

# COMPUTER SCIENCE, MINOR

The computer science minor pairs well with almost every major at Saint Louis University. This program allows SLU students to build their technical skills and better appreciate and advance how computing technologies can be used to advance many areas of society.

The computer science minor can also help position graduates to advance their desired careers.

## Requirements

| Code   | Title                                       | Credits   |
|--|---|-----------|
| <b>Required Courses</b>  |   |           |
| 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         |
| <b>Computer Science Elective Courses</b>                             |   |           |
| Two additional CSCI courses at the 2000-level or higher <sup>†</sup> |   | 6         |
| <b>Total Credits</b>   |   | <b>20</b> |

<sup>†</sup> At most, three credits of Internship with Industry courses can be applied to the minor.

## Non-Course Requirements

All School of Science and Engineering B.A. and B.S. students must complete an exit interview/survey near the end of their bachelor's program.

## Continuation Standards

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

## Introduction to Computer Science

| Code      | Title  | Credits |
|-----------|--|---------|
| CSCI 1010 | Introduction to Computer Science: Principles             |         |
| CSCI 1020 | Introduction to Computer Science: Bioinformatics         |         |
| CSCI 1025 | Introduction to Computer Science: Cybersecurity          |         |
| 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 as long as it is not already fulfilling another requirement. Examples of such courses include:

|           |                                  |
|-----------|----------------------------------|
| BME 2000  | Biomedical Engineering Computing |
| CVNG 1500 | Civil Engineering Computing      |
| STAT 3850 | Foundation of Statistics         |

## Madrid

The computer science minor pairs well with almost every major at SLU-Madrid. This program allows students to build their technical skills and better appreciate and advance how computing technologies can be used to advance many areas of society. The computer science minor can also help better position graduates for advancing in their desired careers. Find out more about SLU-Madrid's computer science programs (<https://www.slu.edu/madrid/academics/degrees-and-programs/computer-science.php>).

## Contact Us

For more information about computer science programs, please call 314-977-6667 or email [cs@slu.edu](mailto:cs@slu.edu).