representations, algorithms, complexity of algorithms, grammar)
- Procedural programming (elementary data types, arithmetic expressions, control structures, single and multi-dimensional arrays, strings, static methods)
- Object-oriented programming (classes and objects, data abstraction, inheritance, polymorphism)
- Basic algorithms and data structures (conversion between different representations of numbers, simple sorting algorithms, recursive algorithms, stack)
- Modelling (designing simple object structures, UML class diagram)

References

- Guido Krüger, Heiko Hansen: Handbuch der Java-Programmierung, Standard Edition Version 7. Addison-Wesley, 2011.
- Reinhard Schiedermeier: *Programmieren mit Java*. Pearson Studium, 2010. ISBN: 978-3868940312.
- Christian Ullenboom: *Java ist auch eine Insel*. Galileo Computing, 2009. ISBN: 978-3836213714.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Laboratory work
Advanced modules	All of following modules from practical computer science, in particular: Programming 2, Programming 3, Algorithms & Data structures, Software Engineering, Operating Systems, Software Project, Team-oriented Project			
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
PROG2	5	German, English	2.	Compulsory module	Summer Semester

Module Title
Programming 2

Curriculum Assignment
Computer Science (2nd semester)

Module Responsibility	**Faculty**
Prof. Dr. Rüdiger Lunde	Prof. Dr.-Ing. Klaus Baer, Prof. Dr. Philipp Graf, Prof. Dr.-Ing. Thorsten Hasbargen, Prof. Dr. Rüdiger Lunde, Prof. Dr.-Ing. Georg Schied

Classification and significance of the module relative to the goals of the course
Today, algorithmic thinking, understanding of object structures and expert handling of modern programming languages such as Java is today expected from every computer engineer as a matter of fact. For this, this course consolidates the contents of Programming 1.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- understand and apply advanced concepts of modern programming languages
- understand simple recursive data structures and use them meaningfully
- design and implement simple user interfaces
- use Threads for concurrent programming

Methodological Competence
- apply systematic approaches to software development
- analyse problems and evaluate alternative solutions comparatively

Social and Self-competence
- discuss work results with fellow students and tutors
- compile the work results in a small team

Contents
- Concepts for handling exceptions
- Standard containers (lists, search trees, hash tables) and their usage
- Generic programming with type parameters
- Creation of graphical user interfaces
- Concurrent programming with Threads
- Handling streams and serialization

References

- Guido Krüger, Heiko Hansen: Handbuch der Java-Programmierung, Standard Edition Version 7. Addison-Wesley, 2011.
- Reinhard Schiedermeier: *Programmieren mit Java*. Pearson Studium, 2010. ISBN: 978-3868940312.
- Kathy Sierra, Bert Bates, Lars Schulten, Elke Buchholz: Java von Kopf bis Fuß. O'Reilly, 2006.
- Christian Ullenboom: *Java ist auch eine Insel*. Galileo Computing, 2009. ISBN: 978-3836213714.

.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1		
Advanced modules	All of following modules from practical computer science, in particular: Programming 3, Algorithms & Data structures, Software Engineering, Operating Systems, Software Project, Team-oriented Project		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
PROG3	5	German, English	3.	Compulsory module	Winter Semester

Module Title
Programming 3

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Klaus Baer	Prof. Dr. Rüdiger Lunde, Prof. Dr.-Ing. Klaus Baer, Prof. Dr.-Ing. Georg Schied, Prof. Dr.-Ing. Thorsten Hasbargen

Classification and significance of the module relative to the goals of the course
The C++ programming language is one of the most widely used and most powerful programming languages. C++ offers a set of concepts that facilitate deeper understanding of programming languages and their applications in object-oriented programming.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- create object-oriented programs using the language resources of C++
- use the C++ programming concepts
- handle templates and use the elements of the STL

Methodological Competence
- independently develop efficient, robust application programs
- assess as to which programming technique is useful for employing it in a particular context.

Social and Self-competence
- develop a software solution in a small group

Contents
- Differences between Java and C++
- C++ concepts of object-oriented programming (classes, objects, inheritance, polymorphism)
- Storage Management
- Multiple inheritance, operator overloading, Friend-concept, exception handling, I/O
- Error analysis of programs
- Generic Programming and Introduction to C++ - standard library

References

- P. Prinz, U. Kirch-Prinz: *C++ Lernen und professionell anwenden*. Bonn: mitp-Verlag, 2002. ISBN: 3-8266-0824-0.
- J. Wolf: *C++ von A bis Z*. Bonn: Galileo Press, 2006. ISBN: 3-89842-816-8.
- U. Breymann: *C++ - Einführung und professionelle Programmierung*. Hanser, 2007.
- B. Stroustrup: *Die C++ Programmiersprache*. Addison Wesley, 1998. ISBN: 0-201-88954-4.
- S. Meyers: *Effektiv C++ Programmieren*. Addison Wesley, 1998. ISBN: 3-8273-1305-8.
- S. Kuhlins, M. Schader: *Die C++ Standardbibliothek*. Springer Verlag, 2002. ISBN: 3-540-43212-4.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1, Programming 2		
Advanced modules	Machine Vision, Autonomous Systems, Web Engineering, Software Engineering, Software Project, Team-oriented Project, Operating Systems, Real-time Systems		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
PMAN	5	German, English	6	Compulsory module	Summer & Winter Semesters

Module Title
Project Management

Classification in the curriculum
Computer Science (6th semester)

Module Responsibility	**Faculty**
Prof. Dr. Joachim Hering	Prof. Dr. Joachim Hering, Dr.-Ing. Klaus Baer

Classification and significance of the module relative to the goals of the course
The general aim of the course is to enable students to plan, guide and implement projects especially with a view of the critical success factors of quality, time and cost and achieve the intended objectives. The course is conducted along side the course *Team-oriented project*, so that the theoretical knowledge is directly applied in their own project to project management.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence:
- correctly rank the importance of project management for IT projects
- demonstrate knowledge of techniques and methods for project management
- demonstrate knowledge of the key project roles and their tasks and responsibilities
- demarcate between classical and agile project management

Methodological Competence:
- handle project management software such as MS-Project, Mind Map and other tools
- create design documents (GANTT charts, critical path method)
- prove their project management skills incl. self-organization of a project team and evaluation

Social and Self-competence:
- manage projects
- deal with each other as a team

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Introduction to Project Management
- Process Models of Software Development
- Project life cycle and relevant project management activities
- Methods of project management
- Classic and Agile Project Management

References

- Kapur K. Gopal: *Project Management for Information, Technology, Business, and certification*. Pearson Education, 2005. ISBN: 0-13-112335-1.
- Highsmith, James A.: *Agile Project Management: creating innovative products*. Pearson Education, 2004. ISBN: 0-321-21977-5.
- Balzert, Helmut: *Lehrbuch der Software-Technik: Software-Management, Software-Qualitätssicherung, Unternehmensmodellierung*. Spektrum, Akad. Verl., 1998.
- H. W. Wieczorrek, P. Mertens: *Management von IT-Projekten: Von der Planung zur Realisierung*. Springer, 09/2009. ISBN: 978-3540852902.
- H. M. Sneed: *Software-Projektkalkulation. Praxiserprobte Methoden der Aufwandsschätzung für verschiedene Projektarten*. Hanser, 05/2005. ISBN: 978-3446400054.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Oral examination	**Exam prerequisite**	
Advanced modules	Project thesis 2, Project thesis 1		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
RNET	5	German, English	2.	Compulsory module	Summer Semester

Module Title
Computer networks

Curriculum Assignment
Computer Science (2nd semester)

Module Responsibility	**Faculty**
Prof. Dr. Frank Steiper	Prof. Dr. Frank Steiper, Prof. Dr. Stefan Traub, Prof. Dr. Markus Schäffter

Classification and significance of the module relative to the goals of the course
The concepts of wired and wireless communications networks are indispensable building blocks of today's information systems. Their implementations represent important key technologies to open up new fields of application, for example, in the field of multimedia applications, the grid computing or networked embedded systems. Due to increasing networking of almost all objects of daily life competencies imparted by the module are indispensable for qualifying the graduates in the job market.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- describe the architectural approaches of common network technologies
- explain and classify basic communication protocols
- describe the functioning of network components and their interaction

Methodological Competence
- apply the acquired knowledge to implement heterogeneous communication networks
- assess the suitability of network technologies for a given application scenario and develop their own solutions

Social and Self-competence
- handle tasks by collaborate in practice mode in small groups

