Required Credits: 75 Required GPA: 2.25

I REQUIRED BASIC CORE COURSES

COMPLETE THE FOLLOWING COURSES:

- ACCT 2101 Principles of Accounting I (3 credits)
- ACCT 2102 Principles of Accounting II (3 credits)
- BUAD 2220 Legal Environment (3 credits)
- BUAD 2231 Business Statistics I (3 credits) or STAT 2610 Applied Statistics (4 credits)
- BUAD 2280 Computer Business Applications (3 credits)
- BUAD 3223 Operations Management (3 credits)
- BUAD 3351 Management (3 credits)
- BUAD 3361 Marketing (3 credits)
- BUAD 3381 Management Information Systems (3 credits)
- BUAD 3771 Financial Management (3 credits)
- BUAD 4559 Strategic Management (3 credits)
- BUAD 4600 Senior Seminar: Business Administration (1 credit)
- ECON 2000 Markets and Resource Allocation (3 credits)
- ECON 2100 Macroeconomics and the Business Cycle (3 credits)
- MATH 2210 Discrete Mathematics (4 credits)

II ADDITIONAL REQUIRED COURSES

COMPLETE THE FOLLOWING COURSES:

- BUAD 3382 Business Application Development (3 credits)
- BUAD 3384 Systems Analysis and Design (3 credits)
- BUAD 4385 Data Modeling and Design (3 credits)
- CS 1309 Problem Solving and Computation (3 credits)
- CS 2321 Computer Science I (4 credits)
- CS 2322 Computer Science II (4 credits)
- CS 4390 Social, Ethical, and Professional Issues in Computing (2 credits)

III REQUIRED ELECTIVES

SELECT THREE OF THE FOLLOWING: At least TWO courses must be from Group B

GROUP A.

- BUAD 3281 Decision Support Systems (3 credits)
- BUAD 3283 E-Commerce Web Development (3 credits)
- BUAD 3383 Data Communications (3 credits)
- BUAD 4386 Applied Software Development Project (3 credits)
- BUAD 4387 Strategic Information Management (3 credits) May include 3 credits of
- BUAD 4970 Internship (1-12 credits)

GROUP B.

- CS 2270 Introduction to Web Programming (3 credits)
- CS 3270 Advanced Web Programming (3 credits)
- CS 3350 Event-Driven Programming in a Windows Environment (3 credits)
- CS 3360 Object-Oriented Software Development (3 credits)
- CS 3370 Mobile Application Development (3 credits)
- CS 3380 Game Development (3 credits)
- CS 3507 Introduction to Databases (3 credits)
- CS 3528 Data Structures and Algorithms (4 credits)
- CS 3560 Data Communications and Networks (3 credits)

- CS 4360 Software Engineering (3 credits)
- CS 4970 Internship (3 credits)

