

GUIDED PATHWAY

The following sequence is the suggested pathway to complete the degree in two years. This sequence is based on satisfaction of all basic skills requirements and prerequisites and presumes a fall start date. An individual's program may vary depending on transfer institution, career objectives, or individual needs. See your academic advisor for other options and to monitor your progress.

Program Name: Computer Science, AS

Program Student Learning Outcomes (SLOs):

1. Prepare student for transfer to a university Bachelor of Science degree in Computer Science. (2, 3, 5, 6)
2. Develop software applications using Object Oriented Programming languages (1, 3, 6)
3. Analyze timely concepts in computer science to enhance the design of software applications (3, 5, 6)
4. Integrate a well-rounded approach to concepts by including course work in upper level math, lab science, arts and humanities, and social sciences(1, 2, 3, 4, 5, 6)

Possible prerequisite

Course	AGEC course?	Terms**	Credits
MAT 181 College Algebra (this course has pre-req of MAT 151)	Y	SP	3

First Semester: Fall

ENG 101*	Y	F, SP, SU	3
CIS 120*		F, SP	3
CHM 151	Y	F	4
ART 130	Y	F	3
SOC 131	Y	F, SP, SU	3

Second Semester: Spring

CHM 152	Y	SP	4
ENG 102*	Y	F, SP, SU	3
HUM 250	Y	F, SP	3
CIS 210		F, SP	3
CIS 206*		F, SP	3

Third Semester: Fall

CSC 110*		F	4
CIS 204*		F	3
MAT 221*	Y	F	4
BIO 181	Y	F	4

Fourth Semester: Spring

CSC 210*		F, SP	4
MAT 231	Y	SP	4
PSY 101	Y	F, SP, SU	3
CIS 208*		SP	3

Key:

SP= Spring

F= Fall

SU= Summer

1. Aesthetic Sensibilities: An awareness of creative expression in the world around us.
2. Communication Skills: The ability to effectively convey meaning through various media on both personal and professional levels.
3. Critical Thinking Skills and Problem-Solving: The ability to analyze data and arrive at logical and defensible conclusions.
4. Cultural Diversity and Global Awareness: An appreciation of relationships and differences in values, customs, and norms of diverse global communities.
5. Techniques of Inquiry: Use of standardized methodological framework to collect, analyze, interpret, and present findings.
6. Technological Competency: A proficiency in evolving technology to compete and flourish in society.

Total credits**61**

Student may substitute two courses from Section C (AGEC-S) in place of ART 130 and HUM 250

Student may substitute two courses from Section D (AGEC-S) in place of SOC 131 and PSY 101

Student may substitute science course sequence from Section E (AGEC-S) in place of CHM 151 and CHM 152

Student may substitute two courses from Section F (AGEC-S) in place of MAT 231 and BIO 181

**terms not guaranteed