Study plan

Name of study plan: Bachelor specialization, Computer Science, 2021

Faculty/Institute/Others:
Department:
Branch of study guaranteed by the department: Welcome page
Garantor of the study branch:
Program of study: Informatics
Type of study: Bachelor full-time
Required credits: 155
Elective courses credits: 25
Sum of credits in the plan: 180
Note on the plan: This version of the study plan is intended for students who have been enrolled for study from the academic year 2021/2022 into the full-time form of study of the bachelor's program. . Guarantor: doc. Ing. Jan Janousek, Ph.D., email: jan.janousek@fit.cvut.cz

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Name of the block: Compulsory courses in the program
Minimal number of credits of the block: 110
The role of the block: PP

Code of the group: BIE-PP.21
Name of the group: Compulsory Courses of Bachelor Study Program Informatics, version 2021
Requirement credits in the group: In this group you have to gain 110 credits
Requirement courses in the group: In this group you have to complete 21 courses
Credits in the group: 110
Note on the group: If you plan to profile yourself in the specialization Information Security, Computer Networks and Internet, Computer Systems and Virtualization, or Software Engineering, enroll in the course BIE-PSI.21 in your 2nd semester of study. If you plan to profile yourself in the specialization Computer Engineering, or Computer Science, enroll in the course BI-PSI.21 in your 4th semester of study. - On the basis of the certificate of knowledge of English at the B2 level, which is stated in the conditions for admission to study, you can have the subject BIE-EEC recognized for 4 credits.

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors,* ***authors*** *and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BIE-AG1.21	**Algorithms and Graphs 1** *Tomáš Valla, Dušan Knop, Maria Saumell Mendiola* ***Dušan Knop*** *Dušan Knop (Gar.)*	Z,ZK	5	2P+2C	Z	PP
BIE-AAG.21	**Automata and Grammars** *Jan Holub* ***Jan Holub*** *Jan Holub (Gar.)*	Z,ZK	5	2P+2C	Z	PP
BIE-BPR.21	**Bachelor Project** ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	Z	1		Z,L	PP
BIE-BAP.21	**Bachelor Thesis** ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	Z	14		L,Z	PP
BIE-PSI.21	**Computer Networks** *Yelena Trofimova, Michal Polák, Diana Prokopisina* ***Yelena Trofimova*** *Yelena Trofimova (Gar.)*	Z,ZK	5	2P+1R+1C	L	PP
BIE-SAP.21	**Computer Structures and Architectures** *Petr Fišer* ***Petr Fišer*** *Petr Fišer (Gar.)*	Z,ZK	5	2P+1R+2C	L	PP
BIE-KAB.21	**Cryptography and Security** *Jiří Buček, Róbert Lórencz* ***Jiří Buček*** *Róbert Lórencz (Gar.)*	Z,ZK	5	2P+2C	L	PP
BIE-DBS.21	**Database Systems** *Josef Pavlíček, Yelena Trofimova* ***Josef Pavlíček*** *Yelena Trofimova (Gar.)*	Z,ZK	5	2P+2R+1L	L	PP
BIE-DML.21	**Discrete Mathematics and Logic** *Eva Pernecká, Jitka Rybníčková, Francesco Dolce* ***Daniel Dombek*** *Eva Pernecká (Gar.)*	Z,ZK	5	2P+1R+1C	Z	PP
BIE-TDP.21	**Documentation and Presentation** *Dana Vynikarová* ***Dana Vynikarová*** *Dana Vynikarová (Gar.)*	KZ	3	2P+2C	Z,L	PP
BIE-EEC	**English language external certificate** *Zdeněk Muzikář* ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	Z	4		L	PP
BIE-LA1.21	**Linear Algebra 1** *Marzieh Forough* ***Karel Klouda*** *Marzieh Forough (Gar.)*	Z,ZK	5	2P+1R+1C	Z	PP

BIE-MA1.21	**Mathematical Analysis 1** *Antonella Marchesiello* ***Tomáš Kalvoda*** *Tomáš Kalvoda (Gar.)*	Z,ZK	5	2P+1R+1C	L	PP
BIE-MA2.21	**Mathematical Analysis 2** *Antonella Marchesiello* ***Tomáš Kalvoda*** *Antonella Marchesiello (Gar.)*	Z,ZK	6	3P+2C	Z	PP
BIE-OSY.21	**Operating Systems** *Michal Štepanovský, Jan Trdlička, Pavel Tvrdík* ***Pavel Tvrdík*** *Pavel Tvrdík (Gar.)*	Z,ZK	5	2P+1R+1L	L	PP
BIE-PST.21	**Probability and Statistics** *Pavel Hrabák, Francesco Dolce* ***Pavel Hrabák*** *Pavel Hrabák (Gar.)*	Z,ZK	5	2P+2C	Z	PP
BIE-PA1.21	**Programming and Algorithmics 1** *Josef Vogel, David Bernhauer, Jan Trávníček, Ladislav Vagner, Radek Hušek* ***Jan Trávníček*** *Jan Trávníček (Gar.)*	Z,ZK	7	2P+2R+2C	Z	PP
BIE-PA2.21	**Programming and Algorithmics 2** *Josef Vogel, Jan Trávníček, Ladislav Vagner, Radek Hušek* ***Jan Trávníček*** *Jan Trávníček (Gar.)*	Z,ZK	7	2P+1R+2C	L	PP
BIE-GIT.21	**SW Development Technologies** *Petr Pulc* ***Petr Pulc*** *Petr Pulc (Gar.)*	Z	3	2P	Z	PP
BIE-TZP.21	**Technological Fundamentals of Computers** *Kateřina Hyniová, Martin Novotný* ***Martin Novotný*** *Martin Novotný (Gar.)*	Z,ZK	5	2P+2C	Z	PP
BIE-UOS.21	**Unix-like Operating Systems** *Jakub Žitný, Jan Trdlička, Zdeněk Muzikář* ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	KZ	5	2P+2C	Z	PP

Characteristics of the courses of this group of Study Plan: Code=BIE-PP.21 Name=Compulsory Courses of Bachelor Study Program Informatics, version 2021

BIE-AG1.21	Algorithms and Graphs 1	Z,ZK	5

The course covers the basics from the efficient algorithm design, data structures, and graph theory, belonging to the core knowledge of every computing curriculum. It is interlinked with the concurrent BIE-AAG and BIE-ZDM courses in which the students gain the basic skills and knowledge needed for time and space complexity of algorithms and learn to handle practically the asymptotic mathematics.

BIE-AAG.21	Automata and Grammars	Z,ZK	5

Students are introduced to basic theoretical and implementation principles of the following topics: construction, use and mutual transformations of finite automata, regular expressions and regular grammars, translation finite automata, construction and use of pushdown automata, hierarchy of formal languages, relationships between formal languages and automata. Knowledge acquired through the module is applicable in designs of algorithms for searching in text, data compression, simple parsing and translation, and design of digital circuits.

BIE-BPR.21	Bachelor Project	Z	1

At the beginning of the semester the student will contact the supervisor of the bachelor thesis he has booked. They will discuss the partial tasks that student will perform during the semester. If he fulfill these tasks, the supervisor will award him / her at the end of the semester with the BI-BPR course.

BIE-BAP.21	Bachelor Thesis	Z	14
BIE-PSI.21	Computer Networks	Z,ZK	5

The course introduces students to the principles of computer networking. It covers basic technologies, protocols, and services commonly used in local networks and in the Internet as well. The lectures will be amended by proseminars that introduce students into network programming and demonstrate the abilities of advanced network technologies. Students practically verify configurations and management of network devices in the lab within the environment of the operating systems Linux and Cisco IOS.

BIE-SAP.21	Computer Structures and Architectures	Z,ZK	5

Students understand basic digital computer units and their structures, functions, and hardware implementation: ALU, control unit, memory system, inputs, outputs, data storage and transfer. In the labs, students gain practical experience with the design and implementation of the logic of a simple processor using modern digital design tools.

BIE-KAB.21	Cryptography and Security	Z,ZK	5

Students will understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to use cryptographic keys and certificates in systems based on them and learn the basics of safe use of symmetric and asymmetric cryptographic systems and hash functions in applications. Within labs, students will gain practical skills in using standard cryptographic methods with an emphasis on security and will also get acquainted with the basic procedures of cryptanalysis.

BIE-DBS.21	Database Systems	Z,ZK	5

Students get acquainted with the architecture of the database engine and typical user roles. They learn to design the structure of a smaller data store (including integrity constraints) using a conceptual model and then implement them in a relational database engine. They get acquainted with the SQL language and also with its theoretical basis - relational database model. They will get acquainted with the principles of relational database schema normalization. They understand the basic concepts of transaction processing and control of parallel user access to a single data source. At the end of the course, students will be introduced to alternative nonrelational database models.

BIE-DML.21	Discrete Mathematics and Logic	Z,ZK	5

Students will get acquainted with the basic concepts of propositional logic and predicate logic and learn to work with their laws. Necessary concepts from set theory will be explained. Special attention is paid to relations, their general properties, and their types, especially functional relations, equivalences, and partial orders. The course also lays down the basics of combinatorics and number theory, with emphasis on modular arithmetics.

BIE-TDP.21	Documentation and Presentation	KZ	3

The course is focused on the basics of creating electronic documentation with emphasis on the creation of technical reports of a larger scope, typically final university theses. Students learn to create text of a technical report in the LaTeX system, process an electronic presentation using the LaTeX Beamer system, and practically present it in front of classmates and the teacher. The course is intended primarily for those students who have chosen the topic of their bachelor's thesis or will choose it within the first 14 days of teaching. Within the exercises of the course, an active approach to the creation of individual parts of the bachelor's thesis is assumed.

BIE-EEC	English language external certificate	Z	4

The BIE-ECC course can be recognized for any active semester after the submission of a certificate certificate that demonstrates their proficiency in English comparable to or exceeding the B2 level of the Common European Framework of Reference for Languages.

BIE-LA1.21	Linear Algebra 1	Z,ZK	5

We will introduce students to the basic concepts of linear algebra, such as vectors, matrices, vector spaces. We will define vector spaces over the field of real and complex numbers and also over finite fields. We will present the concepts of basis and dimension and learn to solve systems of linear equations using the Gaussian elimination method (GEM) and show the connection with linear manifolds. We define the regularity of matrices and learn to find their inversions using GEM. We will also learn to find eigenvalues and eigenvectors of a matrix. We will also demonstrate some applications of these concepts in computer science.

