Computer Science (BS)

The Department of Computer Science in the College of Engineering at NC State University offers a Bachelor of Science in Computer Science degree. The program is accredited by the Computing Accreditation Commission of ABET, https://www.abet.org.

Students complete the standard set of engineering first-year courses, which include courses in the humanities, chemistry, mathematics, physics, and computing. Students may apply to join the Department of Computer Science as degree-seeking students via the CODA process (https://www.engr.ncsu.edu/academics/undergrad/coda/).

The Computer Science curriculum teaches students the skills needed to understand, specify, design, implement, test, and deploy computer and software systems. Core courses provide a foundation for all students in programming languages, data structures, software engineering, computer architectures, the theory of computation, the basics of building secure software and systems, teaming and communication, and the social and ethical dimensions of the practice of computer science.

Computer science electives are chosen in consultation with advisers, usually starting during the junior year. These electives allow for the exploration of more advanced areas. Among them are artificial intelligence, cloud computing, compilers, computer architecture and multiprocessors, computer graphics, cryptography, database management systems, data science, development and operations, educational technology, file organization and processing, human-computer interface design, multimedia technology, networks, privacy, security (computer, network, and software), sensor systems, social computing, and web services.

The Department of Computer Science offers three undergraduate concentrations (Artificial Intelligence (https://www.csc.ncsu.edu/academics/undergrad/bs-csc-ai.php), Cybersecurity (https://www.csc.ncsu.edu/academics/undergrad/bs-csc-cyber.php), and Game Development (https://www.csc.ncsu.edu/academics/undergrad/bs-csc-gdc.php)) and two undergraduate elective tracks (Security (https://www.csc.ncsu.edu/academics/undergrad/tracks/security.php) and Entrepreneurship (https://www.csc.ncsu.edu/academics/undergrad/tracks/entrepreneurship.php)). Concentrations appear on transcripts and tracks are recognized by letters of completion.

All Computer Science majors must complete a team project in Senior Design. Projects under the auspices of the department's Senior Design Center (https://sdc.csc.ncsu.edu) may have industrial sponsors, so student teams gain experience working jointly with industry representatives to achieve project goals. Senior Design teams are expected to solve a technical computing problem while effectively communicating their work and process to various audiences.

To see more about what you will learn in this program, visit the Learning Outcomes website (https://apps.oirp.ncsu.edu/pgas/)!

Departmental Information

The Department of Computer Science is located in Engineering Building II on NC State's Centennial Campus.

Department of Computer Science website

Contact Computer Science Academic Advising

Plan Requirements

Code	Title	Hours	Counts towards
Major Field of Study Requirements			
Math			
MA 141	Calculus I [1,2]	4	
MA 241	Calculus II [1,2]	4	
MA 242	Calculus III	4	
MA 305	Introductory Linear Algebra and Matrices	3	
ST 370	Probability and Statistics for Engineers	3	
Sciences			
CH 101 & CH 102	Chemistry - A Molecular Science and General Chemistry Laboratory [1,2]	4	
PY 205 & PY 206	Physics for Engineers and Scientists I and Physics for Engineers and Scientists I Laboratory [1,2]	4	
PY 208 & PY 209	Physics for Engineers and Scientists II and Physics for Engineers and Scientists II Laboratory	4	
Basic Science Elective (p. 2)		3	
CSC Major			
CSC 116	Introduction to Computing - Java [2]	3	
CSC 216 & CSC 217	Software Development Fundamentals and Software Development Fundamentals Lab [2]	4	
CSC 226	Discrete Mathematics for Computer Scientists [2]	3	
CSC 230	C and Software Tools	3	

CSC 246	Concepts and Facilities of Operating Systems for Computer Scientists	3
CSC 316	Data Structures and Algorithms	3
CSC 326	Software Engineering	4
CSC 333	Automata, Grammars, and Computability	3
CSC 379	Ethics in Computing	1
CSC 492	Senior Design Project	3
Free Elective		3
Other Major		
CSC Restricted Elective (p. 3)		12
Other Restricted Elective 200+ (p. 4)		6
Other Restricted Elective 300+ (p. 4)		6
ENG 331	Communication for Engineering and Technology	3
College Requirements		
Orientation Course(s):		4
E 101	Introduction to Engineering & Problem Solving [1,3]	
E 102	Engineering in the 21st Century [2]	
E 115	Introduction to Computing Environments [1]	
Other:		3
EC 205	Fundamentals of Economics	
or EC 201	Principles of Microeconomics	
or ARE 201	Introduction to Agricultural & Resource Economics	
General Education Program Requirements		
ENG 101 [1,3]		4
GEP Humanities (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-humanities/)		6
GEP Social Sciences (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-social-sciences/)		3

