

COMP 208. COMPUTER PROGRAMMING FOR PHYSICAL SCIENCES AND

Credits: 3

Offered by: Computer Science (Faculty of Science)

Terms offered: Fall 2025, Winter 2026

View offerings for Fall 2025 or Winter 2026 in Visual Schedule Builder.

Description

Programming and problem solving in a high level computer language: variables, expressions, types, functions, conditionals, loops, objects and classes. Introduction to algorithms such as searching and sorting. Modular software design, libraries, file input and output, debugging. Emphasis on applications in Physical Sciences and Engineering, such as root finding, numerical integration, diffusion, Monte Carlo methods.

- COMP 202 is intended as a general introductory course, while COMP 208 is intended for students with sufficient math background and in (non-life) science or engineering fields.
- 3 hours
- Corequisite: MATH 133 and MATH 141, or equivalents.
- Restrictions: Not open to students who have taken or are taking COMP 202, COMP 204, or GEOG 333; not open to students who have taken or are taking COMP 206 or COMP 250.
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Most students use Visual Schedule Builder (VSB) to organize their schedules. VSB helps you plan class schedules, travel time, and more.

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