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

Saint Louis University’s computer science B.A. to computer science M.S. accelerated program allows a student to complete both the Bachelor of Arts in Computer Science and the Master of Science in Computer Science at SLU in less time than it would take to complete both degrees independently.

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

Computer Science, B.A. (https://catalog.slu.edu/colleges-schools/science-engineering/computer-science/computer-science-ba/)

Computer Science, M.S. (https://catalog.slu.edu/colleges-schools/science-engineering/computer-science/computer-science-ms/)

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.

Non-Course Requirements

All Science and Engineering B.A. and B.S. students must complete an exit interview/survey near the end of their bachelor’s program.

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.
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  3
CSCI 5090  Computer Science Colloquium  1

Credits  10

Total Credits  143

a
Waiver replacement for CSCI 5050: Computing and Society

Program Notes
CSCI 5050 Computing and Society (3 cr) requirement will be waived for students who took Computer Ethics as an undergraduate; these hours would become an additional graduate elective.

Thesis Option
A master's thesis is optional. Students completing a thesis should take six credits of 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).

Introduction to Computer Science

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<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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<tr>
<td>CSCI 1025</td>
<td>Introduction to Computer Science: Cybersecurity</td>
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<tr>
<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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<tr>
<td>CSCI 1050</td>
<td>Introduction to Computer Science: Multimedia</td>
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<tr>
<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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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

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<tbody>
<tr>
<td>CSCI 4500</td>
<td>Advanced Operating Systems</td>
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<tr>
<td>CSCI 4530</td>
<td>Computer Security</td>
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<tr>
<td>CSCI 4550</td>
<td>Computer Networks</td>
<td></td>
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<tr>
<td>CSCI 4610</td>
<td>Concurrent and Parallel Programming</td>
<td></td>
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<tr>
<td>CSCI 4620</td>
<td>Distributed Computing</td>
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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)