Contents
- Physical principles and limitations of the data transmission
- Concepts of media access, error detection and error handling
- Local Network Technologies for Ethernet and Wi-Fi
- Concepts of routing and of reliable data transport
- Network and transport protocols using the example of the Internet Protocol Suite
- Planning, configuration and administration of computer networks
- Inter-process communication using the example of socket programming
- Introduction to Programming Distributed Applications

References

- Kurose, J.F.; Ross, K.W.: *Computer Networks*. 05, Addison Wesley, 04/2009. ISBN: 978-0136079675.
- Tanenbaum, A.: *Computernetzwerke*. 04, Pearson Studium, 07/2003. ISBN: 978-3827370464.
- Karl, H.; Willig, A.: *Protocols and Architectures for Wireless Sensor Networks*. 01, John Wiley & Sons, 08/2007. ISBN: 978-0470519233.
- Badach, A.; Hoffmann, E.: *Technik der IP-Netze*. 02, Hanser Fachbuch, 09/2007. ISBN: 978-3446219359.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1			
Advanced modules	Ad-hoc & Sensor Networks, Information Security, Distributed & Web-based Systems			
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
SEM	5	English	5.	Compulsory module	Winter Semester

Module Title
Seminar

Curriculum Assignment
Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr. Markus Schäffter	Prof. Dr. Joachim Hering

Classification and significance of the module relative to the goals of the course
The seminar combines and extends the existing knowledge on the basis of practical case studies from current applications of computer engineering. It establishes a link to what has been already learned and opens up new perspectives for practical projects and electives.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- represent complex issues concisely
- report on results in one's own words
- select areas of interest for further consolidation of know-how

Methodological Competence
- replenish expertise didactically meaningfully
- use expertise to practical case studies

Social and Self-competence
- cooperate with others and actively participate in joint findings
- prepare expertise didactically and present the same successfully.

Contents
- Overview of current areas of application of computer engineering
- Presentation of concrete case studies from practical life
- Classification of case studies into the curriculum
- Independent elaboration of concrete case studies
- Presentation of the results
- Presentation of results on paper

References
Bibliographical references will be based on the current state-of-the-art technology and the list will be handed out in the course of the currently held lecture session.

Teaching and learning method	Seminar (4 SWS)		
Examination method	Semester paper, Presentation	**Exam prerequisite**	
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
SWEN	5	German, English	4.	Compulsory module	Summer-semester

Module Title
Software Engineering

Curriculum Assignment
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Klaus Baer	Prof. Dr. Rüdiger Lunde, Prof. Dr.-Ing. Klaus Baer, Prof. Dr. Philipp Graf

Classification and significance of the module relative to the goals of the course
The module teaches essential knowledge and methods for the analysis of engineering problems as well as for high-quality modelling and development of complex hardware / software systems. Skills imparted during the course are core competencies of any computer engineer.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- explain the importance of software engineering for today's software development and to identify and describe the sub-areas of software engineering
- describe agile development processes and explain the differences with regard to other software development processes
- use the linguistic capabilities of Unified Modelling language to create abstract views of a system
- apply selected design patterns

Methodological Competence
- apply agile development processes in the software development
- analyse problems and develop alternative solutions
- assess software designs in terms of quality criteria and compare various alternative solutions
- plan and implement systematically quality assurance measures in the development of software systems

Social and Self-competence
- discuss alternatives in development results (e.g. software design) with factual arguments in a team and reach decisions

Contents
- Importance of Software Engineering
- Major software development processes such as Unified Process and Agile Software Development
- Unified Modelling Language
- Requirements analysis
- Domain Modelling
- Logical Software Architecture
- Object Design and Design Patterns
- SW Quality Assurance: Inspection / Review, Software Testing

References

- I. Sommerville: *Software Engineering*. München: Addison Wesley, 2007. ISBN: 978-3827372574.
- B. Oestereich: *Analyse und Design mit UML 2*. München: Oldenburg Wissenschaftsverlag, 2009. ISBN: 978-3486588552.
- C. Larman: *UML 2 und Patterns angewendet - Objektorientierte Softwareentwicklung*. Bonn: mitp-Verlag, 2005. ISBN: 978-3826614538.
- C. Rupp, S. Queins, B. Zengler: *UML 2 glasklar*. Hanser, 2007. ISBN: 978-3446411180.
- E. Gamma, R. Helm, R. Johnson, J. Vlissides (Gang of Four): *Design Patterns - Elements of Reuseable Object-Oriented Software*. München: Addison-Wesley, 1994. ISBN: 978-0201633610.
- P. Kruchten: *Der Rational Unified Process*. München: Addison-Wesley, 2003. ISBN: 978-0321197702.
- G. Starke: *Effektive Software-Architekturen*. München, Wien: Hanser Verlag, 2009. ISBN: 978-3446420083.
- M. Fowler, K. Scott: *UML konzentriert, Die neue Standard-Objektmodellierungssprache anwenden*. Bonn: Addison Wesley, 2003. ISBN: 978-3827321268.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Laboratory work
Recommended modules	Programming 1, Programming 2, Programming 3			
Advanced modules	Software Project, Team-oriented Project			
Module scope	Attendance	Self-study	Internship	Total time

	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
STOC	5	German, English	4.	Compulsory module	Summer-semester

Module Title
Stochastics

Curriculum Assignment
Computer Science (4th semester)

Module Responsibility	Faculty
Prof. Dr. Karin Lunde	Prof. Dr. Karin Lunde, N.N.

Classification and significance of the module relative to the goals of the course
Questions that can be dealt with by using the stochastic methods developed here occur in IT applications. Mastering these methods is a prerequisite for a successful career in the field of computer science.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:
Professional Competence
- describe and interpret data by a few key indicators meaningfully
- expect probabilities
- apply the most important discrete and continuous distributions meaningfully

Methodological Competence
- recognize the random component in abstract tasks and formulate in the language of the random variables
- model stochastically and recognize tasks and
- break complex textual problems into steps and solve exercise tasks

Social and Self-competence
- support each other in solving tasks and in the context of self-learning units
- assess their own skills in analysing problems and in developing solutions

Contents
- Descriptive statistics
- Probability theory, random variables
- Discrete and continuous distributions
- Inductive statistics: interval estimates
- Markov chains and queuing
- Simulation and MATLAB

References

- Peter Hartmann: *Mathematik für Informatiker*. Vieweg, März 2006. ISBN: 978-3834800961.
- Gerhard Hübner: *Stochastik*. Vieweg+Teubner, März 2009. ISBN: 978-3834807175.
- Michael Baron: *Probability and Statistics for Computer Scientists*. Chapman & Hall, November 2006. ISBN: 978-1584886419.
- Ottmar Beucher: *Wahrscheinlichkeitsrechnung und Statistik mit MATLAB*. Springer, September 2007. ISBN: 978-3540721550.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Tutorial (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	Home assignment
Recommended modules	Calculus 1, Calculus 2, Linear Algebra			
Advanced modules	Autonomous Systems,			
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
TPRO	10	German, English	6. , 7.	Compulsory module	Summer & Winter Semesters

Module Title
Team-oriented Project

Curriculum Assignment
Computer Science (6th semester), Computer Science (7th semester)

Module Responsibility	Faculty
Prof. Dr. Rüdiger Lunde	All lecturers of the faculty

Classification and significance of the module relative to the goals of the course
The course designed as full time for 7 weeks enables students to implement a large and demanding project in a group with roles usually found in practice, where all acquired skills (professional, technical and personal skills) come into play. In addition, the methods of project management are applied as close to reality as possible. Therefore, the module is of great importance for the professional qualifications and employability of graduates.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- use the knowledge acquired until then with interdisciplinary approach to solve a complex problem

Methodological Competence
- analyse and manage requirements
- apply methods for project planning and project management
- select suitable modelling techniques (UML) and development tools and use the same pragmatically
- carry out a complete project from the point of vision to its deployment autonomously on the basis of an suitable process model
- apply design patterns sensibly

Social and Self-competence
- develop new topics autonomously
- cooperate in the preparation and implementation of artefacts in groups cooperate with clearly defined roles and jointly work on the results
- master challenges with specific objectives and persistence

Contents
The students acquire the above-mentioned competences and skills by independently implementing a project in a team of 6-8 persons. They can usually select from various project proposals concerning the current application areas of computer engineering according to individual inclinations. The supervising lecturer of a project team sets a content-based and formal framework that includes the project objectives, the superset of the techniques and technologies to be employed and acceptance conditions. He guides the team and takes part in the iteration discussions as a facilitator and advisor.

