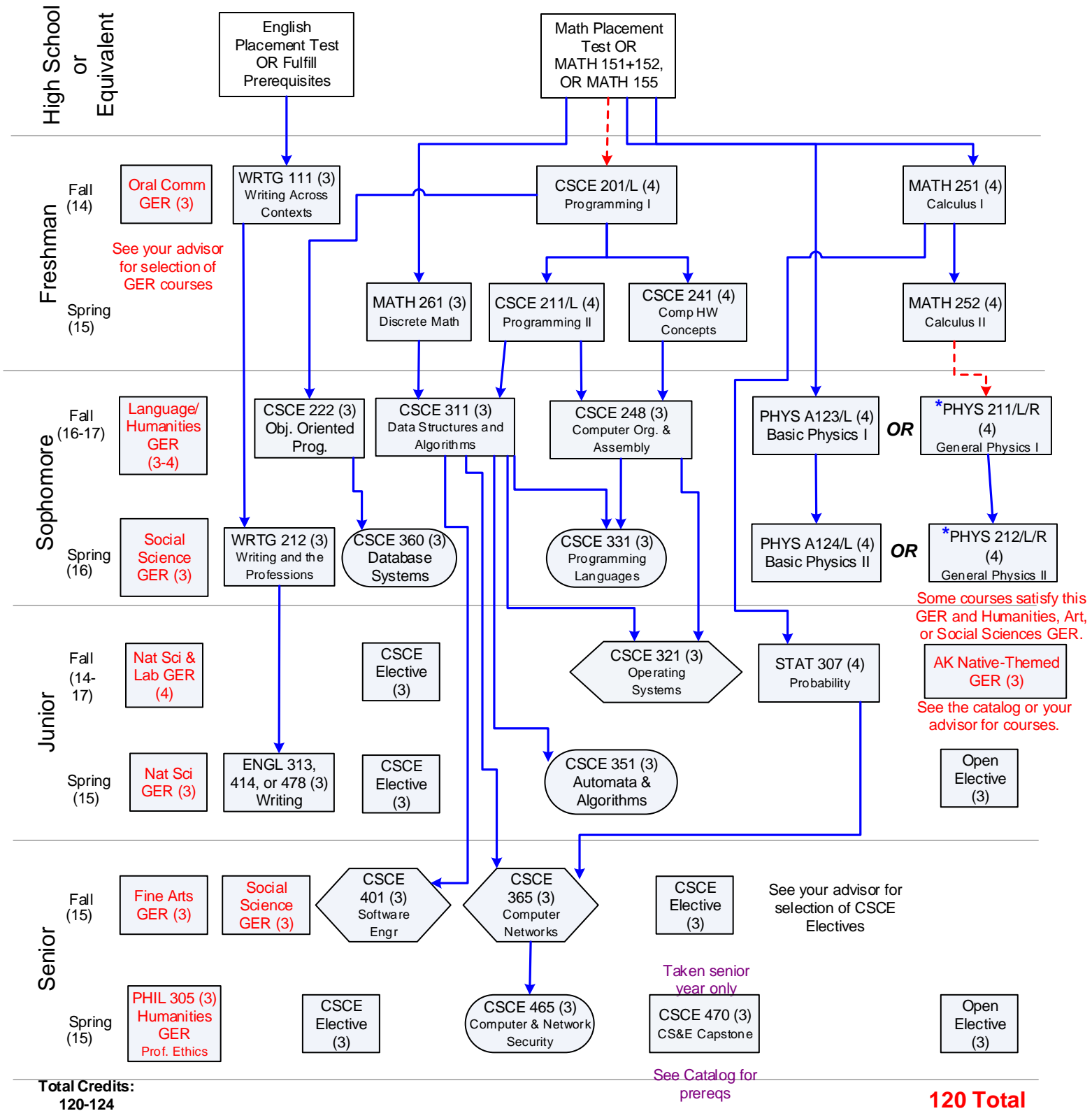


UAA Bachelor of Science in Computer Science Recommended Course Sequence & Prerequisites Flowchart

2018/2019



Some courses satisfy this GER and Humanities, Art, or Social Sciences GER.
AK Native-Themed GER (3)
See the catalog or your advisor for courses.

