

COMPUTER SCIENCE

Computer Science is primarily concerned with information processes, the structure and procedures needed to represent them, and the systems needed to implement them. Spanning a broad spectrum of basic and applied sub-disciplines, which range from foundations in logic and the computational complexity of algorithms through compilers, operating systems and databases, the discipline continues to expand in terms of new architectures, networks, vision, robotics, and computer-aided designed. The Computer Science program curriculum may also academically prepare the student to transfer to a four-year university or college to complete a Baccalaureate degree program. Students should consult with a counselor for specific transfer requirements. **Important:** To obtain the Associate in Science Degree in Computer Science, students must complete the following requirements with a minimum grade point average (GPA) of 2.0:

- The Computer Science major requirements below.
- The College of the Siskiyous General Education Pattern (COSGE) requirements.
- Any needed electives to reach a total of 60 COS degree-applicable units.
- All major courses and any courses noted on the COSGE check sheet must be completed with a C or better.

Requirements for the Major

- Complete the following: ----- 15 units
 - CSCI 1001- Introduction to Computer Science (3)
 - CSCI 1007- Programming I (4)
 - CSCI 1507- Programming II (4)
 - CSCI 2006- Assembly Language Programming (4)
- Complete **one** of the following: ----- 3-4 units
 - CSCI 1004- Visual Basic Programming (4)
 - CSCI 1512- Web Programming (3)
- Complete **one** of the following: ----- 4 units
 - MATH 1050- Elementary Statistics (4)
 - MATH 1400- Calculus & Analytical Geometry I (4)
- Complete **two** of the following: ----- 6 units
 - CSCI 1028- Web Publishing I (3)
 - CSCI 1032- Computer Networks (3)
 - CSCI 1033- PC Hardware Certification (3)
 - CSCI 1034- PC Software Certification (3)
 - CSCI 1035- Computer Systems & Applications: Macintosh (3)
 - CSCI 1037- Computer Game Design I (3)
 - CSCI 1038- Computer Game Design II (3)
 - CSCI 1039- Introduction to Linux (3)
 - CSCI 1528- Web Publishing II (3)

Total Units ----- **28-29**