Computer Science Departmental Requirements and Prerequisite Structure

Four core requirements:

- **CS 715** Distributed Computing
- **CS 700** Algorithms I
- **CS 744** Computer Architecture & Networks
- **CS 722** Computability & Complexity

Three semicore requirements:

- Software – SCS
  - CS701 Software Design
  - or CS707 Compiler Construction
  - or CS718 Computer Graphics
  - or CS7xx that is designated as a SCS course

- Hardware – SCH
  - CS745 Switching Theory
  - or CS746 Computer Systems
  - or CS748 Computer Networks
  - or CS7xx that is designated as a SCH course

- Math App & Alg – SCM
  - CS762 Algorithms II
  - or CS764 Systems Simulation
  - or CS766 Probabilistic Models
  - or CS7xx that is designated as a SCM course

Two additional 700-level CS courses (except for the core courses and 788) that have not been used to fulfill the semicore and the capstone requirements:

- **CS 7xx**
- **CS 7xx**

The following capstone course is to be taken after completion of at least 21 credits of 700-level CS courses or in the last semester before graduation:

- **CS 731** Software Development Practicum (after completing a SCS course)
- **CS 732** Research Practicum
- **CS 734** Hardware Design Practicum (after completing a SCH course)