

## CPSC Upper Level Track

### Track 1: Algorithms and Theory

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|--|-------|-------------------------------|
| <input checked="" type="checkbox"/> CSCE 411   | _____ | Analysis of Algorithms        |
| <input type="checkbox"/> CSCE 433              | _____ | Formal Languages and Automata |
| <input type="checkbox"/> CSCE 440              | _____ | Quantum Algorithms            |
| <input type="checkbox"/> CSCE 442 <sup>#</sup> | _____ | Scientific Programming        |

### Track 2: Systems

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|--|-------|--------------------------------|
| <input type="checkbox"/> CSCE 410 <sup>***</sup> | _____ | Operating Systems              |
| <input type="checkbox"/> CSCE 456 <sup>#</sup>   | _____ | Real-Time Computing            |
| <input type="checkbox"/> CSCE 462                | _____ | Microcomputer Systems          |
| <input type="checkbox"/> CSCE 463                | _____ | Networks & Distributed Prog.   |
| <input type="checkbox"/> CSCE 464                | _____ | Wireless and Mobile Systems    |
| <input type="checkbox"/> CSCE 465                | _____ | Computer & Network Security    |
| <input type="checkbox"/> CSCE 469 <sup>#</sup>   | _____ | Advanced Computer Architecture |

### Track 3: Software

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|------------------------------------|-------|---------------------------------|
| <input type="checkbox"/> CSCE 431  | _____ | Software Engineering            |
| <input type="checkbox"/> CSCE 432* | _____ | Programming Language Design     |
| <input type="checkbox"/> CSCE 434  | _____ | Compiler Design                 |
| <input type="checkbox"/> CSCE 435  | _____ | Parallel Computing              |
| <input type="checkbox"/> CSCE 438  | _____ | Distributed Objects Programming |

### Track 4: Information and intelligent Systems

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|---|-------|---------------------------------------|
| <input type="checkbox"/> CSCE 310 <sup>**</sup> | _____ | Database Systems                      |
| <input type="checkbox"/> CSCE 420               | _____ | Artificial Intelligence               |
| <input type="checkbox"/> CSCE 436               | _____ | Computer-Human Interaction            |
| <input type="checkbox"/> CSCE 441               | _____ | Computer Graphics                     |
| <input type="checkbox"/> CSCE 443               | _____ | Game Development                      |
| <input type="checkbox"/> CSCE 444 <sup>#</sup>  | _____ | Structures of Interactive Information |
| <input type="checkbox"/> CSCE 445               | _____ | Computers and New Media               |
| <input type="checkbox"/> CSCE 452               | _____ | Robotics and Spatial Intelligence     |
| <input type="checkbox"/> CSCE 470               | _____ | Information Storage and Retrieval     |

#### Notes:

- Students must take CSCE 411 and six additional courses from the list above.
- At least one course from each track must be taken.
- The remaining three courses can be from any track.
- The seventh course also may be from outside of the track for approved options. Options for the seventh course include CSCE 491 (independent research) or co-op/EPICS credits (co-op: ENGR 385; EPICS: ENGR 270, or 470). If co-op/EPICS credits are used exactly 3 credits are required. Fewer than 3 cannot be used and excess credits above 3 cannot be used.
- The required course CSCE 411 (Analysis of Algorithms) counts as one of the courses from the Algorithms and Theory track.
- Prerequisites will still prevail for all courses. Consult the undergraduate catalog for details.
- Approved special topics course (CSCE 489) and graduate courses may be used to fulfill these requirements; each such course will be classified with respect to the tracks; see advisor.
- \*This course number is not yet finalized and may change. See the advising office.
- \*\*\*CSCE 410 taken before Spring 2009 will not fill this requirement.
- <sup>#</sup>This course is not being taught on a regular basis.