

**Proposed for Fall 2026 NOT YET OFFICIAL**

**Pennsylvania Western University**

**Applied Computer Science Advisement Sheet – No Concentration (Fall 2026)**

**General Education (42 Credits)**

**Foundations**

Oral Communications Course \_\_\_\_\_  
ENGL 1200: College Composition \_\_\_\_\_  
MATH 1510: Discrete Structures \_\_\_\_\_  
CMSC 1200: Problem Solv/Prog Constructs \_\_\_\_\_

**Discoveries (9 courses total)**

Arts & Humanities \_\_\_\_\_  
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Arts & Humanities \_\_\_\_\_

Social Sciences \_\_\_\_\_  
Social Sciences \_\_\_\_\_  
Social Sciences \_\_\_\_\_

Natural Science & Tech \_\_\_\_\_  
Natural Science & Tech \_\_\_\_\_  
Natural Science & Tech \_\_\_\_\_

**Elective or Wellness**

Elective \_\_\_\_\_

**Competencies**

MAY BE CHANGING ANYWAY

**Free Electives (36 credits)**

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**Program Notes:**

**Program Requirements (27 Credits)**

**Required Major Courses**

CMSC 1240 Computer Programming I \_\_\_\_\_  
CMSC 2000 Introduction to Cybersecurity \_\_\_\_\_  
CMSC 2040: Object-Oriented Programming \_\_\_\_\_  
CMSC 3040: Data Structures \_\_\_\_\_  
CMSC 3010: Structured System Documentation \_\_\_\_\_  
CMIS 3200: Database App Programming \_\_\_\_\_  
CMIS 3500: Web Programming I \_\_\_\_\_  
CMSC 4900: Senior Project I \_\_\_\_\_  
CMSC 4920: Senior Project II \_\_\_\_\_

**Major Electives (5 Courses)**

CMSC 3380: Python \_\_\_\_\_  
CMSC 3630: Machine Learning: Algorithms and Implementation \_\_\_\_\_  
CMSC 3700: 2D Game Programming \_\_\_\_\_  
CMSC 3720: 3D Game Programming \_\_\_\_\_  
CMSC 3730: Natural Language Processing \_\_\_\_\_  
CMSC 3740: Mobile Application Development \_\_\_\_\_  
CMSC 3780: Computer Graphics \_\_\_\_\_  
CMSC 3930: Specialized Techniques in Artificial Intelligence \_\_\_\_\_  
CMSC 4200: Artificial Intelligence \_\_\_\_\_