

Computer Science Electives

Fall Only

Course No.	Name	Prerequisites
CS 4173	Video Game Development (beginning Fall 2020)	CS 2133 and CS 2433 and MATH 2144
CS 4243	Introduction to Computer Security	CS 3443
CS/ECEN 4273	Software Engineering	CS 2133, CS 3653 and (CS 3443 or ECEN 3213)
CS/ECEN 4283	Computer Networks	CS 2133 and (CS 3443 or ENSC 3213), UNIX knowledge
CS/MATH 4513	Numerical Mathematics: Analysis	MATH 2233 and 3013, knowledge of programming or consent of instructor
CS 4783	Machine Learning	(CS 3353 or CS 4343) and MATH 3013
CS 4793	Artificial Intelligence I	CS 2133 and CS 3653
CS 4983	Senior Capstone Project (beginning Fall 2021)	CS 3353 and CS 3363 and CS 3443

Spring Only

Course No.	Name	Prerequisites
CS 4143	Computer Graphics	MATH 2163
CS 4153	Mobile Applications Development	CS 2133 or CS 2433
CS 4183	Video Game Design	CS 2133 and CS 3653
CS 4433	Introduction to Database Systems	CS 2133
CS 4623	Modeling of Cyber Physical Systems	none
CS 4743	Extended Reality	CS 2133 and CS 3653 and (CS 2433 or instructor's permission)
CS 4983	Senior Capstone Project (beginning Spring 2021)	CS 3353 and CS 3363 and CS 3443

Fall and Spring

Course Number	Name	Prerequisites
CS 2351	Unix Programming	CS 1113 or EET 2303
CS 2433	C/C++ Programming	CS 1113
CS 3570	Special Problems in Computer Science	Junior standing and consent of instructor.
CS 4983	Senior Capstone Project (Spring 2021)	CS 3353 and CS 3363 and CS 3443

Fall, Spring, and Summer

Course Number	Name	Prerequisites
CS 3030	Industrial Practice in Computer Science	CS 3443 and MATH 2144 and permission from Dr. George
CS 4570	Special Topics in Computing	Honors Program participation, junior standing.
CS 4570	Agile Software Development (Summer 2020)	None but some programming useful