150 - Intro to Computer Science
151 - Data Structures
210 - Computer Architecture
215 - Cryptology
241 - Systems Programming
259 - Digital Animation
275 - Programming Abstractions
280 - Algorithms
311 - Database Systems
313 - Human Computer Interaction
321 - Mobile Applications
331 - Compilers
333 - Natural Language Processing
341 - Operating Systems
342 - Computer Networks
343 - Computer & Information Security
357 - Computer Graphics
361 - Game Design
364 - Artificial Intelligence
365 - Advanced Algorithms
383 - Theory of Computer Science

Math Electives (sub 1 for CSCI 3xx)

- 331 - Optimization
- 345 - Info Theory
- 348 - Graph Models

**Notes**

* - (313) One of 241 or 275 is required
† - (342) 210 is recommended
‡ - (343) 241 is recommended
§ - (361) One of 241 or 280 is required