COMPUTER SCIENCE MINOR

With the approval of the Department, students may minor in Computer Science. Upon acceptance, the advisor will assist in selecting courses appropriate for their area of interest.

Learning Goals and Objectives

Goal 1: Graduates will be practicing computer scientists.

Students will be able to:

Objective 1.1: Apply their knowledge of computer science, mathematics, and science to solve technical problems in an appropriate computational environment.

Goal 2: Graduates adapt and evolve in complex technological environments such as those found in the workplace.

Students will be able to:

Objective 2.1: Apply their knowledge of computer science, mathematics, and science to solve technical problems in an appropriate computational environment.

Objective 2.2: Analyze contemporary issues related to the evolving discipline of computer science.

Goal 3: Graduates have a firm foundation in the scientific and mathematical principles that supports the computing discipline.

Students will be able to:

Objective 3.1: Apply their knowledge of computer science, mathematics, and science to solve technical problems in an appropriate computational environment.

Students who elect this minor must take six courses which include Computer Science I, Computer Science II, Data Structures, and three Computer Science electives numbered 202 and above.