2007-08  CHECKLIST FOR GRADUATION REQUIREMENTS IN COMPUTER SCIENCE - BACHELOR OF ARTS
Minimum of 132 s.h. required for graduation (36 s.h. must be 300/400-level courses)
(Additional hours to total 132 s.h. -- includes second major, minor, and elective hours.)

Name________________________________________ I.D. # ____________________________ H.S. deficiencies: Math ____  Foreign Language ____

General Studies Requirements
(General Studies must total at least 58 s.h.)

FIRST-YEAR CORE:
GST 110 - Global Experience (4 s.h.)____________________
ENG 110 - College Writing (4 s.h.)____________________
(C- or better required for graduation)
MTH 112 or 121 or 212 (4 s.h.)________*
HED 111 - Contemp. Wellness Issues (2 s.h.)____________________

Experiential Learning Requirement (ELR): (One Unit)
[May be met by any one of the following: internship, practicum, co-op, study abroad, student teaching or an approved field-based course. Also may be met by service, leadership, or individualized learning experience.]

Foreign Language Requirement:
Students must meet one of the following: placing beyond FL 122 on the CAPE placement test, completing a 122-level language course, completing a semester or summer in a university-approved program in a non-English speaking country with language study at the 122-level or above, scoring 4 or 5 on an Advanced Placement language exam or similar exam.

STUDIES IN THE ARTS AND SCIENCES:
[Transfer students with at least 18 s.h. of transfer credit must complete 32 hours total in Studies in the Arts & Sciences, but may have as few as 7 hours in one or more of the four Studies in the Arts & Sciences areas.]

Expression____________________________ (8 s.h.)________
[Eight hours chosen from at least two of the following:
literature (in English or foreign languages), philosophy, & fine arts
art, art history, dance, fine arts, music, music theatre, & theatre).
At least one course must be literature.]

Civilization__________________________ (8 s.h.)________
[Eight hours chosen from at least two of the following:
history, foreign languages, and religion.
Students taking foreign language courses to meet Elon’s proficiency requirement may only apply 4 s.h. of that coursework toward Civilization.]

Society______________________________ (8 s.h.)________
[Eight hours chosen from at least two of the following:
economics, geography, political science, psychology, & sociology/anthropology.]

Science__________________________ (Lab: ______) - *CSC 130 (8 s.h.)________
[Eight hours chosen from one or more of the following:
mathematics, science, and computer science (must have the CSC department designation). At least one course must be a physical or biological laboratory science.]

ADVANCED STUDIES (Must be outside major.)

______________________________ (8 s.h.)________
[Eight hours of 300-400 level courses outside the major field chosen from departments and areas listed under Studies in the Arts and Sciences.]

GST Interdisciplinary Seminar ____________ (4 s.h.)________
[300-400 level GST course; requires junior/senior status.]

*Required in major; may count in General Studies.

Major Requirements
A minimum of 52 s.h. in the following courses is required.

____ *CSC 130 (4) – Computer Science I
____ CSC 230 (4) – Computer Science II
____ CSC 330 (4) – Distributed Computing
____ CSC 331 (4) - Algorithm Analysis
____ CSC 335 (4) – Programming Languages
____ CSC 342 (4) - Computer Systems
____ CSC 442 (4) – Mobile Computing
____ CSC 462 (4) – Software Development/Capstone
____ MTH 206 (4) – Discrete Structures

Select one course from the following:
MTH 221 (4) – Calculus and Analytic Geometry II
MTH 306 (4) – Applied Matrix Theory

Select one course (4) s.h. beyond core math requirement:

____ Probability/Statistics: if core math requirement was MTH 121 then MTH 112 - General Statistics or a probability and / or statistics course.

-OR-
____ Quantitative Analysis: if core math requirement was MTH 112 or 212 then MTH 121- Calculus and Analytic Geometry I

Select two (2) courses from the following: (8sh)

CSC 410 (4) – Artificial Intelligence
CSC 415 (4) – Numerical Analysis
CSC 420 (4) – Game Programming and Computer Graphics
CSC 430 (4) – Advanced Programming Concepts
CSC 431 (4) – High Performance Computing
CSC 499 (4) – Research
CSC 300-400 level elective (4)

____ Major Total (s.h.)