BSCS 2015 Electives
Choose two elective courses.
Choose one course from Group A and one course from Group B.
Note: any course used as a requirement may not also be used as an elective.
Note: many of these elective courses have prerequisites.
Note: other course with prior approval of the department required.

Group A
CSCD 303 Computer and Information Security (4)
CSCD 305 C++ Programming (4)
CSCD 316 Practical Problem Solving (2, 2)¹
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 416 3D Modeling and Animation II (4) ³
CSCD 417 3D Modeling and Animation III (4)
CSCD 418 3D Modeling and Animation IV (4)
CSCD 435 Principles of Programming Languages (4)
CSCD 474 Computer Games Development (4)
CSCD 487 Human Computer Interface (4)
CSCD 495 Internship (up to two 4 credit internships are allowed)
Any course from the advanced coursework list not used to satisfy the advanced coursework requirement.
CSCD 396, 398, 399, 3xx, 439, 496, 498, 499, 4xx (4) prior departmental approval of topic content is required.

Group B—
Choose at least one course from the following list
BIOL 173 Biology III (5)
CHEM 153 General Chemistry III (5)
GEOL 122 Historical Geology (5)
MATH 163 Calculus III (5)
MATH 241 Calculus IV (5)
MATH 370 Survey of Geometries (5)
MATH 401 Advanced Formal Logic (5)
PHIL 301 Introduction to Formal Logic (5)
PHYS 153 General Physics III (4)
And one of the following not previously taken
PHYS 161 Mechanics Laboratory (1)
PHYS 162 Heat and Optics Laboratory (1)
PHYS 163 Instrumentation Lab I (1)
PHYS 164 Instrumentation Lab II (1)
Note: ¹CSCD 316 must be taken twice for 4 credits total to be used as an elective.