Computer Science Curriculum Flowchart (120 credits)

Catalog Year 2021-22 to present

Freshman Fall 14 credits	**EGR 111** Intro. Engin & Comput. [3] (Fall)	**MTH 153 (or 151)** Calculus Appl Sci Engin I [4] (Fall/Spring)	**CIS 180** Object-Oriented Prog I [4] (Fall/Spring)	**ENL 101** Crit Writing & Reading I [3] (Fall/Spring)	
Freshman Spring 14 credits	**University Studies 3B Elective** [3] (Spring/Fall)	**MTH 154 (or 152)** Calculus Appl Sci Engin II [4] (Spring/Fall)	**CIS 181** Object-Oriented Prog II [4] (Spring/Fall)	**ENL 102** Crit Writing & Reading II [3] (Spring/Fall)	
Sophomore Fall 15 credits	**PHY/CHM/BIO*** Laboratory Science Elective [4] (Fall/Spring)	**MTH 181** Discrete Structures I [3] (Fall)	**CIS 272** Intro Computing Systems [4] (Fall)	**CIS 190** Intro Procedural Program [4] (Fall)	
Sophomore Spring 14 credits	**PHY/CHM/BIO*** Laboratory Science Elective [4] (Spring/Fall)	**MTH 182** Discrete Structures II [3] (Spring)	**CIS 273** Computer Org. & Design [3] (Spring)	**CIS 280** Software Spec & Design [4] (Spring)	
Junior Fall 16 credits	**MTH Elective** [3] (Fall/Spring)	**CIS 360** Algorithms & Data Structure [4] (Fall)	**CIS 381** Social & Ethical Aspects [3] (Fall)	**University Studies 3A Elective** [3] (Fall/Spring)	**ENL 266** Technical Communications [3] (Fall/Spring)
Junior Spring 16 credits	**CIS 361** Models of Computation [3] (Spring)	**CIS 362** Empirical Methods for CS [3] (Spring)	**CIS 370** Design of Operating Syst. [4] (Spring)	**University Studies 4A Elective** [3] (Spring/Fall)	**Science Elective*** [3] (Spring/Fall)
Senior Fall 16 credits	**Technical Elective*** See Approved List [3] (Fall/Spring)	**Technical Elective*** See Approved List [3] (Fall/Spring)	**CIS 498** Capstone Design I [4] (Fall)	**University Studies 4B Elective** [3] (Fall/Spring)	**Free Elective** [3] (Fall/Spring)
Senior Spring 15 credits	**Technical Elective*** See Approved List [3] (Fall/Spring)	**Technical Elective*** See Approved List [3] (Fall/Spring)	**CIS 499** Capstone Design II [3] (Spring)	**CIS 481** Parallel & Distrib. Comput. [3] (Spring)	**University Studies 4C Elective** [3] (Spring/Fall)

Note: Any CIS core course or technical elective must be passed with a grade of C or better in order to satisfy the requirement. There are two exceptions to this requirement, CIS 381 and CIS 362.

*One of your courses used to meet the Laboratory Science or CIS Science Elective requirement must also be an approved US 2A course.

Students pursuing the Game Design concentration should plan to take PHY 113 to meet either the lab science or science elective requirement as PHY 113 is required for the Game Design concentration.

**Students with a declared CIS Concentration should refer to the catalog or degree tracking sheet to see the list of approved Technical Elective courses for each concentration.

Revised 6/27/2024 jm