B.S. Computer Science, Graphics Concentration

Fall 2019

Fall		Spring		
CSC 110 Computer Science I	4	CSC 111 Computer Science II	4	
MAT 211 Calculus 1 ^a	4	MAT 225 Discrete Math	4	
ENG114 WIFYS	3	HCS 100 Intro to Human Communications	3	
UNIV 101	3	HIS 105 Historical Foundations of Global Cultures	3	
	14		14	28
SWE 200 Design Patterns	4	CSC 310 Design & Analysis of Algorithms	4	
CMPE 220 Computer Organization	4	CMPE 320 Operating Systems	4	
Gen Ed 1	3	Gen Ed 2	3	
Lab Science I ****	4	Lab Science II ****	3/4	
	15		14/15	57/58
MAT 318 Elementary Linear Algebra	3	MAT 217 Statistics ***	4	
CSC 361 Video Game Programming	4	CSC 498 Sr. Research 1	2	
CSC/SWE/CMPE/EE 300+ Elective	4	Gen Ed 5	3	
Gen Ed 3	3	Gen Ed 6	3	
Gen Ed 4	3	Gen Ed 7	3	
	17		15	89/90
CSC 350 Intro. to Computer Graphics	4	CSC 451 Computer Graphics Algorithms	4	
CSC 410 Theory of Computing	4	Interdisciplinary Elective	3	
CSC 499 Sr. Research II	2	Free Elective 3	4/3	
Free Elective 1	3	Free Elective 4****	4	
Free Elective 2	3			
	16		15/14	120
		200 151 0 1 1 1 11		
		· · · · · · · · · · · · · · · · · · ·		
-				
Gen Ed 4		Gen Ed 7		
				89/90
CSC 410 Theory of Computing		Free Elective 3		
Free Elective 1	3	Free Elective 4****	4	
Free Elective 2	3			
	CSC 110 Computer Science I MAT 211 Calculus 1 ^a ENG114 WIFYS UNIV 101 SWE 200 Design Patterns CMPE 220 Computer Organization Gen Ed 1 Lab Science I **** MAT 318 Elementary Linear Algebra CSC 361 Video Game Programming CSC/SWE/CMPE/EE 300+ Elective Gen Ed 3 Gen Ed 4 CSC 350 Intro. to Computer Graphics CSC 410 Theory of Computing CSC 499 Sr. Research II Free Elective 2 CSC 350 Intro. to Computer Graphics MAT 318 Elementary Linear Algebra MAT 217 Statistics *** Gen Ed 3 Gen Ed 4 CSC 361 Video Game Programming CSC 499 Sr. Research II CSC 350 Intro. to Computer Graphics	CSC 110 Computer Science I 4 MAT 211 Calculus 1 ^a 4 ENG114 WIFYS 3 UNIV 101 3 SWE 200 Design Patterns 4 CMPE 220 Computer Organization 4 Gen Ed 1 3 Lab Science I **** 4 MAT 318 Elementary Linear Algebra 3 CSC 361 Video Game Programming 4 CSC/SWE/CMPE/EE 300+ Elective 4 Gen Ed 3 3 Gen Ed 4 3 CSC 410 Theory of Computer Graphics 4 CSC 499 Sr. Research II 2 Free Elective 1 3 Free Elective 2 3 MAT 318 Elementary Linear Algebra 3 MAT 217 Statistics *** 4 Gen Ed 3 3 Gen Ed 4 3 CSC 361 Video Game Programming 4 CSC 499 Sr. Research II 2 CSC 499 Sr. Research II 2 CSC 410 Theory of Computing 4	CSC 110 Computer Science I MAT 211 Calculus 12 4	CSC 110 Computer Science 4

^{* (}Even AY) Academic years that have an even fall: 2018-2019, 2020-2021, 2022-2023

^{** (}Odd AY): Academic years that have an odd fall: 2017-2018, 2019-2020, 2021-2022

^{***} You also have the option to take MAT 375 which is taught only in the spring.

^{****} Options: BIO 161, BIO 162, CHM 121/125, CHM 122/126, ESS 110, PHY 205/123, or PHY 206/125.

^{*****}Number of Free Electives dependent on major requirements that also count under General Education.

^a Students starting with MAT 140B or MAT 175 take MAT 225 in their second or third semester before CSC 310. These math classes replace Free Electives.