Title of minor:
Computer Science Minor

Department:
Mathematics and Computer Science

Total semester hours required:
18

General description:
A computer science minor complements majors from mathematics, physical science, chemistry, biology, forensic science by integrating students' knowledge and the problem solving skills learned through the study of computer methods.

Courses Required:
1. CSCI 2000 - Structured Programming I - 3 sem. credit hrs.
2. CSCI 3000 - Structured Programming II - 3 sem. credit hrs.
3. Select four (4) of the following:
   CSCI 2200 - Discrete Structures - 3 sem. credit hrs.
   CSCI 3100 - Unix and C - 3 sem. credit hrs.
   CSCI 3200 - Parallel Programming - 3 sem. credit hrs.
   CSCI 3300 - Introduction to Computer Architecture - 3 sem. credit hrs.
   CSCI 3400 - Data Structures - 3 sem. credit hrs.
   CSCI 3600 - Fund. Algorithms Design and Analysis - 3 sem. credit hrs.
   CSCI 3700 - Database Systems - 3 sem. credit hrs.
   CSCI 4100 - Software Components - 3 sem. credit hrs.
   CSCI 4250 - High Performance Computing - 3 sem. credit hrs.
   CSCI 4300 - Introduction to Operating Systems - 3 sem. credit hrs.
   CSCI 4500 - Mobile Computing - 3 sem. credit hrs.
   CSCI 4550 - Computer Graphics - 3 sem. credit hrs.

Additional requirements for the minor:
Students may have to take additional courses to fulfill the pre-requisites of the required courses. A minimum of nine semester hours of credits to the minor must be completed in residence.

Learning outcomes and methods for evaluating the extent to which students achieve these outcomes:
Learning Outcome: Students are able to formulate problems and apply critical thinking, problem solving skills, and technology to find solutions.
Method: Student survey upon completion of the program.

Last updated: 06/18/2019