

2007-08 CHECKLIST FOR GRADUATION REQUIREMENTS IN COMPUTER SCIENCE - BACHELOR OF SCIENCE

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 64 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 three (3) courses from the following: (12 sh)

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

Select 8 s.h. from one of the following 2-course sequence:

\_\_\_\_\_ \*CHM 111 & 113 (4) – Gen. Chemistry I and Lab

\_\_\_\_\_ CHM 112 & 114 (4) – Gen. Chemistry II and Lab

-OR-

\_\_\_\_\_ \*PHY 113 & PHYL 113 (4) – Gen. Physics I w/ Calculus

\_\_\_\_\_ PHY 114 & PHYL 114 (4) – Gen. Physics II w/ Calculus

-OR-

\_\_\_\_\_ \*BIO 111 & 113 (4) – Intro. to Cell Biology and Lab

\_\_\_\_\_ BIO 112 & 114 (4) – Intro. to Population Bio. and Lab

\_\_\_\_\_ Major Total (s.h.)