

COMPUTER SCIENCE, B.S. TO COMPUTER SCIENCE, M.S. ACCELERATED PROGRAM

Saint Louis University's computer science B.S. to computer science M.S. accelerated program allows a student to complete both the Bachelor in Science in Computer Science and the Master of Science in Computer Science in a shorter time period than if both degrees were pursued independently.

For additional information see the catalog entries for the following programs:

Computer Science, B.S.

Computer Science, M.S.

Requirements

Students who want to apply to this accelerated program should have completed all 2000-level coursework required of the computer science bachelor's program and have completed at least 75 credits at the time of application.

At the time of application, students must have a cumulative GPA of at least 3.00 and a GPA of at least 3.00 in their computer science coursework. Contact the graduate coordinator for more details.

Continuation Standards

Students must maintain a cumulative GPA of at least 3.00 and a GPA of at least 3.00 in their computer science coursework.

Students who drop below that GPA while in the accelerated program will be placed on a one-semester probationary period before being dismissed from the accelerated program.

Only grades of "B" or better in the graduate courses taken while an undergraduate can be applied to the master's degree.

Roadmap

Roadmaps are recommended semester-by-semester plans of study for programs and assume full-time enrollment unless otherwise noted.

Courses and milestones designated as critical (marked with !) must be completed in the semester listed to ensure a timely graduation. Transfer credit may change the roadmap.

This roadmap should not be used in the place of regular academic advising appointments. All students are encouraged to meet with their advisor/mentor each semester. Requirements, course availability and sequencing are subject to change.

Course	Title	Credits
Year One		
Fall		
CSCI 10xx	Introduction to Computer Science	3
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MATH 1510	Calculus I	4

ENGL 1900 or ENGL 1940	Advanced Strategies of Rhetoric and Research or Advanced Writing	3
Core	Foreign Language 1010	3
THEO 1000	Theological Foundations	3

Credits 16

Spring

CSCI 1300	Introduction to Object-Oriented Programming	4
MATH 1520	Calculus II	4
Core	Foreign Language 1020	3
PHIL 2050	Ethics	3

Credits 14

Year Two

Fall

CSCI 2100	Data Structures	4
CSCI 2500	Computer Organization and Systems	3
MATH 1660	Discrete Mathematics	3
Science I with lab		4
PHIL 3410	Computer Ethics	3

Credits 17

Spring

CSCI 2300	Object-Oriented Software Design	3
CSCI 2510	Principles of Computing Systems	3
STAT 3850	Foundation of Statistics	3
Science II with lab		4
Core	Theology 2000+	3

Credits 16

Year Three

Fall

CSCI 3100	Algorithms	3
Additional Mathematics/Statistics (2000+)		3
HIST 1110	Origins of the Modern World to 1500	3
Science or engineering		3-4
Core	Literature	3

Credits 15-16

Spring

CSCI 3200	Programming Languages	3
CSCI 3300	Software Engineering	3
5000-level version of CSCI Systems Elective		3
Additional Mathematics/Statistics (2000+)		3
HIST 1120	Origins of the Modern World (1500 to Present)	3

Credits 15

Year Four

Fall

CSCI 4961	Capstone Project I	2
CSCI 5000+ Breadth Elective		3
Core	Fine and Performing Arts	3
Core	Social Science	3
Core	Global Citizenship	3

Credits 14

Spring		
CSCI 4962	Capstone Project II	2
CSCI 5000+	Breadth Elective	3
CSCI 5090	Computer Science Colloquium	1
Core	Social Science	3
Core	Diversity in the U.S.	3
Free Elective		3
Credits		15

Year Five		
Fall		
CSCI 5030	Principles of Software Development	3
CSCI 51xx	Theory Elective	3
CSCI 5xxx	General Elective	3
CSCI 5xxx	General Elective	3
CSCI 5090	Computer Science Colloquium	1
Credits		13

Spring		
CSCI 53xx	Software Engineering Elective	3
CSCI 5xxx	General Elective	3
CSCI 5xxx	General Elective ^a	3
CSCI 5090	Computer Science Colloquium	1
Credits		10
Total Credits		145-146

^a Waiver replacement for CSCI 5050: Computing and Society

Introduction to Computer Science

Code	Title	Credits
CSCI 1010	Introduction to Computer Science: Principles	
CSCI 1020	Introduction to Computer Science: Bioinformatics	
CSCI 1030	Introduction to Computer Science: Game Design	
CSCI 1040	Introduction to Computer Science: Mobile Computing	
CSCI 1050	Introduction to Computer Science: Multimedia	
CSCI 1060	Introduction to Computer Science: Scientific Programming	
CSCI 1070	Introduction to Computer Science: Taming Big Data	
CSCI 1080	Introduction to Computer Science: World Wide Web	
CSCI 1090	Introduction to Computer Science: Special Topics	

With permission, a computing-intensive course from another discipline may be substituted. Examples of such courses include:

BME 2000	Biomedical Engineering Computing
CVNG 1500	Civil Engineering Computing
STAT 3850	Foundation of Statistics

Systems Courses

Code	Title	Credits
CSCI 4500	Advanced Operating Systems	
CSCI 4530	Computer Security	
CSCI 4550	Computer Networks	

CSCI 4610	Concurrent and Parallel Programming
CSCI 4620	Distributed Computing

Theory Courses

Code	Title	Credits
CSCI 3100	Algorithms	
CSCI 3200	Programming Languages	

Graduate Electives

The general requirements must include a course from at least two of the following categories:

- CSCI 5200-5299 (Language/Compilers courses)
- CSCI 5600-5699 (Large Scale Systems courses)
- CSCI 5700-5799 (Knowledge Systems)
- CSCI 5800-5899 or BCB 5200/5250 (Advanced Applications)

Program Notes

Thesis Option

A master's thesis is optional. Students completing a thesis should take six credits of Thesis Research Thesis Research (CSCI 5990) as part of the elective requirements.

Internship with Industry

Students may apply at most three credits of Internship with Industry (CSCI 5910) toward the degree requirements.

Closely Related Disciplines

With approval, students may include up to six credits of elective graduate coursework in closely related disciplines (e.g. mathematics and statistics, bioinformatics and computational biology, electrical and computer engineering).