

**Pre-Professional Courses**

UNIV 1131 (freshman students) OR ENGR 1101 (transfer students) → CSE 1310 Intro to Programming (pre-requisite: MATH 1302/1402 or at least a 61 on ALEKS) → CSE 1106 Intro to CSE → CSE 2312 Computer Organization → CSE 1325 Object-Oriented Programming → CSE 3330 Databases

CSE 1310 → CSE 1320 Intermediate Programming (co-requisite: Math 1421 or at least a 61 on ALEKS) → CSE 2312 → CSE 1325 → CSE 3330

CSE 1106 → CSE 2312 → CSE 1325 → CSE 3330

CSE 1106 → CSE 2315 Discrete Structures → CSE 3318 Algorithms & Data Structures → CSE 3380 Linear Algebra → CSE 3315 Theoretical CS

MATH 1426 Calculus I → MATH 2425 Calculus II → MATH 2326 Calculus III → CSE 3310 Intro to Software Eng. → CSE 4308 Artificial Intelligence

PHYS 1443 Technical Physics I → PHYS 1444 Technical Physics II → IE 3301 Engineering Probability and Stats → CSE 3320 Operating Systems → CSE 4316 Senior Design I → CSE 4317 Senior Design II

ENGL 1301 → COMS 2302 Professional and Tech. Communication (pre-requisite: ENGL 1301) → CSE 3314 Professional Practices (pre-requisites: COMS 2302 and CSE 3318) → CSE 4316 Senior Design I

**Professional Courses**

CSE 3302 Programming Languages → CSE 4305 Compilers → CSE 4303 Computer Graphics → CSE 4360 Robotics (Fall only)

CSE 3315 Theoretical CS → CSE 4303 or CSE 4305 or CSE 4360

CSE 3310 Intro to Software Eng. → CSE 4308 Artificial Intelligence

CSE 3320 Operating Systems → CSE 4316 Senior Design I → CSE 4317 Senior Design II

CSE 4344 Computer Networks → CSE 4316 Senior Design I

**Security Elective**

CSE 4380 Information Security, CSE 4381 Information Security 2, or CSE 4382 Secure Programming

**General Education**

- History elective
- History elective
- POLS 2311
- POLS 2312
- Social/Behavioral: (IE 2308 or ECON 2305)
- Creative Arts elective
- Language/Philosophy/Culture elective

**6 Technical Elective courses** out of which at least one must be CSE 4305 Compilers, CSE 4303 Computer Graphics, or CSE 4360 Robotics.

**Senior Design Courses**

CSE 4316 Senior Design I and CSE 4317 Senior Design II must be taken in consecutive semesters: (Fall and Spring), (Spring and Summer), or (Summer and Fall). Spring and Fall is NOT an option.

## CS 2025-2026 Classes

Each course taken can be used to satisfy only one degree plan requirement. For example, you can CSE 4380 as your security elective, but it will not also count as a technical elective. If you take CSE 4380 and CSE 4381, CSE 4380 can satisfy your security elective and CSE 4381 can count as a technical elective.

We will accept either CSE 3380 or MATH 3330 as the linear algebra class that you need for your degree plan. The pre-req for MATH 3330 is MATH 2425, and it's taught in summer, fall, and spring.

We will accept either IE 3301 or MATH 3313 as the statistics class that you need for your degree plan. The pre-req for MATH 3313 is MATH 2326 and it is only taught in the fall.

