For Students Finishing 2nd Year
Computer Science

Undergraduate Advising Information

CMPT3XX offerings for 2019/20 (tentative)

Extremely Tentative – Finalized by end of April

TERM 1

- 306 - Game Mechanics
- 317 - Introduction to Artificial Intelligence
- 332 - Operating Systems Concepts
- 360 - Machines and Algorithms
- 371 - Software Management
- 384 – Information Visualization

TERM 2

- 340 - Programming Language Paradigms
- 350 - Web Programming
- 355 - Theory and Applications of Data Bases
- 370 - Intermediate Software Engineering (possibly 2 sections)
- 381 - Implementation of Graphical User Interfaces

364: Offered, but unknown which term.   352, 394: ¯_(ツ)_/¯

Workload

- ***Never*** take 4 CMPT courses in a single term

- Try to balance your CMPT courses across terms and years.

Internship Program

- Consider doing internship after 3rd year, before 4th year
- Courses that are valuable before you go:
  - 350, 355, 370, 371

Honours Programs

- You need at least 60 cu to apply (end of 2nd year)
  (May 31 deadline)
- CWA requirements:
  - 70% CWA in major
  - 70% overall
- You will need ASAP:
  - STAT 241, STAT 242/245, MATH 264/266

Upgrading your grade

- If you receive a mark in the range 50-59

- You are strongly advised to retake the course *immediately;*
  - CMPT 214/215/260/270/280 offered in summer!

- You can take it again, once…
  - But ONLY if you have not received credit for a follow-on course.

To get more advice

- Browse Program information:
  - CMPT Website -> Students -> Courses

- DegreeWorks

- See an advisor!
- Make an appointment:
    `advising@cs.usask.ca`