

COMPUTER SCIENCE, MINOR

The computer science minor pairs well with almost every major offered at Saint Louis University. This program allows students to build their technical skills and better appreciate and advance the ways in which computing technologies can be used to advance so many areas of society. The computer science minor can also help better position graduates for advancing their desired careers.

Requirements

Code	Title	Credits
Required Courses		
CSCI 10xx (p. 1)	Introduction to Computer Science	3
CSCI 1300	Introduction to Object-Oriented Programming	4
CSCI 2100	Data Structures	4
MATH 1660	Discrete Mathematics	3
Computer Science Elective Courses		
Two additional CSCI courses at the 2000-level or higher		6
Total Credits		20

Introduction to Computer Science

Code	Title	Credits
CSCI 1010	Introduction to Computer Science: Principles	
CSCI 1020	Introduction to Computer Science: Bioinformatics	
CSCI 1030	Introduction to Computer Science: Game Design	
CSCI 1040	Introduction to Computer Science: Mobile Computing	
CSCI 1050	Introduction to Computer Science: Multimedia	
CSCI 1060	Introduction to Computer Science: Scientific Programming	
CSCI 1070	Introduction to Computer Science: Taming Big Data	
CSCI 1080	Introduction to Computer Science: World Wide Web	
CSCI 1090	Introduction to Computer Science: Special Topics	
With permission, a computing-intensive course from another discipline may be substituted. Examples of such courses include:		
BME 2000	BME Computing	
CVNG 1500	Civil Engineering Computing	
STAT 3850	Foundation of Statistics	

Continuation Standards

Students with a minor in Computer Science must maintain a 2.00 GPA in courses for the computer science minor.