COMPUTER SCIENCE

Departmental Guidelines

Computer Science is the study of algorithmic problem solving in both theoretical and applied areas. The major in Computer Science is designed to enable students to become well-rounded in these areas, and well-prepared for either graduate study or work in a variety of fields. Emphasis is placed on core concepts, analytical thinking, and problem solving throughout the curriculum.

In addition to a broad complement of introductory courses, the department regularly offers advanced courses in artificial intelligence and robotics, computer systems and networking, algorithm analysis and the theory of computation, software engineering, computer game design, and computational biology. Students have opportunities to conduct research through the Anderson Summer Research program and/or a senior research project.

Students interested in a Computer Science major should take:

Code	Title
An introductory course:	
CS 109	Discovering Computer Science
CS 110	Discovering Computer Science: Digital Media and Games
CS 111	Discovering Computer Science: Scientific Data and Dynamics
CS 112	Discovering Computer Science: Markets, Polls, and Social Networks
Followed by:	
CS 173	Intermediate Computer Science (by the end of the first year.)
In rare circumstances, a student may complete this sequence during the sophomore year.	
Majors should also take:	
CS 234 & MATH 135	Mathematical Foundations of Computer Science and Single Variable Calculus (during their first year.)