

# Minor in Computer Science

## 2016-2017

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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](http://www.cs.utah.edu/undergraduate) for details.

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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](http://www.cs.utah.edu). Major declaration is required before adding a minor.

If you have questions, please email [ugrad-help@cs.utah.edu](mailto:ugrad-help@cs.utah.edu)