

COMPUTER SCIENCE MAJOR

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The course offerings in Computer Science and Information Technology serve both Computer Science and Information Technology majors and students majoring in other fields. The introductory courses emphasize applications of computer and information technology for problem solving and data manipulation along with fundamental concepts of the computer science and information technology disciplines. The advanced courses are designed for extended study and exploration of the theoretical and technical aspects, and practical applications of computer science and information technology. The two majors offered by the Computer Science department will prepare students for either immediate employment or graduate study.

Computer Science and Information Technology courses are taught in a laboratory setting, permitting experimentation with the practical application of theoretical concepts. Students also present their work to various audiences in written, electronic, and verbal formats. In addition to the technical focus, students in both the CSC and ITY majors are provided opportunities to practice techniques to develop skills related to becoming professionals, effective communicators, and potential information technology leaders in a wide variety of organizations.

It is recommended that students planning graduate study in computer science take additional courses in mathematics and physics. Student learning is achieved by applying a problem-based, project centered approach focusing on critical thinking, technological understanding, and interpersonal communications. Majors must earn a grade of C- or better in all CSC/ITY courses.

A degree in Computer Science focuses on the mathematical logical, and scientific applications of computer science particularly algorithms and software development. Students are required to complete complementary courses in mathematics, statistics, and logic. Significant areas addressed in this major include secure coding empirical research, and data science. This major emphasizes problem-solving, computer programming knowledge and skills, software engineering concepts and practices, and provides the student with the opportunity to apply these concepts to a variety of computer-based systems.

If any substitutions of waivers of requirements are allowed, please list below and initial.

Course #	Title of Course	Hours Completed	Semester Completed	Grade

MAJOR: Computer Science

udent's Last Name	First Name	Middle Initial	
udent's Last Name		Middle Initial	

Date Major Declared Advisor

Title of Course	Hours Required	Semester Completed	Grade
irses (32 hrs):	Required	Completed	Grade
Programming Logic and Design	3		
Fundamentals of Computer Science I	3		
Survey of Computer Science	3		
Fundamentals of Computer Science II	3		
Database Management Systems	3		
Systems Analysis and Design	3		
Foundations of Information Technology Science	3		
Introduction to Software Engineering	3		
Systems and Software Engineering Laboratory	3		
Calculus I	5		
ses (Total of 12 Hours)			
elective courses (6 hours) must come from the following list:			
Introduction to Digital Systems	3		
Visual Basic Programming	3		
Object-Oriented Programming	3		
Topics in Programming	3		
e courses (6 hours):			
Advanced Digital Systems	3		
Compilers, Interpreters, and Operating Systems	3		
Independent Study in Computer Science	1-4		
Internship in Computer Science	1-4		
Computer Science Practicum	1		
Client Server and Web-based Programming	3		
Computer Networking	3		
Information Technology in the Organization	3		
ective Courses (Any two below):	-		
Calculus II	4		
Linear Algebra			
Mathematical Probability and Statistics			
Formal Logic			
Total Hours for Major:	50-51		
Mathema	ritical Probability and Statistics	otical Probability and Statistics 3 Ogic 3	otical Probability and Statistics 3 ogic 3