COMPUTATIONAL PHYSICS (MINOR)

The Computational Physics minor provides a hands-on curriculum in computational and experimental physics with an emphasis on applications in modern, applied physics.

Course Requirements

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>PHY 170</td>
<td>UNIVERSITY PHYSICS I</td>
<td>4</td>
</tr>
<tr>
<td>PHY 171</td>
<td>UNIVERSITY PHYSICS II</td>
<td>4</td>
</tr>
<tr>
<td>PHY 172</td>
<td>UNIVERSITY PHYSICS III</td>
<td>4</td>
</tr>
<tr>
<td>PHY 270</td>
<td>UNIVERSITY PHYSICS IV</td>
<td>4</td>
</tr>
<tr>
<td>PHY 300</td>
<td>METHODS OF COMPUTATIONAL AND THEORETICAL PHYSICS</td>
<td>4</td>
</tr>
<tr>
<td>PHY 301</td>
<td>METHODS OF COMPUTATIONAL AND THEORETICAL PHYSICS</td>
<td>4</td>
</tr>
</tbody>
</table>

Physics majors cannot earn a minor in Computational Physics.