|  |  |  |
| --- | --- | --- |
|  | B.S. | Magnetic Resonance Imaging |
|  | B.S. | Nuclear Medicine Technology |
|  | B.S. | Radiologic Technology |
| Modern Languages (p. ) | B.A. | Francophone Studies |
|  | B.A. | French |
|  | B.A. | Latin American Studies |
|  | B.A. | Portuguese |
|  | B.A. | Spanish |
| Music (p. ) | B.A. |  |
| Music (p. )  \* | B.M. | Music Education |
|  | B.M. | Performance |
| Philosophy (p. ) | B.A. |  |
| Physics (p. )  \*\* | B.S. |  |
| Political Science (p. ) | B.A. |  |
| Psychology (p. ) | B.A. |  |
| Public Administration (p. ) | B.A. |  |
| Sociology (p. ) | B.A. |  |
| Theatre (p. ) | B.A. | Design/Technical |
|  | B.A. | General Theatre |
|  | B.A. | Musical Theatre |
|  | B.A. | Performance |

\*Art education and music education are designed for students seeking grades pre-K–12 teaching certification.

\*\*Students seeking grades 7–12 teaching certification in these majors should see Secondary Education.

Minors

Africana Studies (p. )

Anthropology (p. )

Art (p. )—Ceramics, Digital Media, Graphic Design, Metalsmithing and Jewelry, Painting, Photography, Printmaking, Sculpture

Art History (p. )

Behavioral Neuroscience (p. )

Biology (p. )

Chemistry (p. )

Communication (p. )

Computer Science (p. )

Creative Writing (p. )

Cyber Security (p. )

Dance Performance (p. )

Digital Media Production (p. )

English (p. )

Environmental Studies (p. )

Film Studies (p. )

|  |  |  |  |
| --- | --- | --- | --- |
| MATH 417 | Introduction to Numerical Analysis | 4 | Sp (as needed) |
| MATH 418 | Introduction to Operations Research | 3 | Sp (even years) |
| MATH 431 | Number Theory | 3 | F, Sp |
| MATH 445 | Advanced Statistical Methods | 3 | Sp |

ONE OF THE FOLLOWING TWO-COURSE SEQUENCES

|  |  |  |  |
| --- | --- | --- | --- |
| BIOL 111 | Introductory Biology I | 4 | F, Sp, Su |
|  | -And- |  |  |
| BIOL 112 | Introductory Biology II | 4 | F, Sp, Su |
|  |  |  |  |
|  | -Or- |  |  |
|  |  |  |  |
| CHEM 103 | General Chemistry I | 4 | F, Sp, Su |
|  | -And- |  |  |
| CHEM 104 | General Chemistry II | 4 | F, Sp, Su |
|  |  |  |  |
|  | -Or- |  |  |
|  |  |  |  |
| PHYS 101 | Physics for Science and Mathematics I | 4 | F, Sp, Su |
|  | -And- |  |  |
| PHYS 102 | Physics for Science and Mathematics II | 4 | F, Sp, Su |

FOUR ADDITIONAL CREDIT HOURS in biology, chemistry, physical sciences, or physics at the 200-level or above.

Note: Connections courses cannot be used to satisfy these requirements.

Note: Eight credit hours from BIOL 111; CHEM 103; MATH 212, MATH 240; or PHYS 101 may be counted toward the Natural Science and Mathematics categories of General Education.

Total Credit Hours: 74-78

Computer Science Minor

Course Requirements

The minor in computer science consists of a minimum of 21 credit hours (six courses), as follows:

Courses

|  |  |  |  |
| --- | --- | --- | --- |
| CSCI 211 | Computer Programming and Design | 4 | F, Sp |
| CSCI 212 | Data Structures | 4 | F, Sp |
| CSCI 312 | Computer Organization and Architecture I | 4 | F, Sp |

and three additional computer science courses (9-12 credits).

