Grove City College Status Sheet

Status Sheets are provided as a convenience for the student and may be helpful for recording completed courses. However, the College Bulletin is the controlling authority on all requirements. Questions should be directed to your academic advisor or the Registrar. Entering in 2022

(WI)=Writing Intensive, (SI)=Speaking Intensive, (IL)=Information Literacy courses.

B.S. in Computer Science

(REVISED 08-08-2022)

Name:		
ID#	Date:	
Year of Anticipated Graduation:	Advisor:	
TOTAL HOURS REQUIRED FOR THIS DEGREE128 HOURS General Education + Elective Requirements36-39 HOURS	Minimum CQPA and MQPA required for graduation MQPA Courses Major Requirements	COMP; MATH 213
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GENERAL EDUCATION REQUIREMENTS		
HUMA 102 Civ and the Biblical Revelation (IL)* 3 HUMA 200 Western Civilization 3	I COMP 220 Computer Programming II 3	
HUMA 200 Western Civilization 3 HUMA 202 Civilization and Literature 3	COMP 220 Advanced Programming 3	
HUMA 301 Civilization and the Arts 3	COMP 244 Database Management Systems 3	
HUMA 303 Christianity and Civilization 3	COMP 314 Automata Theory 3	
*The year-long sequence of RELI 211 and 212 may substitute for this course.	COMP 325 Computer Architecture & Organization 3 COMP 342 Data Communication & Networking 3	
WRITING REQUIREMENT 3 HOURS	_	
WRIT 101 Found. of Academic Discourse (IL) 3	ADVANCED COMPUTER CORE REQUIREMENTS	
STUDIES IN SCIENCE, FAITH, & TECHNOLOGY (SSFT) 0 HOURS	COMP 340 Operating Systems 3	
College requirements met through major-related coursework.	COMP 350 Coffuers Engineering (MI CL III)	
	0014B 400 TI (AI)	
FOUNDATIONS OF THE SOCIAL SCIENCES 3 HOURS	COMP 424 Parallel and Distributed Computing 3	
Choose one course from the following:	COMP 448 Computer Security 3	
ECON 120 Foundations of Economics PSYC 101 Foundations of Psychology	COMP 451 Senior Project I (IL) 2	
HIST 120 Foundations of History PSYC 200 Cross-Cultural Psychology HIST 141 World Geography SOCI 101 Foundations of Sociology	COMP 452 Senior Project II (WI, SI, IL) 3	
HIST 204 Hist/Phil Foundations of Education POLS 101 Foundations of Political Science SOCW 101 Found. of Social Work 3 3	COMPUTER SCIENCE ELECTIVES————————————————————————————————————	Programming, COMP 402 ing, COMP 441 2D Game
QUANTITATIVE/LOGICAL REASONING 0 HOURS College requirements met through major-related coursework.	Intelligence, COMP 446 3D Game Design/Development, COMP 447 N Development, COMP 475 Advanced Security, DSCI 431 Intro to Big Da Modeling and Visualization, or ROBO 302 Mobile Robotics.	etworked Game Design and
NATURAL SCIENCES (with labs)0 HOURS College requirements met through major-related coursework.	3 -	
• ,	3 -	
PHYSICAL EDUCATION1 HOURS	3 _	
PHYE 100 Healthful Living 1		
GENERAL ELECTIVES14-17 HOURS	MATH / SCIENCE CORE REQUIREMENTS	24-27 HOURS
	MATH 161	
	MATH 213 Discrete Mathematics for Comp. Science 4	-
	MATH 214 Applied Probability and Linear Algebra 4	
	MATH 222 Linear Algebra AND 4	
	STAT 331 Theory of Statistics I 3	
	Choose eight credits from PHYS 101; PHYS 102; CHEM 105 or both C 112 and 114; BIOL 101; or BIOL 102. Note: Completing both CHEM 105 and CHEM 111/113 will not fulfill this require	
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SAMPLE FOUR-YEAR PLAN for the BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Freshman Year

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<u>Fall</u> <u>Credits</u>	<u>Spring</u> <u>Credits</u>	
COMP 141 Computer Programming I	COMP 220 Computer Programming II	
COMP 155 Introduction to Computer Science	MATH 162 Calculus II4	
MATH 161 Calculus I4	Science Elective	
Science Elective4	WRIT 101 Foundations of Academic Discourse3	
HUMA 102 Civ and the Biblical Revelation3	PHYE 100 Healthful Living1	
17	15	
Sophomore Year		
Fall Credits	Spring Credits	
COMP 222 Introduction to Data Structures & Algorithms. 3	COMP 205 Ethics, Faith, and the Conscious Mind	
COMP 244 Database Management	COMP 230 Advanced Programming	
MATH 213 Discrete Mathematics for Comp. Science 4	COMP 342 Data Communication & Networking	
HUMA 200 Western Civilization	MATH 214 Applied Probability & Linear Algebra4	
Foundations of Social Science Course	HUMA 202 Civilization and Literature	
General Electives	16	
17	10	
17		
Junior Year		
<u>Fall</u> <u>Credits</u>	<u>Spring</u> <u>Credits</u>	
COMP 325 Computer Architecture & Organization 3	COMP 314 Automata Theory 3	
COMP 422 Theory of Algorithms3	COMP 340 Operating Systems3	
Computer Science Elective3	COMP 350 Software Engineering3	
Computer Science Elective3	Computer Science Elective	
HUMA 301 Civilization and the Arts <u>3</u>	General Electives4	
General Electives		
17		
Senior Year		
<u>Fall</u> Credits	<u>Spring</u> Credits	
COMP 448 Computer Security	COMP 424 Parallel and Distributed Computing	
COMP 451 Senior Project I	COMP 452 Senior Project II	
Computer Science Elective	Computer Science Elective	
HUMA 303 Christianity and Civilization	General Electives	
General Electives4	15	
15	10	
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*Note: Students must work with their advisor during their sophomore year to create a plan for their computer science electives, since some electives are only offered in alternate years and require certain prerequisites.