Fall 2018 Course: Physics 162
Scientific Computing & Simulation: Basic Methods
Designed for Science & Engineering Students

You will acquire computational skills applied to the solution of scientific problems:
- How to model a problem and make it solvable with numerical methods
- How to solve the resulting equations numerically
- How to represent the solution graphically

These skills will serve you well whether in graduate school or the professional world.

Course details: (3 units)

Prerequisite
Math 26 or Math 30 AND Physics 5A
or Math 30 and Physics 11A
or Math 105A concurrently (for Math majors).

Course description:
The course uses python and C++ as tools in numerical solutions of scientific problems and graphical representation of results. No prior knowledge of programming is assumed, and practical experience is emphasized throughout.

Time:
Section 1: Mondays, Wednesdays, 1-2:15 PM (open)
Section 2: Mondays, Wednesdays, 3-4:15 PM (if sufficient demand)

This class is one of two computing classes (with Physics 163) required to earn a Certificate in Scientific Computing.

For more information:
Jérôme Bürki, (916) 278-6540
Email: buerki@csus.edu

For help enrolling:
Heidi Yamazaki, (916) 278-6518
Email: physics@csus.edu

Or go to http://tiny.cc/SacSciComp