GEP US Diversity, Equity, and Inclusion (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-usdei/)	3
GEP Interdisciplinary Perspectives (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-interdisciplinary-perspectives/)	3
GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)	2
GEP Global Knowledge (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-global-knowledge/) (verify requirement)	
Foreign Language Proficiency (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/foreign-language-proficiency/) (verify requirement)	
Total Hours	**121**

[1] College of Engineering CODA classes
[2] Grade of C or higher required
[3] Grade of C minus or higher required

Basic Science Elective

Code	Title	Hours	Counts towards
BIO ***			
CH 201	Chemistry - A Quantitative Science	3	
MEA ***			
PB ***			
PY 123	Stellar and Galactic Astronomy	3	
PY 124	Solar System Astronomy	3	
PY 328	Stellar and Galactic Astrophysics	3	
PY 341	Relativity, Gravitation and Cosmology	3	
PY 401	Quantum Physics I	3	
PY 402	Quantum Physics II	3	
PY 407	Introduction to Modern Physics	3	
PY 411	Mechanics I	3	
PY 412	Mechanics II	3	

PY 413	Thermal Physics	3	
PY 414	Electromagnetism I	3	
PY 415	Electromagnetism II	3	
ZOO ***			

CSC Restricted Elective

Code	Title	Hours	Counts towards
CSC 236	Computer Organization and Assembly Language for Computer Scientists	3	
CSC 302	Introduction to Numerical Methods	3	
CSC 342	Applied Web-based Client-Server Computing	3	
CSC 401	Data and Computer Communications Networks	3	
CSC 402	Networking Projects	3	
CSC 405	Computer Security	3	
CSC 406	Architecture Of Parallel Computers	3	
CSC 411	Introduction to Artificial Intelligence	3	
CSC 412	Compiler Construction	3	
CSC 414	Foundations of Cryptography	3	
CSC 415	Software Security	3	
CSC 416	Introduction to Combinatorics	3	
CSC 417	Theory of Programming Languages	3	
CSC 419	DevOps: Modern Software Engineering Practices	3	
CSC 422	Automated Learning and Data Analysis	3	
CSC 431	File Organization and Processing	3	
CSC 433	Privacy in the Digital Age	3	
CSC 440	Database Management Systems	3	
CSC 442	Introduction to Data Science	3	
CSC 447	Introduction to Cloud Computing	3	
CSC 450	Web Services	3	
CSC 453	Introduction to Internet of Things (IoT) Systems	3	
CSC 454	Human-Computer Interaction	3	
CSC 455	Social Computing and Decentralized Artificial Intelligence	3	
CSC 456	Computer Architecture and Multiprocessors	3	
CSC 461	Computer Graphics	3	
CSC 462	Advanced Computer Graphics Projects	3	
CSC 467	Multimedia Technology	3	
CSC 471	Modern Topics in Cybersecurity	3	
CSC 472	Cybersecurity Projects	3	
CSC 474	Network Security	3	
CSC 481	Game Engine Foundations	3	
CSC 482	Advanced Computer Game Projects	3	
CSC 484	Building Game AI	3	
CSC 486	Computational Visual Narrative	3	
CSC 495	Special Topics in Computer Science	1-6	
CSC 498	Independent Study in Computer Science	3	
CSC 499	Independent Research in Computer Science	1-6	
CSC 5**			
ECE 482	Engineering Entrepreneurship and New Product Development I	3	

ECE 483	Engineering Entrepreneurship and New Product Development II	3
MA 414	Foundations of Cryptography	3
MA 416	Introduction to Combinatorics	3
ST 442	Introduction to Data Science	3

