BIO 321G. Principles of Computational Biology.

Introduces computational methods used in molecular, cellular, organismal, and population biology. Subjects include molecular bioinformatics, modeling and simulation, and network analysis. Three lecture hours and two computer laboratory hours a week for one semester. Prerequisite: The following with a grade of at least C-: Biology 325 or 325H; Computer Science 303E, 305J, and 307 or Statistics and Data Sciences 222 (or Statistics and Scientific Computation 222); and Mathematics 408C, or 408K and 408L, or 408N and 408S.