Computer Programming (Minor)

The Department of Computer Science offers a Minor in Computer Programming to undergraduate majors in any field except Computer Science, Electrical Engineering, and Computer Engineering. The objectives of this minor are to:

1. Encourage students to combine computing with their own disciplines.
2. Promote quality and process when developing computing solutions.
3. Give graduating seniors with a minor in computer programming an added advantage in the job market.

The minor requires completion of 22 credit hours from the Computer Science core.

Admissions and Certification of Minor

Admissions

Undergraduates will be admitted to the Minor in Computer Programming only after they have completed CSC 116 Introduction to Computing - Java with a grade of C or higher and have an overall GPA of at least 2.25. Students should submit the application for the Minor in Computer Programming (https://www.csc.ncsu.edu/academics/undergrad/advising/forms.php) via an online form to the CSC Coordinator for Academic Minor, as listed below, who will be the minor advisor. Students must have a posted grade in order to submit an application.

Certification

The Department of Computer Science Advising Office will certify the minor prior to graduation. The minor must be completed no later than the semester in which the student expects to graduate from his or her degree program. Paperwork for certification should be completed no later than during the registration period for the student’s final semester at NC State.

Contact Person

Ms. ToniAnn Marini
Daniels Hall 219-A
919-515-7920
tamarini@ncsu.edu
go.ncsu.edu/tamarini (http://go.ncsu.edu/tamarini/)

SIS Code: 14CPM

Plan Requirements

Completion of 22 credit hours.

All courses in the minor must be completed with a grade point average of 2.0 or higher.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSC 116</td>
<td>Introduction to Computing - Java ¹</td>
<td>3</td>
</tr>
<tr>
<td>CSC 216</td>
<td>Software Development Fundamentals</td>
<td>3</td>
</tr>
<tr>
<td>CSC 217</td>
<td>Software Development Fundamentals Lab</td>
<td>1</td>
</tr>
<tr>
<td>CSC 226</td>
<td>Discrete Mathematics for Computer Scientists</td>
<td>3</td>
</tr>
<tr>
<td>CSC 230</td>
<td>C and Software Tools</td>
<td>3</td>
</tr>
</tbody>
</table>

¹ Corequisites for CSC 116 Introduction to Computing - Java (may be taken prior to or in the same semester as CSC 116 Introduction to Computing - Java):
   - E 115 Introduction to Computing Environments or COS 100 Science of Change
   - MA 121 Elements of Calculus