BIE-MA1.21	Mathematical Analysis 1	Z,ZK	5

We begin the course by introducing students to the set of real numbers and its properties, and we note its differences with the set of machine numbers. Then we study real sequences and real functions of a real variable. We gradually introduce the notions of limits of sequences and functions, continuous functions, and derivatives of functions. This theoretical foundation is then applied to root-finding problems (iterative method of bisection and Newton's method), construction of cubic interpolation (spline), and formulation and solution of simple optimization problems (i.e., the issue of finding extrema of functions). The course is closed with the Landau's asymptotic notation and methods of mathematical description of complexity of algorithms.

BIE-MA2.21	Mathematical Analysis 2	Z,ZK	6

The course completes the theme of analysis of real functions of a real variable initiated in BIE-MA1 by introducing the Riemann integral. Students will learn how to integrate by parts and use the substitution method.The next part of the course is devoted to number series, and Taylor polynomials and series. We apply Taylor's theorem to the computation of elementary functions with a prescribed accuracy. Then we study the linear recurrence equations with constant coefficients, the complexity of recursive algorithms, and its analysis using the Master theorem. Finally, we introduce the student to the theory of multivariate functions. After establishing basic concepts of partial derivative, gradient, and Hessian matrix, we study the analytical method of localization of local extrema of multivariate functions as well as the numerical descent method. We conclude the course with the integration of multivariate functions.

BIE-OSY.21	Operating Systems	Z,ZK	5

In this course that is a follow-up of the Unix-like operating systems course students deepen their knowledge in areas of OS kernels, process and thread implementations, race conditions, critical regions, thread scheduling, shared resource allocation and deadlocks, management of virtual memory and data storages, file systems, OS monitoring. They are able to design and implement simple multithreaded applications. General principles are illustrated on operating systems Solaris, Linux, or MS Windows.

BIE-PST.21	Probability and Statistics	Z,ZK	5

Students will learn the basics of probabilistic thinking, the ability to synthesize prior and posterior information and learn to work with random variables. They will be able to apply basic models of random variable distributions and solve applied probabilistic problems in informatics and computer science. Using the statistical induction they will be able to perform estimations of unknown distributional parameters from random sample characteristics. They will also be introduced to the methods for testing statistical hypotheses and determining the statistical dependence of two or more random variables.

BIE-PA1.21	Programming and Algorithmics 1	Z,ZK	7

Students learn to construct algorithms for solving basic problems and write them in the C language. They master data types (simple, pointers, structured), expressions, statements, and functions presented in C language. They understand the principle of recursion and basics of algorithm complexity analysis. They know fundamental algorithms for searching, sorting, and manipulating linked lists and trees.

BIE-PA2.21	Programming and Algorithmics 2	Z,ZK	7

Students know the instruments of object-oriented programming and are able to use them for specifying and implementing abstract data types (stack, queue, enlargeable array, list, set, table). They learn these skills using the C++ programming language and are introduced to all C++ features needed in object-oriented programming (e.g., template programming, copying/moving of objects, operator overloading, inheritance, polymorphism).

BIE-GIT.21	SW Development Technologies	Z	3

This course is aimed at one of the rudimental team software development technology - version control. To be more specific, we will introduce students to Git, the information manager from hell, as Linus Torvalds nicknamed it, and provide a comprehensive guide into its depths, as well as for day-to-day use.

BIE-TZP.21	Technological Fundamentals of Computers	Z,ZK	5

Students get acquainted with the fundamentals of digital and analog circuits, as well as basic methods of analyzing them. Students learn how computer structures look like at the lowest level. They are introduced to the function of a transistor. They will understand why processors generate heat, why cooling is necessary, and how to reduce the consumption; what the limits to the maximum operating frequency are and how to raise them; why a computer bus needs to be terminated, what happens if it is not; how a computer power supply looks like (in principle). In the labs, students model the behavior of basic electrical circuits in SW Mathematica.

BIE-UOS.21	Unix-like Operating Systems	KZ	5

Unix-like operating systems represent a large family mostly open-source codes that kept bringing during the history of computers efficient innovative functions of multiuser operating systems for computers and their networks and clusters. The most popular OS today, Android, has a unix kernel. Students get overview of basic properties of this OS family, such as processes and threads, access rights and user identity, filters, or handling files in a file system. They learn to use practically these systems at the level of advanced users who are not only able to utilize powerful system tools that are available to users, but are also able to automatize routine agenda using the unix scripting interface, called shell.

Name of the block: Povinné předměty specializace
Minimal number of credits of the block: 40
The role of the block: PS

Code of the group: BIE-PS-TI.21
Name of the group: Compulsory Courses for Specialisation Computer Science, version 2021
Requirement credits in the group: In this group you have to gain 40 credits
Requirement courses in the group: In this group you have to complete 8 courses
Credits in the group: 40
Note on the group: Guarantor: doc. Ing. Jan Janoušek, Ph.D., email:jan.janousek@fit.cvut.cz

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors, **authors** and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BIE-AG2.21	**Algorithms and Graphs 2** *Dušan Knop, Ondřej Suchý, Radek Hušek, Michal Opler **Ondřej Suchý** Ondřej Suchý (Gar.)*	Z,ZK	5	2P+2C	L	PS
BIE-APS.21	**Architectures of Computer Systems** *Michal Štepanovský, Pavel Tvrdík **Pavel Tvrdík** Pavel Tvrdík (Gar.)*	Z,ZK	5	2P+2C	Z	PS
BIE-ZUM.21	**Artificial Intelligence Fundamentals** *Pavel Surynek **Pavel Surynek** Pavel Surynek (Gar.)*	Z,ZK	5	2P+2C	L	PS
BIE-LA2.21	**Linear Algebra 2** *Karel Klouda, Marzieh Forough **Karel Klouda** Karel Klouda (Gar.)*	Z,ZK	5	2P+2C	L	PS
BIE-LOG.21	**Mathematical Logic** *Kateřina Trlifajová **Kateřina Trlifajová** Kateřina Trlifajová (Gar.)*	Z,ZK	5	2P+2C	Z	PS
BIE-OOP.21	**Object-Oriented Programming** *Filip Křikava, Petr Máj, Filip Říha **Filip Křikava** Filip Křikava (Gar.)*	Z,ZK	5	2P+2C	Z	PS
BIE-PJP.21	**Programming Languages and Compilers** *Jan Janoušek **Jan Janoušek** Jan Janoušek (Gar.)*	Z,ZK	5	2P+1C	L	PS
BIE-PPA.21	**Programming Paradigms** *Filip Křikava, Petr Máj, Tomáš Pecka, Tomáš Jakl **Jan Janoušek** Jan Janoušek (Gar.)*	Z,ZK	5	2P+2R	Z	PS

Characteristics of the courses of this group of Study Plan: Code=BIE-PS-TI.21 Name=Compulsory Courses for Specialisation Computer Science, version 2021

BIE-AG2.21	Algorithms and Graphs 2	Z,ZK	5
The course presents the basic algorithms and concepts of graph theory building on the introduction exposed in the compulsory course BIE-AG1.21. It also covers advanced data structures and amortized analysis. It also includes a very light introduction into approximation algorithms.			
BIE-APS.21	Architectures of Computer Systems	Z,ZK	5
Students will learn the construction principles of internal architecture of computers with universal processors at the level of machine instructions. Special emphasis is given on the pipelined instruction processing and on the memory hierarchy. Students will understand the basic concepts of RISC and CISC architectures and the principles of instruction processing not only in scalar processors, but also in superscalar processors that can execute multiple instructions in one cycle, while ensuring the correctness of the sequential model of the program. The course further elaborates the principles and architectures of shared memory multiprocessor and multicore systems and the memory coherence and consistency in such systems.			
BIE-ZUM.21	Artificial Intelligence Fundamentals	Z,ZK	5
Students are introduced to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the classical tasks from the areas of state space search, multi-agent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary algorithms and the neural networks, will be presented as well.			
BIE-LA2.21	Linear Algebra 2	Z,ZK	5
Students will broaden their knowledge gained in the BIE-LA1 introductory course, where only vectors in the form of n-tuples of numbers were considered. Here we will introduce vector spaces in a general abstract form. The notions of a scalar product and a linear map will enable to demonstrate the profound link between linear algebra, geometry, and computer graphics. The other main topic will be numerical linear algebra, in particular problems with solving systems of linear equations on computers. The issues of numerical linear algebra will be demonstrated mainly on the matrix factorization problem. Selected applications of linear algebra in various fields will be presented.			
BIE-LOG.21	Mathematical Logic	Z,ZK	5
The course focuses on the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfiability, logical equivalence, and the logical consequence of formulas are defined. Methods for determining the satisfiability of formulas, some of which are used for automated proving, are explained. This relates to the P vs. NP problem and Boolean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, and their models. The syntactic approach to mathematical logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness theorems is explained.			
BIE-OOP.21	Object-Oriented Programming	Z,ZK	5
Object-oriented programming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate together by message passing. In this course students get acquainted with the main principles of object-oriented programming and design, used in modern programming languages. The emphasis is on practical techniques for developing software, which includes testing, error handing, refactoring, and application of design pattern.			
BIE-PJP.21	Programming Languages and Compilers	Z,ZK	5
Students learn basic compiling methods of programming languages. They are introduced to intermediate representations used in current compilers GNU and LLVM. They learn to create a specification of a translation of a text that conforms a given syntax, to a target code and also to create a compiler based on the specification. The compiler can translate not only a programming language but any text in a language generated by a given LL input grammar.			
BIE-PPA.21	Programming Paradigms	Z,ZK	5
The course deals with basic paradigms of high-level programming languages, including their basic execution models, benefits, and limitations of particular approaches. Functional programming paradigm and its basic principles are explained in details. Logic programming is introduced as another way of declarative programming. The principles are demonstrated on lambda calculus and on Lisp (Racket) and Prolog programming languages. Moreover, usage of these principles is demonstrated on modern mainstream programming languages such as C++ and Java.			

Name of the block: Compulsory elective courses
Minimal number of credits of the block: 5
The role of the block: PV

Code of the group: BIE-PV-TI.21
Name of the group: Compulsory elective courses of the specialization Computer Science, version 2021
Requirement credits in the group: In this group you have to gain at least 5 credits (at most 10)
Requirement courses in the group: In this group you have to complete at least 1 course (at most 2)
Credits in the group: 5
Note on the group: Guarantor: doc. Ing. Jan Janoušek, Ph.D., email:jan.janousek@fit.cvut.cz

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors,* ***authors*** *and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BIE-ML1.21	**Machine Learning 1** *Daniel Vašata, Rodrigo Augusto Da Silva Alves* ***Daniel Vašata*** *Daniel Vašata (Gar.)*	Z,ZK	5	2P+2C	Z	PV
BIE-SWI.21	**Software Engineering** *Zdeněk Rybola* ***Zdeněk Rybola*** *Zdeněk Rybola (Gar.)*	Z,ZK	5	2P+1C	L	PV

Characteristics of the courses of this group of Study Plan: Code=BIE-PV-TI.21 Name=Compulsory elective courses of the specialization Computer Science, version 2021

BIE-ML1.21	Machine Learning 1	Z,ZK	5
The goal of this course is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working knowledge of regression and classification models in the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relationships between model bias and variance, and know the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional data visualization. In practical demonstrations, pandas and scikit libraries in Python will be used.			

