

### Checklist for BS 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.

### BS requires three 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.

### Required Math courses for BS degree:

- 201. ANALYTICS AND CALCULUS I. (5) Fall, Spring.
- 251. ANALYTICS AND CALCULUS II. (5) Fall, Spring.
- 260. DISCRETE MATH (3) Spring.
- 313. LINEAR ALGEBRA. (3) Fall.
- 318. PROBABILITY. (3) Spring.

### Liberal Arts courses:

- Math 151 or 200 (Covered by BS math courses)

See [http://harding.catalog.acalog.com/preview\\_program.php?catoid=39&poid=3387](http://harding.catalog.acalog.com/preview_program.php?catoid=39&poid=3387)

- Minimum of 45 upper level credits (250 and above)
- Minimum of 128 credits total needed for graduation