Bachelor of Science in Computer Science - Standard Track

Summary of Graduation Requirements

<table>
<thead>
<tr>
<th>Subject Area</th>
<th>Credits</th>
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<tbody>
<tr>
<td>General Education (<a href="https://catalog.nsu.edu/undergraduate/academic-information/general-education-core-program/">https://catalog.nsu.edu/undergraduate/academic-information/general-education-core-program/</a>)</td>
<td>40</td>
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<tr>
<td>Core Major</td>
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<td>Requirements Electives</td>
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<td>Other Requirements</td>
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<td>Total Credit Hours</td>
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Curriculum

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>SEM 101 &amp; SEM 102</td>
<td>Spartan Seminar 101 and Spartan Seminar 102</td>
<td>2</td>
</tr>
<tr>
<td>CSC 101</td>
<td>Introduction to the Computer Science Profession</td>
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<tr>
<td>CSC 170</td>
<td>Computer Programming I</td>
<td>3</td>
</tr>
<tr>
<td>CSC 170L</td>
<td>Computer Programming Laboratory I</td>
<td>1</td>
</tr>
<tr>
<td>MTH 153</td>
<td>College Algebra &amp; Trigonometry</td>
<td>3</td>
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<tr>
<td>ENG 101</td>
<td>College English I</td>
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<tr>
<td>PED 100</td>
<td>Fundamentals of Fitness for Life</td>
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<tr>
<td>CSC 260</td>
<td>Computer Programming II</td>
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<tr>
<td>CSC 260L</td>
<td>Computer Programming II Laboratory</td>
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<tr>
<td>MTH 184</td>
<td>Calculus I</td>
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<tr>
<td>ENG 102</td>
<td>College English II</td>
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<tr>
<td>XXX XXX</td>
<td>Social Science Elective</td>
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<tr>
<td>HED 100</td>
<td>Personal and Community Health</td>
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<tr>
<td>SEM 201</td>
<td>Spartan Seminar 201</td>
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<td>CSC 372</td>
<td>Data Structures</td>
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<tr>
<td>Bio 110</td>
<td>General Biology</td>
<td>3</td>
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<tr>
<td>&amp; 110L &amp; 152L &amp; 221L</td>
<td>General Biology Laboratory</td>
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<tr>
<td>PHY 152</td>
<td>General Physics</td>
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<tr>
<td>&amp; 152L &amp; 221L</td>
<td>General Physics Laboratory</td>
<td>3</td>
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<td>CHM 221 &amp; 221L</td>
<td>General Chemistry I Laboratory</td>
<td>3</td>
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<tr>
<td>MTH 251</td>
<td>Calculus II</td>
<td>4</td>
</tr>
<tr>
<td>MTH 371</td>
<td>Discrete Mathematical Structures</td>
<td>4</td>
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<tr>
<td>CSC 268</td>
<td>Computer Organization</td>
<td>3</td>
</tr>
<tr>
<td>CSC 295</td>
<td>Java Applications Programming</td>
<td>3</td>
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<tr>
<td>CSC 361</td>
<td>Survey of Programming Languages</td>
<td>3</td>
</tr>
<tr>
<td>ENG 303</td>
<td>Professional &amp; Technical Writing</td>
<td>3</td>
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<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>ENG 285</td>
<td>Public Speaking</td>
<td>3</td>
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<table>
<thead>
<tr>
<th>Course</th>
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<th>Credits</th>
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<tbody>
<tr>
<td>CSE 292</td>
<td>Unix and C Programming</td>
<td>3</td>
</tr>
<tr>
<td>CSE 380</td>
<td>Software Engineering</td>
<td>3</td>
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<tr>
<td>CSE 468</td>
<td>Computer Architecture</td>
<td>3</td>
</tr>
<tr>
<td>MTH 351</td>
<td>Probability &amp; Statistics I</td>
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Select one Laboratory Science Elective Sequence of the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>PHY 152</td>
<td>General Physics</td>
<td>3</td>
</tr>
<tr>
<td>BIO 110 &amp; 110L &amp; 110L</td>
<td>General Biology &amp; General Biology Laboratory</td>
<td>3</td>
</tr>
<tr>
<td>CHM 221 &amp; 221L</td>
<td>General Chemistry I Laboratory</td>
<td>3</td>
</tr>
<tr>
<td>CSE 430</td>
<td>Data Communications</td>
<td>3</td>
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<tr>
<td>XXX XXX</td>
<td>Computer Science Electives (300 level or above)</td>
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<tr>
<td>XXX XXX</td>
<td>Humanities or Foreign Languages</td>
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<tr>
<td>ENG 207</td>
<td>Introduction to World Literature</td>
<td>3</td>
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<tr>
<td>FIA 201</td>
<td>Basic Art Appreciation</td>
<td>3</td>
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<td>MUS 301</td>
<td>Music Appreciation</td>
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<td>CSE 275</td>
<td>Fundamentals of Cybersecurity</td>
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<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
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<tbody>
<tr>
<td>CSE 498</td>
<td>Computer Science Seminar I</td>
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<tr>
<td>CSE 464</td>
<td>Operating Systems</td>
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<td>XXX XXX</td>
<td>Computer Science Electives (300 level or above)</td>
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<tr>
<td>XXX XXX</td>
<td>Social Science Cultural Elective</td>
<td>3</td>
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<tr>
<td>HIS 335</td>
<td>African-American History</td>
<td>3</td>
</tr>
<tr>
<td>HIS 336</td>
<td>African-American History Since 1865</td>
<td>3</td>
</tr>
<tr>
<td>HIS 371</td>
<td>Modern African History &amp; Cultures 1600-PRESENT</td>
<td>3</td>
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<tr>
<td>HRP 320</td>
<td>African American Health</td>
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<tr>
<td>XXX XXX</td>
<td>Humanities Cultural Elective (300 level or above)</td>
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<tr>
<td>ENG 383</td>
<td>African-American Literature, 1940-PRESENT</td>
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<td>MUS 234</td>
<td>African-American Music</td>
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<tr>
<td>CSE 499</td>
<td>Computer Science Seminar II</td>
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<td>Free Elective</td>
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<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CSE 312</td>
<td>Topics in Information Technology</td>
<td>3</td>
</tr>
<tr>
<td>CSE 313</td>
<td>Network Administration</td>
<td>3</td>
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<tr>
<td>CSE 314</td>
<td>Advanced Internet Programming</td>
<td>3</td>
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<tr>
<td>CSE 316</td>
<td>Introduction to Cloud Computing</td>
<td>3</td>
</tr>
<tr>
<td>CSE 360</td>
<td>Interface Design</td>
<td>3</td>
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<tr>
<td>CSE 369</td>
<td>Introduction to 3D Animation and Visual</td>
<td>3</td>
</tr>
<tr>
<td>CSE 390</td>
<td>Technical Strategies in Game Design</td>
<td>3</td>
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Major Electives - At least 15 Credit Hours

