B.A. IN COMPUTER SCIENCE MAJOR w/ Minors: Sample 4-Year Plan (2024-2025)

FRESHMAN (30 hours)

Fall Semester (15 hours)	Spring Semester (15 hours)
COR 1002 Gateway Seminar	BBL 1023 New Testament Survey
BBL 1013 Old Testament Survey	EGL 1023 English II
EGL 1013 English I	Social Behavioral Science Elective* ^(3 hrs)
MTH 1163 Calculus I	CS 1513 Java Programming
CS 1233 Object-Oriented Programming	MTH 1153 Linear Algebra

SOPHOMORE (31 hours)

Fall Semester (15 hours)	Spring Semester (16 hours)
HST 2013 Integrated Humanities I	HST 2023 Integrated Humanities II
Natural Science Elective I* ^(3 hours)	Natural Science Elective II* (4 hours w/lab)
CS 2173 Computer Networking	CS 2243 Data Structures and Algorithms
CS 2823 C# & DotNet	CS 2423 Web Applications
MTH 2213 Discrete Mathematics	Minor/Elective* ^(3 hours)

JUNIOR (31 hours)

Fall Semester (15 hours)	Spring Semester (16 hours)
BBL 2013 Evangelical Theology	BBL 2022 Christian Formation
Statistics Elective* ^(3 hours)	□ Whole Person Wellness Elective* ^(2 hours)
CS 3363 Database Design	CS 3533 Software Engineering
Minor/Elective* ^(3 hours) - Adv. Web App	☐ Minor/Elective [*] (3 hours) – Machine Learning
Minor/Elective* ^(3 hours) – Artifi. Intel.	Minor/Elective* (3 hours)
	Minor/Elective* ^(3 hours)

SENIOR (28 hours)

Fall Semester (15 hours)	Spring Semester (13 hours)
Arts & Humanities Elective* ^(3 hours)	Arts/Hum or Social/Behavioral Elec* (3 hours)
Intercultural Engagement Elective* (3 hours)	Minor/Elective* ^(3 hours) – Adv. Comp. Conc
Minor/Elective* ^(3 hours) – Adv Java	☐ Minor/Elective [*] (^{3 hours)} – SW Testing/QA
☐ Minor/Elective* ^(3 hours) – Big Data/Cloud	Minor/Elective* ^(3 hours)
Minor/Elective* ^(3 hours)	Minor/Elective* (1-3 hours)

*See the Academic Catalog for the list of classes that meet this criteria.

(Minors as necessary to complete the minimum of 120 hours total) – please turn over the page for Minor courses

MINORS for BA – Computer Science (Opt for at least one of the following Minors) - 18 hours

Artificial Intelligence

- CS 1233 OOP
- CS 2243 Data Structures
- CS 3643 Artificial Intelligence
- CS 3773 Big Data & Cloud Computing
- □ CS 4023 Advanced Computing Concepts
- CYB 7103 Cybersecurity Foundations (Online)

Full Stack Development

- CS 1233 OOP
- □ CS 2423 Web Applications
- CYB 7103 Cybersecurity Foundations (Online)
- CS3683 Advance Java Programming
- CS3473 Advanced Web Applications
- □ CS4083 Software Testing & Quality Assurance

Cybersecurity

CS 1113 Intro to Computing
Any ONE
BUS 2193 Business Statistics (On Campus and
Online)
MTH 1003 Introduction to Statistics (On
Campus and Online)
MTH 2103 Applied Statistics for Scientists (On
Campus)
Any FOUR
CYB 7103 Cybersecurity Foundations (Online)
CYB 7223 Network and Cloud Security (Online)
CYB 7233 Information Technology Risk
Management (Online)
CYB 7243 Web Application Security (Online)
CYB 7433 Incident Management (Online)

Game Design Minor

- ART 1123 Computer Graphics
- □ CS 1113 Introduction to Computing
- CS 3333 Game Design 1
- CS 3343 Game Design 2
- EGL 2273 Introduction to Creative
 Writing

Any One

- ART 2273 3D Modeling for Designers & Illustrators
- ART 2613 Digital Illustration

Data Analytics

Any One

- CS 1113 Intro to Computing
- CS 1233 Object Oriented Programming

Any One

- BUS 2193 Business Statistics
- MTH 1003 Introduction to Statistics
- MTH 2103 Applied Statistics for Scientists

Any TWO

- DAT 3113 Basic Data Analytics
- DAT 4253 Business Decision Modeling &
 Predictive Analysis
- DAT 4313 Data Visualization

Any TWO

- CS 2243 Data Structures and Algorithms
- CS 3363 Database Design
- CS 3643 Artificial Intelligence
- CS 3773 Big Data & Cloud Computing