COMPUTER SCIENCE (AS-T)

ASSOCIATE IN SCIENCE FOR TRANSFER (AS-T)

Upon successful completion of the Associate in Science in Computer Science Transfer degree, students will be able to:

- apply structured and object-oriented approaches to the design and implementation of software systems
- use data structures and algorithms to solve a variety of problems
- design, implement, test, and debug computer programs using a structured language, a low-level language, or an object-oriented language.

This degree is for seamless transfer to CSU.

Program Student Learning Outcomes

- Student apply principles of physics to solve a variety of programming problems.
- Students describe the role of assembly language programming to modern programming.
- Students distinguish between various programming paradigms.
- Students explain the fundamentals of programming computers.
- Students recognize the organization of the motherboard and its components.
- Students use high level mathematics to develop programming solutions.

Program Requirements

Code Number	Course Title	Units
Required Core		
CIS 183	Java Programming	3.5
CIS 292	Data Structures	3.0
CIS 231	Computer Organization and Assembly Language Programming	3.5
CIS 185	Discrete Structures	3.0
MATH 170	Analytic Geometry and Calculus I	4.0
MATH 190	Analytic Geometry and Calculus II	4.0
PHYS 201	Engineering Physics	4.0
PHYS 202	Engineering Physics	4.0
Total Units		**29**

ASSOCIATE IN SCIENCE FOR TRANSFER DEGREE REQUIREMENTS

- Completion of 60 semester units or 90 quarter units of degree-applicable courses,
- Minimum overall grade point average of 2.0,
- Minimum grade of "C" (or "P") for each course in the major, and
- Completion of IGETC and/or CSU GE-Breadth.