## University Core and Graduation Requirements

### University Core Requirements:

#### Requirements

<table>
<thead>
<tr>
<th>#Classes</th>
<th>Hours</th>
<th>Classes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Religion Cornerstones

- Teachings and Doctrine of The Book of Mormon
  - REL A 275
- Jesus Christ and the Everlasting Gospel
  - REL A 250
- Foundations of the Restoration
  - REL C 225
- The Eternal Family
  - REL C 200

#### The Individual and Society

- American Heritage
  - 1-2
  - 3-6.0 from approved list
- Global and Cultural Awareness
  - 1
  - 3.0 from approved list

#### Skills

- First Year Writing
  - 1
  - 3.0 from approved list
- Advanced Written and Oral Communications
  - 1
  - 3.0 ENGL 316*
- Quantitative Reasoning
  - 1
  - 4.0 MATH 112* or 113*
- Languages of Learning (Math or Language)
  - 1
  - 4.0 MATH 112* or 113*

#### Arts, Letters, and Sciences

- Civilization 1
  - 1
  - 3.0 from approved list
- Civilization 2
  - 1
  - 3.0 from approved list
- Arts
  - 1
  - 3.0 from approved list
- Letters
  - 1
  - 3.0 from approved list
- Biological Science
  - 1
  - 3-4.0 from approved list
- Physical Science
  - 1
  - 3.0 CS 312*
- Social Science
  - 1
  - 3.0 from approved list

#### Core Enrichment: Electives

- Religion Electives
  - 3-4
  - 6.0 from approved list
- Open Electives
  - Variable
  - Variable
  - personal choice

*THESE CLASSES FILL BOTH UNIVERSITY CORE AND PROGRAM REQUIREMENTS (13 hours overlap)

### Graduation Requirements:

- Minimum residence hours required
  - 30.0
- Minimum hours needed to graduate
  - 120.0

---

## Suggested Sequence of Courses

### FRESHMAN YEAR

**1st Semester**
- C S 142
  - 3.0
- First-year Writing or American Heritage
  - 3.0
- MATH 112
  - 4.0
- General Education courses, university requirements, and/or general electives
  - 3.0
- Religion Cornerstone course
  - 2.0
- Total Hours
  - 15.0

**2nd Semester**
- C S 224
  - 3.0
- C S 235
  - 3.0
- A HTG or First-Year Writing
  - 3.0
- MATH 113
  - 4.0
- Religion Cornerstone course
  - 2.0
- Total Hours
  - 15.0

### SOPHOMORE YEAR

**3rd Semester**
- C S 236
  - 3.0
- PHSCS 121
  - 3.0
- STAT 121 or STAT 201 or MATH 431
  - 3.0
- Civilization 1
  - 3.0
- Religion Cornerstone course
  - 2.0
- Total Hours
  - 14.0

**4th Semester**
- C S 240
  - 4.0
- C S 252
  - 3.0
- Biological Science
  - 3.0
- MATH 313
  - 3.0
- Religion Cornerstone course
  - 2.0
- Total Hours
  - 15.0

### JUNIOR YEAR

**5th Semester**
- C S 312
  - 3.0
- C S 340
  - 3.0
- C S 324
  - 3.0
- ENGL 316
  - 3.0
- Religion elective
  - 2.0
- General electives
  - 1.0
- Total Hours
  - 15.0

**6th Semester**
- Computer Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Letters
  - 3.0
- Religion Elective
  - 2.0
- Total Hours
  - 16.0

### SENIOR YEAR

**7th Semester**
- Computer Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Arts
  - 3.0
- Religion Elective
  - 2.0
- Total Hours
  - 15.0

**8th Semester**
- Computer Science Elective
  - 3.0
- CS/MATH/Science Elective
  - 3.0
- Computer Science Elective
  - 3.0
- Civilization 2
  - 3.0
- Global and Cultural Awareness
  - 3.0
- Social Science
  - 3.0
- Total Hours
  - 15.0

---

Note: The sequence of courses suggested may not fit the circumstances of every student. Students should contact their college advisement center for help in outlining an efficient schedule.

Note 2: Students are encouraged to complete an average of 15 credit hours each semester or 30 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.
**REQUIREMENT 3**

Complete 24.0 hours from the following option(s)

**SUPPORTING COURSES:**

<table>
<thead>
<tr>
<th>OPTION 2.1 Complete 5 courses</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>ENGL 316 - Technical Communication</em></td>
</tr>
<tr>
<td>MATH 112 - Calculus 1</td>
</tr>
<tr>
<td>MATH 113 - Calculus 2</td>
</tr>
<tr>
<td>MATH 313 - Elementary Linear Algebra</td>
</tr>
<tr>
<td>PHSCS 121 - Introduction to Newtonian Mechanics</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>OPTION 2.2 Complete 1 course</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 431 - Probability Theory</td>
</tr>
<tr>
<td>STAT 121 - Principles of Statistics</td>
</tr>
<tr>
<td>STAT 201 - Statistics for Engineers and Scientists</td>
</tr>
</tbody>
</table>

---

**CORE COURSES:**

| C S 142 - Introduction to Computer Programming | 3.0 |
| C S 224 - Introduction to Computer Systems | 3.0 |
| C S 235 - Data Structures and Algorithms | 3.0 |
| C S 236 - Discrete Structures | 3.0 |
| C S 240 - Advanced Programming Concepts | 4.0 |
| C S 252 - Introduction to Computational Theory | 3.0 |
| C S 312 - Algorithm Design and Analysis | 3.0 |
| C S 324 - Systems Programming | 3.0 |
| C S 340 - Software Design and Testing | 3.0 |
| C S 404 - Ethics and Computers in Society | 2.0 |

**THE DISCIPLINE:**

Computer science touches virtually every area of human endeavor. Software is responsible for everything from the control of kitchen appliances to sophisticated climate models used in predicting future environmental change. Students in computer science learn to approach complex problems in algorithms, and data structures. The degree programs in the Computer Science Department prepare students to be confident software developers and technical problem solvers. The curriculum also trains students for research into new avenues where computers will have a significant impact. The BS curriculum is accredited by the Computing Accreditation Commission of ABET.

**CAREER OPPORTUNITIES:**

Graduates pursue exciting opportunities in graphics, artificial
intelligence, software engineering, database design, scientific programming, systems administration, and research at universities and national laboratories. Students completing the animation emphasis will be prepared for technical positions at animation and game programming studios. Students will learn both the technical and artistic side of creating and implementing digital animations and games. The bioinformatics emphasis is designed for students who are interested in building software to assist in analyzing biological systems. Students will graduate with a significant background in biology coupled with the software development and analysis skills necessary to implement large bioinformatics applications.

MAP DISCLAIMER
While every reasonable effort is made to ensure accuracy, there are some student populations that could have exceptions to listed requirements. Please refer to the university catalog and your college advisement center/department for complete guidelines.

DEPARTMENT INFORMATION
Computer Science Department
Brigham Young University
3361 Talmage Building
Provo, UT 84602
Telephone: (801) 422-3027

ADVISEMENT CENTER INFORMATION
Physical and Mathematical Sciences College Advisement Center
Brigham Young University
N-181 ESC
Provo, UT 84602
Telephone: (801) 422-2674