

**FACULTY OF  
INFORMATICS**

- Bachelor's degree programme of INFORMATICS
- Bachelor's degree programme of ARTIFICIAL INTELLIGENCE
  
- Master's degree programme of ARTIFICIAL INTELLIGENCE  
IN COMPUTER SCIENCE

**BACHELOR DEGREE  
SUBJECTS**

1<sup>st</sup> semester

Course code	Course title	ECTS Credits
<a href="#">P130B001</a>	Mathematics 1	6
<a href="#">T120B196</a>	Introduction to Studies of Informatics	9
<a href="#">P175B505</a>	Computer Graphics	6
<a href="#">P175B118</a>	Object-Oriented Programming 1	9
<a href="#">P175B157</a>	Fundamentals of Object-Oriented Programming	6

2<sup>nd</sup> semester

<a href="#">P190B101</a>	Physics 1	6
<a href="#">P130B002</a>	Mathematics 2	6
<a href="#">P175B100</a>	The First Principles of Digital Logic	6
<a href="#">P175B123</a>	Object-Oriented Programming 2	6

3<sup>rd</sup> semester

<a href="#">P160B003</a>	Theory of Probability and Statistics	6
<a href="#">P175B014</a>	Data Structures	6
<a href="#">P175B125</a>	Computer Architecture	6
<a href="#">P170B008</a>	Discrete Structures	6
<a href="#">H570B104</a>	Academic and Technical Communication in English (Level	6

4<sup>th</sup> semester

<a href="#">P175B304</a>	Operating Systems	6
<a href="#">P170B400</a>	Design and Analysis of Computer Algorithms	6
<a href="#">P175B602</a>	Databases	6
<a href="#">P175B314</a>	Software Engineering	6
<a href="#">P175B146</a>	System Simulation	6

5<sup>th</sup> semester

<a href="#">P170B115</a>	Numerical Methods and Algorithms	6
<a href="#">P170B114</a>	Fundamentals of Information Systems	6
<a href="#">T120B145</a>	Computer Networks and Internet Technologies	6
<a href="#">P170B328</a>	Concurrent Programming	6
<a href="#">T120B165</a>	Web Application Design	6
<a href="#">T120B168</a>	Interactive Web Technology	6
<a href="#">T120B182</a>	Multimedia Development Elements	6
<a href="#">T111B010</a>	Image Syntax	6

6<sup>th</sup> semester

<a href="#">P176B101</a>	Introduction to Artificial Intelligence	6
<a href="#">T120B168</a>	Interactive Web Technology	6
<a href="#">T120B166</a>	Fundamentals of Computer Game Development	6

**7<sup>th</sup> semester**

<a href="#">T120B180</a>	Development and Deployment of Network Based Services	6
<a href="#">T120B169</a>	Fundamentals of App Development	6
<a href="#">P170B118</a>	Physically Based Animation	6
<a href="#">P175B156</a>	Programming with Smart Devices	6

**MASTER DEGREE  
SUBJECTS**

**1<sup>st</sup> semester**

Course code	Course title	ECTS Credits
<a href="#">P170M104</a>	Digital Image and Sound Processing	6
<a href="#">P170M109</a>	Computational Intelligence and Decision Making	6
<a href="#">P176M010</a>	Advanced Machine Learning	6
<a href="#">T120M337</a>	Distributed Systems and Algorithms	6

**2<sup>nd</sup> semester**

<a href="#">P170M011</a>	Image Processing and Computer Vision	6
<a href="#">P170M339</a>	Optimization Techniques and Algorithms	6
<a href="#">T120M158</a>	Information Technology Project Management	6
<a href="#">T120M156</a>	Component Based Software System Design	6
<a href="#">P170M102</a>	Algorithms of 3D animation	6

**3<sup>rd</sup> semester**

<a href="#">T120M159</a>	Technologies for Mobile Devices	6
<a href="#">P170M105</a>	Virtual Reality Modelling	6
<a href="#">T111M103</a>	3D Visualization Methods	6