2009 Program Electives

Foundation

Elective Courses
Develop a plan with the assistance and approval of your advisor that (1) includes two additional Computer Science courses from Group A below and (2) an additional 29-34 hours of elective credits from other departments. The plan must satisfy the 60 credit hour upper division requirement.

Group A:
CSCD 305 C++ Programming (4)
CSCD 306 .NET Programming (4)
CSCD 310 Discrete Structures (4)
CSCD 330 Network Programming (4)
CSCD 360 Architecture and Organization II (4)
CSCD 370 Graphical User Interface Programming (4)
CSCD 378 Web Programming (4)
CSCD 379 Advanced Web Programming (4)
CSCD 416 3D Modeling & Animation II (4)
CSCD 417 3D Modeling & Animation III (4)
CSCD 418 3D Modeling & Animation IV (4)
CSCD 420 Automata (4)
CSCD 421 Automata and Languages (4)
CSCD 422 Compiler Design (4)
CSCD 427 Database Programming (4)
CSCD 429 Data Mining (4)
CSCD 433 Advanced Network Concepts (4)
CSCD 434 Network Security (4)
CSCD 435 Principles of Programming Languages (4)
CSCD 437 Secure Coding (4)
CSCD 441 Operating Systems II (4)
CSCD 442 Operating Systems III (4)
CSCD 443 Distributed Multiprocessing Environments (4)
CSCD 461 Embedded Systems (4)
CSCD 467 Concurrent Systems (4)
CSCD 470 3D Computer Graphics Principles (4)
CSCD 471 Advanced 3D Computer Graphics Programming (4)
CSCD 474 Computer Games Development (4)
CSCD 476 Advanced 3D Modeling & Animation Topics (4)
CSCD 479 Web Programming-Security (4)
CSCD 480 Computational Intelligence and Informatics (4)
CSCD 481 Advanced Computational Intelligence (4)
CSCD 482 Advanced Intelligent Informatics (4)
CSCD 487 Human Computer Interface (4)
CSCD 495 Internship (two 4-credit internships are allowed)
CSCD 3xx, 396, 398, 399, 4xx, 439, 496, 498, 499 (3-4) prior departmental approval of topic content is required.

Additional electives 29-34 hours of department approved coursework outside Computer Science