References

- I. Sommerville: *Software Engineering*. München: Addison Wesley, 2007. ISBN: 978-3827372574.
- T. DeMarco, T. Lister: *Wien wartet auf Dich. Der Faktor Mensch im DV- Management*. Hanser Fachbuch, 10/1999. ISBN: 978-3446162297.
- C. Larman: *UML 2 und Patterns angewendet - Objektorientierte Softwareentwicklung*. Bonn: mitp-Verlag, 2005. ISBN: 978-3826614538.
- E. Gamma, R. Helm, R. Johnson, J: *Design Patterns - Elements of Reuse*. München: Addison-Wesley, 1994. ISBN: 978-0201633610.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Seminar (1 SWS),Project thesis (3 SWS),Project thesis (4 SWS)		
Examination method	Practical work/ design and presentation	**Exam prerequisite**	
Recommended modules	Programming 1, Programming 2, Programming 3, Software Engineering		
Advanced modules	Various modules from the focal area of subjects		

Module scope	Attendance	Self-study	Internship	Total time
	120 h	180 h	0 h	300 h

Module Abbreviation TGINF	**ECTS** 5	**Language** German, English	**Semester** 1.	**Type** Compulsory module	**Term** Winter Semester

Module Title
Technical fundamentals of Informatics

Classification in the curriculum
Computer Science (1st semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. H. Frey	Prof. Dr.-Ing. H. Frey

Classification and significance of the module relative to the goals of the course
The module imparts basic knowledge of digital technology and electrical engineering. It is the basis for understanding subsequent modules in digital technology, microprocessors and embedded systems.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- describe and understand the functioning of simple electronic components
- analyse simple electronic circuits
- understand and use simple metrological circuits
- understand the basic principles of classical digital technology
- design and build combinatorial basic circuits and operate them
- design and build sequential basic circuits and operate them

Methodological Competence
- apply and discuss about the technical know-how through practical tasks and develop their own solutions
- analyse problems and evaluate alternative solutions comparatively

Social and Self-competence
- discuss work results with fellow students and tutors
- compile the work results in a small team

Contents
1. Fundamentals of Electrical Engineering (current, voltage, resistance, energy, power, time-related course of currents and voltages, sources of current and voltage, simple resistor networks)
2. Simple electronic components (capacitor, coil, diode, transistor)
3. Basic digital circuits (Open Collector, tri-state, etc.)
4. Boolean algebra
5. Combinatorial circuits (description of logical problems, derivation of switching function)
6. Standard switching networks (comparator, coder, code converters, multiplexers, arithmetic circuits)
7. Flip-flops (FF base, clock state control, clock edge control, other FF)
8. Switchgears (registers, ring counters, counting circuits, finite state machines)

References

- Fricke, K.: Digitaltechnik , 2009. ISBN: 978-3834804594
- Lipp, H. M.: Grundlagen der Digitaltechnik, 2007. ISBN: 978-3486582741
- Wirth, N: Digital Circiut Design, 1995. ISBN: 3-540-58577-X
- Führer, Nerreter, Heidemann: Grundgebiete der Elektrotechnik Band 1+2, 2006/2007. ISBN: 978-3446190672 / 978-3446190689
- Paul: Elektrotechnik für Informatiker, 2004. ISBN: 978-3519003601

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules			
Advanced modules	Hardware-oriented Programming, Microcomputer Technology, Digital Systems, Computer Architecture		

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation THINF	**ECTS** 5	**Language** German, English	**Semester** 2.	**Type** Compulsory module	**Term** Summer-semester

Module Title
Theoretical Informatics

Curriculum Assignment
Computer Science (2nd semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Georg Schied	Prof. Dr.-Ing. Georg Schied

Classification and significance of the module relative to the goals of the course
In order to deal with complex tasks in computer science, it is usually necessary to formalize the problems on a descriptive level, which is well above the level of programming, so as to investigate and solve them exactly on this abstract level of available or newly developed resources or even to realize that they are in principle not solvable. Theoretical computer science has a series of established formal modelling, analysis and solution methods and trains in particular the essential ability for abstraction.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- explain basic concepts from the graph theory, logic, formal languages, automata theory and the computability theory
- explain and apply important descriptive, analytical and proof methods from the field of formal languages
- explain important characteristics of different language and automata classes
- identify fundamental limitations on the computability and decidability

Methodological Competence
- identify typical class of problems in application problems and formalize the description of methods handled so as to lead them to a systematic solution
- prove the characteristics of the systems described on the basis of formal descriptions

Contents
- Basic concepts of graph theory
- Formal Languages
- Deterministic and non-deterministic finite automata
- Regular expressions and regular languages
- Context-free grammars
- Pushdown automata
- Efficient top-down parsing
- Predictability, Church's thesis
- Undecidable problems
- Introduction to Predicate Logic

References

- Socher: *Theoretische Grundlagen der Informatik*. Hanser Verlag, 2007. ISBN: 978-3446412606.
- Hoffmann: *Theoretische Informatik*. Hanser Verlag, 2009. ISBN: 978-3446415119.
- Hopcorft, Motwani, Ullman: *Einführung in die Automatentheorie, Formale Sprachen und Komplexitätstheorie*. Addison-Wesley, 2002. ISBN: 978-3827370204.
- Sipser: *Introduction to the Theory of Computation*. Thomson, 2005. ISBN: 978-0619217648.
- Tittmann: *Graphentheorie*. Fachbuchverlag Leipzig, 2003. ISBN: 978-3446223431.
- Aho, Lam, Sethi, Ullman: *Compiler*. Pearson Studium, 2008. ISBN: 978-3827370976.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Practice (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Home assignment
Recommended modules	Calculus 1		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
VSYS	5	German, English	5.	Compulsory module	Winter Semester

Module Title
Distributed & Web-based Systems

Curriculum Assignment
Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr. Markus Schäffter	Prof. Dr. Stefan Traub, Prof. Dr. Markus Schäffter

Classification and significance of the module relative to the goals of the course
Modern information systems are spatially and logically distributed. This module defines the concept of a distributed system, describes typical system architectures and communication protocols. It enables modelling and implementation of simple distributed applications with special emphasis on the classical conservation objectives of IT security.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- identify the most important architectural models of distributed systems
- describe simple distributed applications in their architecture and function
- design new distributed applications and implement a prototype
- describe the advantages of using a middleware
- select and explain suitable protective measures

Methodological Competence
- apply expertise in a practical case studies
- develop and document concepts for new applications

Social and Self-competence
- develop and introduce solutions for medium-weight problems independently

Contents
- Definition
- Transparency requirements
- Architectural models and software concepts
- Communication and Processes
- Object-based Distributed Systems
- Special challenges of distributed systems
- Security requirements and protective measures

References

- Andrew S. Tanenbaum und Maarten van Steen: *Verteilte Systeme: Prinzipien und Paradigmen*. 2. Auflage, Pearson Studium, 11/2007. ISBN: 978-3827372932.
- Ulrike Hammerschall: verteilte Systeme und Anwendungen, Addison-Wesley Verlag, 1/2005, 978-3827370969.
- John Viega and Gary McGraw: *Building Secure Software: How to Avoid Security Problems the Right Way*. Amsterdam: Addison-Wesley Longman, 10/2001. ISBN: 978-0201721522.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Oral examination	**Exam prerequisite**	
Recommended modules	Operating Systems, Computer networks		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
ASN	5	English	4.	Specialization, Elective	Summer Semester

Module Title
Ad-hoc & Sensor Networks

Classification in the curriculum
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. F. Steiper	Prof. Dr. F. Steiper

Classification and significance of the module relative to the goals of the course
The module deepens the knowledge of current technologies and applications in the field of wireless networks. In that, the special technological and algorithmic challenges for the realization of such networks are identified. Competencies in the field of ad-hoc and sensor networks are an important qualification for students of computer science so as to design and implement applications in pioneering new fields such as "Smart Environments", "Internet of Things" or "Industry 4.0".

