

### Relationship of 60-100 to other CS courses

Note that the CS courses listed below are either courses that are required for the general and/or honours BCS degree programs and/or are optional courses for which **60-100** provides a theoretical basis.

60-100 is particularly relevant to those courses given in bold.

Year 1	Year 2	Year 3	Year4
Courses required by all CS programs			
<b>60-100</b>	<b>60-212 Java programming</b>	<b>60-315 Database</b>	
60-140	<b>60-254 Data structures</b>	60-322 Object-Oriented design	
<b>60-141 C programming</b>	<b>60-256 Systems Programming</b>	60-330	
	60-265	60-334 Web programming	
	60-266		
Extra courses required for most CS Honours programs			
	<b>60-214 Language processing</b>	<b>60-311 Software Engineering</b>	<b>60-440 Programming language theory</b>
	<b>60-231 CS Theory</b>		<b>60-454 CS Theory</b>
		<b>60-354 Theory</b>	
		60-367	
Optional courses, some of which are required by some of the honours specializations			
	<b>60-275 C++</b>	60-350 Multi-Media	<b>60-411 S/E Eng.</b>
	<b>60-280 Software Engineering</b>	60-352 Graphics	<b>60-415 Database</b>
		<b>60-371 A.I. Gaming</b>	<b>60-422 Agile programming &amp; mobile apps.</b>
		<b>60-377 A.I. Gaming</b>	<b>60-425 Oracle</b>
			<b>60-473 AI Gaming</b>
			<b>60-499 Project</b>