## **Lupoli's UMBC Advisee Documentation**

Best Email: Name: Campus ID: Best Contact number: the limit is 3 courses that can be taken at the graduate 201 486 457 level towards the undergraduate degree, would not 484 be usable or "converted" to a graduate course 202 452 4651466 203 481 451 304 or Math 301 for Math minors 487 461 Writing Intensive 331 473 313 433 432 431 426 Cs in both pre-reqs 341 476 435 456 493 455 471 any 4: 479 443 478 436 427 437 441 448 requires STAT 355 as PRE-req CMSC 479 (3.00) Introduction to Robotics CMSC 201 (4.00) Computer Science I for Majors CMSC 202 (4.00) Computer Science II for Majors CMSC 481 (3.00) Computer Networks CMSC 203 (3.00) Discrete Structures CMSC 483 (3.00) Parallel and Distributed Processing CMSC 232 (2.00) Advanced Java Techniques CMSC 484 (3.00) Java Server Technologies CMSC 291 (1.00 - 4.00) Special Topics in Computer Science CMSC 299 (1.00 - 4.00) Independent Study in Computer Science CMSC 304 (3.00) Social and Ethical Issues in Information Technology CMSC 486 (3.00) Mobile Telephony Communications CMSC 487 (3.00) Introduction To Network Security CMSC 491 (3.00) Special Topics in Computer Science CMSC 313 (3.00) Computer Organization & Assembly Language Program. CMSC 331 (3.00) Principles of Programming Language CMSC 493 (3.00) Capstone Games Group Project CMSC 495 (3.00) Honors Thesis CMSC 498 (3.00) Independent Study in Computer Science for CMSC Interns and Coop Students CMSC 499 (1.00 - 4.00) Independent Study in Computer Science CMSC 341 (3.00) Data Structures CMSC 352 (3.00) Women, Gender, and Information Technology CMSC 391 (1.00 - 4.00) Special Topics in Computer Science CMSC 404 (3.00) The History of Computers and Computing CMSC 411 (3.00) Computer Architecture Suggested Sciences path CMSC 421 (3.00) Principles of Operating Systems CMSC 426 (3.00) Principles of Computer Security CMSC 427 (3.00) Wearable Computing CHEM 101 → CHEM 102 → CHEM 102L → GES 110 CMSC 431 (3.00) Compiler Design Principles CMSC 432 (3.00) Object-Oriented Programming Languages and Systems CMSC 433 (3.00) Scripting Languages CHEM 101 → CHEM 102 → BIOL 141 -> any Lab CMSC 435 (3.00) Computer Graphics CMSC 436 (3.00) Data Visualization CMSC 437 (3.00) Graphical User Interface Programming CMSC 441 (3.00) Design and Analysis of Algorithms. BIOL 141 → BIOL 142 → BIOL Lab → PHYS 121 CMSC 442 (3.00) Information and Coding Theory CMSC 443 (3.00) Cryptology CMSC 444 (3.00) Information Assurance PHYS 121 → PHYS 122 → GES 2864 (is a lab course) CMSC 446 (3.00) Introduction to Design Patterns CMSC 447 (3.00) Software Design and Development CMSC 448 (3.00) Software Engineering II PHYS 121 → PHYS 122 → PHYS 122L → MATH 251 CMSC 451 (3.00) Automata Theory and Formal Languages CMSC 452 (3.00) Logic for Computer Science (but still need one more fluff science course) CMSC 453 (3.00) Applied Combinatorics and Graph Theory CMSC 455 (3.00) Numerical Computations CMSC 456 (3.00) Symbolic Computation  $SCI^1 \rightarrow SCI^2 \rightarrow GES 110 \text{ or } 120 \rightarrow SCI 101L_2 \text{ (lab course)}$ CMSC 457 (3.00) Quantum Computation CMSC 461 (3.00) Database Management Systems CMSC 465 (3.00) Introduction to Electronic Commerce SCI 100 cannot be used towards that 12 credits of science,

but a lot of students take it just to fill the lab requirement.

CMSC 466 (3.00) Electronic Commerce Technology CMSC 471 (3.00) Introduction to Artificial Intelligence

CMSC 473 (3.00) Introduction to Natural Language Processing CMSC 475 (3.00) Introduction to Neural Networks CMSC 476 (3.00) Information Retrieval

CMSC 477 (3.00) Agent Architectures and Multi-Agent Systems CMSC 478 (3.00) Introduction to Machine Learning