

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 any 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 121- Calculus 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)

____Major Total (s.h.)