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- assess requirements for software and hardware components for application scenarios
- explain the concepts and technologies for implementing ad hoc and sensor networks and evaluate their suitability for different application scenarios

Methodological Competence
- apply the acquired knowledge for designing a custom application and to implement it as part of a team project

Social and Self-competence
- cooperate in exercise mode in small groups with regard to tasks

Contents
- Typical applications and requirements in the area of ad hoc and sensor networks
- Wireless technologies (WiFi, Bluetooth, ZigBee, UMTS, LTE)
- RFID (Radio Frequency Identification) - and NFC (Near Field Communication) technologies
- Sensor types, sensor properties and sensor data analysis
- Routing protocols for ad hoc and sensor networks
- Hardware platforms and architectures for sensor networks
- Software platforms for sensor networks
- Implementation of an application based on an ad hoc or sensor network in a small team

References

- Holger, K.; Willig, A.: Protocols and Architectures for Wireless Sensor Networks, 1 Edition,John Wiley & Sons 2005, ISBN-13: 978-0470095102
- Waltenegus, D.; Poellabauer, C.: Fundamentals of Wireless Sensor Networks: Theory and Practice (Wireless Communications and Mobile Computing), 1 Edition, John Wiley & Sons 2010, ISBN-13: 978-0470997659
- Finkenzeller, K.: RFID Handbook, 3 Edition, John Wiley & Sons 2010, ISBN-13: 978-0470695067
- Levis, P.; Gay, G.: TinyOS Programming, 1 Edition, Cambridge University Press 2011, ISBN-13: 978-0521896061

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Oral examination		**Exam prerequisite**	Laboratory work
Recommended modules				
Advanced modules				
Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation AUTMS-WATI	**ECTS** 5	**Language** English	**Semester** 5.	**Type** Specialization, Elective	**Term** Winter Semester

Module Title
Autonomous Systems

Classification in the curriculum
Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr. Christian Schlegel	Prof. Dr. Christian Schlegel

Classification and significance of the module relative to the goals of the course
Autonomous mobile systems (e.g. service robots) are an application area of computer engineering with high potential for the future. In addition, computer engineers are increasingly expected to possess technical and methodological competencies in the field of sensorimotor systems and decision-making capacity of technical systems.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- describe and explain algorithms for control, path planning, navigation and architecture as well as behaviour control by external and internal sensor systems for selected robot systems
- describe the basic mechanisms of processing uncertain information in complex systems using the example of mobile robots

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions

Social and Self-competence
- assume (partial) responsibility for a work product of a small group
- contribute their own skills in a team with specific objectives

Contents
- Introduction and basic concepts (history, autonomy, mobility, classic, reactive and hybrid architectures)
- Methodological basics (kinematics, holonomy, reactive behaviour, speed controller, position controller)
- Planned movement (algorithms, work and configuration space, path planning, motion control, mapping)
- Probabilistic approaches in robotics (motion model, sensor model, position tracking)
- Selected topics (e.g. behavioural coordination, symbolic planning, software frameworks)
- Practical exercises on mobile robots, for example, Pioneer P3DX platforms

References

- R. Siegwart, I. Nourbakhsh, D. Scaramuzza: *Introduction to Autonomous Mobile Robots*. 2nd Edition, MIT Press, 2011. ISBN: 9780262015356
- T. Bräunl: *Embedded Robotics: Mobile Robot Design and Applications with Embedded Systems*. 2. Auflage, Springer, 2006.
- J. Hertzberg, K. Lingemann, A. Nüchter: Mobile Roboter. Springer Vieweg, 2012.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination	**Academic performance**	none
Recommended modules	Programming 3, Project Hardware-oriented Programming		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
COAR	5	English	5.	Specialization, Elective	Winter Semester

Module Title
Computer Architecture

Classification in the curriculum
Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Manfred Strahnen	Prof. Dr.-Ing. Manfred Strahnen

Classification and significance of the module relative to the goals of the course
As opposed to computer technology, in computer architecture, it is not the technical implementation but operating principles and design concepts of a computer are in the forefront. The acquired skills enable the listener to balance and evaluate the architecture-related advantages and disadvantages for a system to be implemented.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- assess the concepts underlying the modern processors and their impact on an application
- evaluate the architectural features and performance data of memory hierarchies
- identify and evaluate the structural forms and communication structures of multiprocessor and multi-computer systems

Methodological Competence
- determine and apply a suitable method for testing the suitability of a computer for a dedicated application

Social and Self-competence
- compile a common documentation and evaluation of the results achieved in the team

Contents
- Architectural features of modern processors
- Memory hierarchies and memory management
- Performance evaluation of computer systems
- Multiprocessor and multi-computer architectures
- System structure and connecting structures

References

- William Stallings: *Computer Organization & Architecture*. Pearson Education, 2003. ISBN: 0-13-049307-4.
- John L. Hennessy, David A. Patterson: *Computer Architecture - A Quantitative Approach*. Elsevier Science, 2003. ISBN: 1-55860-724-2.
- Andew S. Tanenbaum: *Computerarchitektur*. Pearson Studium, 2001. ISBN: 3-8273-7016-7. Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Oral examination	**Exam prerequisite**	Laboratory work
Recommended modules	Microcomputers		
Advanced modules	Various modules from the compulsory subjects		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation CGR	**ECTS** 5	**Language** English	**Semester** 4.	**Type** Specialization, Elective	**Term** Summer Semester

Module Title
Computer Graphics

Classification in the curriculum
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. R. Lunde	Prof. Dr. R. Lunde

Classification and significance of the module relative to the goals of the course
Computer graphics is an essential sub-field of computer science. It studies image synthesis and manipulation using specialized computer hardware and software. Today, almost every computer provides advanced graphical capabilities and most of the interactions between humans and computers are based on them. This module gives an introduction into the underlying principles and techniques. It deepens the technical understanding for users of graphical applications, communicates basic skills for using tools for modelling, visualization, and animation, and finally enables programmers to profit from standard APIs for rendering. The module focuses on synthesis of realistic two-dimensional images of three-dimensional scenes but other topics are touched as well.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- explain, how photo-realistic images can be synthesized by ray tracing.
- explain, how images are synthesized using the graphic pipeline.
- apply linear algebra to transform three dimensional models, determine angles, and compute intersection points.
- understand, how illumination changes our perception of a scene and how this can be simulated.
- describe, how material aspects and detailed surface structures can be modelled.
- describe, how convolution can be used to post process images.

Methodological Competence
- use a standard modelling tool to create a 3D-scene.
- use a standard tool to render an image from a scene using special camera and lightning settings.
- use an API to control graphic functions of a computer in the context of game programming.
- select appropriate data structures to meet given efficiency requirements in graphical applications.
- select appropriate rendering techniques to meet given requirements with respect to efficiency and image quality.

Social and Self-competence
- experience how to make practical use of mathematical theories ;-)

Contents
- Raster Images
- Ray Tracing
- Transformation Matrices & Viewing
- The Graphics Pipeline
- Signal Processing
- Surface Shading & Texture Mapping
- Data Structures for Graphics
- Light and Colour
- Using a Tool for Modelling Scenes in 3D
- Using a Graphics API for Game Programming

References
- Peter Shirley & Steve Marschner: Fundamentals of Computer Graphics, CRC Press 2009
- John F. Hughes et al.: Computer Graphics - Principles And Practice -Third Edition, Addison-Wesley 2013

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules			
Advanced modules			

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
CKLM	5	German	3	Compulsory module Specialization, Elective	Summer & Winter Semesters

Module Title
Controlling and Cost Accounting

Curriculum Assignment
International Energy Economics (3rd semester), Computer Science (3rd semester)

Classification in the curriculum as an elective module
Electrical Engineering and Information Technology

Module Responsibility	Faculty
Prof. Dr. Barbara Gaisbauer-Pointner	Steffen Wettengl, Michael Ribeiro

Classification and significance of the module relative to the goals of the course
In addition to power engineering and computer science, Business Administration is one of the main topics covered in the IEW course. A modern understanding of controlling and in-depth knowledge of cost accounting and performance accounting are the key building blocks for the application of economic methods in all areas of industrial and service provider companies.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence:
- understand the functioning of strategic and operational controlling processes
- understand the relationships of cost types, cost centres and cost accounting
- know the characteristics of different methods of actual and standard costing

Methodological Competence:
- Introduction and correct implementation of modern controlling processes
- systematically develop, discuss and present solutions to cost accounting issues
- use methods such as target costing, overhead value analysis, additional cost calculation and plan costs calculations leading to objectives
- understand sources of operational information from different functional departments and map them to controlling processes

Social and Self-competence:
- Moderation of introducing and implementing modern controlling processes in interaction with employees of other divisions
- Fact-based reasoning, individually and in small groups

Contents
1 Controlling
1.1 Basics of controlling
1.2 Strategic Controlling
Strategic planning, strategy development, strategic control
1.3 Operations Management
Operational planning, reporting, operational control
1.4 Controlling with performance measurement systems
2 Cost and performance accounting (CPA)
2.1 CPA Basics
CPA and Accounting, Terminology of CPA, Branches of CPA
2.2 Actual cost accounting with full costs
Cost Element Accounting, Cost Center Accounting, Cost Object Controlling (period costing)
2.3 Actual cost accounting with partial costs
Breakeven Analysis, Contribution Accounting, Short-term Pricing decisions
2.4 Standard costing
3 Cost Management
Overhead value analysis, life cycle accounting, target costing, process costing, fixed cost management

