

Math Minor

themed courses for
minors

MATH 302

MATH 303

MATH 304

Mathematics Minor Program

- ☑ obtain at least 12 units of MATH or MACM lower division courses (100 and 200 level courses)

typical choices are:

calculus I	150 or 151 or 154 or 155
calculus II	152 or 155 or 158
linear algebra	232 or 240
computing	MACM 203, 204
discrete math	MACM 101, 201

- ☑ obtain at least 15 units of upper division MATH or MACM courses (300 and 400 level courses)

some exciting new courses to choose from are .

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MATH 302-3

Computing with Mathematics

Computational techniques have become a cornerstone of modern mathematics. Each offering explores the mathematics of an area of advanced technology. Potential course topics include: image processing, codes & ciphers, bio-informatics; experimental mathematics; and modeling & simulation.

Prerequisite: MATH 152 or 155 or 158 and MATH 232 or 240.
Recommended: MACM 202, 203 or 204 or equivalent computing experience.



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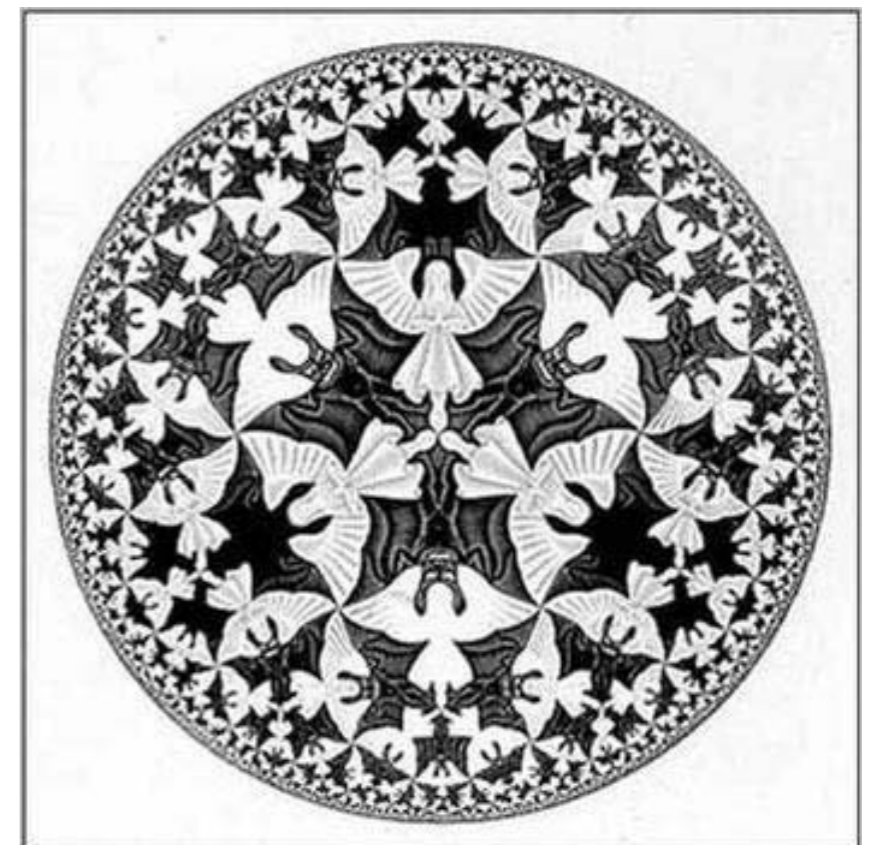
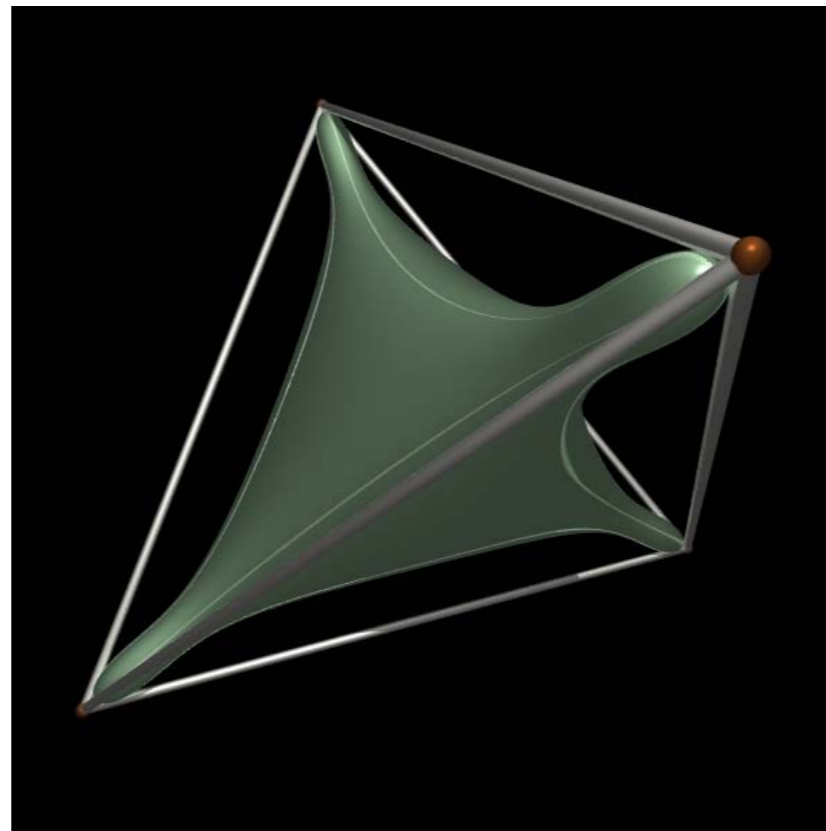
► MATH 303

