Bachelor of Computer Science

Programming Theory Major

Undergraduate Program - Consists of 48 units
Suggested Study Plans from 2026 Commencement Onwards

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

Program and Course requirements

For the **Bachelor of Computer Science** full program and course requirements, click here. Make sure to check your program's rules to ensure you are compliant with requirements.

Prerequisite Courses

Students are expected to be aware if a course has prerequisites and must have successfully completed any required prerequisites before enrolling. A prerequisite course provides the foundational knowledge needed to progress to the next course and may be high school subjects or university-level study/courses.

Prerequisites are listed on the course profile and the course page on the Programs and Courses website.

Electives

Depending on your program, you may need to complete compulsory and elective courses.

Electives are courses you can choose, while compulsory courses are mandatory courses that you must study. You must successfully complete all the required units of elective and compulsory courses to meet the program requirements. Your program rules outline how many electives you can study and the types of electives you can choose from.

Search Programs and Courses website for your program to confirm program rules and elective options.

Academic Advice

Academic advisors provide specialist help in course selection and can look at your individual study history to make personalised recommendations on your study plan.

If you need assistance with your program, you can seek Academic Advice.

Additional Information

Course profiles are underlined and hyperlinked to their relevant course page which can be accessed by clicking the underlined text.

CRICOS: 00025B TEQSA: PRV12080

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Suggested Study Plan from **Semester 1, 2026** Commencement Onwards

The University Of Queensland
AUSTRALIA

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The following is a colour reference guide, including notes around course offerings and units:

Core Courses (24 Units)	Program Electives (0-16 Units)
Breadth Electives (0-16 Units)	Major (16 Units)
General Electives (0-16 Units)	

1 & 2 — Course offered in both Semester 1 & 2

X units — This course does not consist of 2 units

! — Elective may be substituted for another Elective type as per Program requirements

YEAR 1

Sem 1 Feb	**CSSE1001** Introduction to Software Engineering (1 & 2)	**INSF1200** Introduction to Information Systems (1 & 2)	**STAT1201**[1] Analysis of Scientific Data (1 & 2)	**GENERAL ELECTIVE** (!)
Sem 2 July	**COMP1100** Introduction to Software Innovation (1 & 2)	**MATH1061**[2] Discrete Mathematics (1 & 2)	**CSSE2002** Programming in the Large (1 & 2)	**COMP2200** Ethical Practice in Computing

YEAR 2

Sem 1 Feb	**CSSE2010** Introduction to Computer Systems (1 & 2)	**DECO2500** Human-Computer Interaction (1 & 2)	**PROGRAM ELECTIVE**[3]	**GENERAL ELECTIVE** (!)
Sem 2 July	**CSSE2310** Computer Systems Principles and Programming (1 & 2)	**COMP3506** Algorithms and Data Structures	**CSSE3610** Concurrency: Theory and Practice	**MATH3306** Set Theory & Mathematical Logic

YEAR 3

Sem 1 Feb	**CSSE3100** Reasoning About Programs	**COMP3400** Functional and Logic Programming	**COMP4403** Compilers and Interpreters	**GENERAL ELECTIVE** (!)
Sem 2 July	**DECO3801** Design Computing Studio 3 - Build (1 & 2)	**CSSE4630** Principles of Program Analysis	**MAJOR ELECTIVE**	**GENERAL ELECTIVE** (!)

NOTES

[1] Students who wish to explore STAT1201, Analysis of Scientific Data, in greater depth and breadth can substitute the class with STAT1301, Advanced Analysis of Scientific Data, (Sem 2 Only)
[2] Students who wish to explore MATH1061, Discrete Mathematics, in greater depth and breadth can substitute the class with MATH1081, Advanced Discrete Mathematics, (Sem 1 Only)
[3] Program Elective can be substituted for an additional Programming Theory Major Elective Course

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Students must follow the program rules and requirements listed on the my.UQ website. Future course offerings are subject to change. Seek academic advice if you are undertaking a dual degree, have any questions or if you fail any courses.

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Bachelor of Computer Science

Programming Theory Major

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The University Of Queensland
AUSTRALIA

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Breadth Electives (0-16 Units)	Major (16 Units)
General Electives (0-16 Units)	

1 & 2 — Course offered in both Semester 1 & 2

X units — This course does not consist of 2 units

! — Elective may be substituted for another Elective type as per Program requirements

YEAR 1

Sem 2 July	**CSSE1001** Introduction to Software Engineering (1 & 2)	**INSF1200** Introduction to Information Systems (1 & 2)	**STAT1201**[1] Analysis of Scientific Data (1 & 2)	**GENERAL ELECTIVE** !
Sem 1 Feb	**COMP1100** Introduction to Software Innovation (1 & 2)	**MATH1061**[2] Discrete Mathematics (1 & 2)	**CSSE2002** Programming in the Large (1 & 2)	**GENERAL ELECTIVE** !

YEAR 2

Sem 2 July	**CSSE2010** Introduction to Computer Systems (1 & 2)	**COMP2200** Ethical Practice in Computing	**COMP3506** Algorithms and Data Structures	**PROGRAM ELECTIVE**[3]
Sem 1 Feb	**CSSE2310** Computer Systems Principles and Programming (1 & 2)	**DECO2500** Human-Computer Interaction (1 & 2)	**COMP4403** Compilers and Interpreters	**GENERAL ELECTIVE** !

YEAR 3

Sem 2 July	**CSSE3610** Concurrency: Theory and Practice	**CSSE4630** Principles of Program Analysis	**MATH3306** Set Theory & Mathematical Logic	**GENERAL ELECTIVE** !
Sem 1 Feb	**DECO3801** Design Computing Studio 3 - Build (1 & 2)	**CSSE3100** Reasoning About Programs	**COMP3400** Functional and Logic Programming	**MAJOR ELECTIVE**

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