COMPUTER SCIENCE (ALGORITHM THEORY) -BACHELOR OF SCIENCE

The Bachelor of Science in Computer Science is the traditional undergraduate degree in Computer Science. It is rigorously focused on educating the student in the fundamental disciplines of Computer Science. It prepares the student for any technological field in industry, and also provides the preparation for graduate studies in Computer Science. It is the main undergraduate degree in the Computer Science department, and should be the choice of a single-major Computer Science student. This degree is accredited by the ABET Computing Accreditation Commission (CAC) under the General and Computer Science Program Criteria (through 9/30/2022).

General Requirements Exception

A grade of at least C- must be earned in each of the courses taken to satisfy the departmental and non-departmental requirements. No course may be counted as satisfying both a departmental and a non-departmental requirement. No course taken to satisfy either a departmental or a non-departmental requirement may be taken S/U.

Requirements

Students who plan to seek employment at the bachelor level are advised to take one of the concentration area curricula in addition to the general and departmental requirements. An elective course cannot be used for more than two focuses. A course that is required for one concentration cannot be used as an elective course of another one.

Students must complete all University degree requirements, which include: General Education requirements, Viewing a Wider World requirements, and elective credits to total at least 120 credits with 48 credits in courses numbered 300 or above. Developmental coursework will not count towards the degree requirements and/or elective credits, but may be needed in order to take the necessary English and Mathematics coursework.

Prefix	Title	Credits
General Education R	equirement	
Area I: Communication	ons ¹	
English Composition	- Level 1 ²	4
English Composition	- Level 2	
ENGL 2210G	Professional and Technical Communication Honors	3
Oral Communication		
Choose one from the	e following:	3
COMM 1115G	Introduction to Communication	
COMM 1130G	Public Speaking	
HNRS 2175G	Introduction to Communication Honors	
Area II: Mathematics		
MATH 1511G	Calculus and Analytic Geometry I ³	4
Area III/IV: Laborator	y Sciences and Social/Behavioral Sciences	11
Area III: Laborato	ory Sciences	
Choose two diffe	rent courses from the following:	
ASTR 1115G	Introduction to Astronomy Lecture & Laboratory	

	BIOL 2610G & BIOL 2610L	Principles of Biology: Biodiversity, Ecology, and Evolution and Principles of Biology: Biodiversity, Ecology,	
	DIOI 01100	and Evolution Laboratory	
	BIOL 2110G & BIOL 2110L	Principles of Biology: Cellular and Molecular Biology and Principles of Biology: Cellular and	
		Molecular Biology Laboratory	
	CHEM 1215G	General Chemistry I Lecture and Laboratory for STEM Majors	
	CHEM 1225G	General Chemistry II Lecture and Laboratory for STEM Majors	
	GEOG 1110G	Physical Geography	
	GEOL 1110G	Physical Geology	
	HNRS 2116G	Earth, Time and Life	
	PHYS 1230G & PHYS 1230L	Algebra-Based Physics I and Algebra-Based Physics I Lab	
	PHYS 1240G & PHYS 1240L	Algebra-Based Physics II and Algebra-Based Physics II Lab	
	PHYS 1310G	Calculus -Based Physics I	
	& PHYS 1310L PHYS 1320G	and Calculus -Based Physics I Lab	
	& PHYS 1320G	Calculus -Based Physics II and Calculus -Based Physics II Lab	
	Area IV: Social/Beha	avioral Sciences (3 credits) ²	
Are	ea V: Humanities ²	, ,	3
Are	ea VI: Creative and Fir	ne Arts ²	3
Ge	neral Education Elect	ive	
MA	ATH 1521G	Calculus and Analytic Geometry II ³	4
	or MATH 1521H	Calculus and Analytic Geometry II Honors	
Vie	ewing a Wider World	4	6
DC	partmental/College	Requirements	
	partmental/College 3 172	Requirements Computer Science I	4
C S			4
C S	S 172	Computer Science I	
C S	S 172 S 271	Computer Science I Object Oriented Programming	4
C 8 C 8	5 172 5 271 5 272	Computer Science I Object Oriented Programming Introduction to Data Structures	4
C 5 C 5 C 5	S 172 S 271 S 272 S 273	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization	4 4
C 5 C 5 C 5 C 5	5 172 5 271 5 272 5 273 5 278	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science	4 4 4
	5 172 5 271 5 272 5 273 5 278 5 370	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory	4 4 4 4
	5 172 5 271 5 272 5 273 5 278 6 370 6 371	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development	4 4 4 4 4
C : C : C : C : C : C : C : C : C : C :	5 172 5 271 5 272 6 273 5 278 5 370 5 371 5 372	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of	4 4 4 4 4
C : C : C : C : C : C : C : C : C : C :	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing	4 4 4 4 4 1
C : C : C : C : C : C : C : C : C : C :	5 172 5 271 5 272 5 273 6 278 6 370 6 371 5 372 6 448	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project	4 4 4 4 4 1
	5 172 5 271 5 272 5 273 6 278 6 370 6 371 6 372 6 419 6 448 or C S 449	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis	4 4 4 4 4 1
	5 172 5 271 5 272 6 273 6 278 6 370 6 371 6 372 6 419 6 448 or C S 449 6 471 6 474	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I	4 4 4 4 4 1
	5 172 5 271 5 272 6 273 6 278 6 370 6 371 5 372 6 419 6 448 or C S 449 6 471	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: ⁵	4 4 4 4 4 1 1 3 3
	5 172 5 271 5 272 6 273 6 278 6 370 6 371 6 372 6 419 6 448 or C S 449 6 471 6 474	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 6 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 6 278 6 370 6 371 6 372 6 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 6 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 6 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473 C S 475	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I Artificial Intelligence I	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 5 448 or C S 449 5 471 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473 C S 475 C S 476	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I Artificial Intelligence I Computer Graphics I	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 6 448 or C S 449 6 471 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473 C S 475 C S 476 C S 477	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I Artificial Intelligence I Computer Graphics I Digital Game Design	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 5 448 or C S 449 6 471 6 474 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473 C S 475 C S 476 C S 477 C S 478	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I Artificial Intelligence I Computer Graphics I Digital Game Design Computer Security	4 4 4 4 4 1 3 3 3
	5 172 5 271 5 272 5 273 5 278 5 370 5 371 5 372 5 419 6 448 or C S 449 6 471 6 482 lect 6 credits from the C S 380 C S 381 C S 382 C S 383 C S 384 C S 473 C S 475 C S 476 C S 477	Computer Science I Object Oriented Programming Introduction to Data Structures Machine Programming and Organization Discrete Mathematics for Computer Science Compilers and Automata Theory Software Development Data Structures and Algorithms Computing Ethics and Social Implications of Computing Senior Project Senior Thesis Programming Language Structure I Operating Systems I Database Management Systems I ne following: 5 Introduction to Cryptography Principles of Virtual Reality Modern Web Technologies Introduction to Deep Learning Graph Data Mining Architectural Concepts I Artificial Intelligence I Computer Graphics I Digital Game Design	4 4 4 4 4 1 3 3 3

