

Checklist for BA in Computer Science:

- 150-151. Programming I and II (3,3) Fall, Spring. or 170.Introduction to Software Development. (5) Fall, Spring.
- 245. DATA STRUCTURES. (3) Fall, Spring.
- 250. WEB DEVELOPMENT I. (3) Fall, Spring.
- 268. COMPUTER ARCHITECTURE AND ASSEMBLER PROGRAMMING.(3) Fall, Spring.
- 301. SOFTWARE ENGINEERING. (3) Fall, Spring.
- 310. OPERATING SYSTEMS CONCEPTS. (3) Fall.
- 311. DATA COMMUNICATIONS AND NETWORKING. (3) Spring.
- 336. DATABASE CONCEPTS AND APPLICATIONS. (3) Spring.
- 345. OBJECT-ORIENTED PROGRAMMING. (3) Fall, Spring.
- 439. COMPUTING SEMINAR. (1) Fall, Spring.
- 440. CS SOFTWARE DEVELOPMENT PROJECT. (3) Spring.
- Math 151 or higher. (3) Fall, Spring, Summer.

BA requires two of these elective Computing courses:

- 328. NUMERICAL METHODS. (3) Spring, even years.
- 335. FILE STRUCTURES AND ACCESS METHODS. (3) Fall, odd years.
- 349. APPLIED ALGORITHMS.(3) Fall.
- 367. CO-OPERATIVE EDUCATION. (3) Arranged through Co-op Office.
- 425. PARALLEL PROGRAMMING. (3) Fall, even years.
- 430. ARTIFICIAL INTELLIGENCE. (3) Fall, even years.
- 431. WEB DEVELOPMENT II. (3) Spring.
- 445. GRAPHICAL USER INTERFACE PROGRAMMING. (3) Fall.
- 446. COMPUTER GRAPHICS. (3) Spring, odd years.
- 475. SELECTED TOPICS. (3) Offered on demand. **May be repeated as content varies.**
- Engr 220. CIRCUITS I. (4) Fall.
- Physics 350. MICROCOMPUTER INTERFACING. (3) Spring.

A minor is required (Bible requires the Voc Min double major): (Write in the course requirements for the minor you select)

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Liberal Arts courses:

- Math 151 (Covered by BA math course requirement)
- See http://harding.catalog.acalog.com/preview_program.php?catoid=39&pooid=3387
- Minimum of 45 upper level credits (250 and above)
 - Minimum of 128 credits total needed for graduation