BIE-SWI.21	Software Engineering	Z,ZK	5

Students get acquainted with methods of analysis and design of larger software projects that are typically designed and implemented in teams. They consolidate and practically verify their knowledge during the analysis and design of larger software systems that will be developed in the concurrent course BIE-SP1. Students get hands-on experience with CASE tools using the visual language UML for modeling and solving software problems. Students learn the basics of object-oriented analysis, architecture design and testing. Within the course, students also gain a theoretical basis in the field of project management, estimation of costs of software projects, and methods of their development.

Name of the block: Elective courses
Minimal number of credits of the block: 0
The role of the block: V

Code of the group: BIE-V.21
Name of the group: Purely Elective Bachelor Courses, Version 2021
Requirement credits in the group:
Requirement courses in the group:
Credits in the group: 0
Note on the group: Guarantor: prof. Ing. Róbert Lórencz, CSc., email: robert.lorencz@fit.cvut.cz

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors,* ***authors*** *and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BIE-ZUM	**Artificial Intelligence Fundamentals** *Pavel Surynek* ***Pavel Surynek*** *Pavel Surynek (Gar.)*	Z,ZK	4	2P+2C	L	v
BIE-ZRS	**Basics of Systems Control** ***Kateřina Hyniová***	Z,ZK	4	2P+2C	L	v
BIE-CCN	**Compiler Construction** *Christoph Kirsch* ***Christoph Kirsch*** *Christoph Kirsch (Gar.)*	Z,ZK	5	3P	L	v
BIE-SCE1	**Computer Engineering Seminar I** *Hana Kubátová, Miroslav Skrbek* ***Hana Kubátová*** *Hana Kubátová (Gar.)*	Z	4	2C	Z	v
BIE-SCE2	**Computer Engineering Seminar II** *Hana Kubátová* ***Hana Kubátová*** *Hana Kubátová (Gar.)*	Z	4	2C	L	v
BIE-CZ0	**Czech Language for Foreigners** *Tomáš Houdek, Markéta Hofmannová, Ivana Vondráčková, Petra Korfová* ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	KZ	2	4C	Z,L	v
BIE-CZ1.21	**Czech Language for Foreigners II** *Ivana Vondráčková, Petra Korfová* ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	KZ	2	4C	Z,L	v
UKCJP	**Czech language for advanced** *Tomáš Houdek, Jakub Šenovský, Jakub Šolc, Adam Vostárek* ***Zdeněk Muzikář*** *Zdeněk Muzikář (Gar.)*	Z,ZK	2	2BP+2BC	Z,L	v
BIE-EPR	**Economic project** *Tomáš Evan* ***Tomáš Evan*** *Tomáš Evan (Gar.)*	Z	1		L	v
BIE-FTR.1	**Financial Markets** ***Pavla Vozárová***	Z,ZK	5	2P+2C	L	v
BIE-CSI	**Introduction to Computer Science** *Christoph Kirsch* ***Christoph Kirsch*** *Christoph Kirsch (Gar.)*	Z	2	2C	Z	v
BIE-EHD	**Introduction to European Economic History** *Tomáš Evan* ***Tomáš Evan*** *Tomáš Evan (Gar.)*	Z,ZK	3	2P+1C	L	v
BIE-IMA	**Introduction to Mathematics** ***Karel Klouda***	Z	4	3C	Z	v
BIE-IMA2	**Introduction to Mathematics 2** ***Karel Klouda***	Z	2	1C	Z	v
BIE-ST1	**Network Technology 1** ***Alexandru Moucha*** *Alexandru Moucha (Gar.)*	Z	3	2C	Z	v
BIE-OOP	**Object-Oriented Programming** *Filip Křikava* ***Filip Křikava*** *Filip Křikava (Gar.)*	Z,ZK	4	2P+2C	Z	v
BIE-PKM	**Preparatory Mathematics** ***Jitka Rybníčková*** *Tomáš Kalvoda (Gar.)*	Z	4		Z	v
BIE-PJV	**Programming in Java** *Jan Blizničenko* ***Jan Blizničenko*** *Jan Blizničenko (Gar.)*	Z,ZK	4	2P+2C	Z	v
BIE-PS2	**Programming in shell 2** ***Lukáš Bařinka***	Z,ZK	4	2P+2C	L	v
BIE-PRR.21	**Project management** *David Pešek* ***David Pešek*** *David Pešek (Gar.)*	Z,ZK	5	2P+2C	Z,L	v
BIE-SKJ.21	**Scripting Languages** *Jan Žďárek, Lukáš Bařinka* ***Lukáš Bařinka*** *Jan Žďárek (Gar.)*	Z,ZK	4	2P+2C	L	v
BIE-VAK.21	**Selected Combinatorics Applications** *Tomáš Valla, Dušan Knop, Maria Saumell Mendiola, Ondřej Suchý, Šimon Schierreich* ***Tomáš Valla*** *Tomáš Valla (Gar.)*	Z	3	2R	L	v
BI-SCE1	**Computer Engineering Seminar I** *Hana Kubátová* ***Hana Kubátová*** *Hana Kubátová (Gar.)*	Z	4	2C	L,Z	v
BIE-SEG	**Systems Engineering** *Christoph Kirsch* ***Christoph Kirsch*** *Christoph Kirsch (Gar.)*	Z	0	2C	Z	v

BIE-TUR.21	**User Interface Design** *Jan Schmidt **Jan Schmidt** Jan Schmidt (Gar.)*	Z,ZK	5	2P+2C	L	v
BIE-VR1.21	**Virtual reality I** *Petr Klán **Petr Klán** Petr Klán (Gar.)*	KZ	4	2P+2C	L,Z	v
BIE-ADW.1	**Windows Administration** *Jiří Kašpar, Miroslav Prágl **Miroslav Prágl** Miroslav Prágl (Gar.)*	Z,ZK	4	2P+1C	Z	v
BIE-SEP	**World Economy and Business** *Tomáš Evan **Tomáš Evan** Tomáš Evan (Gar.)*	Z,ZK	4	2P+2C	Z	v
BIE-3DT.1	**3D Printing** ***Marek Žehra***	KZ	4	3C	L	v

Characteristics of the courses of this group of Study Plan: Code=BIE-V.21 Name=Purely Elective Bachelor Courses, Version 2021

BIE-ZUM	Artificial Intelligence Fundamentals	Z,ZK	4

Students are introduced to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the classical tasks from the areas of state space search, multi-agent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary algorithms and the neural networks, will be presented as well.

BIE-ZRS	Basics of Systems Control	Z,ZK	4

Optional subject Basics of System Control is designed for anyone interested in applied computer science in bachelor studies. A brief introduction to the field of automatic control will be definitely evaluated by our graduates in the industrial practice. Students will gain knowledge in this rapidly evolving field of great future. We will focus our attention particularly on control of engineering and physical systems. We will provide basic information from the feedback control of linear dynamical SISO systems. We will teach you description methods of system models, basic linear dynamic systems analysis and design verification, simple PID feedback, PSD and fuzzy controllers. This is a survey course in which students will learn the methods of creating a description of the system model, the basic linear dynamic systems analysis and design verification and simple PID feedback, PSD and fuzzy controllers. Attention is also given to sensors and actuators in control loops, issues of stability in control systems, single and continuous adjustment of the controller parameters and certain aspects of the industrial implementation of continuous and digital controllers and PLC control. The themes of lectures are accompanied by a number of useful examples and practical industrial implementations.

BIE-CCN	Compiler Construction	Z,ZK	5

This is an introductory class on compiler construction for bachelor students in computer science. The goal of the class is to introduce basic principles of compilers for students to understand the design and implementation of programming languages. Seeing and actually understanding self-compilation is the overarching theme of the class.

BIE-SCE1	Computer Engineering Seminar I	Z	4

The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.

BIE-SCE2	Computer Engineering Seminar II	Z	4

The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.

BIE-CZ0	Czech Language for Foreigners	KZ	2

Course Czech for foreigners offers the basic topics of conversation: Introductions, Orientation, Shopping, Work / Study, Travel, Time, Family.

BIE-CZ1.21	Czech Language for Foreigners II	KZ	2

The course is intended for Students of English programmes who have completed BIE-CZ0 course or have basic knowledge of the Czech language. The course further expands the basic vocabulary and clarifies the structure of the Czech language structure with regard to the practical needs of Students residing in the Czech Republic.

UKCJP	Czech language for advanced	Z,ZK	2

An advanced Czech course for Ukrainian students with refugee status. The exam will confirm knowledge of Czech at B2 level with validity for CTU.

BIE-EPR	Economic project	Z	1

This course is an extension of the course Introduction to European Economic History (BIE-EHD). There is no fixed schedule for BIE-EPR. A teacher will contact you before the start of the semester.

BIE-FTR.1	Financial Markets	Z,ZK	5

Financial sector has been deeply transformed in the recent years, which led to a development of structured financial products, a new point of view on the issue of credit risk, and globalization of market activities. The need to use and properly apply mathematical and technical tools is emphasized. To manage their financial activities, many firms need graduates from technical schools who have sufficient knowledge ICT and mathematics, and who have at the same time an understanding of the functioning of financial markets. The Financial Markets course thus englobes both a description of financial markets and related economic theories, and an overview of mathematical and statistical tools used in this field.

BIE-CSI	Introduction to Computer Science	Z	2

This is an introductory class on Elementary Computer Science for broad audiences: bachelor students in computer science, students majoring in other fields but interested in computer science, high-school students, anybody with a background in basic math and the desire to understand the absolute basics of computer science. The goal of the class is to introduce and relate basic principles of computer science for students to understand, early on, what computer science is, why things such as high-level programming languages and tools are done the way they are, and even how, on a basic yet representative and practically relevant level. After taking the class, students are able to answer not just basic computer science questions but also questions about themselves such as which courses to take next and which books to follow up with, ideally realizing if they are interested in computer science more than expected, or even less than before.

BIE-EHD	Introduction to European Economic History	Z,ZK	3

The course introduces a selection of themes from the European economic history. It gives the student basic knowledge about forming of the global economy through the description of the key periods in history. As European countries have been dominant actors in this process it focuses predominantly on their roles in the economic history. From large economic area of Roman Empire to fragmentation of the Middle Ages, from destruction of WWII to the current affairs, the development of modern financial institutions is deciphered. The course does not cover detailed economic history of particular European countries but rather the impact of trade and role of particular events, institutions and organizations in history. Class meetings will consist of a mixture of lecture and discussion.