MATH 304

MATH 303-3 Perspectives on Geometry

Geometry is the mathematics of form and space, and is vital to our understanding of both the physical and virtual worlds. Designing computer graphics is an example of using mathematics to encode spatial relationships. Potential topics include: Euclidean and non-Euclidean geometries, computational geometry, differential geometry, and symmetry.

Prerequisite: MATH 152 or 155 or 158 and MATH 232 or 240.



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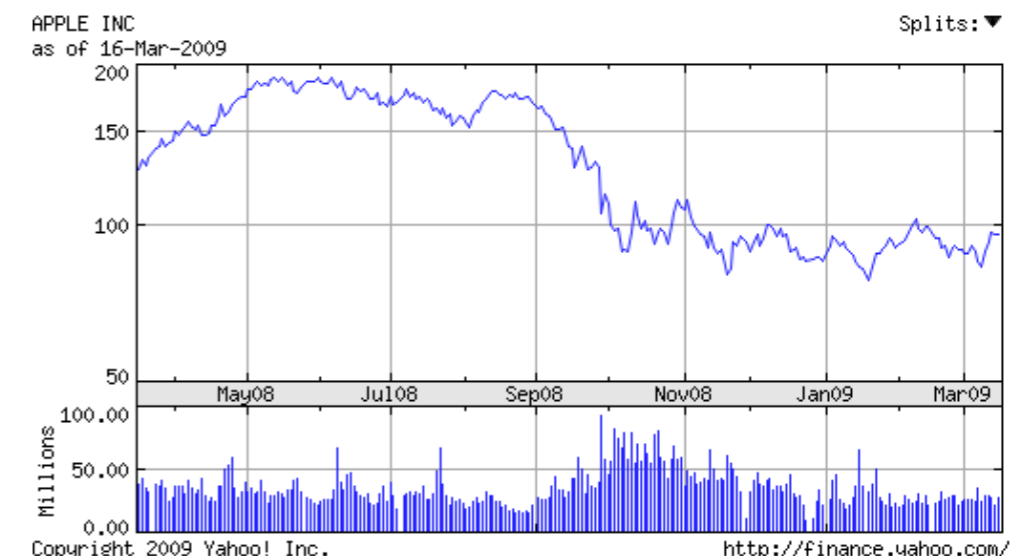
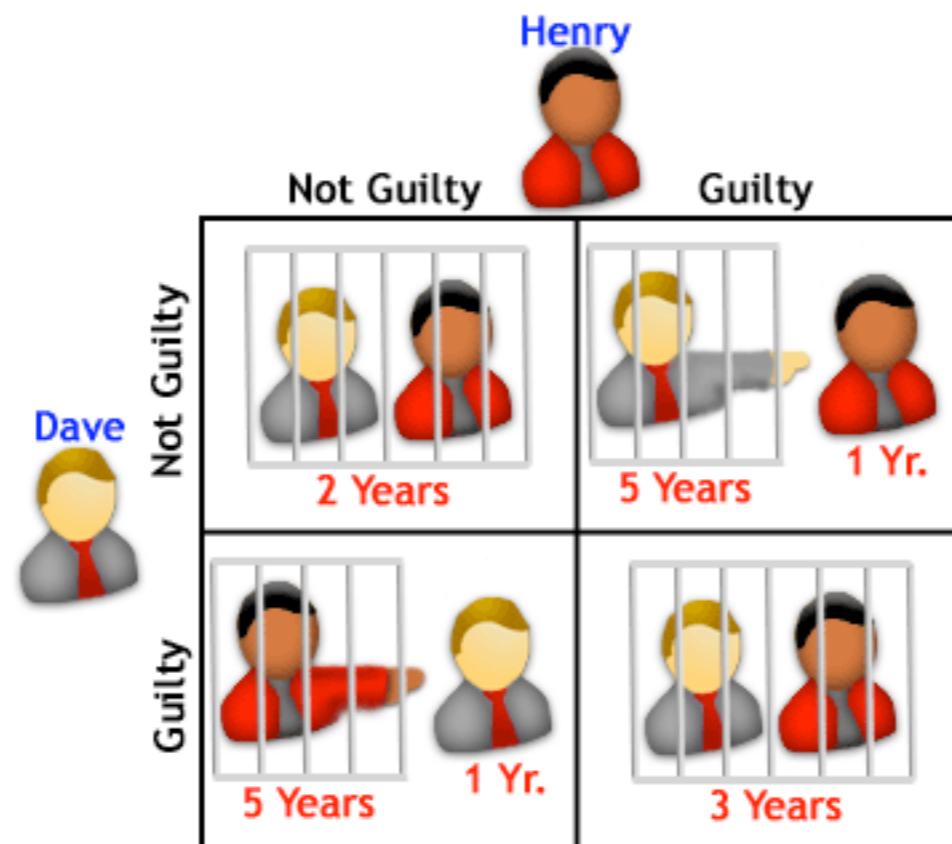
► MATH 304

MATH 304-3

Quantifying Uncertainty

Probability theory is the mathematics of uncertainty - as in weather forecasting, genetics, the financial markets, and even your choice of line at the grocery store. Here