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Planning Sheet: BACHELOR OF SCIENCE in COMPUTER SCIENCE

(Effective Fall 2008. The Computer Science – B.S. major consists of 16 courses)

Computer Science Core Requirements:

Term	Grade	Course #	AugCore	Title
___	___	CSC 160		Introduction to Computer Science & Communication (Prereq: MPG 3)
___	___	CSC 170		Introduction to Programming (Prereq: Pass CT assess. or GST 100, MPG 3, & CSC 160; MAT 171 recommended)
___	___	CSC 210		Data Structures (Prereq: Pass CT assess. or GST 100, MPG 4, CSC 170, MAT 145 or 171)
___	___	CSC 240		Introduction to Networking & Communications (Prereq: CSC 160 & MPG 3)
___	___	CSC 320		Algorithms (Prereq: Pass CT assess. or GST 100, MPG 4, CSC 210, & MAT 145 or 171)
___	___	CSC 345		Principles of Computer Organization (Prereq: CSC 210 and MPG 4)
___	___	CSC 385		Formal Logic and Computation Theory (Prereq: CSC 210 and MAT 145 or MAT 171)
___	___	CSC 450		Programming Languages & Compilers I (Prereq: ENL 111 or 112 or HON 111, CSC 320 and CSC 385 or concurrent registration)
___	___	CSC 451	KC	Programming Languages & Compilers II (Prereq: CSC 345, 385 & 450)
___	___	MAT 145	NSM	Calculus I (Prereq: MPG 4)
___	___	MAT 146	NSM	Calculus II (Prereq: MAT 145)

Select & complete two (2) of the following four (4) MAT courses:

___	___	MAT 245	<input type="checkbox"/>	Calculus III (Prereq: MAT 146)
___	___	MAT 246	<input type="checkbox"/>	Linear Algebra (Prereq: MAT 245 or MAT 271)
___	___	MAT 247	<input type="checkbox"/>	Modeling & Differential Equations (Prereq: MAT 146)
___	___	MAT 271	<input type="checkbox"/>	Discrete Mathematical Structures (Recommended. Prereq: Pass CT assessment or GST 100; MAT 146 or MAT 163 and MAT 145)

Computer Science Electives (BS option): Complete 3 courses from the following (at least 2 must be upper division)

___	___	CSC 272	<input type="checkbox"/>	UNIX & C (Prereq: CSC 170 or other programming language course)	
___	___	CSC 352	<input type="checkbox"/>	Database Management and Design (Prereq: CSC 210)	
___	___	CSC 353	<input type="checkbox"/>	Database Architecture and Design (Prereq: CSC 210, Recommended CSC 352)	
___	___	CSC 373	<input type="checkbox"/>	Symbolic Programming & Artificial Intelligence (Prereq: Pass CT assessment or GST 100 and CSC 210)	
___	___	CSC 399	AE	<input type="checkbox"/>	Internship (P/N grading only)
___	___	CSC 431		<input type="checkbox"/>	Introduction to AI Robotics (Prereq: CSC 210)
___	___	CSC 440		<input type="checkbox"/>	Advanced Networking & Operating Systems (Prereq: CSC 240 & CSC 345)
___	___	CSC 457		<input type="checkbox"/>	Computer Graphics (Prereq: CSC 210 & MPG 4)
___	___	CSC 495		<input type="checkbox"/>	Advanced Topics in Computer Science (Prereq: instructor consent) (Refer to instructor to determine if topic satisfies core or graduation requirements)
___	___	CSC 499		<input type="checkbox"/>	Independent Study/Research
___	___	MAT 355		<input type="checkbox"/>	Numerical Mathematics and Computation (Prereq: MAT 146 and CSC 160, ENL 111 or 112 or HON 111, and COM 111 or 115 or MAT 201)
___	___	MIS 475		<input type="checkbox"/>	Systems Analysis & Design (Prereq: MIS 260, 270, and 375)
___	___	PHY 261		<input type="checkbox"/>	Electronics (Prereq: MAT 146 and PHY 116 or PHY 122)

Notes:

- **Keystone:** CSC 451 will satisfy the senior Keystone requirement.
- **GPA:** Students must earn grades of 2.0 or above in each course applicable to the Computer Science major. Students must also earn a minimum overall grade point average of 2.0 to qualify for graduation.
- **Abbreviation Key:** ML = Modern Language; SC = Signature Curriculum; EM = Engaging Minneapolis; AE = Augsburg Experience; KC = Senior Keystone Course; NSM = Natural Science & Mathematics - no lab; NSM-L = Natural Science & Mathematics-with lab; SBS = Social & Behavioral Science; FA = Fine Arts; HUM = Humanities

See back for information on graduation skills requirements

Planning Sheet: GRADUATION SKILLS REQUIREMENTS

These requirements were implemented for Fall 2008. Please talk with your faculty advisor for information.

Graduation skills, including the Quantitative Reasoning requirements, are completed as follows. Graduation skills in Critical Thinking, Writing, Speaking, and Quantitative Reasoning are required for graduation. Critical Thinking is embedded in all majors. Plans for completion of other graduation skills are determined by the major department. Consult your department chair or faculty advisor to select appropriate courses to meet the Quantitative Reasoning (QR) graduation skill. QR is satisfied by completing one (1) Quantitative Foundational course (QF) and one (1) Quantitative Application course (QA), or one (1) combined QFA course. The most current information on Graduation Skills can be found online at www.augsburg.edu/catalog/ and clicking on "Graduation Skills Catalog Supplement 2008 – 2010" near the bottom of the page.

