Department of Computer Science and Software Engineering				course name	mandatory	1st year		2nd year		3rd year		4th year	
						fall	spring	fall	spring	fall	spring	fall	spring
				open course credit ->		17	17	18	19	19	18	17	17
Fundamental Sequence	General Sequence			Academic English 1	O	O							
				Academic English 2	O		O						
				Academic English Reading	O	O							
				Technical Writing & Discussion	O		O						
				Academic English 3				O					
				Academic English 4					O				
				Basic Korean 1				O					
				Basic Korean 2					O				
	Major Sequence	Non-Technical Fundamental Sequence		Introduction to Business Administration	O						O		
				Introduction to Economics						O			
				Introduction to Logistics Management									(O)
				Korean Technology Development Strategy	O								(O)
				Understanding Intellectual Property Rights									(O)
				Engineering Communications	O					O			
				Engineering Ethics	O								O
				Distinguished Lecture in Social Science and Art								(O)	
				Distinguished Lecture in Nature Science and Technology									(O)
				Comtemporary Topics and Trends								O	
				The New History of Uzbekistan, Philosophy, Basics of Spirituality and Jurisprudence-1	O				O				
				The New History of Uzbekistan, Philosophy, Basics of Spirituality and Jurisprudence-2	O					O			
		Technical Fundamental Sequence (at least 30 credits)	Math	Pre-calculus		(O)							
				Calculus 1	O	O	(O)						
				Calculus 2	O		O						
				Engineering Mathematics	O				O				
				Linear Algebra	O			O					
				Discrete Mathematics	O			O					
				Probability and Statistics	O						O		
			Science	Pre-physics		(O)							
				Physics 1	O	O	(O)						
				Physics 2	O		O						
				Physics Experiment 1	O	O							
				Physics Experiment 2	O		O						
			S/W	Object-Oriented Programming 1	O	O							
				Object-Oriented Programming 2	O		O						
				Application Programming in Java	O			O					
Technical Sequence (at least 54 credits)	Technical Core Sequence			Introduction to IT	O	O							
				Creative Engineering Design	O		O						
				Data Structure	O			O					
				Digital Logic Circuit	O			O					
				System Programming	O				O				
				Computer Algorithm	O					O			
				Operating System	O					O			
				Database	O					O			
				Computer Networks	O						O		
				Capstone Design	O								O
	Technical Elective Sequence			Circuit and Lab					O				
				Internet Programming					O				
				Computer Architecture					O				
				Embedded Software & Design								O	
				Signals and Systems							O		
				Database Application & Design							O		
				System Analysis						O			
				Unix Programming							O		
				Computer Security									(O)
				Multimedia Computing									O
				Mobile Programming									O
				Artificial Intelligence								O	
				Computer Graphics									O
				Game Programming								(O)	
				Software Engineering								(O)	
				Multimedia Application								O	
				E-Commerce								(O)	
				Information Systems Security									(O)
				Internet of Things									(O)
				Mobile Communication								(O)	
				Data Communication								O	
				Theory of Programming language								(O)	
				Big Data Analytics								O	
				Deep learning for computer vision									(O)
				Wireless Communications									O
				Compiler								(O)	
				Internship 1									(O)
				Internship 2									(O)