TOTAL HOURS = 120

COMPUTER SCIENCE

FALL  2015-2016  SPRING
1  2
CSC 1350 Intro CS1  (4) CSC 1351 Intro CS II for Majors
CSC 1200 Ethics in Computing
ENGL 1001 Comp I

SPRING
3  4
CSC 3102 Adv Data Str  (3) CSC 3380 OOP Design
CSC 2259 Discrete Structures
(3) Gen Ed Hum CMST See degree audit
ENGL 2000

FALL
5  6
CSC 3380 CO Design  (3) CSC 4330 Software Sys
CSC 2262 Num Methods
(3) ENGL 1001 Comp I

SPRING
7  8
F (3) CSC 4103 Op Sys  (3) CSC 4101 Prog Lang
(3) IE 3302 Statistics

HOURS:  16  17  17  16  15  15  12  12 = 120

FLOWCHART LEGEND
- Credit required
- Credit or registration required
↓ Two hours of science lab is required and must be with either science sequence

C Grade of "C" or better required BEFORE enrolling in next course in the sequence.

Gen Ed General Education
See 2015-2016 General Catalog


* See CSC & E Division for approved list and substitutions; in general,
  Group A: STEM+ 2000 level and above;
  Group B: AVATAR DM Art-track electives

** See Coordinator for 2nd Discipline Restricted Option approval form

SECOND DISCIPLINE CONCENTRATION (15 HRS)

Rev. 1/23/15