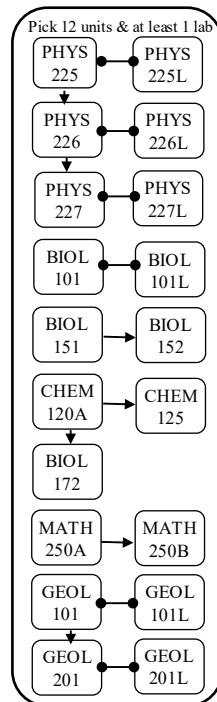
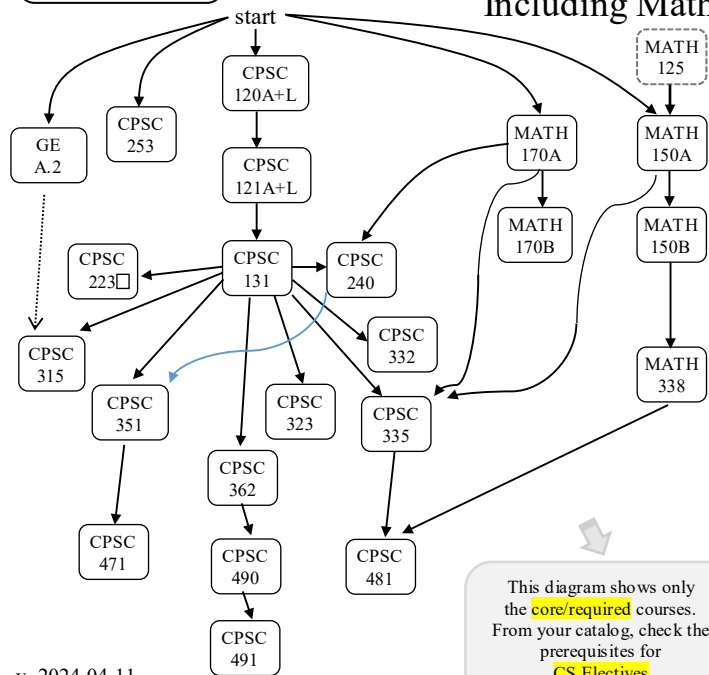


Computer Science Undergraduate **Core** Courses

Including Math and Science Courses



Students must complete all G.E. courses, all the lower- and upper-division Computer Science core courses, all the required math courses, 12-units of math and science electives, and 15-units of Computer Science elective courses. The degree is a total of 120-units. Students must complete 30-units per year to complete a degree in 4-years.

Students must apply for graduation two semesters prior to graduating.

Do not plan on taking all your elective courses in your last year.

All 100 and 200-level courses may be completed at community college. See <<<http://assist.org/>>> for CA community college articulation agreements.

This diagram shows only the **core/required** courses. From your catalog, check the prerequisites for **CS Electives** you like to choose.

v. 2024-04-11

University Catalog
<https://catalog.fullerton.edu/>

Computer Science Department
(Resources/Contact)
<http://www.fullerton.edu/ecs/cs/>

Advising (new/transferred students)
<http://www.fullerton.edu/ecs/resources/StudentSuccessCenter.php>

Advising (junior/senior)
<http://www.fullerton.edu/ecs/resources/advisement.php>

	Lower Division Core (18 units)		CS Electives (15 units)
	CPSC 120A Intro to Programming Lecture		CPSC 254 Software Development with Open Source Systems
	CPSC 120L Intro to Programming Lab		CPSC 254* ^{new} Applied Artificial Intelligence
	CPSC 121A Object-Oriented Programming Lecture		CPSC 349 Web Front-End Engineering
	CPSC 121L Object-Oriented Programming Lab		CPSC 352/452 Cryptography
	CPSC 131 Data Structure		CPSC 375 Intro to Data Science and Big Data
	CPSC 223x {x = C/Java/C#/Python/Swift} Programming		CPSC 386 Intro to Game Design and Production
	CPSC 240 Computer Organization and Assembly Language		CPSC 411 Mobile Device Application Programming (iOS)
	CPSC 253 Cybersecurity Foundations and Principles		CPSC 411A Mobile Device App Programming for Android
	Upper Division Core (30 units)		CPSC 431 Database and Applications
	CPSC 315 Professional Ethics in Computing		CPSC 439 Theory of Computation
	CPSC 323 Compilers and Languages		CPSC 440 Computer System Architecture
	CPSC 332 File Structures & Database Systems		CPSC 449 Web Back-End Engineering
	CPSC 335 Algorithm Engineering		CPSC 454 Cloud Computing and Security
	CPSC 351 Operating Systems Concepts		CPSC 455 Web Security
	CPSC 362 Foundations of Software Engineering		CPSC 456 Network Security Fundamentals
	CPSC 471 Computer Communications		CPSC 458 Malware Analysis
	CPSC 481 Artificial Intelligence		CPSC 459 Blockchain Technologies
	CPSC 490 Undergraduate Seminar in CS		CPSC 462 Software Design
	CPSC 491 Senior Capstone Project in CS		CPSC 463 Software Testing
	Math Requirements (18 units)		CPSC 464 Software Architecture
	Math 150A Calculus 1		CPSC 466 Software Process
	Math 150B Calculus 2		CPSC 474 Parallel & Distributed Computing
	Math 170A Math Structures 1		CPSC 479 Intro to High Performance Computing
	Math 170B Math Structures 2		CPSC 483 Intro to Machine Learning
	Math 338 Statistics Applied to Natural Sciences		CPSC 484 Principles of Computer Graphics
	Science/Math Electives (12 units)		CPSC 485 Computational Bioinformatics
	General Education (GE) (24 units)		CPSC 486 Game Programming
	Graduation Requirement (3 units)		CPSC 487 Computational Epidemiology
			CPSC 488 Natural Language Processing
			CPSC 499 Independent Study
			EGGN 495 Professional Practice (Internship)
			Math xxx ...some math electives... M-335/340/370

(Total 120 units) See your catalog-year (e.g., 2024F) https://catalog.fullerton.edu/preview_program.php?catoid=91&poiid=42762&returnto=13411