COMPUTER SCIENCE MAJOR (B.A.) MANCHESTER

https://manchester.unh.edu/program/ba/computer-science-major

Description

The computer science program combines a solid foundation in computing necessary to succeed in today's start-up and high-tech environments. The program is designed in response to market demand for students proficient in computer science.

Students in the computer science program gain real-world experience through extensive project work and opportunities to interact with industry experts through internships and sponsored research.

Career prospects for students with an undergraduate computer science degree are varied, and may include such areas as applications developer, computer and information research scientist, data security specialist, database administrator, database developer, multimedia developer, network architect, product development manager, quality assurance analyst, software systems developer, user experience designer, or web developer.

Program Educational Objectives

Within five years of graduation, a CS student should be able to:

• Demonstrate mastery of the core areas of computer science
• Invent, develop, manage, and evaluate computing systems and services
• Exercise professional responsibility and have appreciation of the social, legal, ethical, and cultural issues inherent in the computing field.

Requirements

Students majoring in computer science must complete 128 credits to graduate, satisfy the University's Discovery Program, and complete 69 credits in the major with a minimum of C- in each course. Students must maintain an overall cumulative GPA of 2.0 or better.

Transfer students who elect to major in computer science must earn 73 approved credits for completion of the their major, of which at least 24 credits must be completed at UNH Manchester.

Program Requirements

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>COMP 500</td>
<td>Discrete Structures</td>
<td>4</td>
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<tr>
<td>COMP 570</td>
<td>Statistics in Computing and Engineering</td>
<td>4</td>
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<tr>
<td>MATH 425</td>
<td>Calculus I</td>
<td>4</td>
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<tr>
<td>MATH 645</td>
<td>Linear Algebra for Applications</td>
<td>4</td>
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<tr>
<td>PHYS 407</td>
<td>General Physics I</td>
<td>4</td>
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<tr>
<td>COMP 424</td>
<td>Applied Computing 1: Foundations of Programming</td>
<td>4</td>
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<tr>
<td>ENGL 401</td>
<td>First-Year Writing</td>
<td>4</td>
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<tr>
<td>MATH 425</td>
<td>Calculus I</td>
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<td>UMST 401</td>
<td>First Year Seminar</td>
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<tr>
<td>Discovery Course</td>
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Credits: 17

Second Year

Fall

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<tr>
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<tbody>
<tr>
<td>COMP 500</td>
<td>Discrete Structures</td>
<td>4</td>
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<tr>
<td>COMP 525</td>
<td>Data Structures Fundamentals</td>
<td>4</td>
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<td>Discovery Course</td>
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<td>Foreign Language</td>
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Credits: 4

Spring

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<tr>
<th>Code</th>
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<th>Credits</th>
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<tbody>
<tr>
<td>COMP 530</td>
<td>Machine and Network Architecture</td>
<td>4</td>
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<tr>
<td>COMP 560</td>
<td>Ethics and the Law in the Digital Age</td>
<td>4</td>
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Credits: 4
MATH 645  Linear Algebra for Applications 4
Discovery Course 4

Credits 16

Third Year

Fall
COMP 625  Data Structures and Algorithms 4
UMST 582  Internship and Career Planning Seminar 1
Discovery Course 4
Elective Course 4

Credits 17

Spring
COMP 630  Systems Software 4
COMP 690  Internship Experience 4
Discovery Course 4
Elective Course 4

Credits 16

Fourth Year

Fall
COMP Topic Course 4
COMP Topic Course 4
Elective Course 4
Elective Course 4

Credits 16

Spring
COMP 790  Capstone Project 4
Elective Course 4
Elective Course 4
Elective Course 4

Credits 16

Total Credits 130

Student Learning Outcomes

- Analyze a complex computing problem and 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.

The student learning outcomes are aligned with criteria for accrediting computer science programs as recommended by the ABET Computing Accreditation Commission and the ACM Computing Curricula – CS 2013 Computer Science guidelines.