

## Computer Science Course Offerings

Course	Course Name	Pre-Requisite(s)	Offered	fall even	spring odd	fall odd	spring even
<b>CSCI 123</b>	Intro to Web Dev	<i>college placement</i>	every sem	123	123	123	123
<b>CSCI 125</b>	Intro to CS	<i>college placement</i>	every sem	125 x3	125 x2	125 x3	125 x2
<b>CSCI 130</b>	Princ of Prog I	<i>college placement</i>	every sem	130 x4	130 x2	130 x4	130 x2
<b>CSCI 207</b>	<b>VB</b>	<i>CSCI 125 or CSCI 204</i>	fall	207		207	
<b>CSCI 230</b>	Princ of Prog II	<i>CSCI 125 and CSCI 130</i>	every sem	230	230 x2	230	230 x2
<b>CSCI 280</b>	PC Sys Admin	<i>CSCI 130 or CSCI 207</i>	fall	280		280	
<b>CSCI 311</b>	Systems Prog	<i>CSCI 230 &amp; CSCI 280</i>	spring		311		311
<b>CSCI 312</b>	Architecture	<i>CSCI 230</i>	fall	312		312	
<b>CSCI 313</b>	DB	<i>CSCI 230</i>	spring		313		313
<b>CSCI 323</b>	Web Dev	<i>CSCI123 &amp;(CSCI130 or CSCI207)</i>	fall	323		323	
<b>CSCI 325</b>	Web Server Adm	<i>CSCI 230 and CSCI 280</i>	spring		325		325
<b>CSCI 330</b>	OOP	<i>CSCI 230</i>	every sem	330	330	330	330
<b>CSCI 340</b>	Game Prog	<i>CSCI 330</i>	spring		340		340
<b>CSCI 354</b>	<b>Autotmata</b>	<i>(CSCI130 or CSCI207)&amp; MA370</i>	spl offering				
<b>CSCI 360</b>	Graphics	<i>CSCI 230 and MATH 275</i>	even fall	360			
<b>CSCI 370</b>	AI	<i>CSCI 230</i>	odd fall			370	
<b>CSCI 380</b>	Op Systems	<i>CSCI 330</i>	odd spring		380		
<b>CSCI 385</b>	Algor/Data Str	<i>CSCI 330 and MATH 270</i>	fall	385		385	
<b>CSCI 397</b>	<b>Spl Topics</b>	<i>varies</i>	spl offering				
<b>CSCI 401</b>	<b>Prog in C#</b>	<i>CSCI 330</i>	spl offering				
<b>CSCI 402</b>	<b>Prog in Java</b>	<i>CSCI 330</i>	spl offering				
<b>CSCI 403</b>	<b>Open Source Proj</b>	<i>CSCI 230</i>	spl offering				
<b>CSCI 408</b>	Software Engin	<i>CSCI 330</i>	even spring				408
<b>CSCI 410</b>	Prog Lang	<i>CSCI 330 and MATH 270</i>	even spring				410
<b>CSCI 423</b>	Web App Engin	<i>CSCI 313 and CSCI 323</i>	odd spring		423		
<b>CSCI 425</b>	Netwrk Server Adm	<i>CSCI 310 and CSCI 325</i>	even fall	425			
<b>CSCI 430</b>	<b>Compilers</b>	<i>CSCI 330 and MATH 270</i>	spl offering				
<b>CSCI 440</b>	Game Design	<i>CSCI 330 and MATH 211</i>	fall	440		440	
<b>CSCI 475</b>	Data Comm	<i>CSCI 312 and MATH 270</i>	odd spring		475		
<b>CSCI 480</b>	Seminar	<i>at least 18 hours CS &amp; MA270</i>	fall	480		480	
<b>CSCI 485</b>	Game Project	<i>CSCI440, MA300 &amp; ART348</i>	spring		485		485
<b>ART 348</b>	Computer Anm II	<i>ART 249</i>	fall	ART348		ART348	
<b>MATH300</b>	Applied Stats	<i>MATH 208</i>	fall	MA300		MA300	
<b>MATH370</b>	Discrete Math II	<i>MATH 270</i>	spring		MA370		MA370

Note: Courses with multiple section are indicated with “x2” or “x3” or “x4”  
 Spl offering courses are offered based on student interest – see dept chair