See Catalog for prereqs

120 Total Credits Required for the Degree.
Credits must be at the 100-level or higher.

Key: Prerequisite →
Prerequisite or Concurrent - - - - -

Offered EVERY Semester
Offered FALL only
Offered SPRING only

***If you choose the PHYS A211 track, you must take MATH A253 prior to or concurrently with PHYS A212.**

Find more information on the web at <http://www.uaa.alaska.edu/collegeofengineering>

v. 8-16-18 KM

Bachelor of Science in Computer Science

Catalog Year 2018-2019

Fall Year 1 (14 credits)

| | | |
|-------------------------|-------------------------|---|
| CSCE A201 | Computer Programming I | 4 |
| WR TG A111 | Writing Across Contexts | 3 |
| MATH A251 | Calculus I | 4 |
| Oral Communications GER | | 3 |

Spring Year 1 (15 credits)

| | | |
|-----------|----------------------------|---|
| CSCE A211 | Computer Programming II | 4 |
| CSCE A241 | Computer Hardware Concepts | 4 |
| MATH A252 | Calculus II | 4 |
| MATH A261 | Discrete Math | 3 |

Fall Year 2 (16-17 credits)

| | | |
|--|--|-----|
| CSCE A222 | Object-Oriented Programming | 3 |
| CSCE A248 | Computer Organization & Assembly | 3 |
| CSCE A311 | Data Structures & Algorithms | 3 |
| PHYS A123/L (or PHYS A211/L/R) | Basic Physics I with Laboratory (or General Physics I with Lab) | 4 |
| Humanities/Foreign Language/AK Native-Themed GER | | 3-4 |

Spring Year 2 (16 credits)

| | | |
|-----------------------------------|--|---|
| CSCE A331 | Programming Languages | 3 |
| CSCE A360 | Database Systems | 3 |
| ***WR TG A212 | Writing and the Professions | 3 |
| PHYS A124/L (or PHYS A212/L/R) | Basic Physics II with Laboratory (or General Physics II with Lab) | 4 |
| Social Science GER | | 3 |

Fall Year 3 (14 credits)

| | | |
|--------------------------------|--------------------------|---|
| STAT A307 | Probability & Statistics | 4 |
| CSCE A321 | Operating Systems | 3 |
| *Natural Science GER and Lab | | 4 |
| **Upper Division CSCE Elective | | 3 |

Spring Year 3 (15 credits)

| | | |
|---------------------------------|--------------------------------------|---|
| CSCE A351 | Automata & Algorithms | 3 |
| ENGL A313 or A414 or 478 | Professional/Research/Public Writing | 3 |
| *Natural Science GER | | 3 |
| ** Upper Division CSCE Elective | | 3 |
| Open elective | | 3 |

Fall Year 4 (15 credits)

| | | |
|---------------------------------|----------------------|---|
| CSCE A365 | Computer Networks | 3 |
| CSCE A401 | Software Engineering | 3 |
| ** Upper Division CSCE Elective | | 3 |
| Fine Arts GER | | 3 |
| Social Science GER | | 3 |

Spring Year 4 (15 credits)

| | | |
|--------------------------------|-----------------------------|---|
| CSCE A465 | Computer & Network Security | 3 |
| CSCE A470 | CS&E Capstone Project | 3 |
| **Upper Division CSCE Elective | | 3 |
| PHIL A305 | Professional Ethics | 3 |
| Open elective | | 3 |

A total of 120 credits at the 100-level or higher is required for this degree, 42 of which must be upper division.

*The total natural science requirement of each student includes 15 credits (8 credits of physics as part of the major requirements and 7 non-physics credits from the General Education natural science requirement).

**Students completing the Bachelor of Science need an additional 12 upper division credits in CSCE, Mathematics (excluding MATH A420 and MATH A495), or Statistics. Nine of these credits must be in courses with a CSCE prefix. A maximum of 3 credits of CSCE A395, a maximum of 3 credits of CSCE A495, and a maximum of 6 credits of CSCE A498 may be applied to degree requirements.

***Students may substitute WR TG A211, A213, or A214 for WR TG A212.

Upper Division Computer Science Electives

| <u>Course</u> | <u>Number</u> | <u>Title</u> | <u>Course</u> | <u>Number</u> | <u>Title</u> |
|---------------|---------------|--------------------------------|---------------|---------------|------------------------------|
| CSCE | A302 | Object-Oriented Programming II | CSCE | A415 | Machine Learning |
| CSCE | A305 | Android Programming | CSCE | A448 | Computer Architecture |
| CSCE | A342 | Digital Circuits Design | CSCE | A462 | Data Mining |
| CSCE | A385 | Computer Graphics | CSCE | A490 | Topics in Computer Science |
| CSCE | A395 | Internship in Computing | CSCE | A495 | Computing Internship Project |
| CSCE | A405 | Artificial Intelligence | CSCE | A498 | Individual Research |
| CSCE | A412 | Evolutionary Computing | | | |