Transfer students must consult an advisor about potential adjustments to their course requirements to fulfill each graduation skill.

Designated Major Course	GRADUATION SKILLS – Computer Science B.S.		Completed
Embedded in major	Writing Requirements TWO (2) Writing courses		
Embedded in major			
COM 111 or 115 or consult your faculty advisor	Speaking One (1) Speaking course		
Designated Major Course	QUANTITATIVE REASONING		Completed
Embedded in major	Quantitative Foundations & Applications One (1) QFA course (Prereq: MPG3)	QFA course	
– OR –			
Embedded in major	Quantitative Foundations and Quantitative Applications One (1) QF course (Prereq: MPG 3) <u>and</u> one (1) QA course		QF course
Embedded in major			QA course

Graduation Tally Checklist

These requirements were implemented in April 2003 and remain in effect until further notice.

Requirement	Progress Towards Completion	
Cumulative Course Credits <ul style="list-style-type: none"> ▪ Minimum number of course credits needed for graduation = 32 ▪ At least 8 credits completed at Augsburg. ▪ 6 of last 8 credits completed in residence. ▪ Second degree – minimum of 8 credits completed in residence. 	Transfer Credits Earned	
	+ Aug. Credits Earned	
	= Total Credits Earned	
	# Credits Needed	

Grade Point Average (GPA) <ul style="list-style-type: none"> ▪ Minimum 2.0 GPA required in major, minor, & overall. ▪ Some majors require higher GPA. ▪ Latin Honors GPA requirements: <ul style="list-style-type: none"> ○ Summa cum laude: 3.9-4.0 ○ Magna cum laude: 3.80-3.89 ○ Cum laude: 3.60-3.79 	Cumulative GPA	
	Major 1 GPA	
	Major 2 GPA	
	Minor GPA	

Other Limits	Minimum/Maximum	Your Total
Overall maximum courses graded Pass/No Pass (P/N) <ul style="list-style-type: none"> ▪ Grade of 2.0 or above required to Pass and earn credit for course. ▪ Maximum of 2 of 6 credits P/N may be in major. 	Maximum of 6	
Major Courses graded Pass/No Pass (P/N)	Maximum of 2	
Latin Honors courses graded Pass/No Pass (P/N)	Maximum of 2	
Latin Honors traditionally graded courses	Minimum of 14	
Internships	Maximum of 4	
Independent/Directed Studies	Maximum of 2	

Sample Four-Year Plan (B.S.)

This is a possible plan for the Bachelor of Science in Computer Science, though there are many configurations of courses. Students may want to consider a second major or minor. Please see a Computer Science faculty for more information.

Freshman Year

<u>Fall Term</u> (4)	<u>Spring</u> (4)
CSC 160	CSC 170
MAT 145	MAT 146
ENL 111	REL 100
LAF Course	LAF Course
AugSem	HPE 001

Sophomore Year

<u>Fall Term</u> (4)	<u>Spring</u> (4)
CSC 210	CSC 240
REL 200	CSC 320
MAT Elective	MAT Elective
LAF Course	LAF Course

Junior Year

<u>Fall Term</u> (4)	<u>Spring</u> (4)
CSC 345	CSC 385
COM 115	CSC Elective
LAF Course	Modern Language
Modern Language	Major/Minor or Elective

Senior Year

<u>Fall Term</u> (4)	<u>Spring</u> (4)
CSC 450	CSC 451
CSC Elective	CSC Elective
LAF Course	Major/Minor or Elective
Major/Minor or Elective	Major/Minor or Elective
HPE Skill	

Notes:

- COM 111 or COM 115 will meet a Humanities requirement in the Core Curriculum.
- Approved MAT Electives are: MAT 245, MAT 246, MAT 247, or MAT 271.
- The Computer Science Department has approved CSC electives, of which 2 of 3 must be upper division.

What can I do with a Computer Science major?

The following jobs are some of the positions that Computer Science majors could pursue. Some may require professional or graduate school or certification.

Chief Information Officer	CIA Agent
Computer Programmer	Consultant
Database Manager	Entrepreneur
FBI Agent	Network Administrator
Network Analyst	Professor
Researcher	Software Design
Software Engineer	Systems Analyst
Systems Development	Teacher
Web Designer	Webmaster

For more information on possible careers in computer science, please talk with your faculty advisor, and also the Center for Service, Work and Learning.

Computer Science Department

The Computer Science Department is located on the second floor of George Sverdrup Hall. You may contact the following faculty for more information on the computer science major requirements, and also check out the website at: www.augsburg.edu/cs.

Noel J. Petit
Professor, Department Chair
Sverdrup Hall 203D
Phone: 612-330-1061
Email: petit@augsbu.edu
Campus Box 4

Larry J. Crockett
Professor
Sverdrup Hall 203B
Phone: 612-330-1060
Email: crockett@augsbu.edu
Campus Box 90

Charles M. Sheaffer
Associate Professor
Sverdrup Hall 203C
Phone: 612-330-1563
Email: sheaffer@augsbu.edu
Campus Box 89

Eric Steinmetz
Instructor
Sverdrup Hall 203A
Phone: 612-330-1062
Email: steinmee@augsbu.edu
Campus Box 20

Shana K. Watters
Assistant Professor
Sverdrup Hall 203F
Phone: 612-330-1142
Email: watterss@augsbu.edu
Campus Box 20

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