we explore models that quantify chance in daily life. Potential topics are: game theory, queuing theory, random processes, and mathematics of finance.

Prerequisite: MATH 152 or 155 or 158 and MATH 232 or 240.



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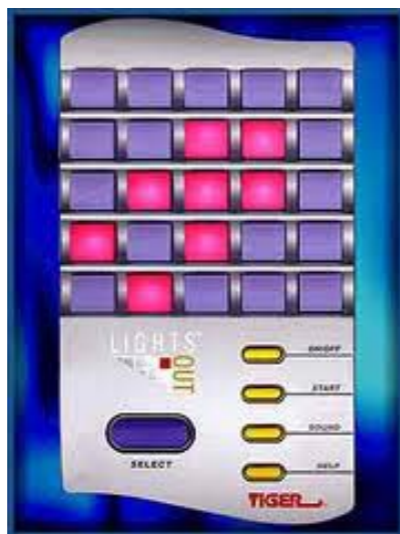


MATH 302-3

Adventures in Group Theory: Rubik's Cube and other Mathematical Toys

Instructor: Jamie Mulholland

Spring 2011!



Want play with puzzles and get credit for it?

We will play around with Rubik's Cube, Top Spin, and other fun, but challenging, puzzles to develop and understanding of, and intuition for, the mathematics of group theory. You'll even learn a bit of computing.

Prerequisite: MATH 152 or 155 or 158 and MATH 232 or 240.

And a willingness to “play” with mathematics.