References

- Joos-Sachse: *Controlling, Kostenrechnung und Kostenmanagement*. Wiesbaden: Gabler, 2006.
- Schweitzer / Küpper: *Systeme der Kosten- und Erlösrechnung*. Vahlen: München, 2011.
- Weber / Schäffer: *Introduction to Controllling*. Schäffer-Poeschel: Stuttgart, 2008.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Recommended modules	Grundlagen der BWL und VWL			
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
DAPRO	5	English	3. / 4.	Compulsory module Specialization, Elective	Summer & Winter Semesters

Module Title
Database Programming

Curriculum Assignment
Business Information Systems (4th semester), Computer Science (3rd semester)

Module Responsibility	Faculty
Prof. Dr. Reinhold von Schwerin	

Classification and significance of the module relative to the goals of the course
Trained business computer engineers must be in a position to design application systems with a database backend and implement the same. This is often done in an international environment and its aim is the automation of processes or analytical applications. The systems are developed in interdisciplinary teams according to modern project management and development methods. The course thus has a high practical relevance.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- develop PHP applications
- select tools for improving the data quality
- recognize the benefits of stored procedures

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions

Social and Self-competence
- cooperate in the application development
- appreciate the skills of other team members
- assume their own role in small groups

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- PHP
- Stored Procedures (e.g. Cursor concept)
- SQL extensions (e.g. Inline Views, CASE construct)
- Tools for data cleansing (ETL Tools)

References
- Theis: *Einstieg in PHP 5.3 und MySQL 5.4*. 6, Galileo Press, 2009.
- Harrison, Feuerstein: *MySQL stored Procedure Programming*. 1, O'Reilly, 2006.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture ,Project thesis		
Examination method	Semester paper + Project thesis	**Exam prerequisite**	
Recommended modules	Databases		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
DAWA	5	English	4.	Compulsory subject, Specialization, Elective	Summer Semester

Module Title
Data Warehousing

Classification in the curriculum
Business Information Systems (4th semester), Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. Reinhold von Schwerin	Prof. Dr. Reinhold von Schwerin

Classification and significance of the module relative to the goals of the course
A core topic of business information systems is the data warehouse-based analytics or Business Intelligence. Practical experience in this field, as well as in-depth understanding and ability to present (analytical) results according to scientific standards are highly sought after in the job market for professionals of business information systems.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- describe the ETL process
- identify and resolve problems in the integration of operational (database) systems in a data warehouse
- evaluate the advantages of SQL OLAP
- apply the methods of analysis (reporting, OLAP, Data Mining) based on tools

Methodological Competence
- apply and discuss the knowledge on the basis of practical tasks and develop their own solutions

Social and Self-competence
- assume (partial) responsibility of a work product of a small group
- contribute their own skills in a team with specific objectives

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills::
- Schema integration and multidimensional data models (star and snowflake schema)
- ETL Process and ETL Tools
- SQL OLAP
- Historicizing
- Data Mining

References

- (P) Gabriel/Gluchowski/Pastwa: *Data Warehouse und Data Mining*, w3l Verlag, 1. Auflage, 2010
- (E) Bauer/Günzel: *Data-Warehouse-Systeme*, 3. Auflage 2009, dpunkt
- (E) Kemper/Mehanna/Unger: *Business Intelligence – Grundlagen und praktische Anwendungen*, 2. Auflage 2006, ViewegTeubner

Other bibliographical references will be provided in the course of a currently held lecture.

Type of course	V+L (4 SWS)		
Teaching and learning method	Lecture cum integrated extensive case studies, preparation of scientific paper		
Examination method	oral (with 5.4 ITANWE)	**Exam prerequisite**	Semester paper
Recommended modules			
Advanced modules	6.2 PPRJ, 7.4 BAS		

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
DIFO	5	English	4.	Specialization, Elective	Summer Semester

Module Title
Digital Forensics

Classification in the curriculum
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. M. Schäffter	Prof. Dr. M. Schäffter

Classification and significance of the module relative to the goals of the course
Digital forensics deals with the analysis and detection of fraudulent use of information systems. The module includes the correct action at the digital crime scene as well as the technical implementation of measures to preserve forensic evidence on information systems.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- act appropriately at the digital crime scene
- plan and build independently a Forensics Field Set
- find evidence of unauthorized activities and document the same conclusively
- restore data deleted from the storage media

Methodological Competence
- secure evidence with judicial authorization
- evaluate evidential clues and synthesize simple lines of evidence

Social and Self-competence
- familiarize themselves with new topics independently and in a team and present results

Contents
- Tasks of digital forensics
- The digital crime scene
- The tools of the digital forensics
- Data analysis
- Documentation

References

- Lorenz Kuhlee, Victor Völzow: Computer Forensik Hacks. O'Reilly Verlag GmbH & Co. KG, Mai 2012, ISBN 978-3868991215.
- John R. Vacca: Computer Forensics: Computer Crime Scene Investigation. Charles River Media, Mai 2002, ISBN 978-1584500186.
- John R. Vacca, K. Rudolph: Computer Forensics: Computer Crime Scene Investigation, Jones & Bartlett Publ., Sept. 2010, ISBN 978-0763791346.
- Cory Altheide, Harlan Carvey: Digital Forensics with Open Source Tools. Syngress, ASIN B00LI84Y28.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS) cum group practice and presentations			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Recommended modules				
Advanced modules				
Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
DIGT	5	English	3.	Specialization, Elective	Winter Semester

Module Title
Digital Systems

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	Faculty
Prof. Dr.-Ing. Herbert Frey	Prof. Dr.-Ing. Herbert Frey

Classification and significance of the module relative to the goals of the course
Computer-aided designing of digital circuits is a basic discipline of computer engineering and is gaining more and more importance considering the fact that the description of design is being increasingly shifted to higher levels of abstraction. Especially in the highly promising areas of applications such as "Embedded Systems" or "Service Robotics" such modelling methods and the ability to handle appropriate modelling tools represent important skills of a computer engineer.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- understand the principles of programmable logic circuits
- design, simulate, operate and test digital circuits with the hardware description language VHDL

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions
- analyse problems and evaluate alternative solutions comparatively

Social and Self-competence
- discuss work results with fellow students and tutors
- compile the work results in a small team

Contents
1. Programmable logic devices (PLDs)
- Terminology, classification of digital circuits
- Basic architectures
- Complex PLDs
- FPGAs

2. Circuit design with VHDL
- Entity and architecture
- Signals, Data types
- Concurrency
- Selective and conditional signal assignment
- Structural design with components, processes, Sequential Statements
- Synthesis of Registers
- Design of state machines

References

- Hamblen, J.O., Furman, M.D.:: *Rapid Prototyping of Digital Systems.*. Springer, 2007. ISBN: 978-0387726700.
- Reichardt, J., Schwarz, B.:: *VHDL-Synthese*. Oldenbourg, 2009. ISBN: 978-3486589870.
- Sikora, A.: *Programmierbare Logikbauelemente*. Fachbuchverlag Leipzig, 2001. ISBN: 978-3446216075.

Herrmann, G., Müller, D.: *ASIC - Entwurf und Test*. Hanser Fachbuchverlag, 2004. ISBN: 978-3446217096.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Technical basics of computer science, Introduction to computer science		
Advanced modules	Microcomputer Technology		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
EMSYS	5	English	3.	Specialization, Elective	Winter Semester

Module Title
Embedded Systems

Curriculum Assignment
Computer Science (3rd semester)

Module Responsibility	**Faculty**
Prof. Dr.-Ing. Manfred Strahnen	Prof. Dr.-Ing. Manfred Strahnen

Classification and significance of the module relative to the goals of the course
Embedded systems are mostly microcontroller-based computer systems, which are part of a larger system or installation. The resulting limitations (compact structure, limitations with regard to computational power and storage capacity) require some special features in the design and programming of these systems, which are the subject of this course.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- explain the development and expansion of interface microcontroller-based embedded system
- identify different construction forms of embedded systems and assess their advantages and disadvantages
- classify the problem of hardware / software partitioning
- identify and evaluate typical software structures of embedded systems
- assess the importance of model-driven design

Methodological Competence
- design and develop simple embedded systems

Social and Self-competence
- solve a problem in a small group

Contents
- Introduction
- Embedded Systems Hardware (microcontroller-based systems, use of special processors, Systems on a Programmable Chip, communication and extension interfaces)
- Embedded Systems Software (typical architectures, Embedded Operating Systems)
- Systematic design, modelling Embedded Systems

References

- Michael Barr: *Programming Embedded Systems*. O'Reilly, 10/2006. ISBN: 978-0596009830.
- David E. Simon: *An Embedded Software Primer*. Addison Wesley, 08/1999. ISBN: 978-0201615692.
- Peter Marwedel: *Eingebettete Systeme*. Berlin: Springer, 2007. ISBN: 978-3540340485.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Hardware-oriented Programming		
Advanced modules	Real-time Systems		

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
ENPS	4		2	Compulsory module Specialization, Elective	not specified

Module Title
Entrepreneurship

Curriculum Assignment
International Energy Economics (2nd semester), Computer Science (5th semester)

Module Responsibility	Faculty
Prof. Peter Schäfer	

Classification and significance of the module relative to the goals of the course
Today's world of work expects skills in respect of corporate planning and implementation from self-employed as well as from executives. Especially in the energy industry characterized by technological change and dynamic competitive environment, the chances of success for new business ideas and models must be evaluated seriously and, consequently, a bankable business plan must be drawn up. The module aims to impart basic knowledge and skills necessary for the same.