BIE-IMA	Introduction to Mathematics	Z	4

Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they are able to apply them in particular examples.

BIE-IMA2	Introduction to Mathematics 2	Z	2

Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they are able to apply them in particular examples.

BIE-ST1	Network Technology 1	Z	3
The course is focused on essentials of computer networks and practice with network technologies. The course corresponds to the Cisco Netacad curriculum, CCNA1 - R&S Introduction to Networks.			
BIE-OOP	Object-Oriented Programming	Z,ZK	4
Object-oriented programming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate together by message passing. In this course we look at some of the main principles of object-oriented programming and design. The emphasis is on practical techniques for software development including testing, error handing, refactoring and design patterns.			
BIE-PKM	Preparatory Mathematics	Z	4
The purpose of Preparatory Mathematics is to help students revise the most important topics of high-school mathematics.			
BIE-PJV	Programming in Java	Z,ZK	4
The course Programming in Java will introduce students to the object oriented programming in Java programming language. Beside of basics of Java language the fundamental APIs will also be presented, especially data structures, files, GUI, networking, databases and concurrent APIs.			
BIE-PS2	Programming in shell 2	Z,ZK	4
Students get a general overview of scripting languages, introduction into syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into Bourne Again shell and some other particular scripting languages and will get practical experience with shell script programming. Note to Erasmus students: We are ready do adapt the lectures to provide even very basic Bourne shell usage. Depending on actual knowledge of the students, orientation in user filesystem tools (cp, ln, mkdir, rm...) and useful basic data filtering tools (cut, tr, sort, uniq...) can be provided. The advantage of this module is that we do not stop at this point - we will show you also a selection of advanced scripting techniques used in practice.			
BIE-PRR.21	Project management	Z,ZK	5
The aim of the course is to introduce students into the basic concepts and principles of project management, i.e. methods of planning, teamwork, analysis, crisis management in a project, communication, argumentation and meeting management. Students will practice project management techniques (e.g. SWOT analysis, risk assessment and management, Gantt charts, resource schedule, resource balancing, network graphs) and creation of project documentation. The course is designed especially for students who are interested in deepening their knowledge outside IT, consider starting their own company, or have ambitions to work in middle or senior management positions in large companies. The course is also suitable for all those who will develop software or hardware in the form of team projects.			
BIE-SKJ.21	Scripting Languages	Z,ZK	4
Students get a general overview of scripting languages, introduction into syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into Bourne Again shell and some other particular scripting languages and will get practical experience with shell script programming. Note to Erasmus students: We are ready do adapt the lectures to provide even very basic Bourne shell usage. Depending on actual knowledge of the students, orientation in user filesystem tools (cp, ln, mkdir, rm...) and useful basic data filtering tools (cut, tr, sort, uniq...) can be provided. The advantage of this module is that we do not stop at this point - we will show you also a selection of advanced scripting techniques used in practice.			
BIE-VAK.21	Selected Combinatorics Applications	Z	3
The course aims to introduce students in an accessible form to various branches of theoretical computer science and combinatorics. In contrast to the basic courses, we approach the issue from applications to theory. Together, we will first refresh the basic knowledge needed to design and analyze algorithms and introduce some basic data structures. Furthermore, with the active participation of students, we will focus on solving popular and easily formulated problems from various areas of (not only theoretical) informatics. Areas from which we will select problems to be solved will include, for example, graph theory, combinatorial and algorithmic game theory, approximation algorithms, optimization and more. Students will also try to implement solutions to the studied problems with a special focus on the effective use of existing tools.			
BI-SCE1	Computer Engineering Seminar I	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.			
BIE-SEG	Systems Engineering	Z	0
This is an introductory class on systems engineering for bachelor students in computer science. The goal of the class is to introduce basic principles of operating systems for students to understand processor and memory virtualization. Seeing and actually understanding virtualization is the overarching theme of the class. After taking the class, students are able to understand the difference between processes and threads as well as emulation and virtualization, what virtual memory is and how it works, what concurrency is, as opposed to parallelism, and how processes and threads synchronize efficiently to overcome concurrency for communication.			
BIE-TUR.21	User Interface Design	Z,ZK	5
Students gain a basic overview of methods for designing and testing common user interfaces. They get experience to solve the problems where software and other products do not communicate with the user optimally, since the needs and characteristics of users are not taken into account during product development. Students gain an overview of methods that bring users into the development process to ensure optimal interface for them.			
BIE-VR1.21	Virtual reality I	KZ	4
Introduction to Virtual Reality (VR), virtual reality operations, metaverse, and creation. Rules and requirements for virtual worlds communication. The course focuses on the ways of creating virtual reality worlds and interactive activities in 3D worlds. It improves computational thinking, empathy, and shared social activities.			
BIE-ADW.1	Windows Administration	Z,ZK	4
Students understand the architecture and internals of the Windows OS and acquire the skills to administrate the Windows OS. They are able use the standard administration and security tools and apply advanced ActiveDirectory administration methods. They are able to solve problems by applying appropriate troubleshooting methods and administrate heterogeneous systems. Students are able to effectively configure centralised administration of a computer network.			
BIE-SEP	World Economy and Business	Z,ZK	4
The course introduces students of technical university to the international business. It does that predominantly by comparing individual countries and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well as indexes of economic freedom, corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of discussions based on individual readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.			
BIE-3DT.1	3D Printing	KZ	4
Students learn to design three-dimensional objects optimized for printing on a RepRap printer and the printing itself. They will be able to design objects, prepare for printing and print in 3D.			

Code of the group: BIE-TI-VO.21
Name of the group: Elective courses originating from neighboring specializations for the BIE-TI, ver. 2021
Requirement credits in the group:
Requirement courses in the group:
Credits in the group: 0

Note on the group: Guarantor: doc. Ing. Jan Janoušek, Ph.D., email:jan.janousek@fit.cvut.cz

Code	Name of the course / Name of the group of courses *(in case of groups of courses the list of codes of their members)* *Tutors, **authors** and guarantors (gar.)*	Completion	Credits	Scope	Semester	Role
BIE-SPS.21	**Administration of Computer Networks and Services** *Libor Dostálek, Jan Kubr **Pavel Tvrdík** Pavel Tvrdík (Gar.)*	Z,ZK	5	2P+2S	Z	v
BIE-TAB.21	**Applications of Security in Technology** *Jiří Dostál **Jiří Dostál** Jiří Dostál (Gar.)*	Z,ZK	5	2P+2C	L	v
BIE-ASB.21	**Applied Network Security** *Jiří Dostál **Jiří Dostál** Jiří Dostál (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-ZRS.21	**Basics of System Control** *Kateřina Hyniová **Kateřina Hyniová** Kateřina Hyniová (Gar.)*	Z,ZK	5	2P+2C	Z,L	v
BIE-ZSB.21	**Basics of System Security** *Simona Fornůsek, Marián Svetlík **Simona Fornůsek** Róbert Lórencz (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-TPS.21	**Computer Networks Technologies** *Vladimír Smotlacha **Vladimír Smotlacha** Vladimír Smotlacha (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-JPO	**Computer Units** ***Pavel Kubalík***	Z,ZK	5	2P+2C	Z	v
BIE-KOM	**Conceptual Modelling** *Robert Pergl, Marek Suchánek **Robert Pergl** Robert Pergl (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-VES	**Embedded Systems** ***Miroslav Skrbek***	Z,ZK	5	2P+2C	L	v
BIE-EHA.21	**Ethical Hacking** *Jiří Dostál, Tomáš Kiezler, Martin Kolárik **Jiří Dostál** Jiří Dostál (Gar.)*	Z,ZK	5	2P+2C	L	v
BIE-HWB	**Hardware Security** *Jiří Buček, Filip Kodýtek, Róbert Lórencz **Jiří Buček** Róbert Lórencz (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-IOT.21	**Internet of Things** *Jan Janeček, Pavel Tvrdík **Jan Janeček** Jan Janeček (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-UKB.21	**Introduction to Cybersecurity** *Jan Bělohoubek, Simona Fornůsek, František Kovář, Ivana Trummová, David Pokorný, Tomáš Luňák, Tomáš Rabas **Simona Fornůsek** Róbert Lórencz (Gar.)*	Z,ZK	5	3P+1C	Z	v
BIE-IDO.21	**Introduction to DevOps** *Tomáš Vondra, Zdeněk Rybola **Tomáš Vondra** Zdeněk Rybola (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-TJV.21	**Java Technology** *Ondřej Guth **Ondřej Guth** Ondřej Guth (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-MPP.21	**Methods of interfacing peripheral devices** *Miroslav Skrbek **Miroslav Skrbek** Miroslav Skrbek (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-SIP.21	**Network Programming** *Jan Fesl **Jan Fesl** Jan Fesl (Gar.)*	Z	5	2P+2C	Z	v
BIE-PNO	**Practical Digital Design** ***Martin Novotný***	KZ	5	2P+2C	Z	v
BIE-SRC.21	**Real-time systems** *Hana Kubátová **Hana Kubátová** Hana Kubátová (Gar.)*	Z,ZK	5	2P+2C	Z	v
BIE-BEK	**Secure Code** ***Róbert Lórencz***	Z,ZK	5	2P+2C	L	v
BIE-VPS.21	**Selected Topics in Computer Networking** *Alexandru Moucha, Mohamed Bettaz **Pavel Tvrdík** Mohamed Bettaz (Gar.)*	Z,ZK	5	2P+2C	L	v
BIE-SWI.21	**Software Engineering** *Zdeněk Rybola **Zdeněk Rybola** Zdeněk Rybola (Gar.)*	Z,ZK	5	2P+1C	L	v
BIE-SP1.21	**Team Software Project 1** *Jiří Mlejnek, Zdeněk Rybola **Zdeněk Rybola** Zdeněk Rybola (Gar.)*	KZ	5	4C	L	v
BIE-SP2.21	**Team Software Project 2** *Zdeněk Rybola **Zdeněk Rybola** Zdeněk Rybola (Gar.)*	KZ	5	2C	Z	v
BIE-ADU.1	**Unix Administration**	Z,ZK	5	2P+2C	L	v
BIE-VDC.21	**Virtualization and Data Centers** *Jiří Kašpar **Jiří Kašpar** Jiří Kašpar (Gar.)*	Z,ZK	5	2P+2C	L	v
BIE-AWD.21	**Web and Database Server Administration** *Lukáš Bařinka, Michal Valenta **Lukáš Bařinka** Michal Valenta (Gar.)*	Z,ZK	5	2P+2C	Z	v

Characteristics of the courses of this group of Study Plan: Code=BIE-TI-VO.21 Name=Elective courses originating from neighboring specializations for the BIE-TI, ver. 2021

BIE-SWI.21	Software Engineering	Z,ZK	5

Students get acquainted with methods of analysis and design of larger software projects that are typically designed and implemented in teams. They consolidate and practically verify their knowledge during the analysis and design of larger software systems that will be developed in the concurrent course BIE-SP1. Students get hands-on experience with CASE tools using the visual language UML for modeling and solving software problems. Students learn the basics of object-oriented analysis, architecture design and testing. Within the course, students also gain a theoretical basis in the field of project management, estimation of costs of software projects, and methods of their development.

