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. # ________________________

**General Studies Requirements (56-60 sh)**

**FIRST-YEAR CORE:**

GST 110 - Global Experience (4 s.h.) __________________________

ENG 110 - Writing: Argument & Inquiry (4 s.h.) __________________
(C- or better required for graduation)

MTH 110 or 151 or 220 (4 s.h.) * __________________________

**Experiential Learning Requirement (ELR – 2 units required):**

Included in experiential learning are study abroad, research, service-learning, leadership, internships, (including co-ops, teaching, and practicum), or other courses or experiences with ELR designation

**Foreign Language Requirement:**

Students must meet one of the following: (a) complete a language course numbered 122 or higher at Elon, or receive transfer or study abroad credit for the same; (b) place into a language course numbered 200 or above upon arriving at Elon, using a department of foreign languages approved placement instrument; (c) score a 4 or 5 on an AP language exam or similar exam. Each student must take the language placement test by October 1 of his or her first full year at Elon. Students are allowed two tries; the higher score is counted. That score stands and may not be repeated by later testing. Consideration for Phi Beta Kappa membership requires completion of one intermediate foreign language course, placement beyond that level or equivalent proficiency.

**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 service studies, political science, psychology, & sociology/anthropology.]

**Science/Analysis** (Lab: ___) *CSC 130 (8 s.h.) _______

[Eight hours chosen from one or more of the following: mathematics/statistics, science, computer science and information science. 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 Capstone Seminar** (4 s.h.) _________

[300-400 level GST course; requires junior/senior status.]

**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 303 (4) – Mobile Computing

_____ CSC 330 (4) – Computer Science III

_____ CSC 331 (4) - Algorithm Analysis

_____ CSC 335 (4) – Programming Languages

_____ CSC 443 (4) - Computer Systems

_____ CSC 462 (4) – Software Development/Capstone

_____ MTH 241 (4) – Discrete Structures

Choose one (4 s.h.) course from the following:

MTH 251 (4) – Calculus II

_____ MTH 349 (4) – Applied Matrix Theory

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

_____ Probability/Statistics: If core math requirement was MTH 151 then MTH 110 - General Statistics or a probability and / or statistics course.

-OR-

_____ Quantitative Analysis: If core math requirement was MTH 110 then MTH 151- Calculus I

Choose two (8 s.h.) courses from the following:

CSC 410 (4) – Artificial Intelligence
CSC 420 (4) – Game Programming and Computer Graphics
CSC 430 (4) – Advanced Programming Concepts
CSC 431 (4) – High Performance Computing
CSC 445 (4) – Numerical Analysis
CSC 499 (4) – Research
CSC 300-400 level elective (4)

_____ Major Total (s.h.)

*Required in major; may count in General Studies.