Educational Objectives and Outcomes
Professional Competence
- develop from product and service ideas business models
- evaluate the profitability of a business model
- evaluate different financing and funding opportunities based on projects
- create a bankable business plan

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions
- use the methods of idea generation, evaluation and Service Engineering

Social and Self-competence
- collaborate in the preparation of a business plan in small groups (start-up teams) with result orientation
- pitch in for a business concept as a team before a jury (compelling short presentation to potential investors)

Contents
- Business idea generation and evaluation
- Team Building and matching, legal forms of start-up establishment
- Market (competitive analysis, customer benefits, marketing, etc.)
- Business Organization and Management
- HR development
- Cost and revenue planning, profitability, liquidity
- Financial instruments and planning
- Start-up and SME promotion
- Drawing up a business plan
- Present a business plan

References

- *Osterwalder, Pigneur: Business Model Generation, 1.Aufl. 2011, Campus Verlag*. ,
- *Gassmann et al.: Geschäftsmodelle entwickeln, 1. Aufl. 2013, Carl Hanser Verlag*. ,
- *McKinsey (Hrsg.): Planen, gründen, wachsen,. 4. Auflage 2007, Redline*. ,

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS)			
Examination method	Presentation		**Exam prerequisite**	Home assignment
Recommended modules				
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	0h	0h	0h	0h

Module Abbreviation	ECTS	Language	Semester	Type	Term
GM	5	German	4	Elective module	not specified

Module Title
Fundamentals of Marketing

Classification in the curriculum as an elective module
Energy Systems Technology, Electrical Engineering and Information Technology, Automotive Electronics, Automotive Engineering, with focus on Design, Computer Science, Industrial Electronics, Computer Science, International Energy Economics, Information Management in Health System, Mechanical Engineering, with focus on Automation and Power Technology, Mechatronics, Medical Engineering, Communications Engineering, Production Engineering and Organization, Business Information Systems

Module Responsibility	Faculty
Prof. Dr. Steffen Wettengl	Prof. Dr. Steffen Wettengl

Classification and significance of the module relative to the goals of the course
Marketing is not the task of a group of specialized employees in a company. On the other hand, marketing is seen as a cross-functional form of market-oriented management. With their decisions, future development engineers, sales managers and production planners significantly influence whether or not they succeed in the market. The course lectures provide basic knowledge of a market-oriented management.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence:
- differentiate the consumer, industrial and services marketing requirements
- structure analyses of the global and market-based business environment
- apply portfolio concepts of strategic planning
- differentiate strategic positioning of different companies
- demonstrate directions of growth for businesses
- implement calculations for profit optimized pricing
- estimate advantages and disadvantages of media forms for corporate communications
- differentiate market research methods

Methodological Competence:
- analyse the above and argue systematically
- interpret specific case studies
- apply and discuss knowledge based on practical tasks and develop their own solutions

Social and Self-competence:
- build and convey multi-level reasoning chains
- assess their own capabilities in the area of market-oriented management

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills::
- **Conceptual basics** - Marketing as an integrated customer-oriented business management - customer behaviour and market research
- **Strategic marketing** - Strategic Environmental Analysis – Market Strategies
- **Operational marketing** – Product policy – Price policy – Communications policy- Distribution policy

References
- Scharf, A.; Schubert, B.; Hehn, P.: *Marketing. Einführung in Theorie und Praxis*. 4. Aufl., Stuttgart: , 2009.
- Kreutzer, R. T.: *Praxisorientiertes Marketing. Grundlagen - Instrumente - Fallbeispiele*. 3. Aufl., Wiesbaden: , 2010.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
HDAN	5	Deutsch	3	Compulsory module Specialization, Elective	Summer & Winter Semesters

Module Title
Health Data Analytics

Classification in the curriculum
Information Management in Health System (3rd semester), Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. Reinhold von Schwerin	Prof. Dr. Reinhold von Schwerin

Classification and significance of the module relative to the goals of the course
Successful graduates should be able to turn the tide of data in the healthcare into valuable information. On this basis, good decisions for action can be taken. Thus, the skills acquired in this module are suited to enhance the job opportunities for the graduates.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:

Professional Competence
- distinguish Data Mining from simple analytical tasks such as reporting and OLAP
- solve analytical tasks using appropriate methods and tools
- identify and troubleshoot typical problems with regard to data quality

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions

Social and Self-competence
- cooperate in elaborations on simple tasks and prepare them jointly
- assume their role in small groups

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Assessment and improvement of data quality
- Tools for creating standard reports
- Fundamentals of analytical databases
- Guided data analysis using OLAP tools
- Presentation and visualization of analysis results
- Methods and tools of data mining in the strict sense (e.g. decision trees, association analysis, clustering) with examples from the healthcare system
- Data Mining as a Project or Process

References
(E) Gabriel/Gluchowski/Pastwa: *Datawarehouse und Data Mining*, 1. Auflage 2009, Verlag w3l, ISBN: 978-3-9371-3766-7
(E) Runkler: *Data Mining*, 1. Auflage 2001, Vieweg+Teubner Verlag, ISBN: 978-3-8348-0858-5
Other bibliographical references will be provided in the course of a currently held lecture.

Type of course	V+Ü (4 SWS)			
Teaching and learning method	Lecture cum integrated practice, preparation of case studies			
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work	
Prerequisite modules	none			
Advanced modules	4.5 OPCO			

Module scope	5 ECTS	Attendance	Self-study	Internship	Total time
		60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
INSI	5	English	3.	Specialization, Elective	Winter Semester

Module Title
Information Security

Classification in the curriculum
Computer Science (3rd semester)

Module Responsibility	Faculty
Prof. Dr. M. Schäffter	Prof. Dr. M. Schäffter

Classification and significance of the module relative to the goals of the course
No modern information system is 100% secure; there is always a residual risk in an enterprise. The analysis and need-based improvement of the safety level of an IT system requires a systematic approach and the knowledge to detect potential security vulnerabilities.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- systematically analyse and assess specific risks of distributed systems
- derive and justify concrete protective measures
- complete an existing safety concept and justify additional measures

Methodological Competence
- implement a safety analysis in conformity with standards
- generate and defend a coherent security policy

Social and Self-competence
- familiarize themselves with new topics independently and present the results in a team

Contents
- Safety objectives of information security
- Information Security Management System - ISMS
- Hazards and typical attack patterns
- Risk analysis and safety concept
- Current topics on the subject

References

- Heinrich kersten et al.: IT-Sicherheitsmanagement nach ISO 27001 und Grundschutz. Springer Vieweg; 4. Auflage, 2014, ISBN 978-3658017231.
- Sebastian Klipper: Information Security Risk Management: Risikomanagement mit ISO/IEC 27001, 27005 und 31010, Vieweg+Teubner Verlag, Februar 2012, ISBN 978-3834813602.
- ISO 27001, ISO 27002, www.iso.org

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS) cum group practice and presentations		
Examination method	Written examination (90 min)	**Exam prerequisite**	
Recommended modules			
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
MVIS	5	German	4.	Specialization, Elective	Summer Semester

Module Title
Machine Vision

Classification in the curriculum
Computer Science (4th semester)

Module Responsibility	Faculty
Prof. Dr.-Ing. Herbert Frey	Prof. Dr.-Ing. Herbert Frey