BIE-SPS.21	Administration of Computer Networks and Services	Z,ZK	5

The aim of the course is to deepen the theoretical knowledge of network technologies and protocols in the environment of network servers administrated under the operating systems Linux and Windows. The course syllabus requires the knowledge at the level of courses BIE-PSI, BIE-VPS, and BIE-OSY. Practical skills will be gained by practical hands-on experience with real network infrastructure.

BIE-TAB.21	Applications of Security in Technology	Z,ZK	5

The goal of the course is to introduce students to selected topics from cybersecurity technical applications that are utilized in different industries. Students get a broader overview of cybersecurity applications and extend their knowledge from the cryptology, the secure code, and system, network, and hardware security.

BIE-ASB.21	Applied Network Security	Z,ZK	5
The aim of the course is to introduce selected topics from computer networks in terms of cybersecurity. These topics extend the basic knowledge gained in course BI-PSI with actual security applications like the public key infrastructure, encrypted network protocols, link and network layer security or wireless networks. After finishing the course student will get knowledge of security applications in computer networks.			
BIE-ZRS.21	Basics of System Control	Z,ZK	5
The course gives an introduction to the field of automatic control. It focuses particularly on the control of engineering and physical systems. It covers basic knowledge of the feedback control of linear dynamical single-input-single-output systems. Students will learn the methods of creating descriptions of system models, basic linear dynamic systems analysis, and design and verification of simple feedback PID, PSD, and fuzzy controllers. Attention is also given to sensors and actuators in control loops, issues of stability of control systems, single and continuous adjustment of the controller parameters, and certain aspects of the industrial implementations of continuous and digital controllers.			
BIE-ZSB.21	Basics of System Security	Z,ZK	5
The goal of the course is to provide introduction to basic concepts in security of computer systems. Further, the course introduces the basics of forensic analysis and related topics such as malware analysis or incident response. After finishing the course student will get both theoretical and practical knowledge in the area of modern operating systems security, as well as skills needed for independent work in the area of operating system security incident analysis.			
BIE-TPS.21	Computer Networks Technologies	Z,ZK	5
The course introduces students with basic and advanced technologies, components, and interfaces of contemporary computer networks at the physical layer with the overlap to the link layer. The lectures provide theoretical foundations of these technologies and explain relevant physical principles. In the labs, the respective technologies will be demonstrated and with the most important ones students will get hands-on experience. Thematically, the course covers both local and long-range optical networks, Ethernet, modern wireless networks, always with focus on high-speed networks.			
BIE-JPO	Computer Units	Z,ZK	5
Students know the internal structure and organization of computer or processor components and their interfacing with the environment. They understand the organization of main memory and other internal memories (addressable, LIFO, FIFO and CAM). They know the organization of an arithmetic unit. They learn the design methodology for control units and controllers, as well as basic principles of communication with peripheral devices and buses. They understand the architecture of a bus system.			
BIE-KOM	Conceptual Modelling	Z,ZK	5
The course focuses on the development of abstract thinking skills and precise specifications in the form of conceptual models. Students will learn the ability to distinguish key concepts in the domain, categorize and also determine the right links in complex systems of social reality, especially enterprises and institutions. Students will learn the basics of ontological structural modeling in OntoUML notation. They will also learn to express the rules and limitations of everyday reality using the OCL language. Students will also learn the basics of Enterprise Engineering as a discipline enabling conceptual modeling of the structure of enterprises and institutions and their process and learn the DEMO methodology. The course is also designed with regard to the continuity of software implementations.			
BIE-VES	Embedded Systems	Z,ZK	5
Students learn to design embedded systems and develop software for them. They get basic knowledge of the most common microcontrollers and embedded processors, their integrated peripheral circuits, programming methods, and applications. They get practical skills with development kits and tools.			
BIE-EHA.21	Ethical Hacking	Z,ZK	5
The goal of the course is to introduce students to the field of penetration testing and ethical hacking. The course deals with cybersecurity threats, vulnerabilities, and their possible exploitation in computer networks, web applications, wireless networks, operating systems, and others like the Internet of Things or cloud. The focus is on hands-on experience with vulnerabilities testing and the following process of penetration test documentation.			
BIE-HWB	Hardware Security	Z,ZK	5
The course deals with hardware resources used to ensure security of computer systems including embedded ones. The students become familiar with the operating principles of cryptographic modules, the security features of modern processors, and storage media protection through encryption. They will gain knowledge about vulnerabilities of HW resources, including side-channel attacks and tampering with hardware during manufacture. Students will have an overview of contact and contactless smart card technology including applications and related topics for multi-factor authentication (biometrics). Students will understand the problems of effective implementation of ciphers.			
BIE-IOT.21	Internet of Things	Z,ZK	5
The course focuses on an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an overview of sensors and actuators, wireless communication technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architectures for different application areas. Within the computer labs, students will gain practical experience with developing simple IoT systems using common development environments (hardware - ARM, ESP, STM; software - Arduino, Raspberry Pi OS).			
BIE-UKB.21	Introduction to Cybersecurity	Z,ZK	5
The goal of the course is to provide students with the introduction of basic concepts in modern approach to cybersecurity. Students will get a basic overview of threats in cyberspace and attacker techniques, security mechanisms in networks, operating systems and applications, as well as of basic cyberspace regulations.			
BIE-IDO.21	Introduction to DevOps	Z,ZK	5
The course deals with the topic of DevOps and prepares future developers and administrators for a modern culture of development and operation of systems and services. The course covers the tools to support software development, testing and compilation. It also focuses on tools for automating infrastructure management and building and deploying software to the Cloud. It is an introduction to technologies that will then be discussed in more detail in related follow-up courses. The student will also get acquainted with modern technologies used in practice.			
BIE-TJV.21	Java Technology	Z,ZK	5
The aim of the course is to provide knowledge and skills needed for the development of smaller and larger information systems. Students will get acquainted with general theoretical concepts and will be able to apply these concepts using libraries and tools from the ecosystem of the Java programming language. After completing the course students will be able to participate in the development of software systems on the Java platform. Students are assumed to be acquainted with the following topics (they are used and not taught in this course): Java language syntax, SQL, git version control system, Docker, continuous integration.			
BIE-MPP.21	Methods of interfacing peripheral devices	Z,ZK	5
The course is focused on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universal serial bus (USB). The course includes both PC side and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USB devices, Linux and Windows drivers, simple application development, and APIs of selected devices.			
BIE-SIP.21	Network Programming	Z	5
The course covers fundamental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level programming using BSD sockets. The second part is devoted to designing communication protocols and their verification. The third part introduces the principles and applications of middleware technologies. The final part introduces basic modern models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in computer labs using a chosen programming language environment.			
BIE-PNO	Practical Digital Design	KZ	5
Students get an overview of the contemporary digital design flow and learn practical skills to use synchronous design techniques. They understand the basics of the VHDL language, and implementation technologies FPGA and ASIC.			

BIE-SRC.21	Real-time systems	Z,ZK	5
Students obtain the basic knowledge in the real-time (RT) system theory and in the design methods for RT systems including the dependability issues. Theoretical knowledge from lectures will be experimentally verified in department specialized labs. The course is mainly focused on embedded RT systems, therefore the design kits in the lab are the same as in the BIE-VES course and FPGAs.			
BIE-BEK	Secure Code	Z,ZK	5
The students will learn how to assess security risks and how to take them into account in the design phase of their own code and solutions. After getting familiar with the threat modeling theory, students gain practical experience with running programs with reduced privileges and methods of specifying these privileges, since not every program needs to run with administrator privileges. Dangers inherent in buffer overflows will be practically demonstrated. Students will be introduced to the principles of securing data and the relationships of security and database systems, web, remote procedure calls, and sockets in general. The module concludes with Denial of Service attacks and the defense against them.			
BIE-VPS.21	Selected Topics in Computer Networking	Z,ZK	5
The course builds upon the Computer Networks course (BI-PSI), obligatory for the program. Students will learn in detail principles, protocols, and technologies used in modern computer networks from local area networks up to Internet, with focus on switching, routing, security, and virtualization. The emphasis will be on gaining practical experience with real network devices in the lab and learning important methods of local area and wide area networks from the viewpoint of functionality, performance, and security.			
BIE-SP1.21	Team Software Project 1	KZ	5
Students gain hands-on experience with the analysis, design, and prototyping of a large-scale software system. Theoretical support is provided in the BIE-SWI course that runs concurrently and that teaches students necessary techniques and principles. Teams consisting of 4-6 students will work on a specific project. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) both the formal and material aspects of the software design. The resulting software artefact will be further developed and finished in the BIE-SP2 course.			
BIE-SP2.21	Team Software Project 2	KZ	5
Students gain hands-on experience with the iterative development process while working on a large-scale software project. The first iteration is the result of the BIE-SP1 course project. However, in this follow-up, the functionality, testing, and documentation of the software system being developed will be emphasized. Students will work in teams of 4-6 people. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects of their solution.			
BIE-ADU.1	Unix Administration	Z,ZK	5
BIE-VDC.21	Virtualization and Data Centers	Z,ZK	5
The aim of the course is to familiarize students with technology basis of cloud computer systems. It shows principles and techniques used in design and implementation of data center infrastructure, such as various kinds of virtualization and high availability of servers, storages, and software layers. The course guides through data center technologies from private to public and hybrid clouds. Student learn current trends in the architecture of IT infrastructure and its configuration for classic and cloud applications. Students will understand the design, validation, and operation of complex infrastructures for modern applications with respect to scalability and protection against overloads, outages, and data losses.			
BIE-AWD.21	Web and Database Server Administration	Z,ZK	5
Students will get acquainted with the administration of database and web servers and services. They will be able to install, configure, operate, test, and backup complex database and web service systems. The principles will be demonstrated on the PostgreSQL relational database engine and Apache will be used as an example of a web server.			

