BComp (Hons) COMP-MBC
42 core units
18 option units
12 supporting units
48 elective units* 
120 units total

**Focus**

- **CISC 110** Creative Computing
- **CISC 101** Elements of Computing Sci.
- **ISC4U**
- **CISC 121** Introduction to Computing Sci. I
- **CISC 124** Introduction to Computing Sci. II
- **MATH 110** Linear Algebra
- **MATH 111** Linear Algebra
- **CISC 102** Discrete Math. I
- **CISC 203** Discrete Math. II
- **CISC 204** Logic
- **STAT 263** Introduction to Statistics
- **CISC 221** Computer Architecture
- **CISC 223** Software Specifications
- **CISC 235** Data Structures
- **CISC 222** Software Architecture
- **CISC 226** Game Architecture
- **CISC 236** Programming Paradigms
- **CISC 324** Operating Systems
- **CISC 326** Algorithms I
- **CISC 365** Algorithms I
- **CISC 360** Programming Paradigms
- **CISC 362** Software Architecture
- **CISC 422** Formal Methods in Software Eng.
- **CISC 462** Computability and Complexity
- **CISC 466** Semantics of Prog. Languages
- **CISC 465** Fuzzy Logic
- **CISC 467** Social, Ethical and Legal Issues
- **CISC 469** Undergraduate Project

**Additional Requirements:**

- 6.0 units in CISC/COGS/COCA/SOFT (or applicable substitution) at 400-level and above.
- 6.0 units in CISC/COGS/COCA/SOFT (or applicable substitution) at 300-level and above.
- 3.0 units in CISC/COGS/COCA/SOFT (or applicable substitution) at 200-level and above.

**Fundamental Computation** may also be taken as CIPS-accredited Computer Science Specialization (CSCI-P-BCH) with additional 30-unit breadth requirement with fewer electives and no Minor (see calendar for details).