

**2009-10 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 one of the following: internship, practicum, co-op, study abroad, student teaching, approved field-based course or documented service, leadership, or individualized learning experience.

**Foreign Language Requirement:**  
 May be met by one of the following: scoring 4 or 5 on a language Advanced Placement test, or scoring similarly on the IB Higher Level exam; placing beyond FL 122 on the CAPE placement test; completing a 122-level language course; or completing a semester or summer in a university approved program in a non-English speaking country that includes a course in language instruction at the 122 level or above. Only 4 s.h. of language study utilized to meet the graduation requirement apply to Civilization category. Students are expected to complete this requirement by the end of their sophomore year.

**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 religious studies.]

**Society** \_\_\_\_\_ (8 s.h.) \_\_\_\_\_  
 [Eight hours chosen from at least two of the following: economics, geography, human services - HSS 111 only, 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 (*CSC 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 coursework outside the major field and chosen from areas 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) – Computer Science III  
 \_\_\_\_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 (4 s.h.) 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 116 – Applied Calculus or MTH 121- Calculus and Analytic Geometry I

Select two (8 s.h.) courses from the following:  
 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)  
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\_\_\_\_Major Total (s.h.)