List of courses of this pass:

Code	Name of the course	Completion	Credits
BI-SCE1	Computer Engineering Seminar I	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.			
BIE-3DT.1	3D Printing	KZ	4
Students learn to design three-dimensional objects optimized for printing on a RepRap printer and the printing itself. They will be able to design objects, prepare for printing and print in 3D.			
BIE-AAG.21	Automata and Grammars	Z,ZK	5
Students are introduced to basic theoretical and implementation principles of the following topics: construction, use and mutual transformations of finite automata, regular expressions and regular grammars, translation finite automata, construction and use of pushdown automata, hierarchy of formal languages, relationships between formal languages and automata. Knowledge acquired through the module is applicable in designs of algorithms for searching in text, data compression, simple parsing and translation, and design of digital circuits.			
BIE-ADU.1	Unix Administration	Z,ZK	5
BIE-ADW.1	Windows Administration	Z,ZK	4
Students understand the architecture and internals of the Windows OS and acquire the skills to administrate the Windows OS. They are able use the standard administration and security tools and apply advanced ActiveDirectory administration methods. They are able to solve problems by applying appropriate troubleshooting methods and administrate heterogeneous systems. Students are able to effectively configure centralised administration of a computer network.			
BIE-AG1.21	Algorithms and Graphs 1	Z,ZK	5
The course covers the basics from the efficient algorithm design, data structures, and graph theory, belonging to the core knowledge of every computing curriculum. It is interlinked with the concurrent BIE-AAG and BIE-ZDM courses in which the students gain the basic skills and knowledge needed for time and space complexity of algorithms and learn to handle practically the asymptotic mathematics.			
BIE-AG2.21	Algorithms and Graphs 2	Z,ZK	5
The course presents the basic algorithms and concepts of graph theory building on the introduction exposed in the compulsory course BIE-AG1.21. It also covers advanced data structures and amortized analysis. It also includes a very light introduction into approximation algorithms.			
BIE-APS.21	Architectures of Computer Systems	Z,ZK	5
Students will learn the construction principles of internal architecture of computers with universal processors at the level of machine instructions. Special emphasis is given on the pipelined instruction processing and on the memory hierarchy. Students will understand the basic concepts of RISC and CISC architectures and the principles of instruction processing not only in scalar processors, but also in superscalar processors that can execute multiple instructions in one cycle, while ensuring the correctness of the sequential model of the program. The course further elaborates the principles and architectures of shared memory multiprocessor and multicore systems and the memory coherence and consistency in such systems.			

BIE-ASB.21	Applied Network Security	Z,ZK	5
The aim of the course is to introduce selected topics from computer networks in terms of cybersecurity. These topics extend the basic knowledge gained in course BI-PSI with actual security applications like the public key infrastructure, encrypted network protocols, link and network layer security or wireless networks. After finishing the course student will get knowledge of security applications in computer networks.			
BIE-AWD.21	Web and Database Server Administration	Z,ZK	5
Students will get acquainted with the administration of database and web servers and services. They will be able to install, configure, operate, test, and backup complex database and web service systems. The principles will be demonstrated on the PostgreSQL relational database engine and Apache will be used as an example of a web server.			
BIE-BAP.21	Bachelor Thesis	Z	14
BIE-BEK	Secure Code	Z,ZK	5
The students will learn how to assess security risks and how to take them into account in the design phase of their own code and solutions. After getting familiar with the threat modeling theory, students gain practical experience with running programs with reduced privileges and methods of specifying these privileges, since not every program needs to run with administrator privileges. Dangers inherent in buffer overflows will be practically demonstrated. Students will be introduced to the principles of securing data and the relationships of security and database systems, web, remote procedure calls, and sockets in general. The module concludes with Denial of Service attacks and the defense against them.			
BIE-BPR.21	Bachelor Project	Z	1
At the beginning of the semester the student will contact the supervisor of the bachelor thesis he has booked. They will discuss the partial tasks that student will perform during the semester. If he fulfill these tasks, the supervisor will award him / her at the end of the semester with the BI-BPR course.			
BIE-CCN	Compiler Construction	Z,ZK	5
This is an introductory class on compiler construction for bachelor students in computer science. The goal of the class is to introduce basic principles of compilers for students to understand the design and implementation of programming languages. Seeing and actually understanding self-compilation is the overarching theme of the class.			
BIE-CSI	Introduction to Computer Science	Z	2
This is an introductory class on Elementary Computer Science for broad audiences: bachelor students in computer science, students majoring in other fields but interested in computer science, high-school students, anybody with a background in basic math and the desire to understand the absolute basics of computer science. The goal of the class is to introduce and relate basic principles of computer science for students to understand, early on, what computer science is, why things such as high-level programming languages and tools are done the way they are, and even how, on a basic yet representative and practically relevant level. After taking the class, students are able to answer not just basic computer science questions but also questions about themselves such as which courses to take next and which books to follow up with, ideally realizing if they are interested in computer science more than expected, or even less than before.			
BIE-CZ0	Czech Language for Foreigners	KZ	2
Course Czech for foreigners offers the basic topics of conversation: Introductions, Orientation, Shopping, Work / Study, Travel, Time, Family.			
BIE-CZ1.21	Czech Language for Foreigners II	KZ	2
The course is intended for Students of English programmes who have completed BIE-CZ0 course or have basic knowledge of the Czech language. The course further expands the basic vocabulary and clarifies the structure of the Czech language structure with regard to the practical needs of Students residing in the Czech Republic.			
BIE-DBS.21	Database Systems	Z,ZK	5
Students get acquainted with the architecture of the database engine and typical user roles. They learn to design the structure of a smaller data store (including integrity constraints) using a conceptual model and then implement them in a relational database engine. They get acquainted with the SQL language and also with its theoretical basis - relational database model. They will get acquainted with the principles of relational database schema normalization. They understand the basic concepts of transaction processing and control of parallel user access to a single data source. At the end of the course, students will be introduced to alternative nonrelational database models.			
BIE-DML.21	Discrete Mathematics and Logic	Z,ZK	5
Students will get acquainted with the basic concepts of propositional logic and predicate logic and learn to work with their laws. Necessary concepts from set theory will be explained. Special attention is paid to relations, their general properties, and their types, especially functional relations, equivalences, and partial orders. The course also lays down the basics of combinatorics and number theory, with emphasis on modular arithmetics.			
BIE-EEC	English language external certificate	Z	4
The BIE-ECC course can be recognized for any active semester after the submission of a certificate certificate that demonstrates their proficiency in English comparable to or exceeding the B2 level of the Common European Framework of Reference for Languages.			
BIE-EHA.21	Ethical Hacking	Z,ZK	5
The goal of the course is to introduce students to the field of penetration testing and ethical hacking. The course deals with cybersecurity threats, vulnerabilities, and their possible exploitation in computer networks, web applications, wireless networks, operating systems, and others like the Internet of Things or cloud. The focus is on hands-on experience with vulnerabilities testing and the following process of penetration test documentation.			
BIE-EHD	Introduction to European Economic History	Z,ZK	3
The course introduces a selection of themes from the European economic history. It gives the student basic knowledge about forming of the global economy through the description of the key periods in history. As European countries have been dominant actors in this process it focuses predominantly on their roles in the economic history. From large economic area of Roman Empire to fragmentation of the Middle Ages, from destruction of WWII to the current affairs, the development of modern financial institutions is deciphered. The course does not cover detailed economic history of particular European countries but rather the impact of trade and role of particular events, institutions and organizations in history. Class meetings will consist of a mixture of lecture and discussion.			
BIE-EPR	Economic project	Z	1
This course is an extension of the course Introduction to European Economic History (BIE-EHD). There is no fixed schedule for BIE-EPR. A teacher will contact you before the start of the semester.			
BIE-FTR.1	Financial Markets	Z,ZK	5
Financial sector has been deeply transformed in the recent years, which led to a development of structured financial products, a new point of view on the issue of credit risk, and globalization of market activities. The need to use and properly apply mathematical and technical tools is emphasized. To manage their financial activities, many firms need graduates from technical schools who have sufficient knowledge ICT and mathematics, and who have at the same time an understanding of the functioning of financial markets. The Financial Markets course thus englobes both a description of financial markets and related economic theories, and an overview of mathematical and statistical tools used in this field.			
BIE-GIT.21	SW Development Technologies	Z	3
This course is aimed at one of the rudimental team software development technology - version control. To be more specific, we will introduce students to Git, the information manager from hell, as Linus Torvalds nicknamed it, and provide a comprehensive guide into its depths, as well as for day-to-day use.			
BIE-HWB	Hardware Security	Z,ZK	5
The course deals with hardware resources used to ensure security of computer systems including embedded ones. The students become familiar with the operating principles of cryptographic modules, the security features of modern processors, and storage media protection through encryption. They will gain knowledge about vulnerabilities of HW resources, including side-channel attacks and tampering with hardware during manufacture. Students will have an overview of contact and contactless smart card technology including applications and related topics for multi-factor authentication (biometrics). Students will understand the problems of effective implementation of ciphers.			
BIE-IDO.21	Introduction to DevOps	Z,ZK	5
The course deals with the topic of DevOps and prepares future developers and administrators for a modern culture of development and operation of systems and services. The course covers the tools to support software development, testing and compilation. It also focuses on tools for automating infrastructure management and building and deploying software to			

