

Minor in Computer Science

2017-2018

A minimum grade of C- or better in each course and a 3.0 GPA (overall and within the pre-minor classes) is required in order *to apply* to the CS minor. Please note that the 3.0 GPA is the minimum requirement to apply, and may not result in placement as a minor. See the CS undergraduate handbook online for full details.

Pre-Minor Requirements

*CS 1030: Foundations of Computer Science (*3 credits*)
CS 1410: Object-Oriented Programming (*4 credits*)
CS 2420: Algorithms & Data Structures (*4 credits*)
Math 1210: Calculus 1 (*4 credits*)

CS Minor Requirements:

CS 2100: Discrete Structures (*3 credits*)
CS 3500: Software Practice (*4 credits*)
CS Elective Course 3000+ (*3 credits*)

Total \approx 25 Credits

*CS 1030 may be waived by test-out if student has sufficient, prior programming experience. See www.cs.utah.edu/undergraduate for details.

A minimum of three CS required minor courses must be taken from the School of Computing at the University of Utah.

Computer Engineering (CE) majors are not eligible for a CS minor, and should instead consider a double major with computer science.

Applications to the minor accepted after completion of the pre-minor requirements. The application is available on our Web site www.cs.utah.edu. Major declaration is required before adding a minor.

Questions? ugrad-help@cs.utah.edu