Bachelor of Arts in Computer Science

Plan of Study

**Freshman Year – 30 Credits**
- CGS 1920 - Introduction to Computing (1 credit)
- MAC 1140 – Pre-Calculus Algebra (3 credits)
- STA2023 – Statistics for Business and Economics (3 credits)
- UCC courses (20 credits)
- General Electives (3 credits)

**Sophomore Year - 32 credits**
- COP 2210 - Computer Programming I (4 credits)
- ENC3249 (3 credits)
- COP3337 – Computer Programming II (3 credits)
- COT3100 - Discrete Structures or MAD 2104 - Discrete Mathematics (3 credits)
- Interdisciplinary Study (3 credits)
- UCC Courses (10 credits)
- General Electives (6 credits)

**Junior Year – 30 credits**
- CDA 3103 - Fundamentals of Computer Systems (3 credits)
- COP3530 – Data Structures (3 credits)
- CGS 3095 - Technology in the Global Arena (GL) (3 credits)
- COP 4710 – Database (3 credits)
- COP 4338 - Computer Programming III (3 credits)
- CDA 4101 - Structured Computer Organization (3 credits)
- CNT4713 – Net Centric Computing (3 credits)
- Interdisciplinary Study (3 credits)
- General Electives (6 credits)

**Senior Year - 28 credits**
- COP 4610 - Operating Systems Principles (3 credits)
- CEN 4010 - Software Engineering (3 credits)
- Interdisciplinary Study (3 credits)
- CS Electives (9 credits)
- General Electives (10 credits)