Minor in Computer and Information Science

Students completing the minor in computer and information science must have a cumulative 2.5 GPA for required minor courses. No grade below a C- is acceptable. At least 9 hours of the minor must be taken in residence at IUPUI. Students who have requested and received approval for the waiver of CSCI 23000, must replace that course with another CSCI major course; for such students, the minimum total computer science credit hour requirement for receiving this minor may be relaxed to 19.

<table>
<thead>
<tr>
<th>Course</th>
<th>Grade</th>
<th>Term</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSCI 23000 Computing I</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P/C: MATH 15300 (4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CSCI 24000 Computing II</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P: CSCI 23000 (4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CSCI 34000 Discrete Computational Structures</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P: MATH 15300 &amp; CSCI 23000 (3)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CSCI 36200 Data Structures</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P: CSCI 34000 (3)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Approved CSCI Elective (3)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Approved CSCI Elective (3)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Approved Electives

CSCI 30000 Systems Programming
CSCI 35500 Introduction to Programming Languages
CSCI 36300 Software Design
CSCI 40200 Computer Architecture
CSCI 40300 Operating Systems
CSCI 43200 Security in Computing
CSCI 43500 Multimedia Information Systems
CSCI 43600 Principles of Computer Networking
CSCI 43700 Introduction to 3D Game Graphics
CSCI 43800 Advanced Game Development
CSCI 44300 Database Systems
CSCI 44800 Biometric Computing
CSCI 45000 Principles of Software Engineering
CSCI 45200 Object-Oriented Analysis and Design
CSCI 46300 Analysis of Algorithms
CSCI 47000 Automata and Formal Languages
CSCI 47500 Scientific Computing I
CSCI 47600 Scientific Computing II
CSCI 47700 High Performance Computing
CSCI 48100 Data Mining
CSCI 48400 Theory of Computation
CSCI 48500 Mobile Computing Application Dev.
CSCI 48700 Artificial Intelligence
CSCI 49000 Variable Title

CSCI 49500 Explorations in Applied Computing
MATH 41400/CSCI 41400 Numerical Methods
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-N461 Software Eng. for Applied Comp. Sci.
CSCI-N499 Topics in Applied Computing

Courses in bold are currently active.