The CS Major

Intro to CS
one of:
103: Taming Big Data
104: Robots Rule!
105: Game Development
106: Can Comp. Think?
107: Creative Computing
109: Prog. for Engineers

120: Programming on Purpose

A → B
means A is a prerequisite of B. If B is a set of courses, A is a prerequisite of all courses in set B.

MTH 197

151: Data Structures

260: Large-Scale SW Development

250: Algorithms

270: Computer Organization

497, 498, 499: Senior Project

234: Visualization
240: Web Prog.
243: Bioinformatics
245: CS of games

280: User Interfaces

320: AI
321: Data Mining & Machine Learning

325: Robotics
329: Neural Networks

340: Databases
385: Graphics

360: Software Engg.

350: Theory of Computing

370: Programming Languages

118: Computer & Logic Design

218: Embedded Micro-Controller Projects
Additional prereq: CSC 10x

318: Digital Design

354: VLSI
Additional prereq: ECE 225 or ECE 222

The Theory Group

Requires Intro course only

Requires Data Structures only

6 Core Courses (Dark Gray)

5 Electives (Light Gray): 1 in Theory, 1 in Systems, 2 courses numbered > 300, 1 course numbered >110

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