Other Restricted Elective 200+

Code	Title	Hours	Counts towards
Other Restricted Electives 300+		1-6	
ACC 200	Introduction to Managerial Accounting	3	
ACC 210	Concepts of Financial Reporting	3	
CE 214	Engineering Mechanics-Statics	3	
CSC 251	Web Page Development	3	
CSC 255	String Processing Languages	3	
CSC 281	Foundations of Interactive Game Design	3	
CSC 295	Special Topics in Computer Science	1-3	
CSC 297	Cybersecurity Topics	1	
CSC 298	Introduction to Computer Science Research Methods	3	
CSC 299	Mentored Research in Computer Science	1-3	
ECE 211	Electric Circuits	3	
ECE 212	Fundamentals of Logic Design	3	
MAE 2**		1-3	
MSE 201	Structure and Properties of Engineering Materials	3	

Other Restricted Elective 300+

Code	Title	Hours	Counts towards
CSC Restricted Elective Courses		1-6	
ACC 310	Intermediate Financial Accounting I	3	
ACC 311	Intermediate Financial Accounting II	3	
ACC 330	An Introduction To Income Taxation	3	
ACC 340	Accounting Information Systems	3	
ARS 306	Music Composition with Computers	3	
BUS 320	Financial Management	3	
BUS 340	Information Systems Management	3	
BUS 360	Marketing Methods	3	
BUS 4**			
CHE 435	Process Systems Analysis and Control	3	
CHE 465	Colloidal and Nanoscale Engineering	3	
CSC 427	Introduction to Numerical Analysis I	3	
CSC 428	Introduction to Numerical Analysis II	3	
EC 3**			
EC 4**			
EC 5**			
ECE 3** (except for ECE 309)			
ECE 4**			
ECE 5**			
EMS 480	Teaching Mathematics with Technology	3	
GC 320	3D Spatial Relations	3	
GC 350	Applied CAD/D and Geometric Controls	3	
GC 420	Visual Thinking	3	
GN 5**			

ISE 311	Engineering Economic Analysis	3
ISE 361	Deterministic Models in Industrial Engineering	3
ISE 4**		
ISE 5**		
LOG 335	Symbolic Logic	3
LOG 435	Advanced Logic & Metamathematics	3
LOG 535	Advanced Logic and Metamathematics	3
MA 302	Numerical Applications to Differential Equations	1
MA 341	Applied Differential Equations I	3
MA 351	Introduction to Discrete Mathematical Models	3
MA 401	Applied Differential Equations II	3
MA 402	Mathematics of Scientific Computing	3
MA 403	Introduction to Modern Algebra	3
MA 405	Introduction to Linear Algebra	3
MA 407	Introduction to Modern Algebra for Mathematics Majors	3
MA 408	Foundations of Euclidean Geometry	3
MA 410	Theory of Numbers	3
MA 412	Long-Term Actuarial Models	3
MA 413	Short-Term Actuarial Models	3
MA 425	Mathematical Analysis I	3
MA 426	Mathematical Analysis II	3
MA 427	Introduction to Numerical Analysis I	3
MA 428	Introduction to Numerical Analysis II	3
MA 430	Mathematical Models in the Physical Sciences	3
MA 432	Mathematical Models in Life Sciences	3
MA 437	Applications of Algebra	3
MA 440	Game Theory	3
MA 5**		
MAE 3**		
MAE 4**		
MAE 5**		
MIE 3**		
MIE 4**		
MSE 3**		
MSE 4**		
MSE 5**		
MUS 306	Music Composition with Computers	3
NE 3**		
NE 4**		
NE 5**		
OR 5**		
PHI 425	Introduction to Cognitive Science	3
PSY 307	Industrial and Organizational Psychology	3
PSY 340	Human Factors Psychology	3
PSY 400	Perception	3
PSY 420	Cognitive Processes	3
PSY 425	Introduction to Cognitive Science	3
PY 4**		
PY 5**		
ST 372	Introduction to Statistical Inference and Regression	3
ST 4**		
ST 5**		

Semester Sequence

This is a sample.

Semester Sequence [4]

This is a sample.

