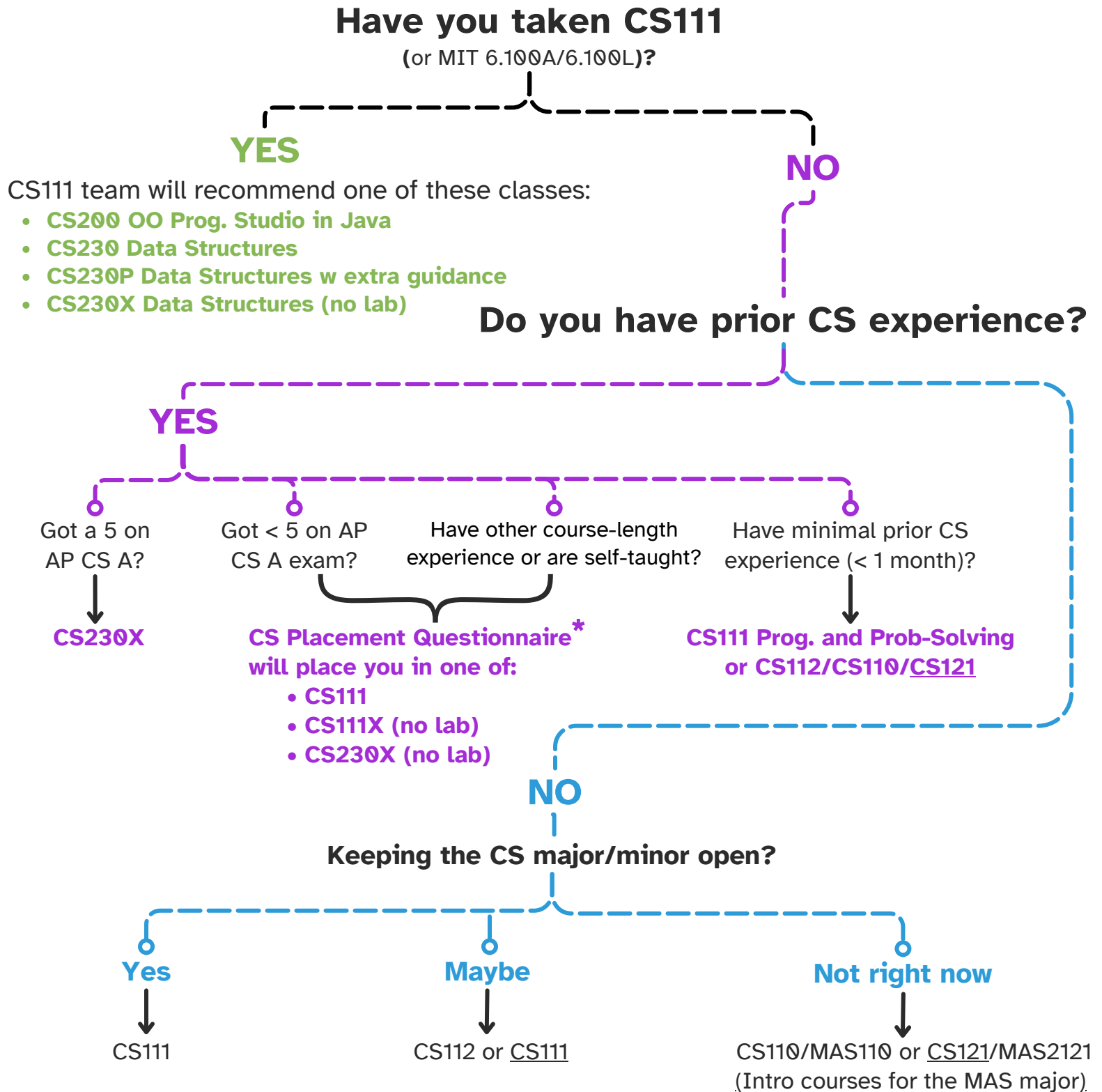


# Who should take an intro CS class?

Students considering CS, Media Arts & Sciences (MAS), Data Science (DS), STEM majors, and those who want to learn computing skills. Basically, everyone :)

## What is the right CS class for me?

Read below to find out!



\*The CS placement questionnaire merely indicates optimal course placement for a student, it does not guarantee a seat in that course. The questionnaire's outcome **does** permit students to add themselves to the waitlist for the designated course. Email [CS-placement@wellesley.edu](mailto:CS-placement@wellesley.edu) with questions.

# Understanding your CS course options

## 100 Level Courses

No prior programming experience is expected

- [NEW] • **CS110/MAS110 Sociotechnical Dimensions of Computing in the Age of AI:** a more broad introduction to computers and the art of computer programming with a distinct focus on AI. 225 min/wk class time.
- **CS111, Computer Programming and Problem Solving:** an introduction to problem-solving through computer programming. Using the **Python** programming language, you'll learn how to read, design, debug and test algorithms that solve problems. 260 min/wk class time. 260 min/wk class time.
- **CS111X, Computer Programming and Problem Solving:** Same content as CS111, but with self-directed lab. 150 min/week class time.
- [NEW] • **CS112, Introduction to Computing for the Sciences:** an introduction to problem-solving through computer programming with special focus on application to problems relevant to physics, chemistry, and biology. You'll use Python to explore these concepts in the context of interactive programs, data processing and graphical and numerical analysis. 300 min/wk class time.
- **CS121/MAS121, Intro to Game Design:** an introduction to video game production and concepts. **Unity** and **C#** are used to develop a framework for critically analyzing the gaming medium, and identify the function of user agency to understand how players are affected by representation in video games. 150 min/wk class time.

## 200 Level Courses

Some programming experience is expected (as specified)

- [NEW] • **CS200, OO programming Studio in Java:** a brand-new course, CS200 is intended for students who have completed CS111 and want to gain more programming experience before pursuing CS230. The course focuses on object-oriented programming in Java. 150 min/wk class time.
- **CS230 (w/ lab), Data Structures :** an introduction to techniques and building blocks for organizing large programs. You'll learn how to use the **Java** programming language to tackle topics such as recursion, algorithmic efficiency, and the use and implementation of standard data structures. 260 min/wk class time.
- [NEW] • **CS230P (w/ lab) Data Structures:** a version of CS230 tailored for students seeking extra practice and support. This course has more guidance and opportunities to practice your Java data structures programming skills. Covers same content as CS230. 260+ min/wk class time.
- **CS230X Data Structures:** a version of CS230 tailored for independent learners. This course does not include a lab component; instead, you are tasked with completing lab exercises independently. Covers same content as CS230. 150 min/wk class time.