

B.A. in Computer Science Curriculum 2014-2015 Academic Year

Computer Science Bachelor of Arts

Freshman Year

First Semester

4 – CPSC 1010 Computer Science I
 3 – ENGL 1030 Accelerated Composition
 3 – MATH 1020 Introduction to Mathematical Analysis¹ *or*
 4 - MATH 1060 Calculus of One Variable I¹
 4 – Foreign Language Requirement²
 1 – Elective¹

 15

Second Semester

4 – CPSC 1020 Computer Science II
 3 – MATH 2070 Multivariable Calculus¹ *or*
 4 - MATH 1080 Calculus of One Variable II¹
 3 – Arts and Humanities (Non-Lit.) Requirement³
 4 – Foreign Language Requirement²
 1 – Elective¹

 15

Sophomore Year

First Semester

3 – CPSC 2070 Discrete Structures for Computing
 4 – CPSC 2120 Algorithms and Data Structures
 3 – Arts and Humanities (Literature) Requirement³
 3 – Foreign Language Requirement²
 3 – Oral Communications Requirement⁴

 16

Second Semester

3 – CPSC 2150 Software Development Foundations
 4 – CPSC 2310 Intro. to Computer Organization
 1 – CPSC 2910 Seminar in Professional Issues I
 3 – Foreign Language Requirement²
 4 – Natural Science Requirement⁵

 15

Junior Year

First Semester

6 – Computer Science Requirement⁶
 3 – Mathematical Sciences Requirement⁷
 3 – Minor Requirement
 3 – Natural Science Requirement⁵

 15

Second Semester

3 – Computer Science Requirement⁶
 6 – Minor Requirement
 3 – Social Science Requirement³
 3 – Writing Requirement⁸

 15

Senior Year

First Semester

6 – Computer Science Requirement⁶
 3 – Departmental Humanities Requirement⁹
 3 – Minor Requirement
 3 – Social Science Requirement³

 15

Second Semester

3 – CPSC 4910 Seminar in Professional Issues II
 3 – Computer Science Requirement⁶
 3 – Fine Arts Requirement¹⁰
 3 – Minor Requirement
 3 – Elective

 15

121 Total Semester Hours

¹Select either the MATH 1020/2070, 1060/2070 or 1060/1080 sequence. Students who select the 1060/1080 sequence will have satisfied the elective credits in the freshman year. Students interested in computer graphics should select the 1060/1080 sequence.

²Four semesters (through 2020) in the same modern foreign language are required.

³See General Education Requirements.

⁴One course of: COMM 1500, 2500, HONS 2230; or the cluster of courses AS 3090, 3100, 4090, 4100; or ML 1010, 1020.

⁵Select from courses in BIOL, BCHM, CH, GEOL, MICR, PHYS; or ENSP 2000. At least one course must include a laboratory and satisfy the Natural Science General Education Requirement.

⁶Select from CPSC courses numbered 3000-level or higher. No more than three credits of CPSC 3990 or 4810 may be applied to this requirement, and no more than six credits of CPSC 4820 may be applied. Up to three credits of approved 3000-level or higher MATH or ECE courses may be substituted.

⁷MATH 2060 and 3020; or MATH 3110; or STAT 3090; or STAT 2300 and 3300. MATH 3110 is required for all graphics courses.

⁸One course of: ENGL 3040, 3120, 3140, 3150, 3160, 3330; AS 3090, 3100, 4090, 4100; ML 3010, 3020, 4010, 4020.

⁹Select from courses in AAH, ANTH, ART, CHIN, DANC, ENGL, FR, GER, HUM, ITAL, JAPN, MUSC, PA, PHIL, REL, RUSS, SPAN, THEA.

¹⁰MUSC 2100 or any course in AAH, ART, or THEA.

Notes:

- For graduation, a candidate for the BA degree in Computer Science must have earned a grade of C or better in each CPSC course applied to the non-elective requirements of the degree.
- A grade of C or better must be earned in all prerequisite courses (including CPSC and MATH courses) before enrolling in the next CPSC course.
- General Education Cross-Cultural Awareness and Science and Technology in Society requirements must be satisfied.