

Bachelor of Science in Computer Science

Selected Educational Outcomes

1. Students will analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.
2. Students will design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Students will communicate effectively in a variety of professional contexts.
4. Students will recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5. Students will function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
6. Students will apply computer science theory and software development fundamentals to produce computing-based solutions.

Examples of Outcome Assessments

The department assesses the extent to which the program requirements create the desired outcomes by a variety of techniques. Examples of these assessments include the following:

1. The capstone courses are used to assess student progress since taking Area F courses. They determine if students have mastered effective oral and written communication skills, acquired critical analysis skills, and learned to use the library and technological resources in solving non-routine problems. Assessment methods include student projects and presentations.
2. Student examinations and samples of student work are kept in the department and are examined by the faculty to assess student content knowledge.
3. Available employer and alumni survey data collected by the University will be examined to determine students' level of undergraduate preparation for further education or employment.

Requirements for the Bachelor of Science Degree with a Major in Computer Science

| Code | Title | Hours |
|--|---|-----------|
| Core Curriculum | | 60 |
| Core Curriculum Areas A-E (See VSU Core Curriculum) | | 42 |
| Majors in Computer Science are required to take MATH 1112 or MATH 1113 or MATH 2261 in Area A and MATH 2261 or MATH 2262 in Area D | | |
| Core Curriculum Area F | | 18 |
| CS 1301 | Principles of Programming I | 4 |
| CS 1302 | Principles of Programming II | 4 |
| CS 2620 | Discrete Structures | 3 |
| MATH 2261 | Analytic Geometry and Calculus I (1 hour "spillover" from Area D) | 1 |
| MATH 2262 | Analytic Geometry and Calculus II | 4 |
| Any D.2.a or D.1 Laboratory Science from a different discipline than the sequence completed in D.2.a (with 2 hours "spilling" into Supporting Courses) or ENGR 2320 (with 1 hour "spilling" into Supporting Courses) | | 2 |
| Senior College Curriculum | | 60 |
| CS 3101 | Computer Organization | 3 |
| CS 3200 | Security and Ethics in Computing | 3 |
| CS 3335 | The C Programming Language | 3 |
| CS 3410 | Data Structures | 3 |
| CS 3520 | Algorithms | 3 |
| CS 4345 | Operating Systems | 3 |
| CS 4121 | Data Communications and Networks I | 3 |
| CS 4321 | Software Engineering I | 3 |
| CS 4721 | Database Design I | 3 |
| CS 4500 | Formal Languages and Automata Theory | 3 |
| CS 4900 | Senior Seminar | 3 |
| Additional 3000-level or 4000-level course in CS | | 3 |
| Additional 4000-level course in CS | | 3 |
| Supporting Courses | | 11 |

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|--|--------------------------------|------------|
| D.2.a Laboratory Science ("spillover" from Area F) | | |
| MATH 2150 | Introduction to Linear Algebra | |
| MATH 3600 | Probability and Statistics | |
| MATH 4651 | Numerical Analysis I | |
| or MATH 4901 | Operations Research I | |
| Electives | | 10 |
| Total Hours Required for the Degree | | 120 |

Requirements for the Bachelor of Science Degree with a Major in Computer Science-- Cyber Security Track

| Code | Title | Hours |
|--|--------------------------------------|------------|
| Core Curriculum | | 60 |
| Core Curriculum Areas A-E (see VSU Core Curriculum) | | 42 |
| Core Curriculum Area F | | 18 |
| CS 1301 | Principles of Programming I | 4 |
| CS 1302 | Principles of Programming II | 4 |
| CS 2620 | Discrete Structures | 3 |
| MATH 2261 | Analytic Geometry and Calculus I | 4 |
| MATH 2262 | Analytic Geometry and Calculus II | 4 |
| Any D.2.a or D.1 laboratory science from a different discipline than the sequence completed in D.2.a (with 2 hours "spilling" into Supporting Courses) or ENGR 2320 (with 1 hour "spilling" into Supporting Courses) | | 2 |
| Senior College Curriculum | | 60 |
| CS 3101 | Computer Organization | 3 |
| CS 3200 | Security and Ethics in Computing | 3 |
| CS 3300 | UNIX Programming | 3 |
| CS 3335 | The C Programming Language | 3 |
| CS 3410 | Data Structures | 3 |
| CS 3520 | Algorithms | 3 |
| CS 3750 | Introduction to Cybersecurity | 3 |
| CS 4121 | Data Communications and Networks I | 3 |
| CS 4321 | Software Engineering I | 3 |
| CS 4345 | Operating Systems | 3 |
| CS 4500 | Formal Languages and Automata Theory | 3 |
| CS 4625 | Network and System Security | 3 |
| CS 4635 | Digital Forensics | 3 |
| CS 4721 | Database Design I | 3 |
| CS 4900 | Senior Seminar | 3 |
| Supporting Courses | | 11 |
| D.2.a Laboratory Science ("spillover" from Area F) | | 2 |
| MATH 2150 | Introduction to Linear Algebra | 3 |
| MATH 3600 | Probability and Statistics | 3 |
| MATH 4651 | Numerical Analysis I | 3 |
| or MATH 4901 | Operations Research I | |
| Electives | | 4 |
| Total Hours Required for the Degree | | 120 |

Additional Notes

1. The 12-hour lab science requirement must include a two-course sequence from Area D.2.a. Students not completing these requirements in their Core Curriculum must complete them with elective courses.
2. Students must receive a "C" or better in all of the mathematics and computer science courses completed to satisfy the degree requirements.
3. Students may use CS 4800 only one time to fulfill the additional 3000-level or 4000-level courses in the Senior College Curriculum.