

Overall Minor Requirements

- 18 senior-level, non-duplicative computer science credits
- A minimum of 6 credits at the 300- or 400-level (*excluding CMPT 310 and CMPT 311*)

Minor Requirements

18 Credits

- CMPT 200 Data Structures and Their Algorithms

Choose 3 credits:

- CMPT 201 Practical Programming Methodology
- CMPT 204 Algorithms I
- CMPT 229 Computer Organization and Architecture
- CMPT 291 Introduction to File and Database Management

Choose 12 credits:

- CMPT _____
- CMPT _____
- CMPT _____
- CMPT _____

Important Planning Notes

1. Courses required for the minor may be used to satisfy the breadth requirements in a Bachelor of Arts or Science degree. Please refer to the applicable degree planner for details.
2. Students are required to consult the MacEwan University academic calendar to ensure they meet prerequisites for all courses they enrol in.
3. The prerequisites for CMPT 103 are CMPT 101 or, at the high school level, three credits of intermediate CSE including CSE 2120. If students possess high school level prerequisites, they are required to complete 3 credits of junior-level prerequisites for this major (CMPT 103). If students do not possess high school level prerequisites, they must complete 6 credits of junior-level prerequisites (CMPT 101 and CMPT 103).
4. Students who have taken CMPT 114 and 115 cannot take CMPT 103 or 200 for credit. Students will need to replace CMPT 200 with another senior-level Computer Science course.
5. Please keep in mind that course offerings will vary from academic year to academic year.

Computer Science Minor (18 credits)

Total Credits: _____

Computer Science Course Offerings

- CMPT 200 Data Structures and Their Algorithms
- CMPT 201 Practical Programming Methodology
- CMPT 204 Algorithms I
- CMPT 220 Unix, Scripting, and Other Tools
- CMPT 229 Computer Organization and Architecture
- CMPT 230 Introduction to Computer Games
- CMPT 250 Introduction to Human Computer Interaction
- CMPT 272 Formal Systems and Logic
- CMPT 280 Introduction to Computer Security
- CMPT 291 Introduction to File and Database Management

- CMPT 305 Introduction to Object-Oriented Programming
- CMPT 306 Non-Procedural Programming Languages
- CMPT 310 Computers and Society
- CMPT 311 Phenomenon of Technology
- CMPT 315 Web Application Development
- CMPT 330 Introduction to Real Time Gaming
- CMPT 340 Introduction to Numerical Methods
- CMPT 351 Human Computer Interaction: Usability
- CMPT 355 Introduction to Artificial Intelligence
- CMPT 360 Introduction to Operating Systems
- CMPT 361 Introduction to Networks
- CMPT 362 Operating Systems II
- CMPT 364 Net Centric Computing II
- CMPT 370 Introduction to Computer Graphics
- CMPT 380 Computer Systems Security
- CMPT 385 Introduction to Database Concepts Using ACCESS
- CMPT 391 Database Management Systems
- CMPT 395 Introduction to Software Engineering
- CMPT 399 Topics in Computer Science

- CMPT 430 3D Game Development and Artificial Intelligence
- CMPT 464 Wireless Networks and Embedded Systems
- CMPT 480 Computer Network Security
- CMPT 491 Datamining and Advanced Database Topics
- CMPT 496 Individual Project
- CMPT 498 Team Project
- CMPT 499 Topics in Computer Science