Total Credit Hours: 21-24

Cyber security Minor

Course Requirements

The minor in cyber security consists of 20 credit hours (five courses), as follows:

Courses

|  |  |  |  |
| --- | --- | --- | --- |
| CSCI 102 | Computer Fundamentals for Cyber Security | 4 | F, Sp |
| CSCI 157 | Introduction to Algorithmic Thinking | 4 | F, Sp |
| CSCI 402 | Cyber Security Principles | 4 | F, Sp |

CSCI 410 Digital Forensics 4. F.

CSCI 432 Network and Systems Security. 4. Sp.

Total Credit Hours: 20

CSCI 101 - Introduction to Computers (3)

Topics include an overview of computer systems, hardware and software, algorithms, computer history, applications, and the impact of computers on society. Hands-on computer work.

Prerequisite: Completed college mathematics competency.

Offered: Fall, Spring, Summer.

CSCI 102 - Computer Fundamentals for Cyber Security (4)

Students will learn the technical details necessary to study cyber security. Topics include binary and hexadecimal, operating systems, hardware and software, networking, memory, storage management, and databases.

Prerequisite: Completed college mathematics competency.

Offered: Fall, Spring.

CSCI 157 - Introduction to Algorithmic Thinking in Python (4)

This course introduces algorithmic thinking and computer programming in the Python programming language. Topics include algorithms, flowcharts, top-down design, selection, repetition, modularization, input-output, and recursion.

Prerequisite: Completed college mathematics competency.

Offered: Fall, Spring.

CSCI 211 - Computer Programming and Design (4)

Fundamentals of problem specification, program design, and algorithm development are taught in the Java programming language. Topics include functions, selection, iteration, recursion, arrays, classes, and inheritance.

Prerequisite: CSCI 157 or consent of department chair.

Offered: Fall, Spring.

CSCI 212 - Data Structures (4)

Abstract datatypes and data structures are presented. Topics include time complexity, linked lists, stacks, queues, lists, hashing, trees, heaps, searching, sorting, and development of object-oriented programming techniques.

Prerequisite: CSCI 211 or CSCI 221.

Offered: Fall, Spring.

CSCI 302 - C++ Programming (3)

The fundamental concepts and constructs of the C++ programming language are examined. Topics include expressions, input/output, control structures, classes, inheritance, arrays, strings, and templates.

Prerequisite: CSCI 211 or CSCI 221.

Offered: Spring.

CSCI 305 - Functional Programming (4)

Functional programming focuses on the design process from problems to well-organized solutions. Topics include, design recipes, functions, lists, self-referential data structures, recursion, lambda functions, and abstraction with practical applications.

Prerequisite: CSCI 201 or CSCI 211 or equivalent, or consent of department chair.

Offered: Fall.

CSCI 312 - Computer Organization and Architecture I (4)

Basic concepts of computer organization, architecture, and machine language programming are examined. Topics include data representation, binary and hexadecimal arithmetic, Boolean algebra, combinatorial and sequential circuits, and registers.

Prerequisite: CSCI 201 or CSCI 211.

Offered: Fall, Spring.

CSCI 313 - Computer Organization and Architecture II (3)

A continuation of CSCI 312. Topics include the central processing unit, memory access, input/output, and floating point operations.

Prerequisite: CSCI 312 and either CSCI 211 or CSCI 221.

Offered: Fall, Spring.

CSCI 325 - Organization of Programming Language (3)

Programming language constructs are presented, with emphasis on the run-time behavior of programs. Topics include language definition, data types and structures, and run-time considerations.

Prerequisite: CSCI 212 or CSCI 315.

Offered: Fall (even years), Spring.

CSCI 401 - Software Engineering (3)

The software development process is examined from initial requirements analysis to operation and maintenance. Student teams develop a software system from requirements to delivery, using disciplined techniques.

Prerequisite: CSCI 212 or CSCI 315 or consent of department chair.

Offered: Fall (even years), Spring.

CSCI 402 – Cyber Security Principles (4)

Students will explore topics such as software security, secure programming, network security, cryptography and virtual machines. Students will study cyber security history and the legal discourse surrounding the field.

Prerequisite: CSCI 102 and CSCI 157; or CSCI 211.

Offered: Fall, Spring.

