

Texas A&M University - Corpus Christi
 College of Science and Engineering
 Master of Science in Computer Science
 Catalog: 2020-2021
THESIS OPTION

***Students entering the program must have successfully completed the following preparatory coursework: In addition, students can take no more than 9 credits towards their degree prior to completing all leveling courses. All leveling must be completed with a grade of "B" or better.**

CS Preparatory Coursework (pre-eqs in parentheses)	Grade
COSC 1435 Problem Solving I (MATH)	_____
COSC 1436 Problem Solving II (COSC 1435)	_____
COSC 2334 Computer Architecture (COSC 1435 and MATH 2305)	_____
COSC 2437 Data Structures (COSC 1436 and MATH 2305)	_____
COSC3346 Operating Systems (COSC 1435 and COSC 2334)	_____
MATH 2305 Discrete Math	_____
MATH 2413 Calculus I	_____
Additional Junior level or higher mathematics course (Linear Algebra, Numerical Analysis or Applied Probability & Statistics)	_____

***Students can take no more than 9 hours towards their degree prior to completing all preparatory courses.**

CORE COURSES: (12 Credit Hours)	Grade	Hrs	Sem
COSC 6334 <u>Design & Analysis of Algorithms</u>	_____	<u>3</u>	_____
COSC 6351 <u>Advanced Computer Architecture</u>	_____	<u>3</u>	_____
COSC 6352 <u>Advanced Operating Systems</u>	_____	<u>3</u>	_____
COSC 6393 <u>Research Methods in Computer Science (spring only)</u>	_____	<u>3</u>	_____

ELECTIVES: (Minimum of 12 Credit Hours)	Grade	Hrs	Sem
COSC APPROVED GRADUATE ELECTIVE	_____	<u>3</u>	_____
COSC APPROVED GRADUATE ELECTIVE	_____	<u>3</u>	_____
COSC APPROVED GRADUATE ELECTIVE	_____	<u>3</u>	_____
COSC APPROVED GRADUATE ELECTIVE	_____	<u>3</u>	_____

THESIS: (pre or co-req rsch methods, COSC 6393, Spring)	Grade	Hrs	Sem
COSC 5398 Thesis I	_____	<u>3</u>	_____
COSC 5399 Thesis II (prereq: COSC 5398)	_____	<u>3</u>	_____
Total		30	

Total Hours: 30 Minimum
 GPA (Min 3.0):
 Transfer hours (Max 12):
 Residency hours (Min 18):
 DIS hours (Max 6):

For required forms Refer to: http://gradcollege.tamucc.edu/contact_us/forms.html#collapse3