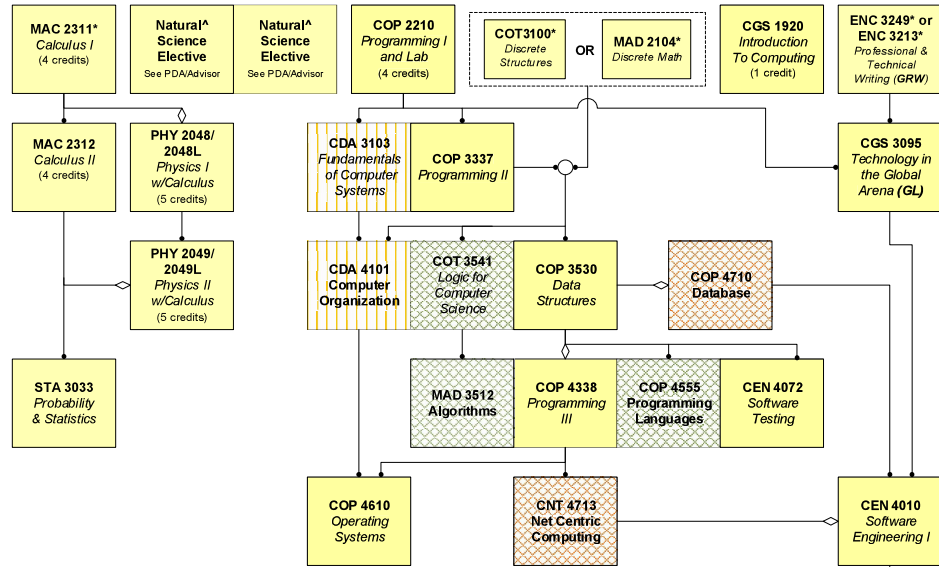


Bachelor of Science in Computer Science
Software Design & Development Track (effective 8/2012)



CS Electives (choose one)

CAP 4104 Human Cmptr Interaction Pre: COP3337	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.

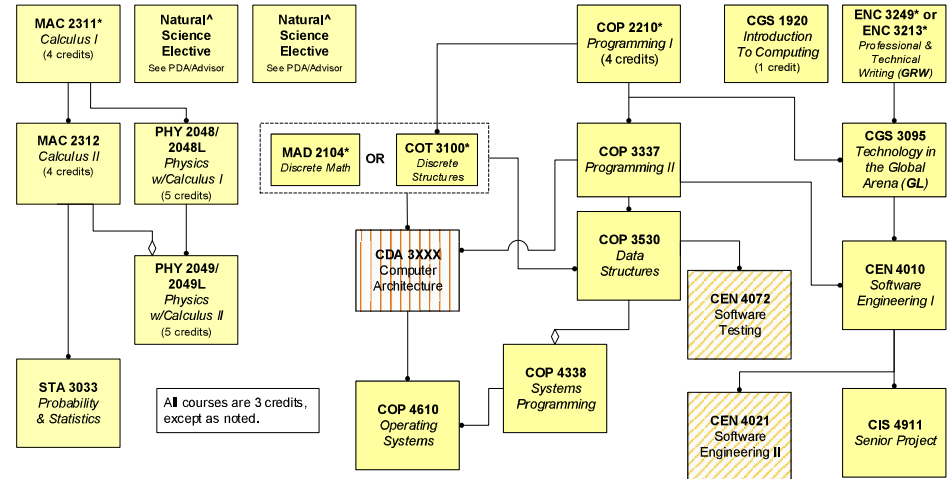
A line indicates a prerequisite. The course above must be completed before the course below can be taken.

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:
 - 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.

Bachelor of Science in Computer Science
Software Design & Development Track (effective 01/2020)



All courses are 3 credits, except as noted.

CS Electives (7 courses): Must take at least one course from Foundations group and one course from Systems group. Remaining five elective courses must be taken from these elective groups (most electives are 3 credits).

Foundations	Systems	Applications
<input type="checkbox"/> CAP 4506-Intro to Game Theory (Prereq: MAC2312)	<input type="checkbox"/> CAP 4453-Robot Vision (Prereq: COP3530, MAC2312)	<input type="checkbox"/> CAP 4104-Human Comp Interaction (Prereq: COP3337)
<input type="checkbox"/> COP 4534-Algorithm Techniques (Prereq: COP3530)	<input type="checkbox"/> CDA 4625-Intro to Mobile Robotics (Prereq: COP3530, STA3033)	<input type="checkbox"/> CAP 4630-Artificial Intelligence (Prereq: COP3530)
<input type="checkbox"/> COP 4555-Programming Languages (Prereq: COP3530)	<input type="checkbox"/> CEN 4083-Cloud Computing (Prereq: CNT4713, XXXX)	<input type="checkbox"/> CAP 4641-Nat Lang Processing (Prereq: COP3530)
<input type="checkbox"/> COT 3541-Logic for CS (Prereq: COP3337 & COT3100)	<input type="checkbox"/> CNT 4713-Net Centric Computing (Prereq: COP4338)	<input type="checkbox"/> CAP 4710-Computer Graphics (Prereq: COP3337, MAC2312)
<input type="checkbox"/> COT 4521-Intro to Computational Geometry (Prereq: COP3530)	<input type="checkbox"/> COP 4520-Intro to Parallel Computing (Prereq: COP4338, XXXX)	<input type="checkbox"/> CAP 4770-Intro to Data Mining (Prereq: COP3337, Co-req: COP4710)
<input type="checkbox"/> MAD 3305-Graph Theory (Prereq: COP2210, MAD2104)	<input type="checkbox"/> COP 4604-Advanced UNIX Programming (Prereq: COP4610)	<input type="checkbox"/> COP 4226-Adv Windows Program (Prereq: COP3530)
<input type="checkbox"/> MAD 3401-Numerical Analysis (Prereq: COP2210, MAC2312)	<input type="checkbox"/> COP 4710-Intro to Database Systems (Prereq: COP3530)	
<input type="checkbox"/> MAD 3512-Theory of Algorithms (Prereq: COP3530)	<input type="checkbox"/> COP 4722-Survey of Database Systems (Prereq: COP4710)	
<input type="checkbox"/> MAD 4203-Combinatorics (Prereq: MAD2104, MAC2312)		
<input type="checkbox"/> MHF 4302-Math Logic (Prereq: MAD3512)		

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