

COMPUTER SCIENCE, BACHELOR OF ARTS (B.A.)

The Bachelor of Arts in Computer Science is a multidisciplinary program that integrates a curriculum of computer science courses with other areas of study. The program provides a foundation in the computer science discipline and encourages students to integrate different perspectives in order to formulate new ideas and solutions for today's computing challenges.

The degree requires a minimum of 120 credit hours. Students are required to attain a second major or a minor in another content area.

Student learning outcomes

Upon completing this program, students will know and know how to do the following:

1. Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline
3. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline
4. Apply computer science theory and software development fundamentals to produce computing-based solutions
5. Respond to complex problems, issues and ideas by proposing new ideas or solutions that understand and integrate the perspectives of multiple disciplines and stakeholders

Special requirements

The B.A. in Computer Science requires a minimum of 120 credits. Students must receive a minimum grade of C in all computer science courses in order to graduate.

Degree requirements for Computer Science, Bachelor of Arts (B.A.)

Course	Title	Hours
General education (http://bulletin.vcu.edu/undergraduate/undergraduate-study/general-education-curriculum/)		
Select 30 credits of general education courses in consultation with an adviser.		30
Major requirements		
• Major core requirements		
CMSC 235	Computing and Data Ethics	3
CMSC 254	Introduction to Problem-solving	4
CMSC 255	Introduction to Object-oriented Programming	4
CMSC 256	Introduction to Data Structures	4
CMSC 302	Introduction to Discrete Structures	3
CMSC 311	Computer Organization	3
CMSC 355	Fundamentals of Software Engineering	3
CMSC 401	Algorithm Analysis with Advanced Data Structures	3

• Restricted electives

Select four courses from the following:		12-13
CMSC 257	Computer Systems	
CMSC 303	Introduction to the Theory of Computation	
CMSC 304	Programming Languages	
CMSC 312	Introduction to Operating Systems	
CMSC 404	Compiler Construction	
CMSC 408	Databases	
CMSC 410	Introduction to Quantum Computing	
CMSC 411	Computer Graphics	
CMSC 412	Social Network Analysis and Cybersecurity Risks	
CMSC 413	Introduction to Cybersecurity	
CMSC 414	Computer and Network Security	
CMSC 415	Introduction to Cryptography	
CMSC 420	Software Project Management	
CMSC 425	Introduction to Software Analysis and Testing	
CMSC 426	Software as a Service	
CMSC 427	Design and Implementation of User Interfaces	
CMSC 428	Mobile Programming: iOS	
CMSC 435	Introduction to Data Science	
CMSC 436	Artificial Intelligence	
CMSC 437	Introduction to Natural Language Processing	
CMSC 438	Machine Learning	
CMSC 440	Data Communication and Networking	

Ancillary requirements

IDST 301	Interdisciplinary Theory and Practice	3
MATH 211	Mathematical Structures	3
MATH 310	Linear Algebra	3
STAT 212	Concepts of Statistics (satisfies general education quantitative foundations)	3

Required minor

Select a minor.	18
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Open electives

Select any course.	20-24
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Total Hours	120
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The minimum number of credit hours required for this degree is 120.

What follows is a sample plan that meets the prescribed requirements within a four-year course of study at VCU. Please contact your adviser before beginning course work toward a degree.

Freshman year

Fall semester	Hours
CMSC 235 Computing and Data Ethics	3
CMSC 254 Introduction to Problem-solving	4
MATH 151 Precalculus Mathematics	4

UNIV 111	Focused Inquiry I (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry I		
Term Hours:		14
Spring semester		
CMSC 255	Introduction to Object-oriented Programming	4
MATH 211	Mathematical Structures	3
UNIV 112	Focused Inquiry II (satisfies general education UNIV foundations)	3
Play course video for Focused Inquiry II		
General education courses		6
Term Hours:		16
Sophomore year		
Fall semester		
CMSC 256	Introduction to Data Structures	4
CMSC 302	Introduction to Discrete Structures	3
UNIV 200	Advanced Focused Inquiry: Literacies, Research and Communication (satisfies general education UNIV foundations)	3
General education courses		6
Term Hours:		16
Spring semester		
CMSC 311	Computer Organization	3
STAT 212	Concepts of Statistics (satisfies general education quantitative foundations)	3
General education courses		6
Minor course		3
Term Hours:		15
Junior year		
Fall semester		
CMSC 355	Fundamentals of Software Engineering	3
MATH 310	Linear Algebra	3
Minor course		3
Open elective		3
Restricted elective		3
Term Hours:		15
Spring semester		
CMSC 401	Algorithm Analysis with Advanced Data Structures	3
IDST 301	Interdisciplinary Theory and Practice	3
Minor course		3
Open elective		3
Restricted elective		3
Term Hours:		15
Senior year		
Fall semester		
Minor courses		6
Open electives		6

Restricted elective	3
Term Hours:	15
Spring semester	
Minor course	3
Open electives	8
Restricted elective	3
Term Hours:	14
Total Hours:	120

The minimum number of credit hours required for this degree is 120.