	the Cloud. It is an introduction to technologies that will then be discussed in more detail in related follow-up courses. The student will also get acquainted with modern technologies used in practice.		
BIE-IMA	Introduction to Mathematics	Z	4
	Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they are able to apply them in particular examples.		
BIE-IMA2	Introduction to Mathematics 2	Z	2
	Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they are able to apply them in particular examples.		
BIE-IOT.21	Internet of Things	Z,ZK	5
	The course focuses on an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an overview of sensors and actuators, wireless communication technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architectures for different application areas. Within the computer labs, students will gain practical experience with developing simple IoT systems using common development environments (hardware - ARM, ESP, STM; software - Arduino, Raspberry Pi OS).		
BIE-JPO	Computer Units	Z,ZK	5
	Students know the internal structure and organization of computer or processor components and their interfacing with the environment. They understand the organization of main memory and other internal memories (addressable, LIFO, FIFO and CAM). They know the organization of an arithmetic unit. They learn the design methodology for control units and controllers, as well as basic principles of communication with peripheral devices and buses. They understand the architecture of a bus system.		
BIE-KAB.21	Cryptography and Security	Z,ZK	5
	Students will understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to use cryptographic keys and certificates in systems based on them and learn the basics of safe use of symmetric and asymmetric cryptographic systems and hash functions in applications. Within labs, students will gain practical skills in using standard cryptographic methods with an emphasis on security and will also get acquainted with the basic procedures of cryptanalysis.		
BIE-KOM	Conceptual Modelling	Z,ZK	5
	The course focuses on the development of abstract thinking skills and precise specifications in the form of conceptual models. Students will learn the ability to distinguish key concepts in the domain, categorize and also determine the right links in complex systems of social reality, especially enterprises and institutions. Students will learn the basics of ontological structural modeling in OntoUML notation. They will also learn to express the rules and limitations of everyday reality using the OCL language. Students will also learn the basics of Enterprise Engineering as a discipline enabling conceptual modeling of the structure of enterprises and institutions and their process and learn the DEMO methodology. The course is also designed with regard to the continuity of software implementations.		
BIE-LA1.21	Linear Algebra 1	Z,ZK	5
	We will introduce students to the basic concepts of linear algebra, such as vectors, matrices, vector spaces. We will define vector spaces over the field of real and complex numbers and also over finite fields. We will present the concepts of basis and dimension and learn to solve systems of linear equations using the Gaussian elimination method (GEM) and show the connection with linear manifolds. We define the regularity of matrices and learn to find their inversions using GEM. We will also learn to find eigenvalues and eigenvectors of a matrix. We will also demonstrate some applications of these concepts in computer science.		
BIE-LA2.21	Linear Algebra 2	Z,ZK	5
	Students will broaden their knowledge gained in the BIE-LA1 introductory course, where only vectors in the form of n-tuples of numbers were considered. Here we will introduce vector spaces in a general abstract form. The notions of a scalar product and a linear map will enable to demonstrate the profound link between linear algebra, geometry, and computer graphics. The other main topic will be numerical linear algebra, in particular problems with solving systems of linear equations on computers. The issues of numerical linear algebra will be demonstrated mainly on the matrix factorization problem. Selected applications of linear algebra in various fields will be presented.		
BIE-LOG.21	Mathematical Logic	Z,ZK	5
	The course focuses on the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfiability, logical equivalence, and the logical consequence of formulas are defined. Methods for determining the satisfiability of formulas, some of which are used for automated proving, are explained. This relates to the P vs. NP problem and Boolean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, and their models. The syntactic approach to mathematical logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness theorems is explained.		
BIE-MA1.21	Mathematical Analysis 1	Z,ZK	5
	We begin the course by introducing students to the set of real numbers and its properties, and we note its differences with the set of machine numbers. Then we study real sequences and real functions of a real variable. We gradually introduce the notions of limits of sequences and functions, continuous functions, and derivatives of functions. This theoretical foundation is then applied to root-finding problems (iterative method of bisection and Newton's method), construction of cubic interpolation (spline), and formulation and solution of simple optimization problems (i.e., the issue of finding extrema of functions). The course is closed with the Landau's asymptotic notation and methods of mathematical description of complexity of algorithms.		
BIE-MA2.21	Mathematical Analysis 2	Z,ZK	6
	The course completes the theme of analysis of real functions of a real variable initiated in BIE-MA1 by introducing the Riemann integral. Students will learn how to integrate by parts and use the substitution method.The next part of the course is devoted to number series, and Taylor polynomials and series. We apply Taylor's theorem to the computation of elementary functions with a prescribed accuracy. Then we study the linear recurrence equations with constant coefficients, the complexity of recursive algorithms, and its analysis using the Master theorem. Finally, we introduce the student to the theory of multivariate functions. After establishing basic concepts of partial derivative, gradient, and Hessian matrix, we study the analytical method of localization of local extrema of multivariate functions as well as the numerical descent method. We conclude the course with the integration of multivariate functions.		
BIE-ML1.21	Machine Learning 1	Z,ZK	5
	The goal of this course is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working knowledge of regression and classification models in the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relationships between model bias and variance, and know the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional data visualization. In practical demonstrations, pandas and scikit libraries in Python will be used.		
BIE-MPP.21	Methods of interfacing peripheral devices	Z,ZK	5
	The course is focused on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universal serial bus (USB). The course includes both PC side and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USB devices, Linux and Windows drivers, simple application development, and APIs of selected devices.		
BIE-OOP	Object-Oriented Programming	Z,ZK	4
	Object-oriented programming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate together by message passing. In this course we look at some of the main principles of object-oriented programming and design. The emphasis is on practical techniques for software development including testing, error handing, refactoring and design patterns.		
BIE-OOP.21	Object-Oriented Programming	Z,ZK	5
	Object-oriented programming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate together by message passing. In this course students get acquainted with the main principles of object-oriented programming and design, used in modern programming languages. The emphasis is on practical techniques for developing software, which includes testing, error handing, refactoring, and application of design pattern.		

BIE-OSY.21	Operating Systems	Z,ZK	5
In this course that is a follow-up of the Unix-like operating systems course students deepen their knowledge in areas of OS kernels, process and thread implementations, race conditions, critical regions, thread scheduling, shared resource allocation and deadlocks, management of virtual memory and data storages, file systems, OS monitoring. They are able to design and implement simple multithreaded applications. General principles are illustrated on operating systems Solaris, Linux, or MS Windows.			
BIE-PA1.21	Programming and Algorithmics 1	Z,ZK	7
Students learn to construct algorithms for solving basic problems and write them in the C language. They master data types (simple, pointers, structured), expressions, statements, and functions presented in C language. They understand the principle of recursion and basics of algorithm complexity analysis. They know fundamental algorithms for searching, sorting, and manipulating linked lists and trees.			
BIE-PA2.21	Programming and Algorithmics 2	Z,ZK	7
Students know the instruments of object-oriented programming and are able to use them for specifying and implementing abstract data types (stack, queue, enlargeable array, list, set, table). They learn these skills using the C++ programming language and are introduced to all C++ features needed in object-oriented programming (e.g., template programming, copying/moving of objects, operator overloading, inheritance, polymorphism).			
BIE-PJP.21	Programming Languages and Compilers	Z,ZK	5
Students learn basic compiling methods of programming languages. They are introduced to intermediate representations used in current compilers GNU and LLVM. They learn to create a specification of a translation of a text that conforms a given syntax, to a target code and also to create a compiler based on the specification. The compiler can translate not only a programming language but any text in a language generated by a given LL input grammar.			
BIE-PJV	Programming in Java	Z,ZK	4
The course Programming in Java will introduce students to the object oriented programming in Java programming language. Beside of basics of Java language the fundamental APIs will also be presented, especially data structures, files, GUI, networking, databases and concurrent APIs.			
BIE-PKM	Preparatory Mathematics	Z	4
The purpose of Preparatory Mathematics is to help students revise the most important topics of high-school mathematics.			
BIE-PNO	Practical Digital Design	KZ	5
Students get an overview of the contemporary digital design flow and learn practical skills to use synchronous design techniques. They understand the basics of the VHDL language, and implementation technologies FPGA and ASIC.			
BIE-PPA.21	Programming Paradigms	Z,ZK	5
The course deals with basic paradigms of high-level programming languages, including their basic execution models, benefits, and limitations of particular approaches. Functional programming paradigm and its basic principles are explained in details. Logic programming is introduced as another way of declarative programming. The principles are demonstrated on lambda calculus and on Lisp (Racket) and Prolog programming languages. Moreover, usage of these principles is demonstrated on modern mainstream programming languages such as C++ and Java.			
BIE-PRR.21	Project management	Z,ZK	5
The aim of the course is to introduce students into the basic concepts and principles of project management, i.e. methods of planning, teamwork, analysis, crisis management in a project, communication, argumentation and meeting management. Students will practice project management techniques (e.g. SWOT analysis, risk assessment and management, Gantt charts, resource schedule, resource balancing, network graphs) and creation of project documentation. The course is designed especially for students who are interested in deepening their knowledge outside IT, consider starting their own company, or have ambitions to work in middle or senior management positions in large companies. The course is also suitable for all those who will develop software or hardware in the form of team projects.			
BIE-PS2	Programming in shell 2	Z,ZK	4
Students get a general overview of scripting languages, introduction into syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into Bourne Again shell and some other particular scripting languages and will get practical experience with shell script programming. Note to Erasmus students: We are ready do adapt the lectures to provide even very basic Bourne shell usage. Depending on actual knowledge of the students, orientation in user filesystem tools (cp, ln, mkdir, rm...) and useful basic data filtering tools (cut, tr, sort, uniq...) can be provided. The advantage of this module is that we do not stop at this point - we will show you also a selection of advanced scripting techniques used in practice.			
BIE-PSI.21	Computer Networks	Z,ZK	5
The course introduces students to the principles of computer networking. It covers basic technologies, protocols, and services commonly used in local networks and in the Internet as well. The lectures will be amended by proseminars that introduce students into network programming and demonstrate the abilities of advanced network technologies. Students practically verify configurations and management of network devices in the lab within the environment of the operating systems Linux and Cisco IOS.			
BIE-PST.21	Probability and Statistics	Z,ZK	5
Students will learn the basics of probabilistic thinking, the ability to synthesize prior and posterior information and learn to work with random variables. They will be able to apply basic models of random variable distributions and solve applied probabilistic problems in informatics and computer science. Using the statistical induction they will be able to perform estimations of unknown distributional parameters from random sample characteristics. They will also be introduced to the methods for testing statistical hypotheses and determining the statistical dependence of two or more random variables.			
BIE-SAP.21	Computer Structures and Architectures	Z,ZK	5
Students understand basic digital computer units and their structures, functions, and hardware implementation: ALU, control unit, memory system, inputs, outputs, data storage and transfer. In the labs, students gain practical experience with the design and implementation of the logic of a simple processor using modern digital design tools.			
BIE-SCE1	Computer Engineering Seminar I	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.			
BIE-SCE2	Computer Engineering Seminar II	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in KČN laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester.			
BIE-SEG	Systems Engineering	Z	0
This is an introductory class on systems engineering for bachelor students in computer science. The goal of the class is to introduce basic principles of operating systems for students to understand processor and memory virtualization. Seeing and actually understanding virtualization is the overarching theme of the class. After taking the class, students are able to understand the difference between processes and threads as well as emulation and virtualization, what virtual memory is and how it works, what concurrency is, as opposed to parallelism, and how processes and threads synchronize efficiently to overcome concurrency for communication.			
BIE-SEP	World Economy and Business	Z,ZK	4
The course introduces students of technical university to the international business. It does that predominantly by comparing individual countries and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well as indexes of economic freedom, corruption and economic			

