## Computer Science - Computer Science Emphasis, B.S.

Computer Science spans the range from theory through programming to cutting-edge development of computing solutions. Computer Scientists master the theory and practice of computing, and explore new and exciting ways to use computers. Systems like Google and Amazon are created by computer scientists.

## Matriculation Requirements

1. Completion of CS 1400 Fundamentals of Programming, CS 1410 Object Oriented Programming, CS 2300 Discrete Mathematical Structures I, CS 2420 Introduction to Algorithms and Data Structures, CS 2450 Software Engineering I, with a grade of C+ better.
2. Completion of MATH 1210 Calculus I QL and ENGL 1010 Introduction to Academic Writing CC or ENGH 1005 Literacies and Composition Across Contexts CC with a grade of C or better.
3. Each of CS 1400, CS 1410, CS 2300, CS 2420, CS 2450, MATH 1210, and (ENGL 1010 or ENGH 1005) cannot be taken more than twice to obtain the required grade.
4. Overall GPA of 2.5 or higher.

## Program Requirements

| Code | Title | Credit Hours |
| :---: | :---: | :---: |
| Total Credit Hours |  | 120 |
| Computer Science Requirements |  | 84 |
|  |  | Credits |
| Complete the requirements |  | 84 |
| Emphasis Requirements |  | 36 |
|  |  | Credits |
| Minimum grade of C - required in these courses. |  |  |
| CS 3250 | Java Software Development | 3 |
| or CS 3260 | CsharpNET Software Development |  |
| or CS 3270 | Python Software Development |  |
| or CS 3370 | C Plus Plus Software Development |  |
| or CS 3380 | JavaScript Software Development |  |
| or CS 339R | Advanced Programming Language Other |  |
| CS 3310 | Analysis of Algorithms | 3 |
| CS 3450 | Principles and Patterns of Software Design | 3 |
| CS 4380 | Advanced High Performance Computer Architecture | 3 |
| CS 4450 | Analysis of Programming Languages | 3 |
| CS 4470 | Artificial Intelligence | 3 |
| CS 4490 | Compiler Construction | 3 |
| Emphasis Elective Requirements: |  |  |
| Complete 15 credits from CS 2690, in these courses.) | S 2700, ECE 4850, any CS 3000 or 4000 level course not already required. (Minimum grade of C- required | d 15 |

Core Requirements

| Code | Title | Credit <br> Hours |
| :--- | :--- | ---: |
| Total Credit Hours |  | 84 |
| General Education Requirements |  | 33 |
|  | Introduction to Academic Writing CC | Credits |
| ENGL 1010 | Literacies and Composition Across Contexts CC | 3 |
| or ENGH 1005 | Intermediate Academic Writing CC | 3 |
| ENGL 2010 | Calculus I QL ${ }^{1}$ | 4 |
| MATH 1210 |  |  |



1
Minimum grade required (see Graduation Requirements).
2
If students choose CS 1420, please see advisor.

## Graduation Requirements

1. Completion of a minimum of 120 semester credits, with a minimum of 40 upper-division credits.
2. Overall grade point average of 2.0 or above. Must have a minimum grade of C- with a combined GPA of 2.5 or higher in all discipline core and emphasis requirements and the General Education requirements marked with a footnote.
3. Residency hours -- minimum of 30 credit hours through course attendance at UVU. 10 of these hours must be within the last 45 hours earned. At least 12 of the credit hours earned in residence must be in approved CSE Department courses.
4. All transfer credit must be approved in writing by UVU.
5. No more than 80 semester hours and no more than 20 hours in CS type courses of transfer credit from a two-year college.
6. No more than 30 semester hours may be earned through independent study and/or extension classes.
7. Successful completion of at least one Global/Intercultural course.
8. Successful completion of at least two Writing Enriched (WE) courses.

## Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/ or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http:// www.uvu.edu/wolverinetrack/).

## First Year

| Semester 1 |  | Credit Hours |
| :---: | :---: | :---: |
| CS 1400 | Fundamentals of Programming | 3 |
| ENGL 1010 | Introduction to Academic Writing CC | 3 |
| MATH 1210 | Calculus I QL | 4 |
| GE |  | 3 |
| HLTH 1100 <br> or EXSC 1097 | Personal Health and Wellness TE or Fitness for Life TE | 2 |
|  | Credit Hours | 15 |
| Semester 2 |  |  |
| CS 1410 | Object Oriented Programming | 3 |
| CS 2810 | Computer Organization and Architecture | 3 |
| ENGL 2010 | Intermediate Academic Writing CC | 3 |
| GE |  | 3 |
| STAT 2050 | Introduction to Statistical Methods | 4 |
|  | Credit Hours | 16 |

## Second Year

## Semester 3

| CS 2300 | Discrete Mathematical Structures I | 3 |
| :---: | :---: | :---: |
| CS 2420 | Introduction to Algorithms and Data Structures | 3 |
| CS 2370 | C Plus Plus Programming | 3 |
| CS 2600 | Computer Networks I | 3 |
| GE |  | 3 |
|  | Credit Hours | 15 |


| Semester 4 | Credit Hours |
| :---: | :---: |
| CS 2450 | Software Engineering WE |
| CS 2550 | Web Programming I |
| COMM 1020 | Public Speaking HH |
| PHYS 2210 | Physics for Scientists and Engineers I PP |
| PHYS 2215 | Physics for Scientists and Engineers I Lab |
|  | Credit Hours |

Third Year
Semester 5


| CS 3100 | Data Privacy and Security | 3 |
| :---: | :---: | :---: |
| CS 3250 | Java Software Development | 3 |
|  | Credit Hours | 15 |
| Semester 6 |  |  |
| CS 3060 | Operating Systems Theory | 3 |
| CS 3450 | Principles and Patterns of Software Design | 3 |
| CS Elective |  | 6 |
| GE |  | 3 |
|  | Credit Hours | 15 |
| Fourth Year |  |  |
| Semester 7 |  |  |
| CS 4380 | Advanced High Performance Computer Architecture | 3 |
| CS 4450 | Analysis of Programming Languages | 3 |
| CS 4470 | Artificial Intelligence | 3 |
| PHIL 2050 | Ethics and Values IH | 3 |
| CS Elective |  | 3 |
|  | Credit Hours | 15 |
| Semester 8 |  |  |
| CS 4490 | Compiler Construction | 3 |
| CS 305G | Global Social and Ethical Issues in Computing GI WE | 3 |
| COMM 2110 | Interpersonal Communication SS | 3 |
| CS Elective |  | 6 |
|  | Credit Hours | 15 |
|  | Total Credit Hours | 120 |

## Program Learning Outcomes

1. Graduates are proficient in using data structures and algorithms.
2. Graduates understand the foundations of computer architecture.
3. Graduates are able to develop solutions to significant computing problems.
4. Graduates will have a thorough understanding of the theory and constructs of programming languages
5. Graduates understand the theoretical foundations of computation
6. Graduates understand the principles and components of operating systems.
7. Graduates have proficiency in the mathematical skills needed in computer science (viz. discrete mathematics, basic probability and statistics, basic differential and integral calculus)
8. Students understand the fundamentals of net-centric computing
