

DEGREE CHECKLIST – Bachelor of Science in Computer Science

Department of Information Technology, Clayton State University, Morrow, GA 30260

Students Start with **Calculus-I** in Area A (Pre-Calculus Requirement Already Met)

Core Curriculum (Areas A - E) **42 hours**

- | | | |
|--------------------------|---|---------|
| <input type="checkbox"/> | ENGL 1101 – English Composition I (Area A1) | 3 hours |
| <input type="checkbox"/> | ENGL 1102 – English Composition II (Area A1) | 3 hours |
| <input type="checkbox"/> | MATH 1501 – Calculus I (Area A2) (Extra hour carried over to Area F) (3 of 4) | 3 hours |
| <input type="checkbox"/> | CRIT 1101 – Critical Thinking (Area B1) | 3 hours |
| <input type="checkbox"/> | COMM 1001 – Presentational Speaking
Or, COMM 1002 – Presentation Applications (Area B2) | 1 hours |
| <input type="checkbox"/> | PHIL 2601 – Ethics (Area C1) | 3 hours |
| <input type="checkbox"/> | ART 2301 – Art of the Pre-Modern World (Area C2)
Or, ART 2302 – Art of the Modern World (Area C2)
Or, CMS 2100 – Introduction to Film (Area C2)
Or, FREN 2001 – Intermediate French I (Area C2)
Or, FREN 2002 – Intermediate French II (Area C2)
Or, MUSC 2101 – Music Appreciation (Area C2)
Or, MUSC 2301 – Introduction to World Music (Area C2)
Or, SPAN 2001 – Intermediate Spanish I (Area C2)
Or, SPAN 2002 – Intermediate Spanish II (Area C2)
Or, THEA 1100 – Theater Appreciation (Area C2) | 3 hours |
| <input type="checkbox"/> | PHYS 2211 – Principles of Physics I (Area D1) (3)
And, PHYS 2211L – Principles of Physics Laboratory I (Area D1) (1)
And, PHYS 2212 – Principles of Physics II (Area D1) (3)
And, PHYS 2212L – Principles of Physics Laboratory II (Area D1) (1)
Or,
BIOL1107 – Principles of Biology I (Area D1) (3)
And, BIOL1107L – Principles of Biology Laboratory I (Area D1) (1)
And, BIOL1108 – Principles of Biology II (Area D1) (3)
And, BIOL1108L – Principles of Biology Laboratory II (Area D1) (1)
Or,
CHEM 1211 – Principles of Chemistry I (Area D1) (3)
And, CHEM 1211L – Principles of Chemistry Laboratory I (Area D1) (1)
And, CHEM 1212 – Principles of Chemistry II (Area D1) (3)
And, CHEM 1212L – Principles of Chemistry Laboratory II (Area D1) (1) | 8 hours |
| <input type="checkbox"/> | MATH 2502 – Calculus II (Area D2) (3 of 4) (Extra hour carried over to Area F) | 3 hours |
| <input type="checkbox"/> | POLS 1101 – American Government (Area E1) | 3 hours |
| <input type="checkbox"/> | HIST 1111 – Survey of Pre-Modern World History (Area E2)
Or, HIST 1112 – Survey of Modern World History (Area E2) | |

- Or, SOSC 2501 – Survey of Social Science and Contemporary Issues (Area E2) 3 hours
- HIST 2111 – Survey of U.S. History to 1877 (Area E3)
Or, HIST 2112 – Survey of U.S. History since Reconstruction (Area E3) 3 hours
- SOCI 1101 – Introduction to Sociology (Area E4)
Or, PSYC 1101 – Introduction to Psychology (Area E4) 3 hours

Core Curriculum (Areas F) 20 hours

- CSCI 1100 – Applied Computing (Area F) 3 hours
- CSCI 1301 – Computer Science I (Area F) 3 hours
- CSCI 1302 – Computer Science II (Area F) 3 hours
- CSCI 2302 – Data Structures and Algorithms (Area F) 3 hours
- CSCI 2305 – Computer Organization and Architecture (Area F) 3 hours
- MATH 1501 – Calculus I (Carry over from Area D2) (Area F) (1 of 4) 1 hour
- MATH 2502 – Calculus II (Carry over from Area D2) (Area F) (1 of 4) 1 hour
- MATH 2020 – Introductory Discrete Mathematics 3 hours

Upper Division Computer Science Specific Courses 36 hours

- CSCI 3300 – Computer Ethics 3 hours
- CSCI 3301 – Game Design & Programming I 3 hours
- CSCI 3305 – Operating Systems 3 hours
- CSCI 3306 – Computer Networks & Security I 3 hours
- CSCI 3310 – Database Design & Implementation 3 hours
- CSCI 3320 – Software Engineering Design 3 hours
- CSCI 3333 – Programming Languages 3 hours
- CSCI 4301 – Game Design & Programming II 3 hours
- CSCI 4304 – Computer Graphics 3 hours
- CSCI 4307 – Artificial Intelligence 3 hours
- CSCI 4315 – Human Computer Interface 3 hours
- CSCI 4320 – Software Engineering Practicum 3 hours

Computer Science Electives 6 hours

- CSCI 4333 – Theory of Computation
Or, CSCI 4334 – Algorithm Design & Analysis 3 hours
- CSCI 4305 – UNIX Systems Programming & Admin
Or, CSCI 4306 – Computer Networks & Security II
Or, CSCI 4316 – Cluster and Grid Computing
Or, CSCI 4314 – Multimedia Production and Development
Or, CSCI 4360 – Computer Science Research
Or, CSCI 4370 – Internship
Or, CSCI 4398 – Special Topics in Computer Science 3 hours

Other Mathematics Requirements 6 hours

- MATH 1231 – Introductory Statistics 3 hours
- MATH 2140 – Introductory Linear Algebra 3 hours

Other Science Requirements 4 hours

- PHYS 2211 – Principles of Physics I
And, PHYS 2211L – Principles of Physics Laboratory I
(PHYS 2211/2211L must be taken if not taken to complete sequence in Area D1)

- Or, BIOL1107 – Principles of Biology I
And, BIOL1107L – Principles of Biology Laboratory I

- Or, CHEM 1211 – Principles of Chemistry I
And, CHEM 1211L – Principles of Chemistry Laboratory I 4 hours

Technical Writing Requirement 3 hours

- ENGL 3900 – Technical Writing 3 hours

General Elective Requirement 3 hours

- 4000 level - can be taken from Computer Science Electives not already taken 3 hours

Grand Total 120 hours

Legislative Requirement and Regents’ Test– please check the following:

<u>Requirements</u>	<u>Satisfied</u>	<u>Not Satisfied</u>
US history	<input type="checkbox"/>	<input type="checkbox"/>
Georgia history	<input type="checkbox"/>	<input type="checkbox"/>
US Constitution	<input type="checkbox"/>	<input type="checkbox"/>
Georgia Constitution	<input type="checkbox"/>	<input type="checkbox"/>
Regents’ Exam – Writing	<input type="checkbox"/>	<input type="checkbox"/>
Regent’s Exam – Reading	<input type="checkbox"/>	<input type="checkbox"/>