# Computer Science, B.S. - Software Development 

At the University of Maine at Presque Isle, our goal is to ensure you can Finish in Four. In addition to a wide range of academic and student support efforts, we've set up this pathway, or map, for you; if you follow this recommended sequence, you will complete your Bachelor's degree in four years. Together, we can help you Finish in Four and turn your degree into a great career.
Please note that this is a scheduling aid, not a guarantee of specific course offerings each semester. Course availability varies depending on the date of enrollment, so please be sure to consult the appropriate catalog for official degree/program requirements and seek guidance regularly from your faculty and professional academic advisors.

## www.umpi.edu/academics/computer-science



Semester Total is credits


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## First Year Spring Semester

| ENG 121 | College Composition II* | 3 credits | $\square$ |
| :--- | :--- | :--- | :--- |
| BIO 112 | General Biology | 4 credits | $\square$ |
| COS 200 | Introduction to Web Design | 3 credits | $\square$ |
| COS 110 | Programming Fundamentals | 3 credits | $\square$ |
| GEC | General Education Course | 3 credits | $\square$ |

Semester Total 16 credits

| Second Year Spring Semester |  |  |  |
| :--- | :--- | :--- | :--- |
| MAT 274 | Linear Algebra | 3 credits | $\square$ |
| COS 320 | Software Engineering | 3 credits | $\square$ |
| $\cos 330$ | Object-Oriented Programming | 3 credits | $\square$ |
| MAT 253 | Discrete Mathematics | 3 credits | $\square$ |
| MAT 202 | Probability and Statistics II* |  | 3 credits |

Semester Total is credits

| 3 | Third | Year Fall Semester |  |
| :--- | :--- | :--- | :--- |
| COS 310 | Operating Systems |  |  |
| $\operatorname{COS} 235$ | Architecture and Organization | 3 credits | $\square$ |
| $\operatorname{COS} 205$ | Multimedia Design | 3 credits | $\square$ |
| GEC | General Education Course | 3 credits | $\square$ |
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Semester Total is credits

## Third Year Spring Semester

| COS 250 | Management of Enterprise Data | 3 credits | $\square$ |
| :--- | :--- | :--- | :--- |
| ENV 308 | GIS I Fundamentals of GIS | 4 credits | $\square$ |
| COS 220 | Programming Languages | 3 credits | $\square$ |
| GEC | General Education Course | 3 credits | $\square$ |

Semester Total i3 credits

| 4. | Fourth Year Fall Sembester |  |  |
| :--- | :--- | :--- | :--- |
| $\cos 300$ | Advanced Web Design |  |  |
| $\operatorname{COS} 321$ | Software Engineering II | 3 credits | $\square$ |
| $\operatorname{COS} 230$ | Algorithm Theory and Development | 3 credits | $\square$ |
| ELECTIVE | BUS, COS, or MAT | 3 credits | $\square$ |
| $\cos 305$ | Computational Science | 3 credits | $\square$ |
|  |  | 3 credits | $\square$ |

Semester Total is credits

| Fourth Year Spring Semester |  |  |  |
| :--- | :--- | :--- | :--- |
| COS 495 | Computer Science Internship | 3 credits | $\square$ |
| COS 315 | Parallel and Distributed Computing | 3 credits | $\square$ |
| GEC XXX | General Education Course | 3 credits | $\square$ |
| GEC XXX | General Education Course | 3 credits | $\square$ |
| GEL XXX | General Elective |  |  |
|  |  |  |  |

