Computer Science Minor
Catalog 2015/2016 – 18 Hours (minimum)

Requirements
Requires a 3.0 average in Calculus I & II, Physics I & II with Labs, and Composition I & II

- MAC 2281 (4 hrs) Engineering Calculus I
- MAC 2282 (4 hrs) Engineering Calculus II
- PHY 2048/2048L Physics I w/Calc/Lab (4 hrs)
- PHY 2049/2049L Physics II w/Calc/Lab (4 hrs)
- COP 2510 (3 hrs) Programming Concepts
- CDA 3103 (3 hrs) Computer Organization
- COP 3514 (3 hrs) Program Design
- COP 3331 (3 hrs) Object Oriented Software Design
- COP 4530 (3 hrs) Data Structures
- English – 6 Hours
  - ENC 1101 (3 hrs) Composition I
  - ENC 1102 (3 hrs) Composition II
- COP 3100 (3 hrs) Discrete Structures
- Departmental Electives (6 hrs) (see Department advisor to select)

Notes
1) COP 2510 with a minimum grade of B. CDA 3103 and COP 3514 with a minimum grade of B, based on best attempts in each course. These requirements must be met with a maximum of two attempts allowed for each course. See catalog.

2) Students seeking a pre-graduate track with this minor are recommended to take COT 4440 Analysis of Algorithms, COP 4600 Operating Systems, and CDA 4205 Computer Architecture for 9 hours of electives. There may be additional prerequisite courses required for these courses, please consult with the Department advisor.

3) COT 3100 Discrete Structures can be satisfied with an equivalent course (e.g., from the Mathematics department). Please consult with the Department advisor.