Suggested Sequence of Courses for CS/MM Majors (Rev. 23 October 2003)

CS Concentration Option One: Student places into MATH 251

Year One

Fall	Winter	Spring
CS 121 Intro. to Software Dev.*	CS 162 Foundations of CS II	CS 260 Data Structures
CS 161 Foundations of CS I	MATH 252 Calculus II	MATH 231 Discrete Math
MATH 251 Calculus I	General Education (4–7 credits)	MM 225 Intro. MM Develop.
General Education (3–6 credits)		General Education (3–6 credits)

Year Two

Fall	Winter	Spring
CS 221 C/C++ Programming*	CS 311 Operating Systems	CS 370 Interface Design
CS 248 UNIX Programming	CS 318 Algorithm Analysis	CS 335 Networking
MATH 261 Linear Algebra	General Education (6–8 credits)	General Education (9–12 credits)
MM 252 Intro Web Authoring		
General Education (3–6 credits)		

Year Three

Fall	Winter	Spring
CS 344 Systems Analysis	CS 360 Obj-Oriented Prog.	CS 430 Database Mgmt
MM 315 Multimedia Design	General Education (6 credits)	General Education (6 credits)
General Education (6 credits)	Electives (3–6 credits)	Electives (3–6 credits)
Electives (3–6 credits)		

Year Four

Fall	Winter	Spring
CS 401 Capstone	CS/MM 407 Seminar	General Education (3–6 credits)
General Education (6 credits)	General Education (3–6 credits)	Electives (6–9 credits)
Electives (3–6 Credits)	Electives (3–6 credits)	

* CS 121 is listed as CS 110 Software Development Survey in the 03/04 Three-Term Schedule

CS Concentration Option two: Student places into MATH 111

First three years are as follow:

Year One

Fall	Winter	Spring
CS 121 Intro. to Software Dev.*	CS 161 Foundations of CS I	CS 162 Foundations of CS II
MATH 111 Algebra	MATH 112 Precalculus	MATH 251 Calculus I
General Education (7–10 credits)	General Education (4–7 credits)	MM 225 Intro. MM Develop.
		General Education (3-5 credits)

Year Two

Fall	Winter	Spring
CS 221 C/C++ Programming	CS 311 Operating Systems	CS 370 Interface Design
CS 248 UNIX Programming	CS 318 Algorithm Analysis	CS 335 Networking
CS 260 Data Structures	General Education (6-8 credits)	MATH 231 Finite Math
MATH 252 Calculus II		General Education (3-4 credits)

Year Three

Fall	Winter	Spring
CS 344 Systems Analysis	CS 360 Obj-Oriented Prog.	CS 430 Database Mgmt
MM 315 Multimedia Design	General Education (6 credits)	General Education (6 credits)
MATH 261 Linear Algebra	Electives (3–6 credits)	Electives (3–6 credits)
General Education (6 credits)		

Year four is the same as for Option One (above).

MM Concentration

Year One

Fall	Winter	Spring
CS 121 Intro. Software Dev.*	CS 161 Foundations of CS I	CS 162 Foundations of CS II
MM 225 Intro. MM Develop.	ART 227 Graphics	MATH 231 Discrete Math
MATH 111 Algebra	MATH 112 Precalculus	Art 120 Design
General Education (3–6) credits)	General Education (3-6 credits)	General Education (4-6 credits)

Year Two

Fall	Winter	Spring
MM 252 Intro Web Authoring	MM 327 Intro. Comp. Graphics	MM 319 MM Programming
MM 315 Multimedia Design	Electives (3–6)	CS 370 Interface Design
CS 260 Data Structures	MM 319 MM Programming	Elective (3 credits)
General Education (5-8 credits)	General Education (6-8 credits)	General Education (3-5 credits)

Year Three

Fall	Winter	Spring
Electives (3-6 credits)	MM 350 Multimedia Theory	Electives (6-9 credits)
General Education (6-12 credits)	Electives (3–6) credits	General Education (6-9 credits)
	General Education (6-9 credits)	

Year Four

Fall	Winter	Spring
MM 401 Capstone	CS/MM 407 Seminar	General Education (3–6 credits)
MM Electives (3–6 credits)	MM Electives (3–6 credits)	Electives (6–9 credits)
General Education (6-8 credits)	General Education (3–6 credits)	