

The Minor in Computer Science

If a student's goal is a basic foundation in computer science for application to another field but they are not planning a career as a practicing computer scientist, the minor in computer science is a good choice. The minor consists of five CSE courses: four core courses and one elective. The core courses provide an introduction to computer science concepts and problem-solving techniques. The electives offer flexibility to integrate computer science studies with a major area. Students select the courses that are most important to them, whether their interests are in fine arts, linguistics, psychology, philosophy, law, business, medicine, the natural sciences or anything else.

Units required: 15

Required courses (12 units):

Code	Title	Units
CSE 131	Introduction to Computer Science	3
CSE 132	Introduction to Computer Engineering	3
CSE 247	Data Structures and Algorithms	3
CSE 332S	Object-Oriented Software Development Laboratory	3
Total Units		12

One elective from the following list (3 units):

Code	Title	Units
CSE 240	Logic and Discrete Mathematics	3
or Math 310	Foundations for Higher Mathematics	
CSE 330S	Rapid Prototype Development and Creative Programming	3
CSE 361S	Introduction to Systems Software	3

Additional Information

All courses used for the computer science minor must be taken for a grade, and the student must earn a C- or better. Should the student decide to go further in the field, all courses in the computer science minor can be used toward a second major in computer science or a degree in computer science or computer engineering.