LONG ISLAND UNIVERSITY

B.S. IN COMPUTER SCIENCE (129 credits min.) FALL 2008

Name: _____ ID#_____ **TERM ENTERED**: _____
LAST FIRST

Address:_____ NF_____ NT_____

Home Phone: (_____) _____-_____ Cell Phone: (_____) _____-_____ Email: _____

Credits Remaining: _____ Transfer Credit: Awarded: ____ Applied: ____ Official / Unofficial (circle one)

Deficiencies: Lang. 1 2 Math 1 2

COLLEGE CORE CURRICULUM – 42 CREDITS				
AREA	**COURSE**	**TERM**	**GR**	**CR**
LANGUAGE/LITERATURE (6 credits required in one subject area) LANG 1,2,3,4,11,12 (French, Hebrew German, Italian, Spanish, , Japanese, Russian) ENG 7, 8				
HISTORY/PHILOSOPHY (9 credits required, maximum of 6 credits in one area) HIS 1, 2, 3, 4				
PHI 8, 13, 25, 26				
POLITICAL SCIENCE/ECONOMICS (6 credits required in one subject area) POL 1, 2 **or** ECO 11, 12				
SOCIAL SCIENCES (6 credits required in one subject area) PSY 1, 2**(Psychology);SOC 1,2(Sociology) ANT 1,2 (Anthropology); GGR1,2(Geography)				
LABORATORY SCIENCE (8 credits required) PHY 3 (MTH 7 pre- or co-) PHY 4 (MTH 8 pre- or co-)	**PHY 3**			4
	PHY 4			4
FINE ARTS (6 credits required, maximum of 3 credits in one area) ART 1, 101; CMA 9; DAN 1, 8; CIN 11; THE 1, 42; MUS 1, 2				
MATH (3 credits required) MTH 1, 3, 5, 6, 7, 8, 14, 15, 16	**FULFILLED BY MAJOR**			
INTRO TO COLLEGE (1 credit required)	**COLL 101**			

Students may take **either PSY 1, 2 or PSY 3, 4 but **NOT** both

COMPETENCIES						
AREA	**EXAM**	**WRKS**	**COURSE**	**TERM**	**GR**	**CR**
WRITING ENG 1, 1F, 1P, 1S						3
ENG 2, 2F, 2P						3
COMPUTER	**FULFILLED BY REQUIRED MAJOR COURSES**					
ORAL						
LIBRARY						

GPA REQUIREMENTS: MAJOR- 2.75 OVERALL- 2.5

COMPUTER SCIENCE REQUIREMENTS *Grades below "C" must be repeated for credit in all CSC courses, as well as to meet prerequisite requirements.*			
COURSE (PRE/CO-REQ.)	**TERM**	**GR**	**CR**
CS 101 Introduction to Computers & Programming			3
CS 106 (CS 101) Graphical User Interface Prog.			3
CS 111 Computer Program Development 1 (CS 106 & MTH 7 pre-; CS 133 & MTH 8 co-req.)	**Fa**		3
CS 116 (CS 111) Computer Program Devel. 2	**Sp**		3
CS 127 (CS 111 & 133 pre/co-req.) Introduction to Game Design	**Sp**		3
CS 133 (CS 101) Analysis and Logical Design			3
CS 136 (CS 101) Data Communications & Computer Networks	**Sp**		3
CS 233 (CS 116) Operating Systems & Sys. Progr.	**Sp**		3
CS 241 (*Sr. CS Status*) Software Systs. Engineering	**Sp**		3
CS 263 (CS 116) Advanced Data Structures for Game Based Applications	**Fa**		3
CS 271 (CS 263) Advanced Game Programming	**Fa**		3
CS Approved Elective (Junior Status)			3
CS Approved Elective (Junior Status)			3
CS Approved Elective (Junior Status)			3
CS Approved Elective (Junior Status)			3
Co-Related Requirements			
MTH 7 Calculus and Analytical Geometry 1 (MTH 3 **or** placement exam)			4
MTH 8 Calculus and Analytical Geometry 2 (MTH 7)			4
MTH 22 Applied Linear Algebra (MTH 8)			3
MTH Advanced Elective			3-4

TOTAL 59-60

FREE ELECTIVES 21-22 credits			
COURSE	**TERM**	**GR**	**CR**

Writing Across the Curriculum ("WAC") Requirement:
Prior to graduation, ALL students must complete ENG 1 & 2 plus;
Freshmen: 3 WAC courses (total 5 WAC)
Transfers: 0-59 crs. 3 WAC courses (total 5 WAC); **60-89 crs.** 2 WAC courses (total 4 WAC); **90+ crs.,** 1 WAC course (total 3 WAC)