

Computer Science

Bachelor of Science

Description

Carolina University offers a Bachelor of Science (BS) degree in Computer Science. The courses in the computer science program are designed to teach the foundations of computing technology. The students are prepared for the changing nature of technology.

Courses include a variety of programming languages, platforms, operating systems, and a mixture of hands on and theoretical study. Our courses start at the introductory level and progress through the expert level.

Computer Science jobs are in high demand. A successful student with a BS in computer science can easily compete for high-paying jobs in such roles as programmer, computer systems analyst, application development, system support, technical staff, database design, network administrator, and many more.

Concentrations are offered in the following subjects:

- [Cybersecurity](#)
- [Data Science](#)
- [Esports](#)
- [Networking](#)
- [Software Systems](#)

For concentrations, all electives must be taken from the indicated courses for each division.

Admissions Requirements

- A high school diploma or GED
- GPA of 2.0 or higher
- Official transcripts from all previously attended schools
- Completed application with Carolina University

Graduation Requirements

In order to become a candidate for graduation a student:

1. Shall have completed a minimum of 30 credit hours at CU;
2. Shall have maintained a minimum academic average of C (2.0)
3. Shall have passed all courses in their curriculum and made a C or better in Professional courses designated as essential in each program;
4. Shall have completed at least 24 of the final 30 hours with Carolina University.

Courses

General Education Core (36 Credit Hours) - must include the following:

[GC 205 - Calculus I](#)

3 Credit Hours

[GS 201 - Principles of Speech](#)

3 Credit Hours

[MG 210 - Introduction to Statistics](#)

3 Credit Hours

Professional Core (69 Credit Hours)

[CS 105 - Introduction to Computer Science](#)

3 Credit Hours

[CS 110 - Programming I](#)

3 Credit Hours

[CS 111 - Programming II](#)

3 Credit Hours

[CS 150 - Scripting](#)

3 Credit Hours

[CS 210 - Algorithms and Data Structures](#)

3 Credit Hours

[CS 220 - Object Oriented Programming](#)

3 Credit Hours

[CS 300 - Software Engineering](#)

3 Credit Hours

[CS 310 - Algorithms & Data Structures II](#)

3 Credit Hours

[CS 315 - Database/SQL](#)

3 Credit Hours

[CS 320 - Advanced OOP](#)

3 Credit Hours

[CS 330 - Networking](#)

3 Credit Hours

[CS 340 - Computer Architecture and Organization](#)

3 Credit Hours

[CS 410 - Operating Systems](#)

3 Credit Hours

[CS 425 - Advanced Database/SQL](#)

3 Credit Hours

[CS 430 - Computer Security Fundamentals](#)

3 Credit Hours

[CS 435 - Ethical Hacking](#)

3 Credit Hours

[CS 450 - Introduction to Unix](#)

3 Credit Hours

[CS 475 - Senior Project I](#)

3 Credit Hours

[CS 480 - Senior Project II](#)

3 Credit Hours

[CS 485 - Senior Project III](#)

3 Credit Hours

[CS 490 - Senior Project IV](#)

3 Credit Hours

[EN 215 - Technical Writing](#)

3 Credit Hours

[GC 206 - Calculus II](#)

3 Credit Hours

Professional Electives (18 Credit Hours)

[CS 205 - Python Programming](#)

3 Credit Hours

[CS 222 - C# Programming](#)

3 Credit Hours

[CS 250 - Cloud Computing](#)

3 Credit Hours

[CS 305 - DevOps Engineering](#)

3 Credit Hours

[CS 325 - Introduction to Routing and Switching](#)

3 Credit Hours

[CS 335 - Network Protocols and Services](#)

3 Credit Hours

[CS 350 - User Interface Design](#)

3 Credit Hours

[CS 355 - Information Architecture](#)

3 Credit Hours

[CS 360 - Web Database Applications](#)

3 Credit Hours

[CS 365 - Information Security](#)

3 Credit Hours

[CS 375 - Java](#)

3 Credit Hours

[CS 380 - Web Design](#)

3 Credit Hours

[CS 415 - Network Security](#)

3 Credit Hours

[CS 420 - Advanced Routing and Switching](#)

3 Credit Hours

[CS 440 - Windows Client Server](#)

3 Credit Hours

[CS 445 - Advanced Defense and Countermeasure](#)

3 Credit Hours

[CS 451 - Digital Forensics](#)

3 Credit Hours

[CS 499 - Special Topics](#)

3 Credit Hours

[ES 210 - Introduction to Esports](#)

3 Credit Hours

[ES 220 - Contemporary Issues in Esports](#)

3 Credit Hours

[ES 230 - Games Design](#)

3 Credit Hours

[ES 310 - Broadcasting and Communication](#)

3 Credit Hours

[ES 320 - Coaching and Team Management](#)

3 Credit Hours

[ES 330 - Social Media Management](#)

3 Credit Hours

[ES 410 - Business Senior Capstone](#)

3 Credit Hours

[ES 420 - Regulation and Policy in Esports](#)

3 Credit Hours

[GC 112 - Mathematics II](#)

3 Credit Hours

[GC 206 - Calculus II](#)

3 Credit Hours

[IS 210 - Drones](#)

3 Credit Hours

[IS 305 - Introduction to Information Systems](#)

3 Credit Hours

[IS 310 - Introduction to Network Technology](#)

3 Credit Hours

[IS 320 - Information Systems Management and Business](#)

3 Credit Hours

[IS 325 - Business Systems](#)

3 Credit Hours

[IS 330 - Introduction to Data Science](#)

3 Credit Hours

[IS 335 - Machine Learning](#)

3 Credit Hours

[IS 340 - Natural Language Processing](#)

3 Credit Hours

[IS 345 - Neural Networks](#)

3 Credit Hours

[IS 350 - Artificial Intelligence](#)

3 Credit Hours