# COMPUTER SCIENCE MINOR

## ACADEMIC ADVISING

**Partnering with students to successfully navigate college**

- **Location:** Main Hall 208
- **Phone:** 719.255.3260
- **Website:** [www.uccs.edu/advising](http://www.uccs.edu/advising)

## Connect With Your Advisor

**Current UCCS Students**

- Appointments: [www.uccs.edu/advising/current-students](http://www.uccs.edu/advising/current-students)
- Drop In Advising: Most Wednesdays, 1:00pm - 4:00pm

**Prospective Students:** [www.uccs.edu/admissions/contact](http://www.uccs.edu/admissions/contact)

## GENERAL ACADEMIC INFORMATION

### Minimum Minor Requirements

- 20 credit hours
- 9 upper-division credit hours (3000-4999 level)
- 2.0 Minor GPA
- Residency: Last 11 credit hours of the minor must be completed while registered at UCCS

**NOTE:** Speak with an academic advisor to declare a minor.

### Student Responsibilities

Students are required to know and follow:

- All academic policies set forth by the University, College, and academic department in the UCCS Catalog: [catalog.uccs.edu](http://catalog.uccs.edu)
- All course prerequisites designated by the University. Failure to meet course pre-requisites may result in an administrative drop of the course from a student’s schedule: see degree audit for list of course prerequisites within academic minor.

## MINOR REQUIREMENTS

Explore Computer Science: [Computer Science Home | College of Engineering and Applied Science (uccs.edu)](http://www.uccs.edu/courses/computer-science)

<table>
<thead>
<tr>
<th>Course/Area</th>
<th>Course Title</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 1150</td>
<td>Principles of Computer Science</td>
<td>3</td>
</tr>
<tr>
<td>CS 1450</td>
<td>Data Structures and Algorithms</td>
<td>3</td>
</tr>
<tr>
<td>CS 2060</td>
<td>Programming with C</td>
<td>3</td>
</tr>
<tr>
<td>CS 2080</td>
<td>Programming with UNIX</td>
<td>2</td>
</tr>
<tr>
<td>Upper Division Electives</td>
<td>Complete 9 hours of upper-division (3000 or 4000 level) CS courses. <strong>NOTE:</strong> Students can use either CS 3020 or CS 3060 to fulfill part of this requirement, but not both.</td>
<td>9</td>
</tr>
</tbody>
</table>

**Total** 20

All classes must be completed with a grade of C or better.

Game Design majors can sub GDD 1200 for CS 1150, and GDD 2200 for CS 1450.