

Course Registration Priority List:

Important reminder for BCS stream students: You have been given registration priority for courses required in your stream. Please ensure that you register prior to July 28, 2026. Any remaining seats will be released to other students, and there is no guarantee that access can be granted if the course becomes full.

Important Note to all non-BCS students: Approval to take a course does not guarantee there will be space in the course at the time of registration. Students must have the required prerequisite(s) to register, and access is space permitting. You may be approved to join a waitlist if applicable.

COMP Course Number	Priority 1: Friday, July 10, 2026 (when timetickets open)	Priority 2: Tuesday, July 28, 2026 (by 4:30pm)	Priority 3: Students must submit registration override request (CROS) through Carleton Central. All CROS requests will be flagged as pending and will be reviewed on the following dates: <ul style="list-style-type: none"> • Fall courses – Tuesday, August 11, 2026 • Winter courses – Tuesday, December 8, 2026
COMP 1501	Open to students in: <ul style="list-style-type: none"> • BCS: Computer Game Development stream 	Open to ALL students in BCS, and CS/MATH Combined Honours.	N/A
COMP 2108	Open to students in: <ul style="list-style-type: none"> • BCS: Computer and Internet Security stream • BCS: Cybersecurity stream 	Open to ALL students in BCS, B.Cyber and CS/MATH Combined Honours. Also open to students in the Minor in Computer Science (via CROS).	Open to B.Eng students and non-BCS students with COMP requirements on their academic audit or as an option in their program. Calendar prerequisites must be met and access is space permitting.

			*NOTE: The Winter section of this course is not available to B.Eng students.
COMP 2109	Open to students in: <ul style="list-style-type: none"> • BCS: Computer and Internet Security stream • BCS: Cybersecurity stream • B.Cyber • BDS (all concentrations) 	Open to ALL students in BCS, Cog Sci and CS/MATH Combined Honours. Also open to students in the Minor in Computer Science (via CROS).	N/A
COMP 2501	Open to students in: <ul style="list-style-type: none"> • BCS: Computer Game Development stream 	Open to ALL students in BCS and CS/MATH Combined Honours.	N/A
COMP 3008	Open to students in: <ul style="list-style-type: none"> • BCS: Computer and Internet Security stream • BCS: Cybersecurity stream • BCS: Software Engineering stream • BCS: UX/UI stream • B.Cyber 	Open to ALL students in BCS and CS/MATH Combined Honours. Also open to students in the Minor in Computer Science (via CROS).	Open to B.Eng students and non-BCS students with COMP requirements on their academic audit or as an option in their program. Calendar prerequisites must be met and access is space permitting.
COMP 3105	Open to students in: <ul style="list-style-type: none"> • BCS: Artificial Intelligence and Machine Learning stream • BDS (all concentrations) 	Open to ALL students in BCS, B.Cyber and CS/MATH Combined Honours. Also open to students in the Minor in Computer Science (via CROS).	Open to non-BCS students with COMP requirements on their academic audit or as an option in their program. Calendar prerequisites must be met and access is space permitting.

COMP 3106	<p>Open to students in:</p> <ul style="list-style-type: none"> • BCS: Artificial Intelligence and Machine Learning stream • BDS: Concentration in Artificial Intelligence 	<p>Open to ALL students in BCS, B.Cyber and CS/MATH Combined Honours.</p> <p>Also open to students in the Minor in Computer Science (via CROS).</p>	<p>Open to non-BCS students with COMP requirements on their academic audit or as an option in their program. Calendar prerequisites must be met and access is space permitting.</p>
COMP 3203	<p>Open to all students in:</p> <ul style="list-style-type: none"> • BCS: Computer and Internet Security stream • BCS: Cybersecurity stream • B.Cyber 	<p>Open to ALL students in BCS and CS/MATH Combined Honours.</p> <p>Also open to students in the Minor in Computer Science (via CROS).</p>	<p>Open to non-BCS students with COMP requirements on their academic audit or as an option in their program. Calendar prerequisites must be met and access is space permitting.</p>
COMP 3501	<p>Open to students in:</p> <ul style="list-style-type: none"> • Computer Game Development stream 	<p>Open to ALL students in BCS and CS/MATH Combined Honours.</p>	N/A
COMP 4004	<p>Open to students in:</p> <ul style="list-style-type: none"> • BCS: Software Engineering stream 	<p>Open to 4th year standing students in BCS, and CS/MATH Combined Honours.</p> <p>Also open to students in the Minor in Computer Science (via CROS).</p>	<p>Open to 3rd year standing students in BCS, and all B.Cyber, BDS, Cog Sci and CS/MATH Combined Honours. Calendar prerequisites must be met and access is space permitting.</p>
COMP 4107	<p>Open to students in:</p> <ul style="list-style-type: none"> • BCS: Artificial Intelligence and Machine Learning stream • BDS (all concentrations) 	<p>Open to 4th year standing students in BCS and CS/MATH Combined Honours.</p> <p>Also open to students in the Minor in Computer Science (via CROS).</p>	<p>Open to 3rd year standing students in BCS, and all B.Cyber, BDS, Cog Sci and CS/MATH Combined Honours. Calendar prerequisites must be met and access is space permitting.</p>

COMP 4108	Open to students in: <ul style="list-style-type: none"> • BCS: Computer and Internet Security stream • BCS: Cybersecurity stream 	Open to 4 th year standing students in BCS and CS/MATH Combined Honours. Also open to students in the Minor in Computer Science (via CROS).	Open to 3 rd year standing students in BCS, and all B.Cyber, BDS, Cog Sci and CS/MATH Combined Honours. Calendar prerequisites must be met and access is space permitting.
COMP 4501	Open to students in: <ul style="list-style-type: none"> • BCS: Computer Game Development stream 	Open to ALL students in BCS and CS/MATH Combined Honours.	N/A