## Grove City College Status Sheet

Status Sheets are provided as a convenience for the student and may be helpful for recording completed courses. However, the College Bulletin is the controlling authority on all requirements. Questions should be directed to your academic advisor or the Registrar. Entering in 2024

(WI)=Writing Intensive, (SI)=Speaking Intensive, (IL)=Information Literacy courses.

## B.S. in Computer Science

(REVISED 05-08-2024)

Name:		
ID#	Date:	
Year of Anticipated Graduation:	Advisor:	
TOTAL HOURS REQUIRED FOR THIS DEGREE128 HOURS  General Education + Elective Requirements36-39 HOURS	Minimum CQPA and MQPA required for graduation MQPA CoursesCOMP; DSC Major Requirements	CI; MATH 213
GENERAL EDUCATION REQUIREMENTS22 HOURS	COMPUTER SCIENCE CORE REQUIREMENTS	
HUMANITIES CORE	COMP 141 Computer Programming I 3  COMP 155 Introduction to Computer Science 3  COMP 220 Computer Programming II 3  COMP 222 Intro. to Data Structures & Algorithms 3  COMP 230 Advanced Programming 3	
HUMA 301 Civilization and the Arts 3	0040044 044 4	
*The year-long sequence of RELI 211 and 212 may substitute for this course.	COMP 314 Automata Theory 3	
WRITING REQUIREMENT	ADVANCED COMPUTER CORE REQUIREMENTS	22 HOURS
WRIT 101 Found. of Academic Discourse (WI/IL) 3  STUDIES IN SCIENCE, FAITH, & TECHNOLOGY (SSFT)	COMP 205 Ethics, Faith, and the Conscious Mind (IL) 3 COMP 340 Operating Systems 3 COMP 350 Software Engineering (WI/SI) 3 COMP 423 Theory of Algorithms	
FOUNDATIONS OF THE SOCIAL SCIENCES 3 HOURS	COMP 404 Perellal and Distributed Computing	
Choose one course from the following:	COMP 448 Computer Security	
ECON 120 Foundations of Economics PSYC 101 Foundations of Psychology HIST 120 Foundations of History PSYC 200 Cross-Cultural Psychology HIST 141 World Geography SOCI 101 Foundations of Sociology	/ COMP 451 Senior Project I (IL) 2 COMP 452 Senior Project II (WI/SI/IL) 3	
HIST 204 Hist/Phil Foundations of Education SOCI 103 Found. of Cultural Anthr. POLS 101 Foundations of Political Science SOCW 101 Found. of Social Work  3  QUANTITATIVE/LOGICAL REASONING	COMPUTER SCIENCE ELECTIVES  Choose fifteen hours from the following courses:  COMP 390 Selected Topics in Computer Science, COMP 401 Principles of iOS COMP 402 Principles of Android Programming, COMP 435 Intro to Machine Le 2D Game Design/Development, COMP 442 Web Programming Technologies, Artificial Intelligence, COMP 446 3D Game Design/Development, COMP 447 N Design and Development, COMP 475 Advanced Security, DSCI 431 Intro to Bi Applied Modeling and Visualization, or ROBO 302 Mobile Robotics.	S Programming, earning, COMP 441 COMP 445 Intro to Networked Game
PHYSICAL EDUCATION 1 HOURS	3	
PHYE 100 Healthful Living 1		
GENERAL ELECTIVES14-17 HOURS	MATH / SCIENCE CORE REQUIREMENTS           MATH 161         Calculus I         4           MATH 162         Calculus II         4           MATH 213         Discrete Mathematics for Comp. Science         4	24-27 HOURS
	MATH 214 Applied Probability and Linear Algebra 4	
	MATH 222 Linear Algebra AND 4 STAT 331 Theory of Statistics I 3	
	Choose eight credits from PHYS 101; PHYS 102; CHEM 105 or both CHEM 1: 112 and 114; BIOL 101; or BIOL 102.  Note: Completing both CHEM 105 and CHEM 111/113 will not fulfill this requirement.  4 4	11 and 113; CHEM
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## SAMPLE FOUR-YEAR PLAN for the BACHELOR OF SCIENCE IN COMPUTER SCIENCE

## Freshman Year

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<u>Fall</u> <u>Credits</u>	<u>Spring</u> <u>Credits</u>	
COMP 141 Computer Programming I3	COMP 220 Computer Programming II	
COMP 155 Introduction to Computer Science3	MATH 162 Calculus II4	
MATH 161 Calculus I4	Science Elective	
Science Elective4	WRIT 101 Foundations of Academic Discourse3	
HUMA 102 Civ and the Biblical Revelation3	PHYE 100 Healthful Living1	
17	15	
Sophomore Year		
Fall Credits	<u>Spring</u> Credits	
COMP 222 Introduction to Data Structures & Algorithms. 3	COMP 205 Ethics, Faith, and the Conscious Mind3	
COMP 244 Database Management	COMP 230 Advanced Programming Parallel Computing 3	
MATH 213 Discrete Mathematics for Comp. Science 4	COMP 342 Data Communication & Networking3	
HUMA 200 Western Civilization	MATH 214 Applied Probability & Linear Algebra4	
Foundations of Social Science Course	HUMA 202 Civilization and Literature	
General Electives	16	
17		
Junior Year		
<u>Fall</u> <u>Credits</u>	<u>Spring</u> <u>Credits</u>	
COMP 325 Computer Architecture & Organization 3	COMP 314 Automata Theory 3	
COMP 422 Theory of Algorithms3	COMP 340 Operating Systems3	
Computer Science Elective3	COMP 350 Software Engineering3	
Computer Science Elective3	Computer Science Elective3	
HUMA 301 Civilization and the Arts3	General Electives	
General Electives2	16	
17		
Senior Year		
<u>Fall</u> <u>Credits</u>	<u>Spring</u> <u>Credits</u>	
COMP 448 Computer Security3	COMP 424 Parallel and Distributed Computing3	
COMP 451 Senior Project I2	COMP 452 Senior Project II	
Computer Science Elective3	Computer Science Elective	
HUMA 303 Christianity and Civilization3	General Electives <u>6</u>	
General Electives4		

\*Note: Students must work with their advisor during their sophomore year to create a plan for their computer science electives, since some electives are only offered in alternate years and require certain prerequisites.