BS in Computer Science (BSCS), 2016-2017 Catalog

Pre-Professional Courses

- CSE 1310 Intro to Programming (prerequisite: MATH 1302)
- CSE 1105 Intro to CSE
- ENGR 1300 (Co-Req MATH 1421 or above)
- MATH 1426 Calculus I
- PHYS 1443 Technical Physics I
- MATH 1421 Calculus I
- PHYS 1444 Technical Physics II
- MATH 1302

- CSE 1325 Object-Oriented Programming
- CSE 2100 Practical Systems
- CSE 2320 Algorithms & Data Structures
- CSE 2315 Discrete Structures
- CSE 3310 Intro to Software Eng
- CSE 3320 Operating Systems
- ENGL 1301

- CSE 1320 Intermediate Programming (coreq: Math 1421)
- CSE 2312 Computer Organization
- CSE 2320 Algorithms & Data Structures
- CSE 2315 Discrete Structures
- CSE 3310 Intro to Software Eng
- CSE 3320 Operating Systems

General Education
- Language/Philosophy/Culture elective
- HIST 1311
- HIST 1312
- POLS 2311
- POLS 2312
- Creative Arts elective
- Social/Behavioral (IE 2308 or ECON 2305)

Foreign Language
- If required, two semesters of the same language

Math and Science Electives
- 3 hours of Math electives
- 4 hours of Science electives

See list of approved courses in CS Program Guide.

4000 Level Courses

- CSE 4305 Compilers
- CSE 4308 Artificial Intelligence I
- CSE 4303 Computer Graphics
- CSE 4344 Computer Networks
- CSE 4316 Senior Design I
- CSE 4317 Senior Design II
- CSE 4314 Professional Practices

Required CS Elective
- Computer Science majors must take at least one of CSE 4305 Compilers, CSE 4308 Artificial Intelligence I, or CSE 4303 Computer Graphics

Additional Technical Electives
- 15 hours of Technical electives

See list of approved courses in CS Program Guide.
Pre-Professional Courses

- CSE 1310 Intro to Programming (prerequisite: MATH 1302)
- CSE 1105 Intro to CSE
- CSE 1320 Intermediate Programming (coreq: Math 1421)
- CSE 1325 Object-Oriented Programming
- CSE 2312 Computer Organization
- CSE 2100 Practical Systems
- CSE 2320 Algorithms & Data Structures
- CSE 2315 Discrete Structures
- CSE 2320 Operating Systems
- CSE 2311 Object-Oriented Software Engineering
- CSE 2302 Programming Languages
- CSE 3302 Databases
- CSE 3311 Object-Oriented Software Engineering
- CSE 3302 Programming Languages
- CSE 3315 Theoretical CS
- CSE 3380 Linear Algebra
- ENGR 1300 Calculus I
- MATH 1421 Calculus I
- MATH 1425 Calculus II
- MATH 2425 Calculus II
- PHYS 1443 Technical Physics I
- PHYS 1444 Technical Physics II
- ENGL 1301

Math and Science Electives
- 3 hours of Math electives
- 4 hours of Science electives
See list of approved courses in SE Program Guide.

General Education
- Language/Philosophy/Culture elective
- HIST 1311
- HIST 1312
- POLS 2311
- POLS 2312
- Creative Arts elective
- Social/Behavioral (IE 2308 or ECON 2305)

Foreign Language
If required, two semesters of the same language

Corequisites
- CSE 1320 Intermediate Programming (coreq: Math 1421)
- CSE 3310 Intro to Software Eng. (coreq: Math 1421)
- CSE 4361 Software Design Patterns
- CSE 4321 Software Testing
- CSE 4322 Software Project Management
- CSE 4361 Software Design Patterns
- CSE 4321 Software Testing
- CSE 4322 Software Project Management

Additional Technical Electives
- 9 hours of Technical electives
See list of approved courses in SE Program Guide.

4000 Level Courses

- *CSE 4314 Professional Practices
- *CSE 4316 Senior Design I
- *CSE 4317 Senior Design II

*4000 Level Courses
Only students admitted to the professional program may take 4000 level courses.
BS in Computer Engineering (BSCpE), 2016-2017 Catalog

Pre-Professional Courses

- CSE 1310 Intro to Programming (prerequisite: MATH 1302)
- CSE 1320 Intermediate Programming (coreq: Math 1421)
- CSE 1325 Object-Oriented Programming
- CSE 2312 Computer Organization
- CSE 2320 Algorithms & Data Structures
- CSE 2100 Practical Systems
- CSE 2315 Discrete Structures
- CSE 3310 Intro to Software Eng.
- CSE 3320 Operating Systems
- CSE 3380 Linear Algebra
- CSE 3313 Signal Processing
- CSE 3323 Electronics
- CSE 3442 Embedded I
- CSE 3444 Computer Networks
- CSE 4323 Quan. Computer Arch.
- CSE 4344 Mobile Systems
- CSE 4342 Embedded II

Required CpE Electives

Computer Engineering majors must take at least one of CSE 4340 Mobile Systems, CSE 4360 Robotics, or CSE 4342 Embedded Systems II.

Additional Technical Electives

3 hours of Technical electives
See list of approved courses in CpE Program Guide.

*4000 Level Courses

Only students admitted to the professional program may take 4000 level courses.

Foreign Language

If required, two semesters of the same language.

General Education

- Language/Philosophy/Culture elective
- HIST 1311
- HIST 1312
- POLS 2311
- POLS 2312
- Creative Arts elective
- Social/Behavioral (IE 2308 or ECON 2305)

Math and Science Electives

- 3 hours of Math electives
- 4 hours of Science electives

See list of approved courses in CpE Program Guide.

Corequisite

prerequisite