B.S. Computer Science, Application Concentration

Fall 2017

	Fall		Spring		
Freshman	CSC 110/107 Computer Science I	4	CSC 111 Computer Science II	4	
	MAT 211 Calculus 1 ^a	4	MAT 225 Discrete Math	4	
	ENG114 WIFYS	3	HCS 100 Intro to Human Communications	3	
	HIS 105 Historical Foundations of Global Cultures	3	HIS 106 Thinking Historically in a Global Age	3	
		14		14	28
Sophomore	SWE 200 Design Patterns	4	CSC 310 Design & Analysis of Algorithms	4	
	CMPE 220 Computer Organization	4	CMPE 320 Operating Systems	4	
	Gen Ed 1	3	Gen Ed 2	3	
	Two Semester Science Sequence I	4	Two Semester Science Sequence II	4	
		15		15	58
Junior (Even AY)*	MAT 318 Elementary Linear Algebra	3	MAT 217 Statistics	4	
	CSC 361 Video Game Programming	4	CSC 371 Database Management	4	
	CSC/SWE/CMPE/EE Elective	4	CSC 498 Sr. Research I	2	
	Gen Ed 3	3	Gen Ed 5	3	
	Gen Ed 4	3	Gen Ed 6	3	
		17		16	91
Senior (Odd AY)**	CSC 350 Intro. to Computer Graphics	4	CSC 451 Computer Graphics Algorithms	4	
	CSC 499 Sr. Research II	2	Interdisciplinary Elective	3	
	Gen Ed 7	3	Free Elective 1	3	
	Gen Ed 8	3	Free Elective 2	3	
	Gen Ed 9	3	Free Elective 3	3	
		15		16	122
Junior (Odd AY)*	CSC 350 Intro. to Computer Graphics	4	CSC 451 Computer Graphics Algorithms	4	
	MAT 318 Elementary Linear Algebra	3	CSC 498 Sr. Research I	2	
	MAT 217 Statistics	4	Gen Ed 5	3	
	Gen Ed 3	3	Gen Ed 6	3	
	Gen Ed 4	3	Gen Ed 7	3	
		17		15	90
Senior (Even AY)**	CSC 361 Video Game Programming	4	CSC 371 Database Management	4	
	CSC 499 Sr. Research II	2	Interdisciplinary Elective	3	
	CSC/SWE/CMPE/EE Elective	4	Free Elective 1	3	
	Gen Ed 8	3	Free Elective 2	3	
	Gen Ed 9	3	Free Elective 3	3	
		16		16	122

^{* (}Even AY) Academic years that have an even fall: 2018-2019, 2020-2021, 2022-2023

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^{** (}Odd AY): Academic years that have an odd fall: 2017-2018, 2019-2020, 2021-2022

^a Students starting with MAT 140B or MAT 175 take MAT 225 in their second or third semester before CSC 310. These math classes replace Free Electives.