## University Core and Graduation Requirements

### University Core Requirements:

<table>
<thead>
<tr>
<th>Requirements</th>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Religion Cornerstones</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Teachings and Doctrine of The Book of Mormon</td>
<td>1</td>
<td>2.0</td>
<td>REL A 275</td>
</tr>
<tr>
<td>Jesus Christ and the Everlasting Gospel</td>
<td>1</td>
<td>2.0</td>
<td>REL A 250</td>
</tr>
<tr>
<td>Foundations of the Restoration</td>
<td>1</td>
<td>2.0</td>
<td>REL C 225</td>
</tr>
<tr>
<td>The Eternal Family</td>
<td>1</td>
<td>2.0</td>
<td>REL C 200</td>
</tr>
<tr>
<td><strong>The Individual and Society</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>American Heritage</td>
<td>1-2</td>
<td>3-6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Global and Cultural Awareness</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>First Year Writing</td>
<td>1</td>
<td>3.0</td>
<td>WRTG 316*</td>
</tr>
<tr>
<td>Advanced Written and Oral Communications</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Quantitative Reasoning</td>
<td>1</td>
<td>4.0</td>
<td>MATH 112* or 113*</td>
</tr>
<tr>
<td>Languages of Learning (Math or Language)</td>
<td>1</td>
<td>4.0</td>
<td>MATH 112* or 113*</td>
</tr>
<tr>
<td><strong>Arts, Letters, and Sciences</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Civilization 1</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Civilization 2</td>
<td>1</td>
<td>3.0</td>
<td>ARTHC 202* or from approved list</td>
</tr>
<tr>
<td>Arts</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Letters</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Biological Science</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Physical Science</td>
<td>1</td>
<td>3.0</td>
<td>CS 312*</td>
</tr>
<tr>
<td>Social Science</td>
<td>1</td>
<td>3.0</td>
<td>from approved list</td>
</tr>
<tr>
<td><strong>Core Enrichment: Electives</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Religion Electives</td>
<td>3-4</td>
<td>6.0</td>
<td>from approved list</td>
</tr>
<tr>
<td>Open Electives</td>
<td>Variable</td>
<td>Variable</td>
<td>personal choice</td>
</tr>
</tbody>
</table>

*These classes fill both university core and program requirements (13–23 hours overlap)*

### Graduation Requirements:

- Minimum residence hours required: 30.0
- Minimum hours needed to graduate: 120.0

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**FOR UNIVERSITY CORE OR PROGRAM QUESTIONS, CONTACT THE ADVISEMENT CENTER.**

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### Suggested Sequence of Courses

#### FRESHMAN YEAR

- 1st Semester
  - CS 142: 3.0
  - STAT 121 or 201: 3.0
  - First-year Writing or American Heritage: 3.0
  - MATH 112: 4.0
  - Religion Cornerstone course: 2.0
  - Total Hours: 15.0

- 2nd Semester
  - First-year Writing or American Heritage: 3.0
  - MATH 113: 4.0
  - Religion Cornerstone course: 2.0
  - Total Hours: 15.0

#### SOPHOMORE YEAR

- 3rd Semester
  - CS 235: 3.0
  - Physics 121: 3.0
  - MATH 111: 4.0
  - Total Hours: 15.0

- 4th Semester
  - CS 240: 4.0
  - MATH 213: 2.0
  - MATH 215: 1.0
  - Social Science: 3.0
  - Religion Cornerstone course: 2.0
  - Total Hours: 15.0

#### JUNIOR YEAR

- 5th Semester
  - WRTG 316: 3.0
  - CS 324: 3.0
  - CS 312: 3.0
  - CS 355: 3.0
  - Religion elective: 2.0
  - Total Hours: 15.0

- 6th Semester
  - CS 340: 3.0
  - Civilization 2 (ARTHC 202): 3.0
  - Global and Cultural Awareness: 3.0
  - Total Hours: 15.0

#### SENIOR YEAR

- 7th Semester
  - CSANM Elective: 3.0
  - Letters: 3.0
  - Religion Elective: 2.0
  - Computer Science Elective: 3.0
  - Total Hours: 15.0

- 8th Semester
  - Open Elective: 2.0
  - Open Elective: 2.0
  - Total Hours: 15.0

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**Note 1:** The sequence of courses may not fit the circumstances of every student. Students should contact their college advisement center for help in outlining an efficient schedule.

**Note 2:** Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.
Be admitted to the program.

**REQUIREMENT 2** Complete 20 courses
**SUPPORTING COURSES:**
- STAT 201
- CSANM 450R - Advanced Senior Film Production 1
- PHSCS 121
- MATH 113
- MATH 112
- CSANM 354
- CS 455
- CS 450
- CS 431
- CS 428
- CS 412
- CS 345
- CS 356 - Designing the User Experience
- CS 403R - Topics in Computer Science

You may take this course up to 2 times.

You may take this course up to 2 times.

**OPTION 4.2**

- CS 453
- CS 452
- CS 450
- CS 431
- CS 428
- CS 412

You may take up to 3 credit hours.

