Progress Toward Completion of the Mathematics Major

Applied Mathematics Concentration

Arts and Sciences students may be admitted to the math major after successfully completing a semester of multivariable calculus, a semester of linear algebra, and a 3- or 4-credit computer programming course. Applications are available in 310A Malott Hall.

Student's Name	Net ID	Faculty Advisor
Courses needed to complete the major		
		initials
		date
	r the major, as described in items 1-3 belo	
MATH courses numbered 5000–5999 (ot count. No course may be used to satisfy	more than one requirement.
At least two of the MATH	urses taken must be at the 4000 level (or	above).
1. Two Courses in Algebra. (nsfer credit annlied see reverse)	
MATH 3320 Introduction	**	
MATH 3340* Abstract A	•	Annlicable Algebra
MATH 4310* Linear Alg		Linear Algebra with Supplements
MATH 4310 Ellicar Alg		Elicai Aigeora with Supplements
MATH 4340* Honors Inti		
MATH 4370 Computation	<u> </u>	
MATH 4500 Matrix Gro		
MATH 4560 Geometry of		
WINTI 4300 Geometry (Tisefete Groups	
2. Two Courses in Analysis. (insfer credit applied, see reverse)	
MATH 3110* Introductio	Analysis	
MATH 3210 Manifolds	3	
MATH 3230* Introductio	Differential Equations	
MATH 4130* Honors Into	1	
MATH 4140 Honors Into	•	
MATH 4180* Complex A	•	
	uations and Dynamical Systems	
	amics and Chaos [also MAE 5790]	
MATH 4220* Applied Co	_	
	-	C 40103
MATH 4250 Numerical	aivsis and Differențiai Eduations faiso Ca	S 42101
MATH 4250 Numerical	alysis and Differential Equations [also Calysis: Linear & Nonlinear Equations [also	-

^{*}Forbidden Overlaps: Due to an overlap in content, students will receive credit for only one course in each group:

⁽¹⁾ MATH 3110, 4130; (2) MATH 3230, 4280; (3) MATH 3340, 3360; (4) MATH 3340, 4340; (5) MATH 4180, 4220; (6) MATH 4200, 4210;

⁽⁷⁾ MATH 4310, 4315, 4330; (8) MATH 4710, ECON 3130, BTRY 3080; (9) MATH 4720, ECON 3130, BTRY 4090; (10) MATH 4810, 4860.

Of the 9 courses used to fulfill requirements (1), (2), (3 iii), and (3 iv) of the math major, at least one course must be taken from three of the four Groups A, B, C, and D described on the next page. Non-MATH courses in these groups may be used toward the math modeling requirement (3 iv). **3. Concentration in Applied Mathematics.** (transfer credit applied, see below) Five additional courses from (iii) and (iv) below. (iii) At least three MATH courses numbered 3000 or above: (iv) At least one course dealing with mathematical models. Eligible courses include MATH 3610 and any course outside mathematics with serious mathematical content that deals with scientific matters. Serious mathematical content includes, but is not limited to, extensive use of calculus or linear algebra. Any course from another department that would satisfy one of the other concentrations may be used. At most one of the following may be used: CS 2110 Object-Oriented Programming and Data Structures [also ENGRD 2110] PHYS 1116 Physics I: Mechanics and Special Relativity PHYS 2208 Fundamentals of Physics II PHYS 2213 Physics II: Electromagnetism PHYS 2217 Physics II: Electricity and Magnetism [also AEP 2170] Other 1000-level physics courses and PHYS 2207 may not be used. AP credit may not be used. **Transfer Credit / Study Abroad Courses Applied to the Major Course Number & Title** Institution Requirement

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Of the 9 courses used to fulfill requirements (1), (2), (3 iii), and (3 iv) of the math major, at least one course must be taken from three of the four Groups A, B, C, and D below.

Group A. Differentia	ıl equations
MATH 3230	0* Introduction to Differential Equations
MATH 420	0* Differential Equations and Dynamical Systems
MATH 4210	0* Nonlinear Dynamics and Chaos [also MAE 5790]
MATH 4280	0* Introduction to Partial Differential Equations
Group B. Discrete m	athematics and combinatorics
MATH 3360	O Applicable Algebra
MATH 4370	O Computational Algebra
MATH 4410	O Introduction to Combinatorics I
MATH 4420	O Introduction to Combinatorics II
MATH 4550	O Applicable Geometry
	roduction to Analysis of Algorithms
ECON 4020	Game Theory
ORIE 3300	Optimization I
ORIE 4350	Introduction to Game Theory
Group C. Numerical	and computational methods
<u>-</u>	Numerical Analysis and Differential Equations [also CS 4210]
	Numerical Analysis: Linear and Nonlinear Problems [also CS 4220; co-meets w/CS 5223]
	roduction to Computer Graphics [co-meets with CS 5620]
	roduction to Computer Vision [co-meets with CS 5670]
	ysically Based Animation for Computer Graphics
	Finite Element Analysis for Mechanical and Aerospace Design [co-meets w/MAE 4701]
Group D. Probabilit	y and statistics
-	O* Basic Probability
MATH 4720	
MATH 474	O Stochastic Processes
ECON 3130	* Statistics and Probability (formerly ECON 3190)
	Engineering Probability and Statistics II
	* Probability Models and Inference [also BTRY 3080, ILRST 3080]
	Statistical Sampling [also BTRY 3100, ILRST 3100]
	Linear Models with Matrices [also BTRY 4030]
	Multivariate Analysis [also BTRY 4100 ILRST 4100]

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