Bachelor of Computer Science / Fine Arts (3792)

Programming Languages (COMPJ1)

T1 Entry 2025 Sample Plan

	Year 1	Year 2	Year 3	Year 4
Term 1	**COMP1511** Programming Fundamentals	**COMP2511** Object-Oriented Design & Programming	**COMP3121** Algorithm Design and Analysis	**Fine Arts Course**
	MATH1131 Mathematics 1A **OR** **MATH1141** (Higher) Mathematics 1A	**Fine Arts Course**	**Fine Arts Course**	**Fine Arts Course**
	MATH1081 Discrete Mathematics	**Computing Elective**		**Discipline Elective**
Term 2	**MATH1231** Mathematics 1B OR **MATH1241** (Higher) Mathematics 1B	**Discipline Elective**	**COMP3900** Computer Science Project	**Fine Arts Course**
	COMP1521 Computer Systems Fundamentals	**Fine Arts Course**	**Fine Arts Course**	**Fine Arts Course**
	COMP1531 Software Engineering Fundamentals	**Fine Arts Course**	**Fine Arts Course**	**Discipline Elective**
Term 3	**COMP2521** Object-Oriented Design & Programming	**Fine Arts Course**	**COMP4920** Professional Issues and Ethics in Information Technology	**Fine Arts Course**
	Fine Arts Course	**Fine Arts Course**	**COMP3161** Concepts of Programming Languages	**Fine Arts Course**
			Fine Arts Course	

NOTES

This is intended as a guide only. Courses do not need to be studied in the exact structure that they appear here.

Most Computing Electives require completion of COMP2521, students are recommended to complete COMP2521 in the first year of study if possible. Students who completed COMP1531 and COMP2521 can take COMP2511 in Term 1 Year 2.

Please visit the ADA Sample programs website for specific advice regarding your chosen arts specialisation.

Bachelor of Computer Science / Fine Arts (3792)

Programming Languages (COMPJ1)

T2 Entry 2025 Sample Plan

	Year 1	Year 2	Year 3	Year 4
Term 2	**COMP1511** Programming Fundamentals	**COMP2511** Object-Oriented Design & Programming	**Fine Arts Course**	**Fine Arts Course**
	Fine Arts Course	**Fine Arts Course**	**Fine Arts Course**	**Fine Arts Course**
		Fine Arts Course	**Discipline Elective**	**Discipline Elective**
Term 3	**MATH1131** Mathematics 1A **OR** **MATH1141** (Higher) Mathematics 1A	**Fine Arts Course**	**COMP3121** Algorithm Design and Analysis	**COMP4920** Professional Issues and Ethics in Information Technology
	COMP1531 Software Engineering Fundamentals	**Fine Arts Course**	**COMP3161** Concepts of Programming Languages	**Fine Arts Course**
	COMP1521 Computer Systems Fundamentals		**Fine Arts Course**	**Discipline Elective**
Term 1	**COMP2521** Data Structures and Algorithms	**Fine Arts Course**	**COMP3900** Computer Science Project	**Fine Arts Course**
	MATH1081 Discrete Mathematics	**Fine Arts Course**	**Fine Arts Course**	**Fine Arts Course**
	MATH1231 Mathematics 1B OR **MATH1241** (Higher) Mathematics 1B	**Computing Elective**		

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Bachelor of Computer Science / Fine Arts (3792)

Programming Languages (COMPJ1)

T3 Entry 2025 Sample Plan

Year 1	
Term 3	**COMP1511** Programming Fundamentals
	MATH1131 Mathematics 1A **OR** **MATH1141** (Higher) Mathematics 1A
	MATH1081 Discrete Mathematics
Term 1	**MATH1231** Mathematics 1B OR **MATH1241** (Higher) Mathematics 1B
	COMP1531 Software Engineering Fundamentals
	COMP1521 Computer Systems Fundamentals
Term 2	**COMP2521** Data Structures and Algorithms
	Fine Arts Course

Year 2	
Term 3	**COMP2511** Object-Oriented Design & Programming
	Fine Arts Course
	Fine Arts Course
Term 1	**Fine Arts Course**
	Fine Arts Course
	Computing Elective
Term 2	**Fine Arts Course**
	Discipline Elective

Year 3	
Term 3	**COMP3161** Concepts of Programming Languages
	Fine Arts Course
	Discipline Elective
Term 1	**COMP3121** Algorithm Design and Analysis
	Discipline Elective
Term 2	**COMP3900** Computer Science Project
	Fine Arts Course
	Fine Arts Course

Year 4	
Term 3	**COMP4920** Professional Issues and Ethics in Information Technology
	Fine Arts Course
	Fine Arts Course
Term 1	**Fine Arts Course**
	Fine Arts Course
	Fine Arts Course
Term 2	**Fine Arts Course**
	Fine Arts Course

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