Computer Science, Minor

DEPARTMENT

BS in Computer Science, B.S.
MS in Computer Science, M.S.
MN in Computer Science, Minor

REQUIREMENTS

Department

Computer Science Minor Requirements
The Computer Science Minor requires 20 units of computer science courses consisting of CSCI 40, CSCI 41, and 12 units from CSCI 1, 60, or upper-division courses. At least 6 of the 20 units must be upper division. No CR/NC courses will be accepted toward the Minor in Computer Science.

Suggested minor sequences (after completion of CSCI 40, 41):

- Artificial Intelligence: CSCI 60, 112, 117, 164, 166
- Computer Architecture: CSCI 112, 113, 176, 177
- Computer Graphics: CSCI 112, 172, 173
- Database Emphasis: CSCI 60, 115, 124, 126, 144
- System Software: CSCI 112, 113, 144, (146 or 148)
- Theory of Computation: CSCI 60, 119, 174, 186, 188

* CSCI 154 and 172 have a mathematics prerequisite. Note that these are only suggested combinations. While attention must be given to prerequisites, many combinations are available to interested students.

FACULTY

The faculty comes from a variety of areas including computer systems and architecture, theoretical computer science, programming languages, software engineering, computer graphics, distributed systems and parallel processing, neural networks, image processing, computer vision, pattern recognition, wireless communication and mobile computing, robot swarm communication, evolutionary computation, domain-specific languages, and real-time and embedded systems. They have in common a desire to provide a program that will give the student a broad range of experience in computer science as well as the depth of education that will be needed in the student's later career, whether professional or academic.

For faculty phone numbers and e-mail, see the campus directory.

For more on the faculty, see the faculty pages.
The faculty pages are updated by the department or program.