Freshman Program (U0): Computer Science / Software Engineering

Courses to take in the Freshman Program if you plan on doing a Major in Computer Science or Software Engineering:

**COMP 202** – Foundations of Programming (3 credits)
**MATH 133** – Linear Algebra & Geometry (3 credits)
**MATH 140** – Calculus 1 (3 credits)
**MATH 141** – Calculus 2 (3 credits) **

Students must have these 13 credits, in addition to completing the remaining requirements of the 30 credit Freshman Program. Students must complete the Freshman Program before they take courses required for their desired Major.

Faculty of Science Freshman Program requirements | Faculty of Arts Freshman Program requirements.

- Students who have not taken Biology, Chemistry, and/or Physics at the grade 12 level should include any missing subjects into their freshman program courses.
- Students who do NOT take **COMP 202** in the freshman year may still follow these majors, but might have to start with **COMP 202** in their U1 year unless otherwise exempt.
- Students interested in the Cognitive Science Minor may also want to take **PSYC 100 Introduction to Psychology**.
- Students interested in the Joint Major Physics and Computer Science program must take **PHYS 131 Mechanics and Waves** and **PHYS 142 Electromagnetism and Optics**.
- Students interested in the Joint Major Computer Science and Biology program must take **BIOL 111 Organismal Biology** and **BIOL 112 Cell and Molecular Biology**.

**Choosing your Calculus Courses**

- Students with no previous knowledge of Calculus should take **MATH 139 Calculus 1 with Precalculus**, followed by **MATH 141 Calculus 2**.
- Students with high school calculus who are interested in the Joint Honours Mathematics and Computer Science program are strongly advised to consider taking the more challenging calculus sequence, **MATH 150 Calculus A** and **MATH 151 Calculus B** (rather than **MATH 140** and **MATH 141**).