C S 481	Visual Programming	
C S 484	Computer Networks I	
C S 485	Human-Centered Computing	
C S 486	Bioinformatics	
C S 487	Applied Machine Learning I	
C S 488	Introduction to Data Mining	
C S 489	Bioinformatics Programming	
C S 491	Parallel Programming	
C S 496	Cloud and Edge Computing	
-	quirements (in addition to Gen.Ed/VWW)	
MATH 2415	Introduction to Linear Algebra	3
or MATH 4230	Applied Linear Algebra	
Select one from the fo	•	3
MATH 3110	Introduction to Modern Algebra	
MATH 3120	Introduction to Analysis	
MATH 3140	Introduction to Numerical Methods	
MATH 3160	Introduction to Ordinary Differential Equations	
MATH 4320	Logic and Set Theory	
MATH 4330	Elementary Number Theory	_
Select one from the fo		3
A ST 311	Statistical Applications	
STAT 3110	Statistics for Engineers and Scientists	
STAT 4210 Lab Science Courses	Probability: Theory and Applications	
Select one from the fo	Mowing: ⁵	4
ASTR 1115G	•	4
	Introduction to Astronomy Lecture & Laboratory	
BIOL 2610G & BIOL 2610L	Principles of Biology: Biodiversity, Ecology, and Evolution and Principles of Biology: Biodiversity, Ecology, and Evolution Laboratory	
BIOL 2110G & BIOL 2110L	Principles of Biology: Cellular and Molecular Biology and Principles of Biology: Cellular and Molecular Biology Laboratory	
CHEM 1215G	General Chemistry I Lecture and Laboratory for STEM Majors	
CHEM 1225G	General Chemistry II Lecture and Laboratory for STEM Majors	
PHYS 1230G & PHYS 1230L	Algebra-Based Physics I and Algebra-Based Physics I Lab	
PHYS 1240G & PHYS 1240L	Algebra-Based Physics II and Algebra-Based Physics II Lab	
PHYS 2110 & 2110L	Mechanics and Experimental Mechanics	
PHYS 2140 & 2140L	Electricity and Magnetism and Electricity & Magnetism Laboratory	
PHYS 1310G & PHYS 1310L	Calculus -Based Physics I and Calculus -Based Physics I Lab	
PHYS 1320G & PHYS 1320L	Calculus -Based Physics II and Calculus -Based Physics II Lab	
	quirements: (not required)	
Electives, to bring the	total credits to 120 ⁷	14
The specific requirement follows:	nts for the concentration in Algorithm Theory are as	
Select 3-4 credits f	rom the following:	
C S 372	Data Structures and Algorithms	
C S 343	Algorithm Design & Implementation	
Select 9 credits fro	no the fallessines	

Select 9 credits from the following:

