

COMPUTER SCIENCE MINOR

Program Description

A Computer Science minor allows you to apply computing technologies and problem-solving strategies to your chosen major or to explore computing as a second discipline.

Entering and Completing the Minor

In order to earn a degree, you must complete at least one academic major. Minors are not required except for students in the Professional Studies (BA). SPU encourages students to explore various academic paths, including minors, so if you change your mind about a minor or want to include an additional minor, you are able to do so as outlined below.

Note that the University encourages you to enter your chosen minor(s) as soon as you have determined it and are eligible to join it, especially by the start of your junior year. Students who transfer as juniors and seniors should enter a minor within their first two quarters at SPU.

- If this is your first quarter at SPU, request entrance to your minor in Banner by following these instructions (<https://spu.atlassian.net/l/cp/Th4S0jCE>).
- If you are an SPU student with an SPU cumulative GPA of 2.0 or better, follow these instructions (<https://spu.atlassian.net/wiki/spaces/OTR/pages/179077187/Major+Minor+and+Concentration+Application+Instructions>) to enter a minor in this department.
- The University requires a grade of C- or better in all classes that apply to a minor; however, programs may require higher minimum grades in specific courses. You may repeat an SPU course only once for a higher grade.
- To advance in this program, meet with your faculty advisor regularly to discuss your grades, course progression, and other indicators of satisfactory academic progress. If your grades or other factors indicate that you may not be able to successfully complete the minor, your faculty advisor can work with you to explore options, which may include choosing a different minor.
- You must complete the minor requirements that are in effect in the SPU Undergraduate Catalog for the year you enter the minor.

Computer Science Minor

35 Credits Minimum, Including 15 Upper Division (UD)

Code	Title	Credits
Core		
CSC 1250	Introductory Problem Solving and Programming	5
CSC 1260	Structured Programming	5
CSC 2430	Object Oriented Programming	5
Section Credits Required		15
Intermediate Programming		
CSC 2431	Data Structures and Algorithms	5
or CSC 3220	Applications Programming	
Section Credits Required		5
Electives		
Select 15 credits ¹		15
CSC 3011	Living in a Digital World	
CSC 3150	Systems Design	

CSC 3221	Netcentric Computing	
CSC 3310	Concepts in Programming Languages	
CSC 3350	Operating Systems Programming	
CSC 3430	Algorithm Design and Analysis	
CSC 3750	Computer Architecture and Organization	
CSC 4210	Theory of Computation and Algorithm	
CSC 4220	Information Security Fundamentals	
CSC 4250	Introduction to Artificial Intelligence	
CSC 4410	Database Systems	
CSC 4750	Computer Networks	
CSC 4800	Advanced Issues in Computer Science	
CSC 4896	Software Engineering Capstone I	
CSC 4897	Software Engineering Capstone II	
CSC 4898	Software Engineering Capstone III	
Section Credits Required		15
Total Credits		35

¹ Fifteen upper-division elective credits must come from CSC courses.

Additional Requirements and Information

- 6 cr toward minor must not apply to any other major or minor