### University Core and Graduation Requirements

#### University Core Requirements:

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

*THESE CLASSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (13 hours overlap)*

#### Graduation Requirements:

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

### Suggested Sequence of Courses

#### FRESHMAN YEAR

1st Semester
- C S 142
- First-year Writing or American Heritage
- MATH 112
- General Education courses, university requirements, and/or general electives
- Religion Cornerstone course
- Total Hours: 15.0

2nd Semester
- PHSCS 121
- C S 236
- American Heritage or First-year Writing
- MATH 113
- Religion Cornerstone course
- Total Hours: 15.0

#### SOPHOMORE YEAR

3rd Semester
- C S 236
- C S 224
- STAT 121 or STAT 201 or MATH 431
- Civilization 1
- Religion Cornerstone course
- Total Hours: 14.0

4th Semester
- C S 240
- C S 252
- Biological Science
- MATH 213
- MATH 215
- Religion Cornerstone Course
- Total Hours: 15.0

#### JUNIOR YEAR

5th Semester
- C S 332
- C S 340
- MATH 324
- WRTG 316
- Religion elective
- Total Hours: 15.0

6th Semester
- Computer Science Elective
- Computer Science Elective
- C S 404
- Letters
- Religion Elective
- Total Hours: 16.0

#### SENIOR YEAR

7th Semester
- Computer Science Elective
- Computer Science Elective
- Computer Science Elective
- Arts
- Religion Elective
- Total Hours: 14.0

8th Semester
- CS/MATH/Science Elective
- Computer Science Elective
- Civilization 2
- Global and Cultural Awareness
- Computer Science Elective
- Total Hours: 15.0

Note: The sequence of courses suggested 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.
Computer science majors, especially those planning graduate work, are advised to acquire a strong background in mathematics, possibly a minor. Personnel in the College of Physical and Mathematical Sciences Advisement Center will advise regarding core courses and suggested general education. Questions regarding curriculum and career decisions should be directed to the undergraduate advisor in the Computer Science Department.

Note: No double counting is allowed within the major. Students may choose to graduate under later requirements by updating their date of entry into the major at the college advisement center.

REQUIREMENT 1 Complete 10 courses

CORE COURSES:
- C S 143 - Introduction to Computer Programming 3.0
- C S 224 - Introduction to Computer Systems 3.0
- C S 235 - Data Structures and Algorithms 3.0
- C S 236 - Discrete Structures 3.0
- C S 240 - Advanced Programming Concepts 4.0
- C S 252 - Introduction to Computational Theory 3.0
- C S 312 - Algorithm Design and Analysis 3.0
- C S 324 - Systems Programming 3.0
- C S 340 - Software Design 3.0
- C S 404 - Ethics and Computers in Society 2.0

REQUIREMENT 2 Complete 3 options

SUPPORTING COURSES:

OPTION 2.1 Complete 4 courses
- MATH 112 - Calculus 1 4.0
- MATH 113 - Calculus 2 4.0
- PHYSICS 111 - Introduction to Newtonian Mechanics 3.0
- WRTG 116 - Technical Communication 3.0

OPTION 2.2 Complete 1 group

GROUP 2.2.1 Complete 1 course
- MATH 313 - (Not currently offered)

GROUP 2.2.2 Complete 2 courses
- MATH 213 - Elementary Linear Algebra 2.0
- MATH 215 - Computational Linear Algebra 1.0

OPTION 2.3 Complete 1 course
- MATH 431 - Probability Theory 3.0
- STAT 121 - Principles of Statistics 3.0
- STAT 201 - Statistics for Engineers and Scientists 3.0

REQUIREMENT 2 Complete 24.0 hours from the following option(s)

COMPLETE A TOTAL OF 8 COURSES (24 HOURS) FROM THE FOLLOWING THREE GROUPS:

OPTION 3.1 Complete up to 24.0 hours from the following course(s)

COMPLETE 1-24 CREDIT HOURS FROM THE FOLLOWING COURSES. A MINIMUM OF 4 OF THE EIGHT ELECTIVE COURSES MUST BE FROM THIS GROUP:
- C S 260 - Web Programming 3.0
- C S 329 - Testing, Analysis, and Verification 3.0
- C S 330 - Concepts of Programming Languages 3.0
- C S 345 - Operating Systems Design 3.0
- C S 355 - Interactive Graphics and Image Processing 3.0
- C S 356 - Designing the User Experience 3.0
- C S 401R - Topics in Computer Science 3.0

You may take up to 3 credit hours.

OPTION 3.2 Complete up to 9.0 hours from the following course(s)

COMPLETE UP TO 9.0 CREDIT HOURS FROM THE FOLLOWING COURSES.

UP TO 3 OF THE EIGHT ELECTIVE COURSES COULD BE FROM THIS GROUP.
- C S 480 - Software Engineering Capstone 1 3.0
- C S 481 - Software Engineering Capstone 2 3.0
- C S 482 - Data Science Capstone 1 3.0
- C S 483 - Data Science Capstone 2 3.0
- C S 493R - Computing Competitions 3.0
- C S 494 - Capstone 1 3.0
- C S 495 - Capstone 2 3.0
- C S 497R - Undergraduate Research 3.0
- C S 498R - Undergraduate Special Projects 3.0

Note: If C S 493R, C S 497R, or C S 501R is chosen, it must be taken for three credit hours.

OPTION 3.3 Complete up to 9.0 hours from the following course(s)

COMPLETE UP TO 9.0 CREDIT HOURS FROM THE FOLLOWING COURSES.

UP TO 3 OF THE EIGHT ELECTIVE COURSES COULD BE FROM THIS GROUP.
- C S 493R - Computing Competitions 3.0
- C S 494 - Capstone 1 3.0
- C S 497R - Undergraduate Research 3.0
- C S 498R - Undergraduate Special Projects 3.0

Note: If C S 493R, C S 497R, or C S 501R is chosen, it must be taken for three credit hours.

REQUIREMENT 3 Complete 24.0 hours from the following option(s)

COMPLETE A TOTAL OF 8 COURSES (24 HOURS) FROM THE FOLLOWING THREE GROUPS:

GROUP 2.2.1 Complete 2 courses
- MATH 431 - Probability Theory 3.0
- STAT 121 - Principles of Statistics 3.0

GROUP 2.2.2 Complete 1 group

- MATH 411 - Numerical Methods 3.0
- MATH 485 - Mathematical Cryptography 3.0

REQUIREMENT 4 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.

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