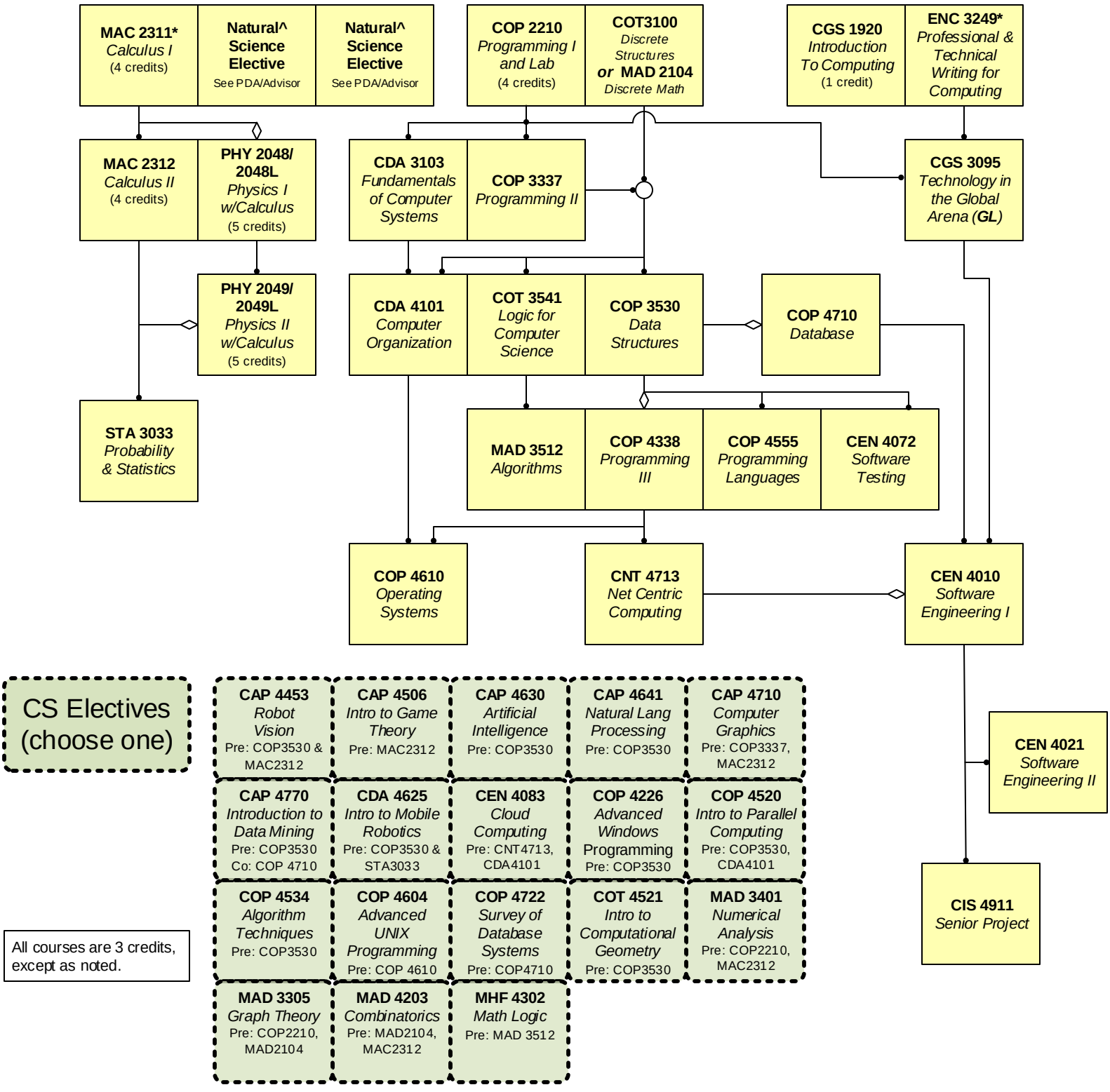
Bachelor of Science in Computer Science

Software Design & Development Track (effective 8/2012)



CS Electives (choose one)

CAP 4453 *Robot Vision* Pre: COP3530 & MAC2312	**CAP 4506** *Intro to Game Theory* Pre: MAC2312	**CAP 4630** *Artificial Intelligence* Pre: COP3530	**CAP 4641** *Natural Lang Processing* Pre: COP3530	**CAP 4710** *Computer Graphics* Pre: COP3337, MAC2312
CAP 4770 *Introduction to Data Mining* Pre: COP3530 Co: COP 4710	**CDA 4625** *Intro to Mobile Robotics* Pre: COP3530 & STA3033	**CEN 4083** *Cloud Computing* Pre: CNT4713, CDA4101	**COP 4226** *Advanced Windows* Programming Pre: COP3530	**COP 4520** *Intro to Parallel Computing* Pre: COP3530, CDA4101
COP 4534 *Algorithm Techniques* Pre: COP3530	**COP 4604** *Advanced UNIX Programming* Pre: COP 4610	**COP 4722** *Survey of Database Systems* Pre: COP4710	**COT 4521** *Intro to Computational Geometry* Pre: COP3530	**MAD 3401** *Numerical Analysis* Pre: COP2210, MAC2312
MAD 3305 *Graph Theory* Pre: COP2210, MAD2104	**MAD 4203** *Combinatorics* Pre: MAD2104, MAC2312	**MHF 4302** *Math Logic* Pre: MAD 3512		

All courses are 3 credits, except as noted.

A line indicates a prerequisite. The course above must be completed before the course below can be taken.

A diamond indicates a co-requisite. The course closer to the diamond may be taken at the same time as the co-requisite. The co-requisite is a prerequisite for any course that requires the course closer to the diamond.

A junction is where multiple prerequisites are joined.

* Prerequisites:
- ENC 3249: UCC English requirements
- MAC 2311: (MAC1140 + MAC1114) or MAC1147

^ Natural Science electives: lab not needed unless required by offering dept.

Updated 05/2017