Classification and significance of the module relative to the goals of the course
Digital image processing (e.g. industrial quality control) is an important area of applications of computer engineering with high potential for the future. In addition, computer engineers are increasingly expected to possess technical and methodological skills in pattern recognition and decision-making capacity of technical systems.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- describe and explain the basic principles of digital image processing
- evaluate different methods of image processing
- design, build and operate an industrial image processing system

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions

Social and Self-competence
- assume (partial) responsibility of a work product of a small group
- contribute their own skills in a team with specific objectives

Contents
- Introduction: terminology, history, applications, the human visual system
- Image acquisition: light, lighting, video standard, colorimetry, development of machine vision systems
- Signals and Systems: System Definition, Dirac function, convolution and correlation, Fourier transformation
- Image preprocessing: Operators, amplitude scaling, Pseudo-colour, image arithmetic, shading correction, smoothing operators, high-pass filter, Geometric transformations
- Image segmentation: thresholding, edge detection, contour tracking, field-oriented method, detection filtering, texture analysis
- Binary image: neighbourhood, erosion and dilation, opening and closing, object numbering, filling holes, separation of objects
- Measuring in images: calibration, features

References

- Abmayr W.: *Einführung in die digitale Bildverarbeitung*. , 2001. ISBN: 978-3519061380.
- Haberäcker P.: *Praxis der Digitalen Bildverarbeitung und Mustererkennung*. , 1995. ISBN: 978-3446155176.
- Jain, R., Kasturi R., Schunk B. G.:: *Machine Vision*. , 1995. ISBN: 978-0070320185.
- Russ, C. R.:: *The Image Processing Handbook*. , 2006. ISBN: 978-0849372544.
- Hornberg A.: *Handbook of Machine Vision*. , 2008. ISBN: 978-3527405848.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	
Recommended modules	Programming 3		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation MEDOK	**ECTS** 5	**Language** German	**Semester** 3.	**Type** Specialization, Elective	**Term** Summer & Winter Semesters
Module Title Medical Documentation					
Classification in the curriculum Documentation and Computer Science in Medicine, Computer Science (3rd semester)					
Module Responsibility Prof. Dr. Tibor Kesztyüs		**Faculty**			
Classification and significance of the module relative to the goals of the course The medical documentation is one of the core aspects within the course of study. It is essential for students to possess competencies in the areas of structures and methods of medical documentation.					
Educational Objectives and Outcomes On completing the module successfully, the students will be able to: **Professional Competence:** • explain structure and importance of the basic classifications and nomenclatures in medicine such as ICD, ICPM / OPS and SNOMED • acquire knowledge of secondary classifications and scores such as TNM, AO classification, neutral zero division • carry out advanced database modelling in the field of medical documentation **Methodological Competence:** • select the right tools for described documentation requirements • shape the medical subject matter into an appropriate form of documentation • create complex databases for relevant requirements of the medical documentation **Social and Self-competence:** • solve problems independently and / or in teams concerning medical documentation					
Contents **The following topics are handled to enable students to acquire the above-mentioned competencies and skills:** • Why is medical documentation needed? Different motivations for medical documentation (insurance companies, doctors, documentation in hospitals on behalf of doctors or nursing personnel, etc.) • Classification / Nomenclature: International Classification of Diseases (ICD) tumour classification (TNM, FAB, Ann Arbor, etc.) AO classifications of fractures SNOMED • Legal requirements for medical documentation • Database modelling examples of clinical documentation: laboratory data, procedures, data acquisition, patient master data, diagnostic data, treatment documentation, etc.					
References • Leiner, Gaus, Haux: *Medizinische Dokumentation*. Schattauer, ISBN: 3794524578. • *DIMDI*. Other bibliographical references will be provided in the course of a currently held lecture.					
Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)				
Examination method	Written examination (90 min)		**Exam prerequisite**		
Recommended modules					
Advanced modules					
Module scope	Attendance	Self-study	Internship	Total time	
	60h	90h	0h	150h	

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
MEDI	5	English	5.	Specialization, Elective	Summer & Winter Semesters

Module Title
Medical Information Systems

Classification in the curriculum
Documentation and Computer Science in Medicine, Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr. Tibor Kesztyüs	

Classification and significance of the module relative to the goals of the course
For the students, it is important to obtain a wider view of the information systems in medicine. The topics learned until then will now be seen in a larger context of understanding the technologies used.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence:
- substantiate their knowledge of information systems in different areas of healthcare system
- demonstrate their knowledge of the issues and challenges in this area (e.g. electronic health records, information retrieval from the patient's perspective)

Methodological Competence:
- analyse complex information systems in the medical environment
- analyse requirements in given situations, for example, in a medium-sized hospital, and formulate them into user requirements (specifications)
- design complex information systems in the medical environment
- correctly apply appropriate technologies (multi-tier systems, Thin Client, distributed systems, SOA)

Social and Self-competence:
- solve problems independently and / or in teams

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Architecture and functioning of hospital information systems
- Data traffic in the healthcare system
- Special application systems: patient management, surgical documentation systems, PACS
- Documentation systems of diagnostic findings, document management and archive systems
- Information systems for medical practices
- Electronic patient record, electronic health record
- Modelling of information systems in the health sector
- Standards for data exchange: HL7, EDIFACT, xDT, XML

References
- P. Haas: *Medizinische Informationssysteme und elektronische Krankenakten*. Springer, 2005. ISBN: 3-540-20425-3.
- *verschiedene Materialien aus Journals und Publikationen von offiziellen Stellen (z.B. FDA, DIMDI)*.
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Recommended modules				
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation MCOM	**ECTS** 5	**Language** English	**Semester** 4.	**Type** Specialization, Elective	**Term** Summer Semester

Module Title
Microcomputer Technology

Classification in the curriculum
Computer Science (4th semester)

Module Responsibility	**Faculty**
Prof. Dr. M. Strahnen	Prof. Dr. M. Strahnen, Prof. Dr. H. Frey

Classification and significance of the module relative to the goals of the course
The microcomputer technology deals with the technical design and the basic functioning of microcomputer systems. Examples of these are the functioning and structure of typical I /O units or of microprocessors. The knowledge is primary for those working in the hardware-oriented environment.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- identify and describe the components of the programming model of a microprocessor
- identify the advantages and disadvantages of different I/O modes (polling, interrupt, DMA)
- select an operating mode suitable for the respective I/O component

Methodological Competence
- analyse data sheets for components / assemblies of microcomputer technology and implement the findings in appropriate program sequences
- program microprocessors and their peripheral components in C / Assembler language

Social and Self-competence
- solve problems in small groups

Contents
- Programming model of a microprocessor
- Case study: instruction set of current microprocessor
- Program interruption system of a microprocessor (Vectored Interrupt Controller)
- I/O subsystem (polling, interrupt, DMA operation)
- System bus, Address Management
- Storage subsystem (SRAM, DRAM, ROM, Basics: cache, virtual memory)

References

- Klaus Wüst: *Mikroprozessortechnik*. Vieweg, 09/2006. ISBN: 978-3834800466.
- Thomas Flik: *Mikroprozessortechnik und Rechnerstrukturen*. Berlin: Springer, 2005, ISBN: 978-3540222705.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Technical basics of computer science, Hardware-oriented Programming		
Advanced modules	Computer Architecture		

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation MOAD	**ECTS** 5	**Language** English	**Semester** 3.	**Type** Specialization, Elective	**Term** Summer Semester

Module Title
Mobile Application Development

Classification in the curriculum
Computer Science (3rd semester)

Module Responsibility Prof. Dr. P. Graf	**Faculty** Prof. Dr. P. Graf

Classification and significance of the module relative to the goals of the course
As computers are experiencing a tremendous advancement in networking and energy efficiency, *Mobile Computing*, that is the use of a computer as a mobile device, is an important topic of practical computer science. Mobile applications are typically deeply embedded in the everyday user and environment. However, they are also subject to some technical constraints such as the required energy efficiency, less computing power, scarce resources and insecure communication channels. Computer engineers who design applications for mobile systems, therefore, require in-depth knowledge of the specific features and specific engineering and programming techniques.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- describe the characteristics and constraints of mobile applications
- implement applications on at least one current platform (e.g. Android)
- select and use sensor, localization and networking technologies
- design and implement graphical user interfaces
- integrate mobile applications in server-based environments
- understand and apply techniques for energy efficiency

Methodological Competence
- conceptualize, design and implement own mobile applications in various application fields

Social and Self-competence
- develop work products independently and in small groups
- develop solutions for design tasks independently

Contents
- Mobile devices: platforms and Operating Systems, features of mobile applications
- Engineering mobile applications: methods, development and testing tools
- User interfaces and multimedia
- Networking in mobile applications (Internet, PAN)
- Use of sensors (camera / audio, Location / Accelerometer, etc.), localization and location-based services
- Energy Management
- Integration with Web applications (Web APIs)

