Minor in Computer Science

About This Program

Computer scientists explore fundamental issues in computing and develop theories and models to invent and design new approaches to computing technology and find innovative uses for existing technology.

Competencies

1. Upon completion, students will understand how computing and computing solutions relate to many areas.
2. Upon completion, students will be able to analyze a complex computing problem and to apply principles of computing to identify solutions.
3. Upon completion, students will be able to design and implement a computing-based solution to meet a given set of computing requirements.

Admissions Criteria

To receive a minor in Computer Science, a student must not be receiving their major degree from the CSE department and must complete all courses listed with a grade of C or better in each course. Any substitutions must be approved in advance by the department chairperson.

Curriculum

Foundations

CSE 1320	INTERMEDIATE PROGRAMMING	3
CSE 1325	OBJECT-ORIENTED PROGRAMMING	3
CSE 2315	DISCRETE STRUCTURES	3
CSE 3318	ALGORITHMS & DATA STRUCTURES	3
Electives		
Select two computer science courses numbered 3000 or higher. [1]		6
Total Hours		**18**

[1] Grade of C or better in each, as well as all required prerequisites for the chosen courses.

Advising Resources

First time in college students meet with engineering advisors in the UAEC (UAECengineering@uta.edu). Transfer students are advised prior to New Maverick Orientation by the department. Students, please read all student emails carefully and consult the department advising webpage for additional contact information and answers to common questions.

Location:

ERB 6th Floor: ERB 643, ERB 644, ERB 645, ERB 646, ERB 622A

Email:

cseugadvising@uta.edu

Phone:

817-272-3785

Web:

Find our contact information, walk-in advising schedule, and virtual appointment links here (https://www.uta.edu/academics/schools-colleges/engineering/academics/departments/cse/students/undergraduate-advising/)