

4 Year UNDERGRADUATE CURRICULUM PLAN
Effective 2004/2005 Catalog Year
Computer Science (4011)

COURSE	UNITS	COURSE	UNITS
FRESHMAN			
CECS 174 Prog & Problem Solving I	3	UNIV 100 University & Your Future	1
CECS 201 Digital Logic Design	3	CECS 274 Prog & Problem Solving II	3
MATH 122 Calculus I (GE - B2)	4	MATH 222 Intermediate Calculus	4
General Education (cat A1)	3	General Education (cat A2)	3
General Education	3	General Education (cat A3)	3
	16		14
SOPHOMORE			
CECS 228 Discrete Structures I	3	CECS 323 Database Fundamentals	3
CECS 261 Computing with Java	3	CECS 325 Comp Org & Assembly Language	3
or CECS 381 GUI Programming		CECS 340 Discrete Event Sys Modeling	3
CECS 277 Prog & Problem Solving III	3	PHYS 152 Electricity & Magnetism(GE - B3)	4
PHYS 151 Mechanics & Heat (GE - B1b)	4	or EE 210+210L – Fund of Electric Circuits**	
MATH 380 – Probability & Statistics	3	General Education	3
or EE 380 Engr, Probability & Statistics			
	16		16
JUNIOR			
CECS 326 Operating Systems	3	CECS 328 Discrete Structures II	3
ENGL 317 Technical Communication	3	MATH 247 Linear Algebra	3
or ENGR 310 Business Communications		ENGR 350 Computers, Ethics & Society	3
Science Course (GE – Cat. B1a)	4	General Education	6
General Education	6	Approved Elective	3
	16		18
SENIOR			
CECS 440 Computer Architecture	3	CECS 443 Software Engineering	3
CECS 424 Org of Programming Languages	3	One course from CECS 472, 474, or 476	3
Approved Electives	6	Approved Elective	3
General Education	6	General Education	6
	18		15

Clarification: Computer Science students must take 12 units in GE Category B. They can fulfill that GE requirement by taking MATH122, PHYS151 and a 4 unit course from B1a. The minimum unit count is 129 (including Univ 100) **if** students maximize the double counting by taking a B1a to fulfill both CSAB and GE science requirements.

This four-year curriculum plan is *unofficial*. Requirements may differ depending upon the year you enter the major. Contact an undergraduate advisor about your specific requirements.