References

- J. Roth: *Mobile Computing: Grundlagen, Technik, Konzepte*. dpunkt.verlag, 2005. ISBN: 978-3898643665
- T. Bollmann, K. Zeppenfeld: *Mobile Computing*. W3L, 2010. ISBN: 978-3868340051
- Z. Mednieks: *Programming Android*. O'Reilly, 2012. ISBN: 978-1449316648

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Written examination (90 min)	**Exam prerequisite**	Laboratory work
Recommended modules	Programming 2, Algorithms & Data structures		
Advanced modules			

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	**ECTS**	**Language**	**Semester**	**Type**	**Term**
OR	5	German	5.	Compulsory module, Specialization, Elective	Summer & Winter Semesters

Module Title
Operations Research

Curriculum Assignment
Business Information Systems, Computer Science (5th semester)

Module Responsibility	**Faculty**
Prof. Dr. Günter Gramlich, Prof. Dr. Harald Groß	

Classification and significance of the module relative to the goals of the course
Issues, which can be handled using methods of Operations Research, occur in IT and business applications. Confidently mastering these basic approaches of thinking and methods is a prerequisite for any activity in the field of business information systems.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- possess adequate knowledge in the field of optimization
- possess adequate knowledge in the field of graphs
- possess adequate knowledge of stochastic processes
- makes models mathematically, use mathematical representations

Methodological Competence
- analyse and discuss scientific bibliographies

Social and Self-competence
- mutually support in solving problems and in the context of self-learning units
- assess their own skills in analysing problems and in devising solutions

Contents
The following topics are handled to enable students to acquire the above-mentioned competencies and skills:
- Linear optimization. Models. Applications.
- Integer, dynamic and stochastic optimization.
- Non-linear optimization.
- Optimal controls.
- Graphs. Shortest paths and flow optimization.
- Stochastic Processes. Simulation. MATLAB.

References
- Domschke, Drexl: *Einführung in Operations Research*. Springer,
Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture , Tutorial			
Examination method	Written examination (90 min)		**Exam prerequisite**	
Recommended modules				
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation PENTE	**ECTS** 5	**Language** English	**Semester** 5.	**Type** Specialization, Elective	**Term** Winter Semester

Module Title
Pentesting

Classification in the curriculum
Computer Science (5th semester)

Module Responsibility Prof. Dr. M. Schäffter	**Faculty** Prof. Dr. M. Schäffter

Classification and significance of the module relative to the goals of the course
In order to adequately protect information systems from unauthorized access, knowledge in the field of offensive information security is indispensable. The module provides an insight into the mindset of hackers and crackers, and provides commercial work tools in the area of offensive security and describes how incidents compromising security can be dealt with.

Educational Objectives and Outcomes
On completion of the module, the students will be able to:

Professional Competence
- select typical types of attack on concrete information systems
- demonstrate practically vulnerabilities under laboratory conditions
-

Methodological Competence
- analyse the results of a penetration test and justify specific measures of protection
- prepare a management report

Social and Self-competence
- familiarize independently and in team with new topics and present the results

Contents
- Typical security vulnerabilities
- Types of attack, attack vectors, Top 10 list of common attacks
- The most important tools of a penetration tester
- Practical implementation of attacks
- Selected topics on the subject

References

- Metasploit: Das Handbuch zum Penetration-Testing-Framework, Michael Messner. dpunkt.verlag GmbH, 2011, ISBN-13: 978-3898647724
- The Hacker Playbook: Practical Guide to Penetration Testing, Peter Kim. CreateSpace Independent Publishing Platform, ASIN: B00LI6OSS0
- Basic Security Testing with Kali Linux, Daniel Dieterle. CreateSpace Independent Publishing Platform, ISBN-13: 978-1494861278
- Mastering Kali Linux for Advanced Penetration Testing, Robert W. Beggs. Packt Publishing, 2014, ISBN-13: 978-1782163121

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (4 SWS) cum group practice and presentations		
Examination method	Written examination (90 min)	**Exam prerequisite**	
Recommended modules			
Advanced modules			

Module scope	**Attendance**	**Self-study**	**Internship**	**Total time**
	60 h	90 h	0 h	150 h

Module Abbreviation	ECTS	Language	Semester	Type	Term
RSYS	5	English	4.	Specialization, Elective	Summer Semester

Module Title
Real-time Systems

Curriculum Assignment
Computer Science (4th semester)

Module Responsibility	Faculty
Prof. Dr. Christian Schlegel	Prof. Dr. Christian Schlegel

Classification and significance of the module relative to the goals of the course
Real-time software is a core component of many areas of applications of computer engineering, particularly those with a high potential for the future. Technical and methodological expertise in the field of real-time systems is mandatory and strongly in demand in the job market for computer engineers.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- select the real-time scheduling procedures adequate for the problems
- implement principles of real-time programming in typical programming languages
- apply methods for the identification of time-related correctness of systems of moderate complexity for the system design

Methodological Competence
- apply and discuss the knowledge based on practical tasks and develop their own solutions

Social and Self-competence
- assume (partial) responsibility for a work product of a small group
- contribute their own skills in a team with specific objectives

Contents
- Features and characteristics of real-time systems
- Real-time Operating Systems (e.g. real-time Linux) and real-time programming languages (e.g. RT Java)
- Real-time programming and modelling (Design Pattern for real-time systems)
- Scheduling in Real-Time Systems (Rate Monotonic Scheduling, Rate Monotonic Analysis)
- Synchronization (priority inversion, Priority Inheritance, Priority Ceiling Protocol, calculation of blockade times)
- Hybrid Task Sets
- Applications (alternatively, e.g. real-time communications, control engineering, signal processing, multimedia, robotics, automation)

References

- Jane W. S. Liu: *Real-Time Systems*. Prentice Hall, 2000. ISBN: 0-13-099651-3.
- Giorgio C. Buttazzo: *Hard Real-Time Computing Systems - Predictable Scheduling Algorithms and Applications*. Second Edition, Springer, 2005. ISBN: 0-387-23137-4
- Qing Li: *Real-Time Concepts for Embedded Systems*. CMP Books, 2003. ISBN: 1-57820-124-1.
- Jürgen Quade, Michael Mächtel: *Moderne Realzeitsysteme kompakt*, dpunkt Verlag, 2012
- Peter C. Dibble: *Real-Time JAVA Platform Programming*. Prentice Hall, 2002. ISBN: 0-13-028261-8. Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)		
Examination method	Oral examination	**Academic performance**	Laboratory work
Recommended modules	Programming 3		
Advanced modules			

Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h

Module Abbreviation	ECTS	Language	Semester	Type	Term
WEBE	5	English	5	Specialization, Elective	not specified

Module Title
Web Engineering

Classification in the curriculum
Computer Science International Bachelor, Documentation and Computer Science in Medicine, Computer Science

Module Responsibility	Faculty
Prof. Dr. Stefan Traub	Prof. Dr. Stefan Traub

Classification and significance of the module relative to the goals of the course
Increasingly, many systems are equipped with a web interface and extensive expertise is necessary in the development of web-based applications. Therefore computer engineers must possess the appropriate skills in this subject area.

Educational Objectives and Outcomes
On completing the module successfully, the students will be able to:
Professional Competence
- identify the basics of web logs and standards
- describe the specific features of web-based applications compared to normal applications
- apply the different programming interfaces

Methodological Competence
- analyse the special requirements of web applications and implement them in a project
- plan and apply the right web frameworks

Social and Self-competence
- discuss and plan with the various project participants about the optimal use of a web project

Contents
- Introduction
- Basics of HTML and XML
- XSLT Transformations
- XML Scheme
- Protocols in HTTP
- CGI Scripts, Servlets
- JSP, PHP, ASP
- ASP.NET, JSF
- Browser code
- Security aspects

References

- H. Wöhr: *Web-Technologien*. Dpunkt Verlag, 2004. ISBN: 978-3898642477.
- R. Dumke, M. Lother, C. Wille, F. Zbrog: *Web Engineering*. Pearson Studium, 2003. ISBN: 978-3827370808.

Other bibliographical references will be provided in the course of a currently held lecture.

Teaching and learning method	Lecture (3 SWS), Laboratory work (1 SWS)			
Examination method	To be announced		**Exam prerequisite**	
Recommended modules	Programming 3, Programming 2			
Advanced modules				
Module scope	Attendance	Self-study	Internship	Total time
	60h	90h	0h	150h