

College of Computer, Mathematical and Natural Sciences
Computer Science - Quantum Information
Effective Fall 2024
This is a curriculum tracking sheet, not an official audit Name UID

Date Entered Major

| General Education Requirements |  |  |  |
| :---: | :---: | :---: | :---: |
| Fundamental Studies |  |  |  |
| Requirement | Course | Credits | Completed? |
| AW Academic Writing |  | 3 |  |
| PW Professional Writing |  | 3 |  |
| OC Oral Communication |  | 3 |  |
| Distributive Studies |  |  |  |
| Requirement | Course | Credits | Completed? |
| NL Natural Science with Lab |  | 4 |  |
| NS Natural Science |  | 3 or 4 |  |
| HS History and Social Sciences |  | 3 |  |
| HS History and Social Sciences |  | 3 |  |
| HU Humanities |  | 3 |  |
| HU Humanities |  | 3 |  |
| SP Scholarship in Practice (non-major) |  | 3 |  |
| SP Scholarship in Practice (non-major) |  | 3 |  |
| Big Question <br> Overlap with Distributive Studies and/or Big Question |  |  |  |
| Requirement | Course | Credits | Completed? |
| IS Big Question |  |  |  |
| IS Big Question |  |  |  |
| Diversity <br> Can overlap with Distributive Studies or Big Question |  |  |  |
| Requirement | Course | Credits | Completed? |
| UP Understanding Plural Societies |  |  |  |
| UP Understanding Plural Societies <br> or or Cultural Competence <br> CC  |  |  |  |

Second degree/major Is CMNS your primary major? $\mathbf{Y} \mathbf{N}$

| Major Requirements |  |  |  |
| :--- | :---: | :---: | :---: |
| Lower Level Requirements (Must pass with a grade of C- or higher) |  |  |  |
| Titte | Course | Credits | Completed? |
| Calculus I | MATH 140 | 4 |  |
| Calculus II | MATH 141 | 4 |  |
| Object-Oriented Programming I | CMSC 131 or CMSC 141 | 4 |  |
| Programming with Purpose I: Data-Centric Computing |  | 4 |  |
| Object-Oriented Programming II | CMSC 216 | 4 |  |
| Programming with Purpose II: Data Structures and Algorithms | 4 |  |  |
| Introduction to Computer Systems | CMSC 250 | 4 |  |
| Discrete Structures | CMSC 330 | 3 |  |
| Organization of Programming Languages | CMSC 351 | 3 |  |
| Algorithms | STAT 4XX | 3 |  |
| STAT 4xx (w/ MATH 141 prerequisite) | MATH 240 or MATH 341 or |  |  |
| MATH 461 | 4 |  |  |
| Linear Algebra course |  |  |  |


| Upper Level Courses (Must pass with a grade of C- or higher) <br> Students must fulfill their computer science upper level course requirements from at least 3 areas |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: |
| Required: | Course | Credis | Completed? |  |
| Introduction to Quantum Computing * | CMSC 457 | 3 |  |  |
| Introduction to Quantum Technology * | PHYS 467 | 3 |  |  |


| Select four courses from the distributive areas. Two of those four courses must fall in two separate areas outside of Area 4. |  |  |  |
| :---: | :---: | :---: | :---: |
| Area 1: Systems | Course | Credits | Completed? |
| Computer Systems Architecture | CMSC 411 | 3 |  |
| Operating Systems * | CMSC 412 | 4 |  |
| Computer and Network Security | CMSC 414 | 3 |  |
| Introduction to Parallel Computing | CMSC 416 | 3 |  |
| Computer Networks | CMSC 417 | 3 |  |
| Real World Computer Security | CMSC 4981 | 3 |  |
| Area 2: Information Processing | Course | Credits | Completed? |
| Bioinformatic Algorithms and Methods | CMSC 402 | 3 |  |
| Data Structures | CMSC 420 | 3 |  |
| Introduction to Artificial Intelligence | CMSC 421 | 3 |  |
| Introduction to Machine Learning * | CMSC 422 | 3 |  |
| Bioinformatic Algorithms, Databases and Tools | CMSC 423 | 3 |  |
| Database Design | CMSC 424 | 3 |  |
| Computer Vision * | CMSC 426 | 3 |  |
| Computer Graphics * | CMSC 427 | 3 |  |
| Introduction to Natural Language Processing * | CMSC 470 | 3 |  |
| Introduction to Data Visualization (Area 2 OR Area 3) | CMSC 471 | 3 |  |
| Introduction to Deep Learning * | CMSC 472 | 3 |  |
| Area 3: Software Engineering and Programming Language | Course | Credits | Completed? |
| Introduction to Compilers | CMSC 430 | 3 |  |
| Programming Language Technologies and Paradigms | CMSC 433 | 3 |  |
| Introduction to Human-Computer Interaction | CMSC 434 | 3 |  |
| Software Engineering * | CMSC 435 | 3 |  |
| Programming Handheld Systems | CMSC 436 | 3 |  |
| Introduction to Data Visualization (Area 2 OR Area 3) | CMSC 471 | 3 |  |
| Area 4: Theory | Course | Credits | Completed? |
| Design and Analysis of Computer Algorithms | CMSC 451 | 3 |  |
| Elementary Theory of Computation | CMSC 452 | 3 |  |
| Algorithms for Data Science * | CMSC 454 | 3 |  |
| Cryptology | CMSC 456 | 3 |  |
| Introduction to Computational Game Theory | CMSC 474 | 3 |  |
| Area 5: Numerical Analysis | Course | Credits | Completed? |
| Computational Methods * | CMSC 460 or CMSC | 3 |  |
| Introduction to Numerical Analysis * |  |  |  |

Indicates the course has unique prerequisites

| Upper Level Elective Courses (Must pass with a grade of C- or higher) |  |  |  |
| :--- | :---: | :---: | :---: | :---: |
| Select 3 credits from CMSC 300- or 400-level courses (not eligible CMSC330 \& CMSC351) |  |  |  |
| Title | Course | Credis | Completed? |
|  |  |  |  |



