# Curriculum in Computer Science

## Freshman

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 1100 English Composition I</td>
<td>3</td>
<td>ENGL 1120 English Composition II</td>
<td>3</td>
</tr>
<tr>
<td>World History or Technology &amp; Civilization</td>
<td>3</td>
<td>MATH 1620 Calculus II</td>
<td>4</td>
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<tr>
<td>Core Fine Arts</td>
<td>3</td>
<td>Core Science Sequence I</td>
<td>4</td>
</tr>
<tr>
<td>MATH 1610 Calculus I</td>
<td>4</td>
<td>COMP 1210 Fundamentals of Computing I</td>
<td>3</td>
</tr>
<tr>
<td>ENGR 1110 Introduction to Engineering</td>
<td>2</td>
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</tbody>
</table>

Total Hours: 15

## Sophomore

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core Literature¹</td>
<td>3</td>
<td>Math Elective²</td>
<td>3</td>
</tr>
<tr>
<td>COMM 1000 Public Speaking (or ROTC)</td>
<td>3</td>
<td>Science Elective²</td>
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</tr>
<tr>
<td>MATH 2660 Topics in Linear Algebra</td>
<td>3</td>
<td>ELEC 2200 Digital Logic Circuits</td>
<td>3</td>
</tr>
<tr>
<td>Core Science Sequence II²</td>
<td>4</td>
<td>COMP 2710 Software Construction</td>
<td>3</td>
</tr>
<tr>
<td>COMP 2210 Fundamentals of Computing II</td>
<td>3</td>
<td>COMP 3240 Discrete Structures</td>
<td>3</td>
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</tbody>
</table>

Total Hours: 17

## Junior

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAT 3600 Probability and Statistics I</td>
<td>3</td>
<td>Free Elective (or ROTC)</td>
<td>3</td>
</tr>
<tr>
<td>Core Social Science¹</td>
<td>3</td>
<td>Core Social Science¹</td>
<td>3</td>
</tr>
<tr>
<td>COMP 3220 Principles of Programming Languages</td>
<td>3</td>
<td>PHIL 1020 Introduction to Ethics or 1040 Business Ethics</td>
<td>3</td>
</tr>
<tr>
<td>COMP 3270 Introduction to Algorithms</td>
<td>3</td>
<td>COMP 3500 Introduction to Operating Systems</td>
<td>3</td>
</tr>
<tr>
<td>COMP 3350 Computer Organization and Assembly Language Programming</td>
<td>3</td>
<td>COMP 3700 Software Modeling and Design</td>
<td>3</td>
</tr>
</tbody>
</table>

Total Hours: 15

## Senior

<table>
<thead>
<tr>
<th>Fall</th>
<th>Hours</th>
<th>Spring</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Humanities / Social Science Elective³</td>
<td>3</td>
<td>Concentration²</td>
<td>6</td>
</tr>
<tr>
<td>Concentration²</td>
<td>3</td>
<td>COMP 4730 Computer Ethics</td>
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<tr>
<td>COMP 4200 Formal Languages</td>
<td>3</td>
<td>COMP Elective²</td>
<td>6</td>
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<tr>
<td>COMP 4320 Introduction to Computer Networks</td>
<td>3</td>
<td>UNIV 4AA0 Creed to Succeed</td>
<td>0</td>
</tr>
<tr>
<td>COMP Elective²</td>
<td>3</td>
<td></td>
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</tr>
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</table>

Total Hours: 13

Total Hours: 120

¹ Students must complete a sequence in either Literature or History. Because of the discipline specific requirements for the Humanities courses, it is recommended that a History sequence be completed in the Social Sciences courses.

² Courses for COMP Elective, Math Elective, Core Science Sequence, Science Elective, or Concentration credit must be chosen in accordance with CSSE department policies and approved course listings. Students must consult with the CSSE Academic Advisor when selecting these courses.
The Humanities / Social Science Elective must be chosen from the set of courses designated as Humanities or Social Sciences in the Auburn University Core Curriculum.

The AU Bulletin lists the University Core Curriculum requirements for students in the College of Engineering.

The course in bold-face are those used to calculate in-major GPA.