

BACHELOR OF SCIENCE COMPUTER SCIENCE MINOR

2013/14 Academic Year

REQUIRED JUNIOR LEVEL COURSES¹

3 - 6 CREDITS

- CMPT 101: Introduction to Computing I**
- CMPT 103: Introduction to Computing II²**
- Students who have previously completed CMPT 114 and CMPT 115 may use those courses to fulfill this requirement.³*

To meet the requirements of this minor, students must complete a minimum of six credits at the 300- or 400-level.

REQUIRED SENIOR LEVEL COURSES

6 CREDITS

- 3 CREDITS** **CMPT 200: Data Structures and their Algorithms³**
- 3 CREDITS** **CMPT 201: Programming Methodology**
- CMPT 204: Algorithms I**
- CMPT 291: Introduction to Relational Databases**

GENERAL REQUIREMENTS⁴

12 CREDITS

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| <ul style="list-style-type: none"> <input type="checkbox"/> CMPT 201: Programming Methodology <input type="checkbox"/> CMPT 204: Algorithms I <input type="checkbox"/> CMPT 220: Unix, Scripting and Other Tools <input type="checkbox"/> CMPT 229: Computer Organization and Architecture <input type="checkbox"/> CMPT 230: Introduction to Computer Games <input type="checkbox"/> CMPT 250: Human-Computer Interaction I <input type="checkbox"/> CMPT 272: Formal Systems and Logic <input type="checkbox"/> CMPT 291: Introduction to Relational Databases <input type="checkbox"/> CMPT 305: Object-Oriented Programming <input type="checkbox"/> CMPT 306: Non-Procedural Programming <input type="checkbox"/> CMPT 310: Computers and Society <input type="checkbox"/> CMPT 311: Phenomenon Technology <input type="checkbox"/> CMPT 315: Web-Centric Computing and eCommerce <input type="checkbox"/> CMPT 330: Introduction to Real Time Gaming <input type="checkbox"/> CMPT 340: Numerical Methods | <ul style="list-style-type: none"> <input type="checkbox"/> CMPT 350: Human-Computer Interaction II <input type="checkbox"/> CMPT 351: Human-Computer Interaction: Usability <input type="checkbox"/> CMPT 355: Introduction to Artificial Intelligence <input type="checkbox"/> CMPT 360: Operating Systems and Net Centric Computing I <input type="checkbox"/> CMPT 362: Operating Systems II <input type="checkbox"/> CMPT 364: Net Centric Computing II <input type="checkbox"/> CMPT 370: Introduction to Computer Graphics <input type="checkbox"/> CMPT 385: Introduction to Database Concepts <input type="checkbox"/> CMPT 395: Introduction to Software Engineering <input type="checkbox"/> CMPT 399: Special Topics⁵ <input type="checkbox"/> CMPT 430: 3D Game Development & Artificial Intelligence <input type="checkbox"/> CMPT 491: Datamining and Advanced Databases <input type="checkbox"/> CMPT 496: Individual Project⁵ <input type="checkbox"/> CMPT 498: Team Project⁵ <input type="checkbox"/> CMPT 499: Topics in Computer Science⁵ |
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IMPORTANT PLANNING NOTES

1. These courses can be used to satisfy core requirements in the Bachelor of Science degree.
2. 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**).
3. Students who completed **CMPT 114** and **CMPT 115** as their prerequisite junior courses cannot take **CMPT 200** and must complete 15 credits of general requirements, instead of 12 credits.
4. Arts students who choose a Computer Science minor must comply with Bachelor of Science minor residency requirements. Science minors must complete a minimum of nine senior level MacEwan credits, including a minimum of three credits at the 300- or 400-level.
5. Students may take **CMPT 399**, **CMPT 496**, **CMPT 498** and **CMPT 499** for credit a maximum of two times, as long as the course topic is different each time they take any of the courses.