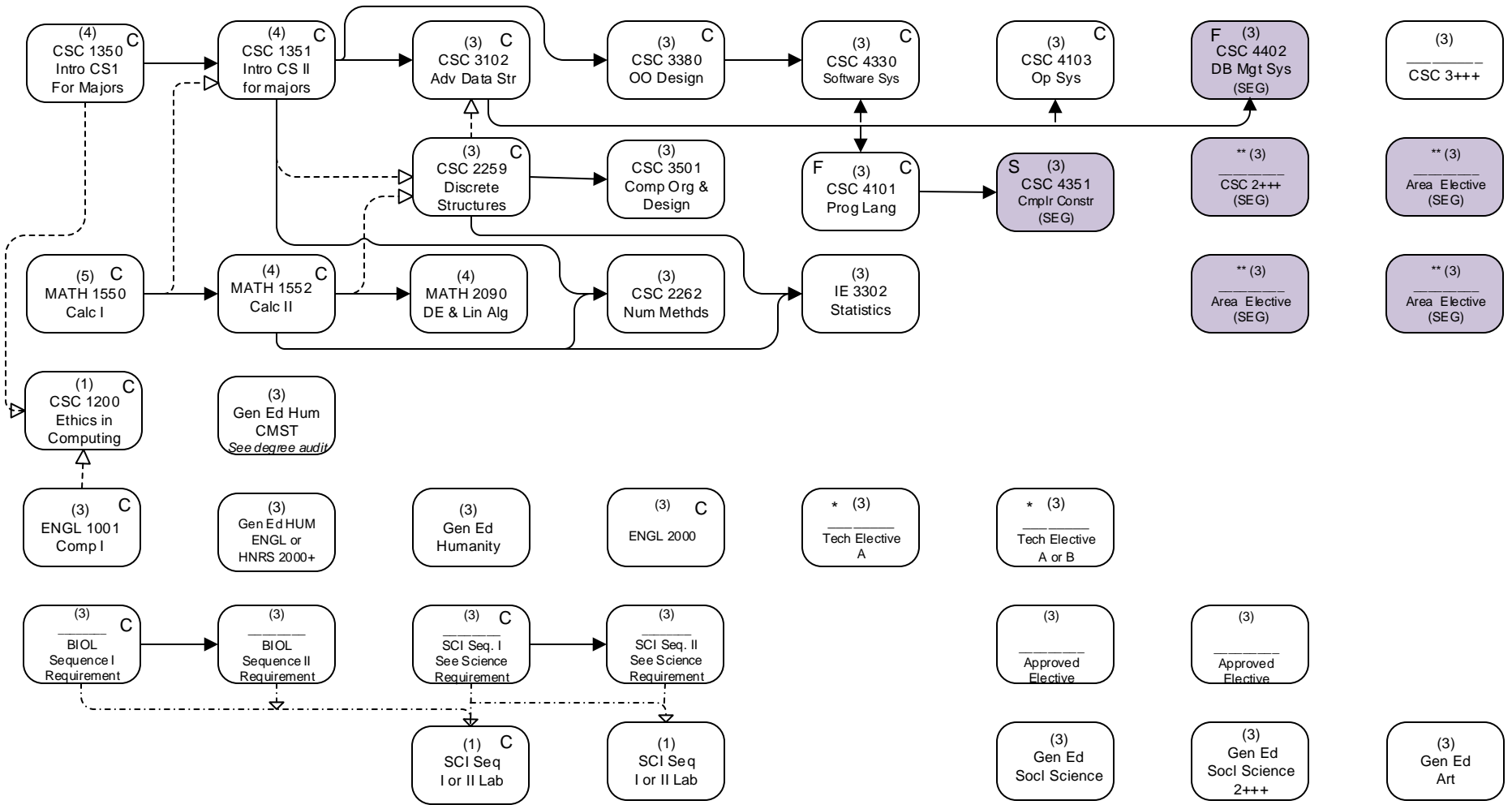


COMPUTER SCIENCE

FALL	SPRING	FALL	SPRING	FALL	SPRING	FALL	SPRING
1	2	3	4	5	6	7	8



HOURS: 16 17 17 16 12 15 15 12 = 120

CSC SEG

CSC SEG

FLOWCHART LEGEND

<p>—————▶ Credit required</p> <p>- - - - -▶ Credit or registration required</p> <p>- - - - -▶ Two hours of science lab is required and may be with either science sequence</p>	<p>C Grade of "C" or better required BEFORE enrolling in next course in the sequence.</p> <p>Gen Ed General Education; see 2016-2017 General Catalog</p>	<p>* See CSC & E Division for approved list and substitutions; in general, Group A: STEM++ 2000 level and above; Group B: AVATAR DM Art-track electives</p> <p>** Pre-approved concentration area electives: CSC 4243, 4263, 4356, 4370, 4444, 4501, 4585, 4610, 4740, 4890; EE 4859; IE 4461; ISDS (MAX 6 HRS.) 4111, 4112, 4113, 4120, 4125, 4141; other electives subject to approval</p> <p style="text-align: center;">SOFTWARE ENGINEERING CONCENTRATION (18 HRS)</p> <p style="text-align: right;">Rev. 6/29/2016</p>
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102-F Elec. Eng. Bldg. Computer Science & Eng Office