BCS 2015 Elective Courses
Take two additional electives
Note: any course used as a requirement may not also be used as an elective.
Note: many of these elective courses have prerequisites.
CSCD 303 Computer and Information Security (4)
CSCD 305 C++ Programming (4)
CSCD 316 Practical Problem Solving (2, 2)\(^1\)
CSCD 349 Design Patterns (4)
CSCD 370 Graphical User Interface Programming (4)
CSCD 371 .NET Programming (4)
CSCD 372 Android Mobile Development (4)
CSCD 373 iOS Mobile Development (4)
CSCD 378 Web Application Development (4)
CSCD 379 .NET Web Application Development (4)
CSCD 409 Scientific Programming (4)
CSCD 416 3D Modeling and Animation II (4)
CSCD 417 3D Modeling and Animation III (4)
CSCD 418 3D Modeling and Animation IV (4)
CSCD 420 Automata (4)
CSCD 427 Advanced Database Management Systems (4)
CSCD 429 Data Mining (4)
CSCD 433 Advanced Network Concepts (4)
CSCD 434 Network Security (4)
CSCD 435 Principles of Programming Languages (4)
CSCD 437 Secure Coding (4)
CSCD 443 Distributed Multiprocesing Environments (4)
CSCD 460 Advanced Architecture and Organization (4)
CSCD 461 Embedded Systems (4)
CSCD 462 Embedded Real-Time Control (4)
CSCD 467 Concurrent Systems (4)
CSCD 470 3D Computer Graphics Principles (4)
CSCD 471 Advanced 3D Computer Graphics Programming (4)
CSCD 474 Computer Games Development (4)
CSCD 480 Intelligent Systems (4)
CSCD 487 Human Computer Interface (4)
CSCD 495 Internship (up to two 4 credit internships are allowed)
CSCD 396, 398, 399, 3xx, 439, 496, 498, 499, 4xx (4) prior departmental approval of topic content is required.
Note: \(^1\)CSCD 316 must be taken twice for 4 credits total to be used as an elective.