You may take up to 2 times.

**REQUIREMENT 3** Complete 5 courses

**SUPPORTING COURSES:**
- CSANM 354 - Shaker Programming
- MATH 112 - Calculus 1
- MATH 113 - Calculus 2
- MATH 215 - Computational Linear Algebra
- CSANM 121 - Introduction to Newtonian Mechanics
- WRG 116 - Technical Communication

**REQUIREMENT 4** Complete 1 option

**OPTION 4.1** Complete 1 course
- MATH 313 - (Not currently offered)

**OPTION 4.2** Complete 2 courses
- MATH 213 - Elementary Linear Algebra
- MATH 215 - Computational Linear Algebra

**REQUIREMENT 5** Complete 1 course
- CSANM 459R - Video Game Production 1

You may take this course up to 2 times.

**REQUIREMENT 6** Complete 1 course
- STAT 121 - Principles of Statistics
- STAT 201 - Statistics for Engineers and Scientists

**REQUIREMENT 7** Complete 1 course

**NOTE:** If C S 401R is chosen, it must be taken for three hours.

- C S 260 - Web Programming
- C S 329 - Testing, Analysis, and Verification
- C S 330 - Concepts of Programming Languages
- C S 345 - Operating Systems Design
- C S 356 - Designing the User Experience
- C S 403R - Topics in Computer Science

You may take this course up to 3 credit hours.

- C S 412 - Linear Programming and Convex Optimization
- C S 418 - (Not currently offered)
- C S 428 - Software Engineering
- C S 431 - Algorithmic Languages and Compilers
- C S 450 - Computer Vision
- C S 452 - Database Modeling Concepts
- C S 453 - Fundamentals of Information Retrieval
- C S 456 - Introduction to User Interface Software
- C S 460 - Computer Communications and Networking
- C S 462 - Large-Scale Distributed System Design
- C S 465 - Computer Security
- C S 470 - Introduction to Artificial Intelligence
- C S 472 - Introduction to Deep Learning
- C S 474 - Introduction to Machine Learning
- C S 479 - (Not currently offered)
- C S 486 - Verification and Validation
- C S 498R - Undergraduate Special Projects

You may take up to 3 credit hours.

- C S 501R - Advanced Topics in Computer Science

You may take up to 3 credit hours.

- C S 513 - Robust Control
- C S 557 - (Not currently offered)
- CSANM 351R - Lighting for Three-Dimensional Graphics
- CSANM 355 - Photography for Animation
- CSANM 454 - Advanced Shading
- CSANM 458 - Three-Dimensional Visual Effects
- CSANM 460R - Video Game Production 2
- EC EN 425 - Real-Time Operating Systems

**REQUIREMENT 8** Complete 3 courses

**COURSES USED TO FULFILL REQUIREMENT 6 CANNOT BE DOUBLE COUNTED HERE.**

- C S 401R - Topics in Computer Science
- C S 412 - Linear Programming and Convex Optimization
- C S 418 - (Not currently offered)
- C S 428 - Software Engineering
- C S 431 - Algorithmic Languages and Compilers
- C S 450 - Computer Vision
- C S 452 - Database Modeling Concepts
- C S 453 - Fundamentals of Information Retrieval

You may take up to 3 credit hours.

**REQUIREMENT 9** Complete 1 course

**OPTION 4.2**

- ARTHC 111 - Introduction to Art History
- ARTHC 202 - World Civilization Since 1500
- TECH 201 - (Not currently offered)
- TMA 204 - History of Animation

**REQUIREMENT 10**

Complete Senior Exit interview with the CS department during your last semester or term.

### THE DISCIPLINE

Computer science touches virtually every area of human endeavor. Software is responsible for everything from the control of kitchen appliances to sophisticated climate models used in predicting future environmental change. Students in computer science learn to approach complex problems in business, science, and entertainment using their strong background in mathematics, algorithms, and data structures.
The degree programs in the Computer Science Department prepare students to be confident software developers and technical problem solvers. The curriculum also trains students for research into new avenues where computers will have a significant impact. The BS curriculum is accredited by the Computing Accreditation Commission of ABET.

**CAREER OPPORTUNITIES**
Graduates pursue exciting opportunities in graphics, artificial intelligence, software engineering, database design, scientific programming, systems administration, and research at universities and national laboratories.

Students completing the animation emphasis will be prepared for technical positions at animation and game programming studios. Students will learn both the technical and artistic side of creating and implementing digital animations and games.

The bioinformatics emphasis is designed for students who are interested in building software to assist in analyzing biological systems. Students will graduate with a significant background in biology coupled with the software development and analysis skills necessary to implement large bioinformatics applications.

**MAP DISCLAIMER**
While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

**DEPARTMENT INFORMATION**
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Brigham Young University  
3361 Talmage Building  
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Telephone: (801) 422-3027

**ADVISEMENT CENTER INFORMATION**
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Brigham Young University  
N-181 ESC  
Provo, UT 84602  
Telephone: (801) 422-2674