Minor in Applied Computer Science

Students completing the minor in applied computer science must have a cumulative 2.0 GPA for required minor courses. No grade below a C- is acceptable. At least 12 hours of the minor must be taken in residence at IUPUI.

<table>
<thead>
<tr>
<th>Course</th>
<th>Grade</th>
<th>Term</th>
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<tbody>
<tr>
<td>CSCI-N201 Programming Concepts (3)</td>
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<tr>
<td>CSCI-N207 Data Analysis Using Spreadsheets OR CSCI-N211, Introduction to Databases (3)</td>
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<tr>
<td>CSCI-N241 Fundamentals of Web Development (3)</td>
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<tr>
<td>CSCI 23000 Computing I P/C: MATH 15300 (4)</td>
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<tr>
<td>Approved Elective from one area of Computer Science (3)</td>
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<td>Approved Elective from a second area of Computer Science (3)</td>
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Approved Electives

- CSCI 24000 Computing II
- CSCI 30000 Systems Programming
- CSCI 35500 Introduction to Programming Languages
- CSCI 36300 Software Design
- CSCI-N300 Mobile Computing Fundamentals
- CSCI-N305 C Language Programming
- CSCI-N311 Advanced Database Prog., Oracle
- CSCI-N317 Comp. for Scientific Applications
- CSCI-N321 System and Network Administration
- CSCI-N335 Advanced Programming, Visual Basic
- CSCI-N341 Client-Side Web Programming
- CSCI-N342 Server Side Web Development
- CSCI-N343 Object-Oriented Prog. for the Web
- CSCI-N345 Advanced Programming, Java
- CSCI-N351 Introduction to Multimedia Prog.
- CSCI-N355 Introduction to Virtual Reality
- CSCI-N361 Software Project Management
- CSCI-N410 Mobile Computing Application Dev.
- CSCI-N431 E-Commerce with ASP.NET
- CSCI-N435 Data Mgt. Best Practices, ADO.NET
- CSCI-N443 XML Programming
- CSCI-N450 Mobile Computing with Web Services
- CSCI-N451 Web Game Development
- CSCI-N452 3D Game Programming
- CSCI-N499 Topics in Applied Computing

Courses in bold are currently active.