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 w/Calculus I (5 credits)
PHY 2049/2049L Physics w/Calculus II (5 credits)
STA 3033 Probability & Statistics

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.

MAC 311* Natural Science Elective
See PDA/Advisor

COP 2210* Programming I and Lab (4 credits)
COT 3100* Discrete Structures

MAC 2312 Calculus II (4 credits)

CS Electives (choose one)

CDA 3103 Fundamentals of Computer Systems
COP 3337 Programming II

CDA 4101 Computer Organization
COT 3541 Logic for Computer Science

MAD 3512 Algorithms
MAD 4553 Programming III

COP 3530 Data Structures
COP 4338 Programming III

COP 4710 Database
CEN 4072 Software Testing

COP 4610 Operating Systems
CEN 4010 Software Engineering I

CIS 4911 Senior Project

CGS 1920 Introduction To Computing (1 credit)
CGS 1929 or ENC 3213* Technology in the Global Arena (GL)

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

* Prerequisites:
- ENC3249/ENC3213: UCC English requirements
- MAC2311: MAC1147
- COT3100 & MAD2104: MAC1105
- COP2210: MAC1140 or higher level math course
^ Natural Science electives: lab not needed unless required by offering dept.