Bachelor of Science in Computer Science
Software Design & Development Track (effective 8/2012)

MAC 2311* Calculus I (4 credits)
MAC 2312 Calculus II (4 credits)
PHY 2048/2048L Physics I w/Calculus (5 credits)
PHY 2049/2049L Physics II w/Calculus (5 credits)
STA 3033 Probability & Statistics

CDA 3103 Fundamentals of Computer Systems
COP 2210 Programming I and Lab (4 credits)
COP 2210 Programming I and Lab (4 credits)

COT 3100* Discrete Structures
COP 3337 Programming II

CDA 4101 Computer Organization
COT 3541 Logic for Computer Science
COP 3530 Data Structures

MAD 3512 Algorithms
COP 4338 Programming III

COP 4610 Operating Systems
CNT 4713 Net Centric Computing

CEN 4072 Software Testing

CEN 4010 Software Engineering I
CGS 1920 Introduction To Computing (GRW)

CGS 3095 Technology in the Global Arena (GL)

CIS 4911 Senior Project

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* Prerequisites:
- ENC 3249: UCC English requirements
- MAC 2311: (MAC1140 + MAC1114) or MAC1147
- Natural Science electives: lab not needed unless required by offering dept.

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.

All courses are 3 credits, except as noted.