

College of Computer, Mathematical and Natural Sciences
This is a curriculum tracking sheet, not an official audit
UID

| Major Requirements |  |  |  |
| :--- | :---: | :---: | :---: |
| Lower Level Requirements (Must pass with a grade of C- or higher) |  |  |  |
| TTite | Course | Credits | Completed? |
| Calculus I | MATH 140 | 4 |  |
| Calculus II | MATH 141 | 4 |  |
| Object-Oriented Programming I | CMSC 131 or <br> 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 | CMSC 250 | 4 |  |
| Introduction to Computer Systems | CMSC 330 | 3 |  |
| Discrete Structures | CMSC 351 | 3 |  |
| Organization of Programming Languages | STAT 4XX | 3 |  |
| Algorithms |  | $3 / 4$ |  |
| STAT 4xx with MATH 141 prerequisite |  |  |  |
| MATH/AMSC/STAT xxx with MATH 141 prerequisite |  |  |  |


| Upper Level Courses (Must pass with a grade of C- or higher) <br> Select 5 courses from at least 3 of the following areas with no more than 3 courses in a given area |  |  |  |
| :--- | :---: | :---: | :---: |
| 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 |  |


| Area 2: Information Processing | Course | Creodits | Completed? |
| :--- | :---: | :---: | :---: |
| 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 |  |


| Course | Credits | Completed? |
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## Elective Credits

Students must take enough elective courses in any discipline(s) they choose to reach the tota number of 120 credits required for graduation. Students who are pursuing a minor or a second major can use those credits in this area

| Course | Credits | Completed? |
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| Area 3: Software Engineering and Programming Languages | Course | Creaits | 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 Quantum Computing | CMSC 457 | 3 |  |
| Introduction to Computational Game Theory | CMSC 474 | 3 |  |


| Area 5: Numerical Analysis | Course | Creaits | Completed? |
| :--- | :---: | :---: | :---: |
| Computational Methods * | CMSC 460 or <br> CMSC 466 | 3 |  |
| Introduction to Numerical Analysis * |  |  |  |


| Upper Level Elective Courses (Must pass with a grade of C- or higher) |  |  |  |
| :--- | :---: | :--- | :--- |
| Select 6 credits from CMSC 300- or 400-level courses (not eligible CMSC330 \& CMSC351) |  |  |  |
| Title | Course | Credits | Completed? |
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