Queen's University

SCHOOL OF

Fundamental Computation *

CISC-110
Creative Computing

CISC-101
Elements of Computing Sci.

CISC-121
Introduction to Computing Sci. I

CISC-102
Discrete Math. I

MATH-111
Linear Algebra

CISC-124
Introduction to Computing Sci. II

MATH-112
Linear Algebra

CISC-203
Discrete Math. II

MATH-121
Differential and Integral Calculus

CISC-204
Logic

STAT-263
Introduction to Statistics

CISC-221
Computer Architecture

CISC-203
Discrete Math. II

CISC-223
Software Specifications

CISC-204
Logic

CISC-225
Data Structures

CISC-223
Software Specifications

CISC-235
Data Structures

CISC-322
Game Architecture

CISC-222
Software Architecture

CISC-326
Game Architecture

CISC-324
Operating Systems

CISC-324
Operating Systems

CISC-360
Programming Paradigms

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Software Architecture

CISC-365
Algorithms I

CISC-422
Formal Methods

HONS

CISC-465
Foundations of Prog. Languages

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Algorithms II

CISC-462
Computability and Complexity

CISC-467
Fuzzy Logic

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CISC-466
Algorithms II

CISC-497
Social, Ethical and Legal Issues

CISC-499
Undergraduate Project

* Pending approval for September 2019

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