

# Computer Science Bachelor of Science

## Degree Type

Bachelor of Science

## Environment

online

## Program Length

108 weeks

## Overview

The Computer Science curriculum familiarizes you with the complex and ever-changing world of today's software developers and software engineers. The goal of this curriculum is to educate you on the design, development, and implementation of software-based solutions and other software products for the business, entertainment, and consumer markets. To achieve this goal, the curriculum is designed to provide you with a comprehensive understanding of programming languages and skills, software-design skills, and various computer science methodologies. You will engage in application creation by participating in various computer science projects throughout the degree program that will equip you to understand the differences between small programming projects and large-enterprise software-systems projects. Through this hands-on curriculum, you will also be able to design and develop your own software project for emerging technologies. Furthermore, you will gain the critical-thinking and professional skills necessary for effective software development.

## Objective

**Bachelor's Objective** In addition to a foundational understanding of programming skills, today's computer scientists require a breadth of knowledge and skills to compete in this dynamic industry. The goal of the Computer Science Bachelor of Science degree program is to develop your software design and production capabilities to prepare you for entry-level positions in this field, such as software engineer, software architect, computer applications engineer, UI developer, software quality engineer, and a variety of others. It is also a goal of the program to encourage lifelong learning and critical-thinking skills through threaded research, analysis, and professional development. Through project-based learning, you will be able to create your own software-application project and articulate and deliver this project through appropriate communication strategies and business models.

## Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

## Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

## Month 3

Month 3

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
TEM1001	Technology in the Entertainment and Media Industries	4.0

## Month 4

Month 4

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
MAD1100	Discrete Mathematics	4.0

## Month 5

Month 5

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COP1000	Programming I	4.0

## Month 6

Month 6

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COP2334	Programming II	4.0

## Month 7

Month 7

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV3111	Systems Programming	4.0

## Month 8

Month 8

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS119	Project and Portfolio I: Computer Science	3.0
ENC1101	English Composition I	4.0

## Month 9

Month 9

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV2213	Data Structures and Algorithms	4.0

## Month 10

Month 10

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GEN242	Linear Algebra	4.0

## Month 11

Month 11

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDD258	Software Engineering	4.0
GEN262	Physics	4.0

## Month 12

Month 12

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV3012	Applied Human-Computer Interaction	3.0
COS1111	Professional Development Seminar I: Computer Science	1.0

## Month 13

Month 13

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS229	Project and Portfolio II: Computer Science	3.0

## Month 14

Month 14

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS239	Project and Portfolio III: Computer Science	3.0
COS2222	Professional Development Seminar II: Computer Science	1.0

## Month 15

Month 15

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COD3412	Digital Logic	4.0

## Month 16

Month 16

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
GDD291	Operating Systems	3.0

## Month 17

Month 17

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COD3511	Computer Organization and Architecture	3.0

## Month 18

Month 18

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COD3622	Information and Database Systems	3.0
SDV4116	Wearable Computing	3.0

## Month 19

Month 19

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV4733	Software Test and Quality Assurance	4.0

## Month 20

Month 20

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS349	Project and Portfolio IV: Computer Science	3.0
GEN3322	Probability	4.0

## Month 21

Month 21

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COD3721	Computer Networks	3.0
SIM3032	Data Visualization and Modeling	3.0

## Month 22

Month 22

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV4102	Machine Intelligence Systems	4.0

## Month 23

Month 23

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS359	Project and Portfolio V: Computer Science	3.0

## Month 24

Month 24

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV4327	Software Architecture	3.0
HIS3320	Historical Archetypes and Mythology	4.0

## Month 25

Month 25

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS469	Project and Portfolio VI: Computer Science	3.0

## Month 26

Month 26

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
SDV4719	Software Integration	3.0

## Month 27

Month 27

<b>Code</b>	<b>Title</b>	<b>Credit Hours</b>
COS479	Project and Portfolio VII: Computer Science	3.0
CRR4000	Career Readiness	4.0
	<b>Total Credit Hours</b>	<b>120</b>