

COMPUTER SCIENCE MAJOR: ALGORITHMS OPTION (B.A.)

<https://ceps.unh.edu/computer-science/program/ba/computer-science-major-algorithms-option>

Description

The B.A. in Computer Science will allow students to combine the study of computer science with the study of another field. Given the emergence of computational approaches to virtually all areas of scholarship and creative expression, it is important to offer this flexibility. The three tracks in the B.A. program contain the same computer science core as the B.S. program, but give more control to the student to choose the complementary and advanced courses.

Requirements

Degree Requirements

Minimum Credit Requirement: 128 credits

Minimum Residency Requirement: 32 credits must be taken at UNH

Minimum GPA: 2.0 required for conferral*

Core Curriculum Required: Discovery & Writing Program Requirements

Foreign Language Requirement: Yes

All Major, Option and Elective Requirements as indicated.

*Major GPA requirements as indicated.

Major Requirements

Code	Title	Credits
Computer Science Courses		
CS 400	Introduction to Computing	2
CS 415	Introduction to Computer Science I	4
or CS 410P	Introduction to Scientific Programming/Python	
or CS 410C	Introduction to Scientific Programming/C	
CS 416	Introduction to Computer Science II	4
IT 403	Introduction to Internet Technologies	4
CS 420	Foundations of Programming for Digital Systems	4
CS 501	Professional Ethics and Communication in Technology-related Fields	4
CS 515	Data Structures and Introduction to Algorithms	4
CS 518	Introduction to Software Engineering	4
CS 520	Computer Organization and System-Level Programming	4
CS 527	Fundamentals of Cybersecurity	4
CS 619	Introduction to Object-Oriented Design and Development	4
CS 791	Senior Project I	4
& CS 792	and Senior Project II	
or CS 799	Thesis	
Computer Science Electives		
Select three courses from the advanced CS course pool ¹		12
Mathematics Courses		
MATH 425	Calculus I	4
MATH 531	Mathematical Proof	4
MATH 539	Introduction to Statistical Analysis	4
or MATH 644	Statistics for Engineers and Scientists	
CS 659	Introduction to the Theory of Computation	4
Science Courses ²		
One Discovery Biological Science (BS) with Discovery Lab		4

One Discovery Physical Science (PS) with Discovery Lab	4
Discovery requirements not already covered by required courses	20
Total Credits	102

¹ Advanced CS course pool consists of the following:

- Any CS course at the 700-level
- One professional elective from the [list of B.S. in Computer Science Electives](#)

² Courses must carry the Discovery attributes of Biological Science or Physical Science and include Discovery lab (DLAB).

Computer science majors must maintain an overall grade-point average of 2.0 or better in all required computer science, mathematics, and computer engineering courses in order to graduate. If at the end of any semester, including the first, a student's cumulative grade-point average in these courses falls below 2.0, the student may not be allowed to continue as a CS major.

The following courses must be passed with a grade of C- or better: CS 410C, CS 410P, CS 415, CS 416, CS 420, CS 515, CS 520, IT 403

If a student wishing to transfer into the computer science major has any coursework that is applicable to the major, the grades in those courses must satisfy the minimum grade requirements for the B.S. degree in computer science. The student must have an overall grade-point average of 2.0 or better in all courses taken at the university.

Student Learning Outcomes

Graduates of the UNH B.A. CS programs will have an ability to:

- Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
- Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- Communicate effectively in a variety of professional contexts.
- Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
- Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
- Apply computer science theory and software development fundamentals to produce computing-based solutions.
- Learn independently about new technologies, and have the skills needed to understand them.