

Bachelor of Arts - Computer Science 2018-2019 Catalog

Name: _____

ID #: _____

UNLV General Education Core (33-36 Credits)

English: 6 Credits

		SEM	CRED	GRADE
ENG 101*			3	
ENG 102*			3	

First Year Seminar: 2-3 Credits

EGG 101/L Recommended

		SEM	CRED	GRADE

Second Year Seminar: 3 Credits

**Choose from approved list in catalog

**Choose from approved list in catalog		SEM	CRED	GRADE
			3	

Constitution: 4-6 Credits

Choose from: PSC 101, HIST 100, HIST 101+102,
or HIST 101 + (HIST 217 or PSC 100)

		SEM	CRED	GRADE

Social Science: 9 Credits**

Must be from 3 different areas

		SEM	CRED	GRADE
			3	
			3	
			3	

Fine Arts: 3 Credits**

****Choose from approved list in catalog**

		SEM	CRED	GRADE
			3	

Humanities: 6 Credits

		SEM	CRED	GRADE
COM 101*			3	
PHIL 422			3	

Department Requirements: 84-87 Credits

Math/Science: 20 Credits

		SEM	CRED	GRADE
PHIL 114*			3	
CpE 100*			3	
MATH 181*			4	
MATH 182*			4	
MATH 251 OR 365			3	
STAT 411			3	

NOTES:

***Designates courses to be completed as pre-major curriculum
A grade of C or higher must be earned in all pre-major courses**

**** = A 3-credit international and 3-credit multicultural class must be completed per UNLV GEN ED. requirements. The use of "Double-Dipper" courses are recommended, see approved list.**

Major Core Courses: 21 Credits

		SEM	CRED	GRADE
CS 135/L*			3	
CS 202*			3	
CS 218*			3	
CS 219			3	
CS 302			3	
CS 326			3	
CS 370			3	

Computer Science Electives: 9 Credits

Electives need to be CS 300+ Level

MATH 466/467 Allowed

		SEM	CRED	GRADE
			3	
			3	
			3	

Application Area: 15 Credits

Application Area need to be 300+ level courses to be approved by academic advisor. (NOT CS COURSES)

		SEM	CRED	GRADE
			3	
			3	
			3	
			3	
			3	

Free Electives: 19-22 Credits**[illegible]

GRADES OF C OR HIGHER MUST BE EARNED IN ALL PRE-MAJOR AND ADVANCED STANDING COURSES FOR GRADUATION. THIS INCLUDES ANY ENGINEERING MATHEMATICS, SCIENCE AND ENGLISH COURSES PER THE 2018-19 CATALOG.

MINIMUM GPA NEEDED FOR GRADUATION 2.25

Total Credits: 120