First Year

Fall Semester		Hours
CH 101 & CH 102	Chemistry - A Molecular Science and General Chemistry Laboratory [1, 2]	4
E 101	Introduction to Engineering & Problem Solving [1,3]	1
E 115	Introduction to Computing Environments [1]	1
ENG 101	Academic Writing and Research [1,3]	4
MA 141	Calculus I [1, 2]	4
	Hours	14

Spring Semester		
CSC 116	Introduction to Computing - Java [2]	3
MA 241	Calculus II [1, 2]	4
PY 205 & PY 206	Physics for Engineers and Scientists I and Physics for Engineers and Scientists I Laboratory [1, 2]	4
E 102	Engineering in the 21st Century [1, 2]	2
EC 205 or EC 201 or ARE 201	Fundamentals of Economics or Principles of Microeconomics or Introduction to Agricultural & Resource Economics	3
	Hours	16

Second Year

Fall Semester		
CSC 216 & CSC 217	Software Development Fundamentals and Software Development Fundamentals Lab [2]	4
CSC 226	Discrete Mathematics for Computer Scientists [2]	3
MA 242	Calculus III	4
PY 208 & PY 209	Physics for Engineers and Scientists II and Physics for Engineers and Scientists II Laboratory	4
GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)		1
	Hours	16

Spring Semester		
CSC 230	C and Software Tools	3
CSC 316	Data Structures and Algorithms	3
CSC 333	Automata, Grammars, and Computability	3
MA 305	Introductory Linear Algebra and Matrices	3
GEP Requirement (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)		3
	Hours	15

Third Year

Fall Semester		
CSC 246	Concepts and Facilities of Operating Systems for Computer Scientists	3
CSC Restricted Elective (http://catalog.ncsu.edu/undergraduate/engineering/computer-science/computer-science-bs-game-development-concentration/#CSCRestrictedElective)		3

ST 370	Probability and Statistics for Engineers	3
GEP Requirement (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)		3
Other Restricted Elective (http://catalog.ncsu.edu/undergraduate/engineering/computer-science/computer-science-bs-game-development-concentration/#ore-i)		3
	Hours	15

Spring Semester		
CSC 326	Software Engineering	4
CSC 379	Ethics in Computing	1
CSC Restricted Elective (p. 3)		3
ENG 331	Communication for Engineering and Technology	3
GEP Health and Exercise Studies (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/gep-health-exercise-studies/)		1
Other Restricted Elective (p. 4)		3
	Hours	15

Fourth Year

Fall Semester		
CSC Restricted Elective (p. 3)		3
GEP Requirement (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)		3
GEP Requirement (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)		3
Other Restricted Elective (p. 4)		3
Basic Science Elective (http://catalog.ncsu.edu/undergraduate/engineering/computer-science/computer-science-bs-game-development-concentration/#BasicScience)		3
	Hours	15

Spring Semester		
CSC 492	Senior Design Project	3
CSC Restricted Elective (p. 3)		3
Other Restricted Elective (p. 4)		3
Free Elective		3
GEP Requirement (http://catalog.ncsu.edu/undergraduate/gep-category-requirements/)		3
	Hours	15
	Total Hours	121

[1] Courses required for matriculation (CODA).

[2] A grade of C or higher is required.

[3] Grade of C- or higher required.

[4] One of the following two conditions regarding the major GPA is required: I) the major GPA, which consists of all CSC courses attempted at NCSU, must be 2.0 or higher or II) a student whose major grade point average is below 2.0 may graduate if no CSC course used to satisfy the major requirements has a grade below a C-.

Career Opportunities

Designing computer systems, and the software that runs on them is the job of computer scientists. Computer scientists find demand for their innovation, design, analysis, testing, and engineering skills across all domains. As a direct consequence of the increasingly critical role of computers in society, the discipline of computer science has

enjoyed rapid growth for many years, with the trend likely to continue. Employment projections indicate a critical nationwide shortfall in the supply of people skilled in computing and information technology, and a resulting steady rise in demand and salaries, for decades to come. Computer Science graduates from NC State are in high demand, including by employers that are extremely selective in their national recruiting.

Anchoring one corner of the world-famous Research Triangle Park, and located in modern state-of-the-art teaching and research facilities on NC State's Centennial Campus, the department and its students and faculty benefit from strong and active industry partnerships. NC State Computer Science is one of the top suppliers in the nation of new graduate hires to a number of high-tech companies, including several Fortune 500 companies, some with a substantial presence in the Research Triangle. Starting salaries for our undergraduates now average over $75,000 and show a steady increase. Opportunities are also plentiful for graduate study for those who wish to pursue the field in more depth.