Total Credits		120
C S 488	Introduction to Data Mining	
C S 487	Applied Machine Learning I	
C S 476	Computer Graphics I	
CS 475	Artificial Intelligence I	

- Students with Area I transfer credits may sometimes complete this requirement with 9 credits
- ² See the General Education (https://catalogs.nmsu.edu/nmsu/general-education-viewing-wider-world/) section of the catalog for a full list of courses
- MATH 1511G Calculus and Analytic Geometry I and MATH 1521G Calculus and Analytic Geometry II are required for the degree but students may need to take any prerequisites needed to enter MATH 1511G or MATH 1521G first.
- See the Viewing a Wider World (https://catalogs.nmsu.edu/nmsu/ general-education-viewing-wider-world/#viewingawiderworldtext) section of the catalog for a full list of courses.
- ⁵ A course can satisfy only one requirement.
- ⁶ Must be taken for 3 credits to count as a course.
- Telective credit may vary based on prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

A Suggested Plan of Study for Students

This roadmap assumes student placement in MATH 1511G Intermediate Algebra and ENGL 1110G Rhetoric and Composition. The contents and order of this roadmap may vary depending on initial student placement in mathematics and english. It is only a suggested plan of study for students and is not intended as a contract. Course availability may vary from fall to spring semester and may be subject to modification or change.

Freshman		Credits
C S 172	Computer Science I	4
C S 271	Object Oriented Programming	4
C S 273	Machine Programming and Organization	4
ENGL 1110G	Composition I	4
MATH 1511G	Calculus and Analytic Geometry I ¹	4
MATH 1521G or MATH 1521H	Calculus and Analytic Geometry II or Calculus and Analytic Geometry II Honors	4
Area IV: Social/ Behav	vioral Sciences Course ²	3
Area V: Humanities Co	ourse ²	3
	Credits	30
Sophomore		
C S 272	Introduction to Data Structures	4
C S 278	Discrete Mathematics for Computer Science	4
C S 370	Compilers and Automata Theory	4
C S 372	Data Structures and Algorithms	4
COMM 1115G		_
OOMINI 11100	Introduction to Communication	3
ENGL 2210G	Introduction to Communication Professional and Technical Communication Honors	3
	Professional and Technical Communication Honors Introduction to Linear Algebra or Applied Linear Algebra	

	Total Credits	120-123
	Credits	26
Electives as needed to	o meet minimum credit requirements ³	7
Upper division electives to bring total upper division to 48 ³		4
Computer Science 40	0-level Elective ⁴	3
Lab Science Elective		4
C S 474	Operating Systems I	3
C S 419	Computing Ethics and Social Implications of Computing	1
Senior C S 448 or C S 449	Senior Project or Senior Thesis	4
	Credits	33
Elective credits if nee	ded for financial aid requirements ³	3
Viewing a Wider Worl	d ⁷	3
Viewing a Wider Worl	d ⁷	3
Lab Science Elective	6	4
Lab Science Elective		4
MATH elective (upper		3
Computer Science 40	2 ,	3
C S 482	Database Management Systems I	3
C S 471	Programming Language Structure I	3
C S 371	Software Development	4
Junior	Credits	31-34
Elective credits if nee	ded for financial aid requirements ³	3+
STAT 4210	Probability: Theory and Applications	
STAT 3110	Statistics for Engineers and Scientists	
A ST 311	Statistical Applications	
Select one from the fo	ollowing:	3

MATH 1511G Calculus and Analytic Geometry I is required for the degree but students may need to take any prerequisites needed to enter MATH 1511G first.

See the General Education (https://catalogs.nmsu.edu/nmsu/generaleducation-viewing-wider-world/#viewingawiderworldtext) section of the catalog for a full list of courses

3 Students who plan to graduate with a concentration need to complete the specific requirements for the chosen concentration.

Elective credit may vary based on prerequisites, dual credit, AP credit, double majors, and/or minor coursework. The amount indicated in the requirements list is the amount needed to bring the total to 120 credits and may appear in variable form based on the degree. However students may end up needing to complete more or less on a case-by-case basis and students should discuss elective requirements with their advisor.

See list of Computer Science electives (p. 1) in Degree Requirement Section.

- ⁵ Math Electives:
 - MATH 3110 Introduction to Modern Algebra
 - · MATH 3120 Introduction to Analysis
 - · MATH 3140 Introduction to Numerical Methods
 - MATH 3160 Introduction to Ordinary Differential Equations
 - · MATH 4320 Logic and Set Theory
 - MATH 4330 Elementary Number Theory
- See list of Lab Science (p. 1) courses in the Degree Requirement Section.

See the Viewing a Wider World (https://catalogs.nmsu.edu/nmsu/ general-education-viewing-wider-world/#viewingawiderworldtext) section of the catalog for a full list of courses

Students planning to undertake graduate work in computer science are encouraged to consult with their advisor regarding the possibility of taking other computer science electives to satisfy their departmental requirements.