

\* Applies to all Engineering students too.

## **Computer Science Option for Non-Engineering Majors<sup>\*</sup>**

The Computer Science option for non-engineering students<sup>\*</sup> is intended for use by departments that use it as a minor. Students must take the following three courses:

<b>CSCI 100</b>	Intro to Computer Science	3
<b>CSCI 135</b>	Computer Science I	4
<b>CSCI 136</b>	Computer Science II	3

At least two additional courses (more if required by the student's own departments) must be taken from the following list, or courses from the department approved by the chair and course instructor:

<b>CSCI 201</b>	Computer Organization I	3
<b>CSCI 202</b>	Computer Organization II	3
<b>CSCI-263</b>	Web Makers	3
<b>CSCI 165</b>	Scientific Computing for Eng.	3
<b>EECE 211</b>	Intro to Digital Systems	3
<b>CSCI 432</b>	Database Systems	3
<b>MATH 181</b>	Discrete Structures	3
<b>CSCI 354</b>	Computer Science III	3
<b>CSCI 363</b>	Large Scale Programming	3
<b>CSCI-421</b>	Computer and Video Game Dev	3
<b>CSCI-402</b>	Mobile Application Development	3
<b>CSCI-410</b>	Modeling and Simulation	3
<b>CSCI-453</b>	Introduction to Cybersecurity I	3

**Any other selection must be approved in advance by the chair of the department.**

Intro to Digital Systems (EECE-211) should not be taken until the student has completed Computer Science II (CSCI 136) and Computer Organization I (CSCI 201).

Discrete Structures (MATH 181) should not be taken until the student has completed Computer Science II (CSCI 136). Calculus is also a prerequisite for MATH 181. Minors based on this option may choose to count a calculus course taken from the department of Mathematics as part of the minor.

Large Scale Programming (CSCI-363), Computer and Video Game Development (CSCI-421), Mobile Application Development (CSCI-402) should not be taken until the student has completed Computer Science III (CSCI 354).