

MATH 3700 Mathematical Modeling

3 hours

Departments/Programs:

Mathematics and Computer Science

A course that explores applications of mathematics to real-world problems. One or more topics may be chosen from the non-inclusive list: dynamical systems, linear programming, queueing theory, game theory, numerical analysis, wavelets, coding theory, and partial differential equations. Computer-based exercises will be a component of the course.

Prerequisite(s): Grade of "C" or better in *MATH 1610 Calculus II*.