	development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of discussions based on individual readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.		
BIE-SIP.21	Network Programming	Z	5
	The course covers fundamental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level programming using BSD sockets. The second part is devoted to designing communication protocols and their verification. The third part introduces the principles and applications of middleware technologies. The final part introduces basic modern models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in computer labs using a chosen programming language environment.		
BIE-SKJ.21	Scripting Languages	Z,ZK	4
	Students get a general overview of scripting languages, introduction into syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into Bourne Again shell and some other particular scripting languages and will get practical experience with shell script programming. Note to Erasmus students: We are ready do adapt the lectures to provide even very basic Bourne shell usage. Depending on actual knowledge of the students, orientation in user filesystem tools (cp, ln, mkdir, rm...) and useful basic data filtering tools (cut, tr, sort, uniq...) can be provided. The advantage of this module is that we do not stop at this point - we will show you also a selection of advanced scripting techniques used in practice.		
BIE-SP1.21	Team Software Project 1	KZ	5
	Students gain hands-on experience with the analysis, design, and prototyping of a large-scale software system. Theoretical support is provided in the BIE-SWI course that runs concurrently and that teaches students necessary techniques and principles. Teams consisting of 4-6 students will work on a specific project. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) both the formal and material aspects of the software design. The resulting software artefact will be further developed and finished in the BIE-SP2 course.		
BIE-SP2.21	Team Software Project 2	KZ	5
	Students gain hands-on experience with the iterative development process while working on a large-scale software project. The first iteration is the result of the BIE-SP1 course project. However, in this follow-up, the functionality, testing, and documentation of the software system being developed will be emphasized. Students will work in teams of 4-6 people. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects of their solution.		
BIE-SPS.21	Administration of Computer Networks and Services	Z,ZK	5
	The aim of the course is to deepen the theoretical knowledge of network technologies and protocols in the environment of network servers administrated under the operating systems Linux and Windows. The course syllabus requires the knowledge at the level of courses BIE-PSI, BIE-VPS, and BIE-OSY. Practical skills will be gained by practical hands-on experience with real network infrastructure.		
BIE-SRC.21	Real-time systems	Z,ZK	5
	Students obtain the basic knowledge in the real-time (RT) system theory and in the design methods for RT systems including the dependability issues. Theoretical knowledge from lectures will be experimentally verified in department specialized labs. The course is mainly focused on embedded RT systems, therefore the design kits in the lab are the same as in the BIE-VES course and FPGAs.		
BIE-ST1	Network Technology 1	Z	3
	The course is focused on essentials of computer networks and practice with network technologies. The course corresponds to the Cisco Netacad curriculum, CCNA1 - R&S Introduction to Networks.		
BIE-SWI.21	Software Engineering	Z,ZK	5
	Students get acquainted with methods of analysis and design of larger software projects that are typically designed and implemented in teams. They consolidate and practically verify their knowledge during the analysis and design of larger software systems that will be developed in the concurrent course BIE-SP1. Students get hands-on experience with CASE tools using the visual language UML for modeling and solving software problems. Students learn the basics of object-oriented analysis, architecture design and testing. Within the course, students also gain a theoretical basis in the field of project management, estimation of costs of software projects, and methods of their development.		
BIE-TAB.21	Applications of Security in Technology	Z,ZK	5
	The goal of the course is to introduce students to selected topics from cybersecurity technical applications that are utilized in different industries. Students get a broader overview of cybersecurity applications and extend their knowledge from the cryptology, the secure code, and system, network, and hardware security.		
BIE-TDP.21	Documentation and Presentation	KZ	3
	The course is focused on the basics of creating electronic documentation with emphasis on the creation of technical reports of a larger scope, typically final university theses. Students learn to create text of a technical report in the LaTeX system, process an electronic presentation using the LaTeX Beamer system, and practically present it in front of classmates and the teacher. The course is intended primarily for those students who have chosen the topic of their bachelor's thesis or will choose it within the first 14 days of teaching. Within the exercises of the course, an active approach to the creation of individual parts of the bachelor's thesis is assumed.		
BIE-TJV.21	Java Technology	Z,ZK	5
	The aim of the course is to provide knowledge and skills needed for the development of smaller and larger information systems. Students will get acquainted with general theoretical concepts and will be able to apply these concepts using libraries and tools from the ecosystem of the Java programming language. After completing the course students will be able to participate in the development of software systems on the Java platform. Students are assumed to be acquainted with the following topics (they are used and not taught in this course): Java language syntax, SQL, git version control system, Docker, continuous integration.		
BIE-TPS.21	Computer Networks Technologies	Z,ZK	5
	The course introduces students with basic and advanced technologies, components, and interfaces of contemporary computer networks at the physical layer with the overlap to the link layer. The lectures provide theoretical foundations of these technologies and explain relevant physical principles. In the labs, the respective technologies will be demonstrated and with the most important ones students will get hands-on experience. Thematically, the course covers both local and long-range optical networks, Ethernet, modern wireless networks, always with focus on high-speed networks.		
BIE-TUR.21	User Interface Design	Z,ZK	5
	Students gain a basic overview of methods for designing and testing common user interfaces. They get experience to solve the problems where software and other products do not communicate with the user optimally, since the needs and characteristics of users are not taken into account during product development. Students gain an overview of methods that bring users into the development process to ensure optimal interface for them.		
BIE-TZP.21	Technological Fundamentals of Computers	Z,ZK	5
	Students get acquainted with the fundamentals of digital and analog circuits, as well as basic methods of analyzing them. Students learn how computer structures look like at the lowest level. They are introduced to the function of a transistor. They will understand why processors generate heat, why cooling is necessary, and how to reduce the consumption; what the limits to the maximum operating frequency are and how to raise them; why a computer bus needs to be terminated, what happens if it is not; how a computer power supply looks like (in principle). In the labs, students model the behavior of basic electrical circuits in SW Mathematica.		
BIE-UKB.21	Introduction to Cybersecurity	Z,ZK	5
	The goal of the course is to provide students with the introduction of basic concepts in modern approach to cybersecurity. Students will get a basic overview of threats in cyberspace and attacker techniques, security mechanisms in networks, operating systems and applications, as well as of basic cyberspace regulations.		
BIE-UOS.21	Unix-like Operating Systems	KZ	5
	Unix-like operating systems represent a large family mostly open-source codes that kept bringing during the history of computers efficient innovative functions of multiuser operating systems for computers and their networks and clusters. The most popular OS today, Android, has a unix kernel. Students get overview of basic properties of this OS family, such as		

	processes and threads, access rights and user identity, filters, or handling files in a file system. They learn to use practically these systems at the level of advanced users who are not only able to utilize powerful system tools that are available to users, but are also able to automatize routine agenda using the unix scripting interface, called shell.		
BIE-VAK.21	Selected Combinatorics Applications	Z	3
	The course aims to introduce students in an accessible form to various branches of theoretical computer science and combinatorics. In contrast to the basic courses, we approach the issue from applications to theory. Together, we will first refresh the basic knowledge needed to design and analyze algorithms and introduce some basic data structures. Furthermore, with the active participation of students, we will focus on solving popular and easily formulated problems from various areas of (not only theoretical) informatics. Areas from which we will select problems to be solved will include, for example, graph theory, combinatorial and algorithmic game theory, approximation algorithms, optimization and more. Students will also try to implement solutions to the studied problems with a special focus on the effective use of existing tools.		
BIE-VDC.21	Virtualization and Data Centers	Z,ZK	5
	The aim of the course is to familiarize students with technology basis of cloud computer systems. It shows principles and techniques used in design and implementation of data center infrastructure, such as various kinds of virtualization and high availability of servers, storages, and software layers. The course guides through data center technologies from private to public and hybrid clouds. Student learn current trends in the architecture of IT infrastructure and its configuration for classic and cloud applications. Students will understand the design, validation, and operation of complex infrastructures for modern applications with respect to scalability and protection against overloads, outages, and data losses.		
BIE-VES	Embedded Systems	Z,ZK	5
	Students learn to design embedded systems and develop software for them. They get basic knowledge of the most common microcontrollers and embedded processors, their integrated peripheral circuits, programming methods, and applications. They get practical skills with development kits and tools.		
BIE-VPS.21	Selected Topics in Computer Networking	Z,ZK	5
	The course builds upon the Computer Networks course (BI-PSI), obligatory for the program. Students will learn in detail principles, protocols, and technologies used in modern computer networks from local area networks up to Internet, with focus on switching, routing, security, and virtualization. The emphasis will be on gaining practical experience with real network devices in the lab and learning important methods of local area and wide area networks from the viewpoint of functionality, performance, and security.		
BIE-VR1.21	Virtual reality I	KZ	4
	Introduction to Virtual Reality (VR), virtual reality operations, metaverse, and creation. Rules and requirements for virtual worlds communication. The course focuses on the ways of creating virtual reality worlds and interactive activities in 3D worlds. It improves computational thinking, empathy, and shared social activities.		
BIE-ZRS	Basics of Systems Control	Z,ZK	4
	Optional subject Basics of System Control is designed for anyone interested in applied computer science in bachelor studies. A brief introduction to the field of automatic control will be definitely evaluated by our graduates in the industrial practice. Students will gain knowledge in this rapidly evolving field of great future. We will focus our attention particularly on control of engineering and physical systems. We will provide basic information from the feedback control of linear dynamical SISO systems. We will teach you description methods of system models, basic linear dynamic systems analysis and design verification, simple PID feedback, PSD and fuzzy controllers. This is a survey course in which students will learn the methods of creating a description of the system model, the basic linear dynamic systems analysis and design verification and simple PID feedback, PSD and fuzzy controllers. Attention is also given to sensors and actuators in control loops, issues of stability in control systems, single and continuous adjustment of the controller parameters and certain aspects of the industrial implementation of continuous and digital controllers and PLC control. The themes of lectures are accompanied by a number of useful examples and practical industrial implementations.		
BIE-ZRS.21	Basics of System Control	Z,ZK	5
	The course gives an introduction to the field of automatic control. It focuses particularly on the control of engineering and physical systems. It covers basic knowledge of the feedback control of linear dynamical single-input-single-output systems. Students will learn the methods of creating descriptions of system models, basic linear dynamic systems analysis, and design and verification of simple feedback PID, PSD, and fuzzy controllers. Attention is also given to sensors and actuators in control loops, issues of stability of control systems, single and continuous adjustment of the controller parameters, and certain aspects of the industrial implementations of continuous and digital controllers.		
BIE-ZSB.21	Basics of System Security	Z,ZK	5
	The goal of the course is to provide introduction to basic concepts in security of computer systems. Further, the course introduces the basics of forensic analysis and related topics such as malware analysis or incident response. After finishing the course student will get both theoretical and practical knowledge in the area of modern operating systems security, as well as skills needed for independent work in the area of operating system security incident analysis.		
BIE-ZUM	Artificial Intelligence Fundamentals	Z,ZK	4
	Students are introduced to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the classical tasks from the areas of state space search, multi-agent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary algorithms and the neural networks, will be presented as well.		
BIE-ZUM.21	Artificial Intelligence Fundamentals	Z,ZK	5
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UKCJP	Czech language for advanced	Z,ZK	2
	An advanced Czech course for Ukrainian students with refugee status. The exam will confirm knowledge of Czech at B2 level with validity for CTU.		

For updated information see http://bilakniha.cvut.cz/en/FF.html
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