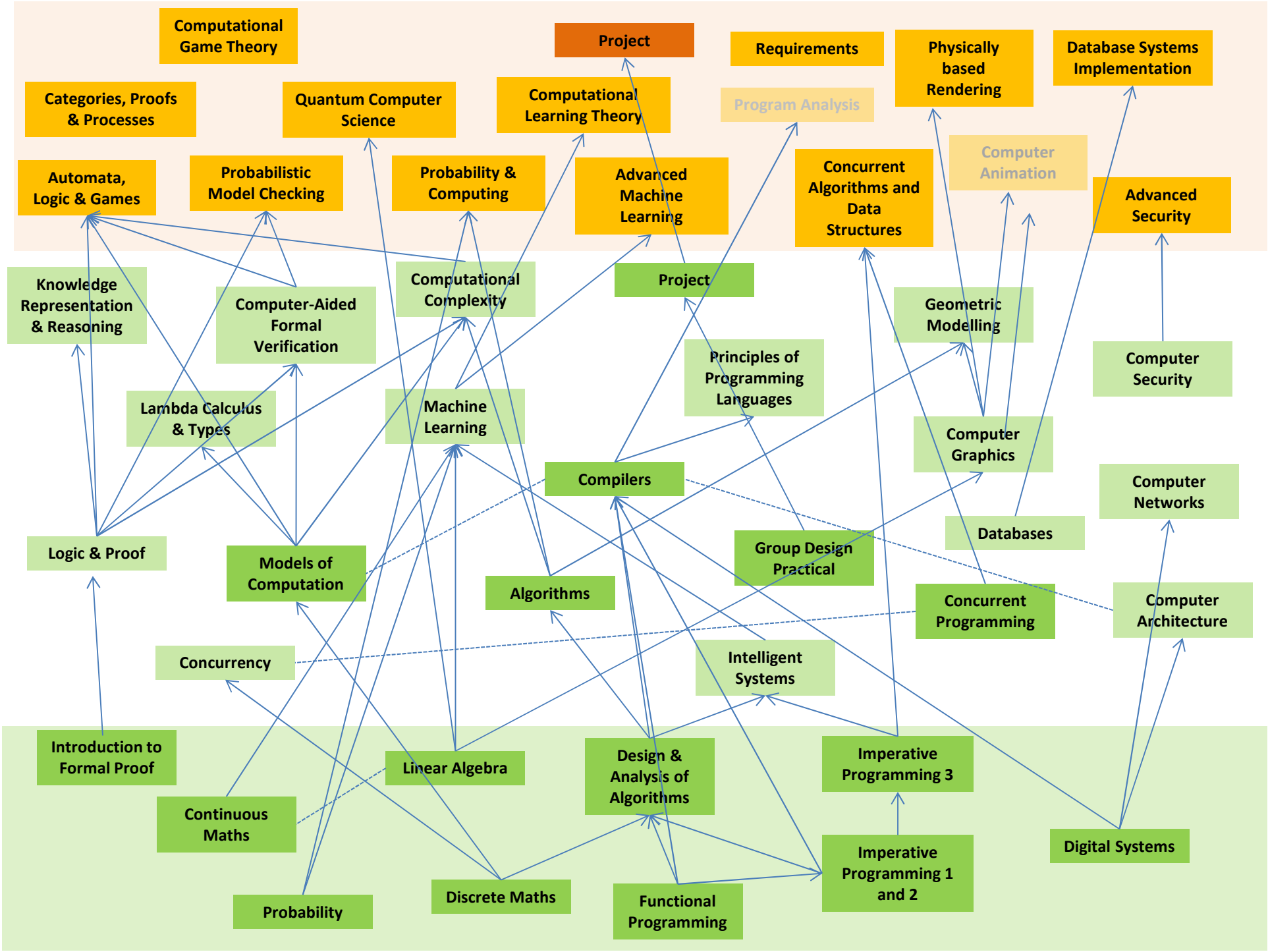
Computational Game Theory
Project
Requirements
Physically based Rendering
Database Systems Implementation
Categories, Proofs & Processes
Quantum Computer Science
Computational Learning Theory
Program Analysis
Computer Animation
Automata, Logic & Games
Probabilistic Model Checking
Probability & Computing
Advanced Machine Learning
Concurrent Algorithms and Data Structures
Advanced Security
Knowledge Representation & Reasoning
Computer-Aided Formal Verification
Computational Complexity
Project
Geometric Modelling
Computer Security
Principles of Programming Languages
Lambda Calculus & Types
Machine Learning
Computer Graphics
Compilers
Computer Networks
Databases
Logic & Proof
Models of Computation
Group Design Practical
Algorithms
Concurrent Programming
Computer Architecture
Concurrency
Intelligent Systems
Introduction to Formal Proof
Linear Algebra
Design & Analysis of Algorithms
Imperative Programming 3
Continuous Maths
Imperative Programming 1 and 2
Digital Systems
Probability
Discrete Maths
Functional Programming