MINOR IN COMPUTER SCIENCE

The College of Engineering offers several minors for students at The University of Toledo. These minors are recommended for students who want to enhance their academic programs with engineering-related course work and are intended to allow students to develop expertise in a discipline outside their majors. Students taking courses in theses minors must meet course prerequisite requirements. Students should contact advisors in the College of Engineering for additional details about the course requirements of minors and contact advisors in their home college to determine how the minors will fit into their degree curriculum. Note that per University of Toledo policy, minors cannot be declared by students in the same major as a given minor since at least 12 hours of the minor must be distinct from any credit hours used to fulfill any major the student is pursuing.

Students may earn a minor in Computer Science by completing 7 EECS courses as listed below and score a minimum GPA of 2.70 with no D+, D, D- or F for any of the courses.

Eligibility to take the courses listed below requires students to be coded as CS minor candidates.

Code	Title	Hours
Required Courses (all must be taken at UToledo)		
EECS 1030	Introduction to Computer Science and Engineering	3
EECS 1510	Introduction To Object Oriented Programming	4
EECS 2500	Linear Data Structures	4
EECS 2510	Non-Linear Data Structures	4
EECS 2520	Discrete Structures	3
Take 2 from below list (all must be taken at UToledo and some might require additional prerequisites)		**6**
EECS 3540	Operating Systems And Systems Programming	
EECS 3550	Software Engineering	
EECS 4100	Theory of Computation	
EECS 4530	Computer Graphics I	
EECS 4560	Database Systems I	
EECS 4740	Artificial Intelligence	
EECS 4750	Machine Learning	
EECS 4760	Computer Security	
Total Hours		**24**

- PLO 1. Analyze a computing problem and to apply principles of computing to identify solutions.
- PLO 2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements.
- PLO 3. Apply computer science theory and software development fundamentals to produce computing-based solutions.