

B.A. in Computer Science

Overview

Degree Requirements

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The academic regulations for this degree program, as entered in the University of Mississippi Catalog, are in effect for the current or selected academic year and semester. The University of Mississippi reserves the right to 1) change or withdraw courses; 2) change rules for registration, instruction, and graduation; and 3) change other regulations affecting the student body at any time.

General Education

REQUIREMENT	HOURS	DESCRIPTION
First Year Writing I	3	Complete Hon 101, Writ 100 or Writ 101 with a passing grade.
First Year Writing II	3	Complete one of the following courses with a passing grade: <u>Liba 102</u> , <u>Writ 102</u> or <u>Hon 102</u> .
6 hrs literature survey	6	Complete 6 hours of literature survey with a passing grade. Choose from the following courses: Eng 220, 221, 222, 223, 224, 225, or Eng 226.
6 hrs modern/ancient language 200+	6	Successfully complete at least 6 hours at the 200 level or above in one modern or ancient language.
6 hrs history	6	Complete 6 hours in History (HST) course work with a passing grade.
3 hrs humanities	3	Successfully complete 3 hours in one of the following areas: African-American studies; classical civilization; environmental studies (<u>Envs 101</u>); gender studies (<u>G St 201</u> , <u>301</u> , <u>333</u> , <u>350</u>); philosophy; religion; Southern studies (<u>S St 101</u> , <u>102</u>). In addition, gender studies courses that are cross-listed with African American studies, classical civilization, English, modern languages, philosophy, or religion courses will satisfy this requirement.
6 hrs social science	6	Successfully complete 6 semester hours in anthropology, economics, political science, psychology, or sociology.
3 hrs fine arts	3	Complete 3 hours in the area of fine or performing arts. Choose from art history, music, dance, and theatre arts. Studio and workshop courses cannot be used to satisfy this requirement. Acceptable freshman or sophommore-level courses are: AH 101, AH 102, AH 201, AH 202; Music 101, Music 102, Music 103, Music 104, Music 105; Dance 200; Theatre 201 and 202
3 hrs math 100+	3	Successfully complete 3 hours of Math at the 100 level or above except for Math 245 and Math 246.
9-12 hrs science	9	Complete a full year of science course work in one subject area (6-8 hrs) and complete 3 credit hours in a subject area from another department. Courses may be chosen from the departments of Biology, Chemistry and Biochemistry, Geology and Geological Engineering, or Physics and Astronomy.
2 associated science labs	2	Successfully complete at least two science laboratory courses.
Astr & Phys can't be used in any combo		

Major Requirements

REQUIREMENT	HOURS	DESCRIPTION
Csci 111 and 112 and 211	9	Csci 111: Computer Science I, Csci 112: Computer Science II, Csci 211: Computer Science III
<u>Csci 223</u>	3	Csci 223: Computer Org. & Assembly Language
<u>Csci 300</u>	1	Csci 300: Social Responsibility in Comp. Science
<u>Csci 423</u>	3	Csci 423: Introduction to Operating Systems
<u>Csci 433</u>	3	Csci 433: Algorithm and Data Structure Analysis
<u>Csci 450</u>	3	Csci 450: Organization of Programming Languages
<u>Csci 487</u>	3	Csci 487: Senior Project





REQUIREMENT	HOURS	DESCRIPTION
Csci electives	12	Csci 561: Computer Networks, Csci 390: Special Topics in Programming, Csci 423: Introduction to Operating Systems, Csci 521: Computer Systems Engineering, Csci 431: Robotics Programming, Csci 563: Fault Tolerant Cmpting, Csci 556: Multiparadigm Programming, Csci 490: Special Topics, Csci 492: Special Topics in Data Science, Csci 551: Computer System Performance Analysis, Csci 560: Tpcs/Comm Technology, Csci 557: GPU Computing, Csci 451: Senior Seminar, Csci 555: Functional Programming, Csci 302: Discrete Structures II, Csci 570: Tpcs in Thry of Comp, Csci 460: Softward Design & Dev, Csci 543: Fractal Programming, Csci 447: Immersive Media, Csci 531: Artificial Intelligence, Csci 322: Arch/Systems Prog. I, Csci 543: Data Mining, Csci 447: Immersive Media, Csci 531: Artificial Intelligence, Csci 322: Arch/Systems Prog. I, Csci 543: Data Mining, Csci 447: Immersive Media, Csci 541: Advanced Data Science, Csci 590: Tpcs in Digital Tech, Csci 353: Introduction to Numerical Methods, Csci 443: Advanced Data Science, Csci 590: Tpcs in Digital Tech, Csci 387: Software Design and Development, Csci 411: Algorthm/Data Str Anal, Csci 595: Graduate Computer Science Internship, Csci 582: Special Topics in Computer Science II, Csci 595: Graduate Computer Science Internship, Csci 582: Special Topics in Computer Science II, Csci 541: Interfacing Laboratory, Csci 300: Social Responsibility in Comp. Science, Csci 343: Fundamentals of Data Science, Csci 323: Systems of Programming, Csci 311: Models of Computation, Csci 343: Fundamentals of Data Science, Csci 354: Web Programming, Csci 517: Natural Language Processing, Csci 496: Computer Architecture and Design, Csci 333: Digital Design and 3-D Printing, Csci 450: Organization of Programming Languages, Csci 312: Algebraic Coding Thry, Csci 458: Mobile Application Development, Csci 506: Computer Data Security, Csci 450: Organization of Programming, Csci 351: Mini Computers, Csci 305: Software for Global Use, Csci 444: Information Visualization, Csci 351: Mini Computers, Csci 305: Sof
CSCI residency hrs	12	Student must earn at least 12 hours of their major courses in residence.
Resident Major GPA		Please contact your academic advisor for grade point requirements.
Overall Major GPA		Please contact your academic advisor for grade point requirements.

Major Requirements II

REQUIREMENT	HOURS	DESCRIPTION
Math 261	3	Complete Math 261 with a passing grade.
Math 262	3	Complete Math 262 with a passing grade.
Math 263/302/319	3	Complete one of the following courses: Math 263, Math 302, or Math 319.
Math 301	3	Complete Math 301 with a passing grade.
Math 375	3	Complete Math 375 with a passing grade.

