

# **B.A.** in Computer Science

**Overview** 

**Degree Requirements** 

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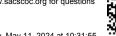
The academic regulations for this degree program, as entered in the University of Mississippi Catalog, are in effect for the current or selected academic year and semester. The University of Mississippi reserves the right to 1) change or withdraw courses; 2) change rules for registration, instruction, 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: Liba 102, Writ 102 or Hon 102.
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.
6 hrs social science	6	Successfully complete 6 semester hours in anthropology, economics, political science, psychology, or sociology.
3 hrs humanities	3	African American studies; classical civilization; environmental studies 101, gender studies ( <u>G St 201</u> , 301, 333, 350); <u>Liba 202</u> , 305, 312; philosophy; religion; Southern studies ( <u>S St 101</u> , 102); <u>Rhet 201</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.
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; and Theatre 201.
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	Courses may be chosen from astronomy, biology, chemistry, geology, <u>Liba 205</u> , 205L, 150, 151, 315, 315L and physics. Two semesters of course work in one subject and one semester in a subject from another department are required. Each course must be a minimum of 3 credit hours. At least two of the courses taken must include laboratories.
Astr & Phys can't be used in any combo		
Astr & Phys Can't be used together		

### **Major Requirements**

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	DESCRIPTION  Csci 301: Discrete Structures I, Csci 581: Special Topics in Computer Science I, Csci 543: Data Mining, Csci 582: Special Topics in Computer Science II, Csci 354: Web Programming, Csci 582: Special Topics in Computer Science II, Csci 354: Web Programming, Csci 530: Computer Individual Sci 550: Computer Simulation, Csci 530: Computer Architecture and Design, Csci 530: Computer Simulation, Csci 530: Computer Architecture and Design, Csci 530: Computer Simulation, Csci 530: Computer Architecture and Design, Csci 530: Csci 530: Software Design & Dev, Csci 531: Mobile Application Development, Csci 302: Discrete Structures II, Csci 350: Software Design & Dev, Csci 517: Natural Language Processing, Csci 561: Computer Networks, Csci 322: Arch/Systems Prog.I. Csci 312: Algebraic Coding Thry. Csci 560: Tpcs/Comm Technology, Csci 531: Artificial Intelligence, Csci 356: Data Structures in Python, Csci 556: Multiparadigm Programming, Csci 481: Senior Seminar, Csci 491: Special Topics in Computer Security, Csci 562: Software Engineering I, Csci 447: Immersive Media, Csci 480: Softward Design & Dev. Csci 515: Interfacing Laboratory, Csci 491: Senior Project I, Csci 325: Foundations of Computer Security, Csci 570: Tpcs in Thry of Comp. Csci 526: Parallel Computing, Csci 411: Algorithm/Data Str Anal, Csci 475: Introduction to Database Systems, Csci 387: Software Design and Development, Csci 305: Software for Global Use, Csci 472: Senior Project II, Csci 533: Analysis of Algorithms, Csci 543: Expert Systems and Logic Programming, Csci 323: Systems of Programming, Csci 525: Compiler Construction, Csci 563: Fault Tolerant Cmpting, Csci 456: System Security, Csci 461: Algebraic Coding Thry, Csci 575: GPU Computing, Csci 563: Fault Tolerant Cmpting, Csci 456: System Security, Csci 461: Algebraic Coding Thry, Csci 575: GPU Computing, Csci 355: Information Storage and Retrieval, Csci 351: Mini Computers, Csci 431: Robotics Programming, Csci 340: Information Storage and Retrieval, Csci 351: Mini Computers, Csci 491: Roboti	
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.

