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

This program allows a student to complete, in an accelerated fashion, both the Bachelor in Science in Computer Science and the Master of Science in Software Engineering at Saint Louis University.

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

Computer Science, B.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/computer-science-bs/)

Software Engineering, M.S. (http://catalog.slu.edu/colleges-schools/arts-sciences/computer-science/software-engineering-ms/)

Requirements

Students who wish 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.

To apply, students must submit a personal statement and arrange for two letters of recommendation from computer science faculty members.

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.

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.

<table>
<thead>
<tr>
<th>Course</th>
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<tbody>
<tr>
<td>Year One</td>
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<tr>
<td>! CSCI 10xx (p. 2)</td>
<td>Introduction to Computer Science</td>
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<td>! MATH 1510</td>
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<td>!CSCI 1300</td>
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<td>Theological Foundations</td>
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<td>Science I with lab</td>
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<tr>
<td>PHIL 2050</td>
<td>Ethics</td>
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<td>!CSCI 3500</td>
<td>Operating Systems</td>
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<td>Origins of the Modern World to 1500</td>
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<td>!CSCI 3200</td>
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<td>!CSCI 3300</td>
<td>Software Engineering</td>
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<td>MATH 2xxx</td>
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<td>HIST 1120</td>
<td>Origins of the Modern World (1500 to Present)</td>
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<td>CSCI 5000+Graduate Elective</td>
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### Applied Systems Courses

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<td>CSCI 3710</td>
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<td>CSCI 4650</td>
<td>Computer Security</td>
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<td>CSCI 4850</td>
<td>High-Performance Computing</td>
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### Program Notes

**Internship with Industry**

Students may apply at most 3 credits of Internship with Industry (CSCI 5910) toward the degree requirements.

### Introduction to Computer Science

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<tr>
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<tr>
<td>CSCI 1010</td>
<td>Introduction to Computer Science: Principles</td>
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<tr>
<td>CSCI 1020</td>
<td>Introduction to Computer Science: Bioinformatics</td>
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<td>CSCI 1030</td>
<td>Introduction to Computer Science: Game Design</td>
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<tr>
<td>CSCI 1040</td>
<td>Introduction to Computer Science: Mobile Computing</td>
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<td>CSCI 1050</td>
<td>Introduction to Computer Science: Multimedia</td>
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<td>CSCI 1060</td>
<td>Introduction to Computer Science: Scientific Programming</td>
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<td>CSCI 1070</td>
<td>Introduction to Computer Science: Taming Big Data</td>
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<td>CSCI 1080</td>
<td>Introduction to Computer Science: World Wide Web</td>
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<tr>
<td>CSCI 1090</td>
<td>Introduction to Computer Science: Special Topics</td>
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</table>

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

<table>
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<tr>
<td>BME 2000</td>
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<td>CVNG 1500</td>
<td>Civil Engineering Computing</td>
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<td>STAT 3850</td>
<td>Foundation of Statistics</td>
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