Computer Science Curriculum
BS Degree

Computer Science
- CS 164 (3) ____
- CS 171 (3) ____
- CS 172 (3) ____
- CS 260 (3) ____
- CS 265 (3) ____
- CS 270 (3) ____
- CS 281 (4) ____
- CS 283 (3) ____
- CS 350 (3) ____
- CS 360 (3) ____
- CS 451 (3) ____

Senior Design
- CS 491 (3) ____
- CS 492 (3) ____
- CS 493 (3) ____

8 Computer Science Electives (incl. 2 track completions - see below)
- _____ ____
- _____ ____
- _____ ____

Electrical/Computer Engineering
- ECE 200 (3) ____

Mathematics
- MATH 121 (4) ____
- MATH 122 (4) ____
- MATH 123 (4) ____
- MATH 201 (4) ____
  - or MATH 261 (3)
  - or ENGR 231 (3)
- MATH 221 (3) ____
- MATH 311 (4) ____
  - or MATH 410 (3)
- CS 121 (1) ____
- CS 122 (1) ____
- CS 123 (1) ____

Math Elective (3-4) ~
- _____ ____

Science ~ (25 credits) ^
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____

Freshman English
- ENGL 101 (3) ____
- ENGL 102 (3) ____
- ENGL 103 (3) ____

Writing & Communication Electives (9) ~
- COM 230 (3) ____
- _____ ____
- _____ ____

Business Elective (4) ~
- _____ ____

Social Studies Elective (3) ~ ≈
- _____ ____

Computer Ethics
- PHIL 311 (3) ____

General Education Electives (17) ~ ≈
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____

Freshman Design (after 2005)
- ENGR 101 (2) ____
- ENGR 102 (2) ____
- ENGR 103 (2) ____

University Seminar (Full-time)
- UNIV 101 (1) ____
- UNIV 101 (.5) ____
- UNIV 101 (.5) ____

CO-OP (Full-time only)
- CO-OP 1 ____
- CO-OP 2 ° ____
- CO-OP 3 ° ____

Free Electives (as needed to meet total number of credits = 186.5)
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____
- _____ ____

CS Tracks (Complete 2 tracks of 3 classes each from the following CS elects) **

Evening tracks: Human Computer Interaction and Computing Systems

Alg & Data Struct.
- * CS 440 (3) ____
- * CS 457 (3) ____
- * CS 458 (3) ____

Artificial Intelligence
- * CS 380 (3) ____
- * CS 481 (3) ____
- * CS 485 (3) ____

Comp & Network Security
- * CS 472 (3)** ____
- * CS 475 (3) ____
- * CS 303 (3)** ____

Computer Architecture
- * CS 282 (4) ____
- CS 476/ECEC 414 (3) ____
  - or ECEC 356 (3) ____
  - or ECEC 413 (3)

Comp Graphics & Vision
- * CS 430 (3)** ____
- * CS 435 (3)** ____
- CS 338 (3)** ____
  - or CS 431 (3)
  - or CS 432 (3)

Computing Systems
- * CS 361 (3) ____
- * CS 370 (3) ____
- CS 472 (3)** ____
  - or CS 365 (3)
  - or CS 461 (3)

Game Design & Devel. =
- * CS/DIGM 345 (3)** ____
- CS 347 (3) ____
- CS 348 (3) ____
  - or GMAP 377 (3)
  - or GMAP 378 (3)
  - or CS 445 (3)

Human Comp Interaction ≈
- * CS/PSY 337 (3) ____
- * CS 338 (3)** ____
- PSY 330 (3) ____
  - or CS/DIGM 345 (3)**
  - or CS 430 (3)**
  - or CS 435 (3)**

Num & Symb Comput
- * MATH 300 (4) ____
- * CS 300 (3) ____
- MATH 301 (3) ____
  - or MATH 305 (4)
  - or CS 303 (3)**

Software Engineering
- * SE 311 (3) ____
- * SE 320 (3) ____
- * SE 410 (3) ____

** Required course for that track*

*** Tracks may only overlap by one course*

≈ PSY 101 is a prereq for the HCI track. PSY 101 will count as a general education or social studies elective.

= DIGM 260 is a prereq for the Game track. DIGM 260 will only

^ Including one of the following sequences: BIO 122, 124, 126; or CHEM 101, 102, 103; or PHYS 101, 102, 201; or CHEM 161, 162, 163, 164, 165; or PHYS 185, 186, 187, 188, 281, 282

~ Inquire in dept or CS website for list

° Students in 5-year co-op program

Total Credits Needed: 186.5