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>CSE 312</td>
<td>Topics in Information Technology</td>
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<tr>
<td>CSE 313</td>
<td>Network Administration</td>
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<tr>
<td>CSE 314</td>
<td>Advanced Internet Programming</td>
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<tr>
<td>CSE 316</td>
<td>Introduction to Cloud Computing</td>
<td>3</td>
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<tr>
<td>CSE 360</td>
<td>Interface Design</td>
<td>3</td>
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<tr>
<td>CSE 369</td>
<td>Introduction to 3D Animation and Visual</td>
<td>3</td>
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<tr>
<td>CSE 390</td>
<td>Technical Strategies in Game Design</td>
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<tr>
<td>CSC 373</td>
<td>Algorithms Design and Analysis</td>
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<tr>
<td>CSC 395</td>
<td>Mobile App Development Using Android</td>
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<tr>
<td>CSC 411</td>
<td>Web Server Administration</td>
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<tr>
<td>CSC 420</td>
<td>Database Principles and Design</td>
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<tr>
<td>CSC 422</td>
<td>Database Implementation</td>
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<tr>
<td>CSC 432</td>
<td>Wireless Internet of Things</td>
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<td>CSC 435</td>
<td>Computer Security I</td>
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<td>CSC 445</td>
<td>Computer Network Defense</td>
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<td>CSC 449</td>
<td>Cryptography and Network Security</td>
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<td>CSC 466</td>
<td>Advanced Computer Topics I</td>
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<td>CSC 467</td>
<td>Adv Cmpt Topic II</td>
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<td>Artificial Intelligence</td>
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<td>CSC 471</td>
<td>Introduction to Game Design and Development</td>
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<td>CSC 472</td>
<td>3D Game Programming</td>
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<td>Software Project Management</td>
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<td>CSC 487</td>
<td>Engineering Secure Software Systems</td>
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<td>CSC 488</td>
<td>Principles of Distributed Software Syste</td>
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<tr>
<td>CSC 490</td>
<td>Game Design Capstone Project</td>
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<tr>
<td>CSC 492</td>
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<td>CSC 493</td>
<td>Systems Programming</td>
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<tr>
<td>CSC 494</td>
<td>Digital Forensics</td>
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