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

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

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

Data Science, B.S. (https://catalog.slu.edu/colleges-schools/arts-sciences/interdisciplinary/data-science-bs/)

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 data 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.

Course	Title	Credits
Year One		
Fall		
CSCI 10xx (p. 2)	Introduction to Computer Science †	3
MATH 1660	Discrete Mathematics	3
University Core ar	nd/or General Electives	9
	Credits	15
Spring		
CSCI 1300	Introduction to Object-Oriented Programming	4
MATH 1510	Calculus I	4
University Core ar	nd/or General Electives	6
	Credits	14
Year Two Fall		
CSCI 2100	Data Structures	4
MATH 1520	Calculus II	4
University Core ar	nd/or General Electives	9
	Credits	17
Spring		
CSCI 2300	Object-Oriented Software Design	3
CSCI 2500	Computer Organization and Systems	3
University Core ar	nd/or General Electives	9
	Credits	15
Year Three		
Fall		
CSCI 3500	Operating Systems	3
Additional Mather	matics (2000+)	3
University Core ar	nd/or General Electives	9
	Credits	15
Spring		
! Application Cou	rse (p. 2)	3
! Theory Course (	p. 2)	3
University Core ar	nd/or General Electives	9
	Credits	15
Year Four		
Fall		
CSCI 4961	Capstone Project I	2
CSCI 5090	Computer Science Colloquium	1
CSCI 51##	CSCI Elective	3
University Core ar	nd/or General Electives	9
Spring	Credits	15
CSCI 4962	Capstone Project II	2
CSCI 51xx	CSCI Elective	3
University Core ar	nd/or General Electives	9
	Credits	14
Year Five		
Fall		
CSCI 5030	Principles of Software Development	3
CSCI 5050	Computing and Society	3

	Total Credits	146
	Credits	13
Graduate Elective	(p. 2)	3
Graduate Elective	(p. 2)	3
<b>Graduate Elective</b>	(p. 2)	3
CSCI Systems Elective	Systems courses numbered CSCI5500-5599	3
CSCI 5090	Computer Science Colloquium	1
Spring		
	Credits	13
Software Engineering Elective	Software Engineering courses numbered CSCI5300-5399	3
Theory Elective (p. 2)	Theory courses numbered CSCI5100-5199	3
CSCI 5090	Computer Science Colloquium	1

## **Introduction to Computer Science**

Code	Title Credits
CSCI 1010	Introduction to Computer Science: Principles
CSCI 1020	Introduction to Computer Science: Bioinformatics
CSCI 1025	Introduction to Computer Science: Cybersecurity
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
	a computing-intensive course from another substituted. Examples of such courses include:
BME 2000	Biomedical Engineering Computing
CVNG 1500	Civil Engineering Computing
STAT 3850	Foundation of Statistics

## **Applied Systems**

• • •		
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**

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 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).