CSCI 410 – Digital Forensics (4)

Students will investigate digital forensic science methods and processes and apply them to the discovery, collection and analysis of evidence. Topics include documenting procedures, securing data and providing expert testimony.

Prerequisite: CSCI 402.

Offered: Fall.

CSCI 415 - Software Testing (4)

Software testing principles, concepts, and techniques are presented within the context of the software development life cycle. Topics include software test design, test process, test management, and software testing tools.

Prerequisite: CSCI 212 or CSCI 315 or consent of department chair.

Offered: Fall (even years).

CSCI 416 - Human-Computer Interaction Design (4)

Introduces students to fundamental concepts and techniques in the design, implementation and evaluation of user interfaces for computers, smart phones and other devices. Students cannot receive credit for both CIS 416 and CSCI 416.

Prerequisite: CIS 252 or CIS 352, CSCI 212, or CSCI 315.

Offered: As needed.

CSCI 422 - Introduction to Computation Theory (4)

Computation theory concepts are introduced with applications to lexical analysis, parsing and algorithms. Topics include formal languages, finite-state automata, pushdown automata, Turing machines and undecidability.

Prerequisite: MATH 436.

Offered: Spring (As needed).

CSCI 423 - Analysis of Algorithms (4)

Techniques for designing algorithms and analyzing their efficiency are covered. Topics include "big-oh" analysis, divide-and-conquer, greedy method, efficient sorting and searching, graph algorithms, dynamic programming, and NP-completeness.

General Education Category: Advanced Quantatitive/Scientific Reasoning

Prerequisite: Either CSCI 212 or CSCI 315; MATH 212; and MATH 436.

Offered: Fall (odd years), Spring.

CSCI 427 - Introduction to Artificial Intelligence (3)

Fundamental artificial intelligence methods are introduced, including search, inference, problem solving, and knowledge representation. AI applications, such as natural language understanding and expert systems, are introduced.

Prerequisite: CSCI 212 or CSCI 315.

Offered: As needed.

CSCI 432 – Network and Systems Security (4)

Students will study a survey of network and systems security topics such as packet analysis, penetration testing and intrusion detection. Students will practice with tools/techniques used by security professionals.

Prerequisite: CSCI 402.

Offered: Spring.

CSCI 435 - Operating Systems and Computer Architecture (3)

Topics include instruction sets, I/O and interrupt structure, addressing schemes, memory management, process management, performance, and evaluation.

Prerequisite: CSCI 313 and either CSCI 212 or CSCI 315.

Offered: Fall, Spring (even years).

CSCI 437 - Network Architectures and Programming (4)

An introduction to fundamental concepts of computer networks. Topics include the internet reference model, TCP/IP, flow control, congestion control, routing, switching, network programming, and data capturing and analysis.

Prerequisite: CSCI 212 or CSCI 315.

Offered: As needed.

CSCI 455 - Introduction to Database Systems (3)

Database structure, organization, languages, and implementation are introduced, including data modeling, relational and object-oriented systems, query languages, and query processing.

Prerequisite: CSCI 212 or CSCI 315.

Offered: Fall (odd years).

CSCI 467 - Computer Science Internship (4)

Students work at a business or nonprofit organization integrating classroom study with work-based learning, supervised by a faculty member.

Prerequisite: Major in computer science, minimum GPA of 2.67 in computer science courses, completion of or concurrent enrollment in CSCI 401, and consent of department chair.

Offered: As needed.

CSCI 476 - Advanced Topics in Computer Science (4)

Recent developments and topics of current interest in computer science are studied. This course may be repeated for credit with a change in content.

Prerequisite: CSCI 212 or CSCI 315.

Offered: Spring.

CSCI 490 - Directed Study in Computer Science (1-4)

This course is open to students who have demonstrated superior ability in computer science. Designed to be a substitute for a traditional course under the instruction of a faculty member. This course may be repeated for credit once with a change in content.

Prerequisite: Consent of instructor, department chair and dean.

Offered: As needed.

CSCI 491 - Independent Study in Computer Science (1-4)

This course is open to students who have demonstrated superior ability in computer science. Students select a topic and undertake concentrated