

4-year Graduation road map
for
Bachelor of Science in Computer Science

First Year (31 units)	
Fall (14 units)	Spring (17 units)
Engl 105 Composition and Rhetoric G.E. A2 (3)	Math 230 Logic G.E. A3 (3)
Math 150 Calculus I G.E. B3 (4)	Math 151 Calculus II (4)
Comp 150 Object-Oriented Programming G.E. B4 (4)	Comp 151 Data Structures and Program Design (4)
Pols 150 (State and Local Govt. requirement) (3)	Comp 162 Comp. Architecture and Assembly Language (3)
	G.E.: Section A1 (Oral Communication) (3)

Second Year (27-29 units)	
Fall (12-13 units)	Spring (15-16 units)
Math 240 Linear Algebra (3)	Math 300 Discrete Mathematics (3)
Comp 262 Computer Organization and Architecture (3)	Comp 232 Programming Languages (3)
G.E.: Category C, D, or E (3)	G.E.: Category C, D, or E (3)
Physics, Biology or Chemistry (GE B1,B2) (3-4)	Second lab science in sequence (3-4)
	US History (American Institutions Requirement) (3)

Third Year (30-31 units)	
Fall (15-16 units)	Spring (15 units)
Comp 362 Operating Systems (4)	Comp 454 Automata, Languages and Computation (3)
Comp 350 Software Engineering (3)	Math 354 Analysis of Algorithms (3)
Math 352 Probability and Statistics (3)	UDIGE in major (3)
G.E.: Section C3a (Language) (3)	G.E.: Section C3b (Multicultural) (3)
G.E.: Lab science B1,B2 (3-4)	G.E. Category C, D or E (3)

Fourth Year (25-34 units)	
Fall (13-16 units)	Spring (12-18 units)
Comp 420 Databases or Comp 464 Computer Graphics I (3)	Comp 499 Capstone Project (3)
UDIGE in major (3)	Computer Science Electives (3-6)
Comp 491 Capstone Preparation (1)	UDIGE outside of major (3)
Computer Science Electives (3-6)	G.E. (3-6)
G.E. (3)	