

CURRICULUM FOR MASTER OF SCIENCE

COMPUTER SCIENCE

32 Hours Required for Graduation

Name: _____ UNM ID# _____

MATHEMATICAL METHODS			
Course #	<i>Required B- or better</i>	Cr	Grade
CS 500: Intro Theory of Computation		3	
CS 530: Geometric & Probabilistic Methods		3	
CS 550: Prog. Languages & Systems		3	
CS 558: Software Foundations		3	
CS 561: Algorithms/Data Structure		3	

EMPIRICAL METHODS			
Course #	<i>Required B- or better</i>	Cr	Grade
CS 512: Intro Comp Graphics/Adv. Image Synthesis		3	
CS 522: Digital Image Processing		3	
CS 523: Complex Adaptive Systems		3	
CS 527: Principles of Artificially Intelligent Machines		3	
CS 529: Introduction to Machine Learning		3	
CS 547: Neural Networks		3	

ENGINEERING/SYSTEM BUILDING METHODS			
Course #	<i>Required B- or better</i>	Cr	Grade
CS 554: Compiler Construction		3	
CS 580: Specification of Software Systems		3	
CS 585: Computer Networks		3	
CS 587: Advanced Operating Systems		3	
Add'l course: CS 542: Intro to Parallel Processing		3	
Add'l course: CS 544: Intro to Cybersecurity		3	
Add'l course: CS 564: Intro to Database Mgmt.		3	

CS ELECTIVES or 3-6crhrs GRADUATE COURSES*			
*w/CS faculty approval related to CS from outside the department			
Course #	Cr	Grade	Sem/Yr
Elective CS or Grad Credit:	3		
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CS ELECTIVES or THESIS RESEACH			
Course #	Cr	Grade	Sem/Yr
CS 599 or Elective CS:	3		
CS 599 or Elective CS:	3		

COLLOQUIUM			
Course #	Cr	Grade	Sem/Yr
CS 592: Colloquium	1		
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