### Technical Electives

- CSE 4303 – Computer Graphics  
pre-reqs: CSE 3318 and CSE 3380 or MATH 3330 (Fall & Spring)
  - CSE 4304 – Game Design and Development  
pre-reqs: CSE 3380 or MATH 3330 (Fall only)
  - CSE 4305 – Compilers  
pre-reqs: CSE 3302 and CSE 3315 (Fall & Spring)
  - CSE 4309 – Fundamentals of Machine Learning  
pre-reqs: CSE 3318, MATH 2326 or the consent of the instructor, IE 3301 or MATH 3313, and CSE 3380 or MATH 3330 (Fall only)
  - CSE 4310 - Fundamentals of Computer Vision  
pre-reqs: CSE 3318, IE 3301 or MATH 3313, and CSE 3380 or MATH 3330 (Spring only)
  - CSE 4311 – Neural Networks and Deep Learning  
pre-reqs: CSE 3380 or MATH 3330 and IE 3301 or MATH 3313 (Spring only)
  - CSE 4321 – Software Testing and Maintenance  
pre-reqs: CSE 3310 (Fall, Spring, & Summer)
  - CSE 4322 – Software Project Management  
pre-reqs: CSE 3310 (Fall & Spring)
  - CSE 4323 – Quantitative Computer Architecture  
pre-reqs: CSE 3320 (Fall & Spring)
  - CSE 4331 – Database Implementation and Theory  
pre-reqs: CSE 3330 (Fall, Spring, & Summer)
  - CSE 4333 – Cloud Computing Fundamentals and Applications  
pre-reqs: CSE 3320 and CSE 3330 (Fall only)
  - CSE 4334 – Datamining  
pre-reqs: IE 3301 or MATH 3313 and co-req: CSE 3330 (Fall & Spring)
  - CSE 4345 – Computational Methods  
pre-reqs: CSE 3318, IE 3301 or MATH 3313, and CSE 3380 or MATH 3330 (Fall & Spring)
  - CSE 4351 – Parallel Processing  
pre-reqs: CSE 3320 (Fall & Spring)
  - CSE 4360 - Autonomous Robot Design and Programming  
pre-reqs: CSE 3318, CSE 3320, and CSE 3380 or MATH 3330 (Fall only)
  - CSE 4361 – Software Design Patterns  
pre-reqs: CSE 3311 (Fall & Spring)
  - CSE 4373 – General Purpose GPU Programming  
pre-reqs: CSE 3320 (Fall only)
  - CSE 4376 – Digital Communication Systems  
pre-reqs: CSE 3313 (Fall only)
  - CSE 4378 – Intro to Unmanned Vehicles  
pre-reqs: Department consent (Fall only)
  - CSE 4379 – Unmanned Vehicles Development  
pre-reqs: B or better in CSE 4378 (Spring only)
  - CSE 4380 – Information Security  
pre-reqs: CSE 3320 (Fall & Spring)
  - CSE 4381 – Information Security 2  
pre-reqs: CSE 3320 and co-req CSE 4344 (Fall & Spring)
  - CSE 4382 – Secure Programming  
pre-reqs: CSE 3320 (Fall & Spring)
  - CSE 3311 – Object-oriented Software Engineering  
pre-reqs: CSE 1325, CSE 3318, and CSE 3310 (Fall & Spring)
  - CSE 3313 – Signal Processing  
pre-reqs: CSE 3318 and CSE 3380 or MATH 3330 (Fall & Spring)
  - CSE 3340 – Intro to Human Computer Interaction  
pre-reqs: CSE 3318 and CSE 3310 (Spring only)
  - ENGR 4302 – Engineering Entrepreneurship  
pre-reqs: Admitted to an engineering prof. program (Fall only)
  - IE 3315 – Operations Research I  
pre-reqs: co-req MATH 2326 (Fall & Spring)
- ### Language, Philosophy & Culture Elective
- See the [catalog](#) for these options
  - Complete one class from this list
- ### Creative Arts Elective
- See the [catalog](#) for these options
  - Complete one class from this list
- ### History Electives
- See the [catalog](#) for these options
  - Complete two classes from this list

## 2025-2026 Bachelor of Science in Computer Science University of Texas at Arlington – Four Year Course Sequence

### First Year

#### Fall Semester – 17 Total Hours

Course	Hours
CSE 1310 – Intro to Programming	3
ENGR 1101 – Intro to Engineering	1
<b>OR</b> UNIV 1131 – Student Success	
MATH 1426 – Calculus 1	4
Language, Philosophy, Culture Elective	3
ENGL 1301 – Rhetoric & Composition	3
U.S. History Elective 1	3

#### Spring Semester – 15 Total Hours

Course	Hours
CSE 1106 – Intro to CSE	1
CSE 1320 – Intermediate Programming	3
MATH 2425 – Calculus 2	4
PHYS 1443 – General Technical Physics 1	4
CSE 2315 – Discrete Structures	3

### Second Year

#### Fall Semester – 16 Total Hours

Course	Hours
CSE 1325 – Object-Oriented Programming	3
CSE 2312 – Computer Organization	3
CSE 3318 – Algorithms and Data Structures	3
PHYS 1444 – General Technical Physics 2	4
U.S. History Elective 2	3

#### Spring Semester – 15 Total Hours

Course	Hours
CSE 3380 – Linear Algebra for CSE	3
CSE 3310 – Intro to Software	3
CSE 3320 – Operating Systems	3
MATH 2326 – Calculus III	3
COMS 2302 – Prof. & Technical Comm	3

### Third Year

#### Fall Semester – 15 Total Hours

Course	Hours
CSE 3302 – Programming Languages	3
CSE 3330 – Databases	3
CSE 3315 – Theoretical CS	3
IE 3301 – Probability and Statistics	3
POLS 2311 – Govt of the United States	3

#### Spring Semester – 15 Total Hours

Course	Hours
CSE 4308 – Artificial Intelligence	3
CSE 4344 – Computer Networks	3
Technical Elective 1	3
Technical Elective 2	3
POLS 2312 – State & Local Government	3

### Fourth Year

#### Fall Semester – 15 Total Hours

Course	Hours
CSE 3314 – Professional Practices	3
CSE 4316 – Senior Design I	3
CSE 4303 – Computer Graphics <b>OR</b> CSE 4305 – Compilers <b>OR</b> CSE 4360 – Robotics	3
Technical Elective 3	3
ECON 2305 – Principles of Macroeconomics <b>OR</b> IE 2308 – Economics for Engineers	3

#### Spring Semester – 15 Total Hours

Course	Hours
CSE 4317 – Senior Design 2	3
CSE 4380 – Info Security <b>OR</b> CSE 4381 – Info Security 2 <b>OR</b> CSE 4382 – Secure Programming	3
Technical Elective 4	3
Technical Elective 5	3
Creative Arts Elective	3

### Notes:

Visit the [UTA Transfer Guide](#) to view Texas Common Core Number course number equivalents.

Visit the [UTA Catalog](#) to view general core curriculum requirements for elective courses.