CORE REQUIREMENTS (36 semester hours)

COURSE/No	TITLE	CREDITS	PREREQUISITE
CSC-158	Programming I	4	MAT 110
CSC-159	Programming II	4	CSC-158
CSC-201	Web Programming	3	CSC-158
CSC-202	Introduction to Computer Animation	3	CSC-159
CSC-254	Data Structures	4	CSC-159
CSC-353	Computer Organization and Assembly Language	3	CSC-254
CSC-354	Database Management	3	CSC-254
CSC-355	Operating Systems	3	CSC-254
CSC-359	Introduction To Computer Security	3	CSC-355
CSC-454	Software Engineering	3	CSC-359/354
CSC-498	Or 499; (Capstone) Topics in Computer Science I or II	3	Senior status

Option 1: Cyber Security Track

Cyber Security Track (15 semester hours)			PREREQUISITE
CSC-222	Introduction Linux	3	CSC-159
CSC-357	Computer Architecture	3	CSC-353
CSC-360	Information Assurance and Security	3	CSC-359
CSC-457	Computer Networks	3	CSC-159 & Senior status
CSC-460	Network Security and Privacy	3	CSC-360

Option 2: Gaming Track

Gaming Track (15 semester hours)			PREREQUISITE
ART-102	Introduction to Computer Arts	3	
CSC-358	Intro. to Game Programming	3	CSC-202
CSC-390	2D Games Development Capstone	3	CSC-358
CSC-491	3D Games Development Capstone	3	CSC-390
CSC 452	Computer Graphics	3	CSC-254

Option 3: The computer science department chair may approve other combination of CS courses in place of cybersecurity and gaming track with the minimum of 15 credits.

Other requirements: (10 semester hours)			PREREQUISITE
MAT-114	Elementary Statistics I	3	MAT 110
MAT-120 or MAT-121	Calculus I	4	MAT 111
MAT-213	Discrete Mathematics	3	MAT 111