

Bachelor of Science: Computer Science

Degree Requirements Check Sheet

Name: _____ SID#: _____

Pre-Major Requirements

Required	Completed	FAQs
CSC 127A Intro to Computer Science I*		<p>Q: How do I apply for major admission? A: There is no official application! At the end of every semester, the Advising Office will review all current Pre-CS students. Those students who meet the auto-admit criteria will be notified via email and asked to choose between a BA and BS degree.</p> <p>Q: Why not accept all "eligible" students into the major? A: We want to, but we currently have record-breaking interest in CS and we do not have the capacity to handle all those interested in CS. We are racing to meet demand and it is our sincere hope to never turn away an eligible student from the major. In the meantime, we must have the ability to throttle demand as necessary.</p> <p>Q: Is there a process for appeal? A: Yes, but only extraordinary circumstances will be considered.</p>
CSC 127B Intro to Computer Science II**		
CSC 245, MATH 243, or MATH 323 Intro to Discrete Structures***		
CSC 352 Systems Programming and UNIX***		
No more than ONE C in CSC 127B, 245, & 352		
Cumulative GPA of 2.4 or higher		
<p>Notes: *Prerequisite is a C or better in MATH 112 College Algebra or placement into a higher level math class **Prerequisite is a C or better in CSC 127A ***Prerequisite is a C or better in CSC 127B</p>		

Graduation Requirements

Required	Completed
120 total units	
42 upper-division units (300/400 level courses)	
30 units of University Credit completed at the UA	
18 units of major-related course work must be University Credit completed at the UA	
18 of the final 30 units that you complete toward your degree must be University Credit from the UA	
2.0 or higher Cumulative GPA, Major GPA, and Minor GPA	
Complete Mid-Career Writing Assessment (<i>B or higher in ENGL 102, 108, or 109H or any Writing Emphasis course</i>)	
Important Notes	
<ul style="list-style-type: none"> • Courses may be attempted no more than twice. • Only 64 units of community college credit may be applied towards the requirements for a bachelor's degree. • No more than 3 Physical Education activity credits and 3 Success Course credits will apply as general elective credit. • A maximum of 60 units toward a bachelor's degree may be earned through correspondence credit and/or credit by exam. 	

General Education Requirements

AGEC Complete (For transfer students only): Yes or No

Course Number & Title	Units	Completed
ENGL 101&102, ENGL 107&108, or ENGL 109H First Year Composition	3-6	
Second-Semester Proficiency in Second Language	0-10	
Tier I Individuals & Societies 150A, 150B, or 150C	3	
Tier I Individuals & Societies 150A, 150B, or 150C	3	
Tier I Traditions & Cultures 160A, 160B, 160C, or 160D	3	
Tier I Traditions & Cultures 160A, 160B, 160C, or 160D	3	
Tier II Arts	3	
Tier II Individuals & Societies	3	
Tier II Humanities	3	
Diversity Emphasis (<i>Certain Tier I & II courses can also be used to satisfy this requirement.</i>)	0-3	

Math Requirement

Course Number & Title	Units	Completed
MATH 122A&B or 125 Calculus I	3-5	
MATH 129 Calculus II	3	

Supporting Science Requirement

Course Number & Title	Units	Completed
	4	
	4	

Select any two lab science courses from the following list: CHEM 151 or 105A&106A (Honors), CHEM 152 or CHEM 105B&106B (Honors), MCB 181R&181L, ECOL 182R&182L, ECOL 206, GEOS 251, MSE 110, PHYS 102&181, PHYS 103&182, PHYS 141 or 161H, PHYS 142 (3 unit version only) or 162H, PHYS 241 or 261H

Computer Science Pre-Major Courses

Course Number & Title	Units	Completed
CSC 127A Intro to Computer Science I	4	
CSC 127B Intro to Computer Science II	4	
CSC 245/MATH 323/MATH 243 Intro to Discrete Structures	3-4	
CSC 352 Systems Programming and UNIX	3	

Computer Science Major Courses

Course Number & Title	Units	Completed
CSC 252 Computer Organization	3	
CSC 335 Object-Oriented Programming	4	
CSC 345 Analysis of Discrete Structures	4	

Computer Science Area Electives

Paradigms Area Elective: Take **ONE**

Course Number & Title	Units	Completed
CSC 372 Comparative Programming Languages	3	
CSC 422 Intro to Parallel & Distributed Programming		
CSC 460 Database Design		

Theory & Writing Area Elective: Take **ONE**

Course Number & Title	Units	Completed
CSC 445 Algorithms	3	
CSC 473 Automata, Grammars, and Languages		

Systems Area Elective: Take **ONE**

Course Number & Title	Units	Completed
CSC 452 Principles of Operating Systems	4	
CSC 453 Compilers and Systems Software		

CSC 400-489 Electives: Take **TWO**

Course Number & Title	Units	Completed
CSC	3-4	
CSC	3	

Questions? Contact advising@cs.arizona.edu