

## BS in Computer Science – 2024-2025

Student Name:	- <u></u>
Student ID:	

Core	Requi	iremen	ts	
	cos	103	1	Computer Science and Engineering: New Majors Orientation
	cos	109	3	Computer and Network Operations
	cos	120	4	Introduction to Computational Problem Solving
	cos	121	4	Foundations of Computer Science
	cos	143	3	Interactive Webpage Development
	cos	232	3	Computer and Network Security I
	cos	243	3	Multi-tier Web Application Development
	cos	265	4	Data Structures and Algorithms
	cos	491	1	Computer Science Senior Capstone
	MAT	151	4	Calculus I
	MAT	210	4	Introductory Statistics
Selec	t <u>one</u> d	course	froi	m the following:
	cos	311	3	Ethics in Computer Science
	COS	321H	3	Ethics and Technology

**Concentrations** – Students must select <u>one</u> of the following concentrations:

Cybersecurity	<ul> <li>Introduction to Computer Systems</li> <li>Computer and Network Security II</li> <li>Data Communications</li> <li>Database Systems</li> <li>Practicum</li> <li>Digital Forensics</li> <li>Operating Systems</li> <li>Software Reverse Engineering and Analysis</li> <li>Senior Project</li> <li>Discrete Mathematics for Computer Science</li> <li>International Security</li> </ul>	Select two courses from the following:  COS 280 3 Introduction to Artificial Intelligence  COS 320 3 Algorithm Design  COS 381 3 Computer Architecture  COS 382 3 Language Structures  COS 435 3 Theory of Computation  COS 436 3 Parallel and Distributed Computing  SYS 411 3 Machine Learning
Digital Media Sys	3 Visual Communication 1 Digital Tools: Illustrator 1 Digital Tools: Photoshop 3 Foundations of Photography 4 Motion Design 3 Data Visualization 3 Computer Graphics 3 Practicum 3 Senior Project 3 Audio Production 3 Film and Video Production 3 Advanced Statistical Methods	Select one course from the following:  COS 331 3 Data Communications  COS 351 3 Computer Vision  COS 424 3 Surfaces and Modeling  COS 486 3 Game Engine Architecture  SYS 310 3 E-Commerce  Select one course from the following:  ART 151 3 Two-Dimensional Design  ART 251 3 Typography  ART 353 3 Commercial Photography  CAC 345 3 Writing for Interactive Media  FMA 230 3 Scriptwriting
SYS 214 SYS 330 SYS 390 SYS 394	Principles of Human Computer Interaction Human Relations in Organizations Information Systems Analysis Information Systems Design	Select one course from the following:  ENT 422 3 New Venture Planning  MGT 201 3 Introduction to Business  MGT 403 3 Operations Management  SYS 214 3 Principles of Human Computer Interaction  SYS 310 3 E-Commerce  SYS 352 3 Knowledge Based Systems

Information Systems and Analytics  COS 284 3 Introduction to Computer Systems COS 326 3 Data Visualization COS 393 3 Practicum COS 492 3 Senior Project MAT 215 3 Discrete Mathematics for Computer Science MAT 382 3 Advanced Statistical Methods SYS 330 3 Human Relations in Organizations SYS 390 3 Information Systems Analysis SYS 394 4 Information Systems Design  Select one course from the following: COS 320 3 Algorithm Design COS 382 3 Language Structures COS 435 3 Theory of Computation  Select 12 credits from the following: COS 1-12 Computer Science Elective MAT 230 4 Calculus II MAT 240 4 Calculus III MAT 251 4 Differential Equations MAT 310 3 Mathematical Modeling with Numerical Analysis MAT 345 4 Linear Algebra	Select <u>one</u> of the temperature of the system of the syste	<ul> <li>Introduction to Data Science</li> <li>Operations Research</li> <li>Modeling and Simulation</li> <li>Machine Learning</li> </ul>
MAT 345 4 Linear Algebra  MAT 401 3 Operations Research  MGT 403 3 Operations Management  NAS 480 1 Seminar  SYS 214 3 Principles of Human Computer Interaction  SYS 352 3 Knowledge Based Systems  SYS 402 3 Modeling and Simulation  SYS 411 3 Machine Learning		
Theory	Select <u>15</u> credits f	rom the following:

rneory			Select <u>15</u> credits from the following.			
COS 284	3	Introduction to Computer Systems	cos	1-15	Computer Science Elective	
COS 310	1	Current Literature Survey	MAT 230	4	Calculus II	
COS 320	3	Algorithm Design	MAT 240	4	Calculus III	
COS 382	3	Language Structures	MAT 251	4	Differential Equations	
COS 435	3	Theory of Computation	MAT 310	3	Mathematical Modeling with Numerical Analysis	
COS 452	3	Research I	MAT 345	4	Linear Algebra	
COS 453	3	Research II	MAT 401	3	Operations Research	
MAT 215	3	Discrete Mathematics for Computer Science	MGT 403	3	Operations Management	
Select <u>two</u> courses COS 381 COS 421 COS 436	s from 3 3 3	m the following: Computer Architecture Operating Systems Parallel and Distributed Computing	NAS 480 SYS 214 SYS 352 SYS 402 SYS 411	1 3 3 3 3	Seminar Principles of Human Computer Interaction Knowledge Based Systems Modeling and Simulation Machine Learning	

## Total Major Hours Required: 76-92

Attendance at 21 Computer Science and Engineering sanctioned events is required.

Note: Courses used to meet a core requirement may not double count as an elective

## Degree Requirements

- 128 minimum hours and 42 minimum upper-division hours (3XX/4XX course numbers).
- Fifty percent of the minimum hours must be completed at Taylor—64 hours.
- Fifty percent of the major/minor hours must be completed at Taylor.
- 22 of the last 30 hours earned must be completed at Taylor.
- Cumulative GPA of 2.0; major GPA of 2.3 (higher GPA may be required in certain curricula). (See current catalog for policy).
- All foundational core, major, minor, and proficiency requirements must be completed (including Senior Comprehensive Exam/Paper/Project).
- Two years of one foreign language is required for the BA degree.
- Candidates for 2 degrees must complete a minimum of 158 semester hours and meet all requirements for 2 different majors.