Computer Science B.S.

Core Curriculum Courses

| See the Core Curriculum R | equirements (https://coursecatalog.tamuc.edu/undergrad/core-curriculum-requirements/) | 42 |
|-----------------------------|---|-----|
| Required courses in the r | | 44 |
| COSC 1436 | Introduction to Computer Science and Programming | 4 |
| COSC 1437 | Programming Fundamentals II | 4 |
| COSC 2325 | Introduction to Machine Language and Digital Logic | 3 |
| COSC 2336 | Data Structures and Algorithms | 3 |
| CSCI 303 | Technical Communication for Computing Professionals | 3 |
| CSCI 340 | Database | 3 |
| CSCI 359 | Systems Analysis & Design | 3 |
| CSCI 380 | Web Programming and Interface Design | 3 |
| CSCI 415 | Ethics, Law & Cybersecurity | 3 |
| CSCI 428 | Object Oriented Design | 3 |
| CSCI 430 | Operating Systems | 3 |
| CSCI 434 | Computer Networks | 3 |
| CSCI 440 | App Software Project Dev | 3 |
| CSCI 450 | Computer Architecture | 3 |
| Specialization Tracks in t | he Major (Optional) | 9 |
| Artificial Intelligence and | Data Science | |
| CSCI 333 | Applied Data Analytics with Python | |
| CSCI 338 | Introduction to Artificial Intelligence with Python | |
| CSCI 371 | Natural Language Processing | |
| Cybersecurity | | |
| CSCI 310 | Cybersecurity | |
| CSCI 345 | Data Security and Privacy | |
| CSCI 352 | Digital Forensics | |
| plus 9 semester hours of ac | Ivanced CSCI courses | 9 |
| Required support courses | S | 9 |
| MATH 2318 | Linear Algebra | 3 |
| MATH 2413 | Calculus I [*] | |
| MATH 2414 | Calculus II [*] | |
| MATH 2305 | Discrete Mathematics | 3 |
| MATH 402 | Mathematical Statistics I | 3 |
| PHYS 2425 & PHYS 2426 | University Physics I and University Physics II | |
| 7-11 SCH of advisor approv | ved electives if any of science sequence courses or Math support courses are counted for CORE requirements. | 7 |
| Total Hours | | 120 |

A grade of "C" or higher must be earned in all courses in this major.

| First Year | |
|------------------|-------|
| Fall | Hours |
| Delete This Text | |
| | |

Total Hours: 0