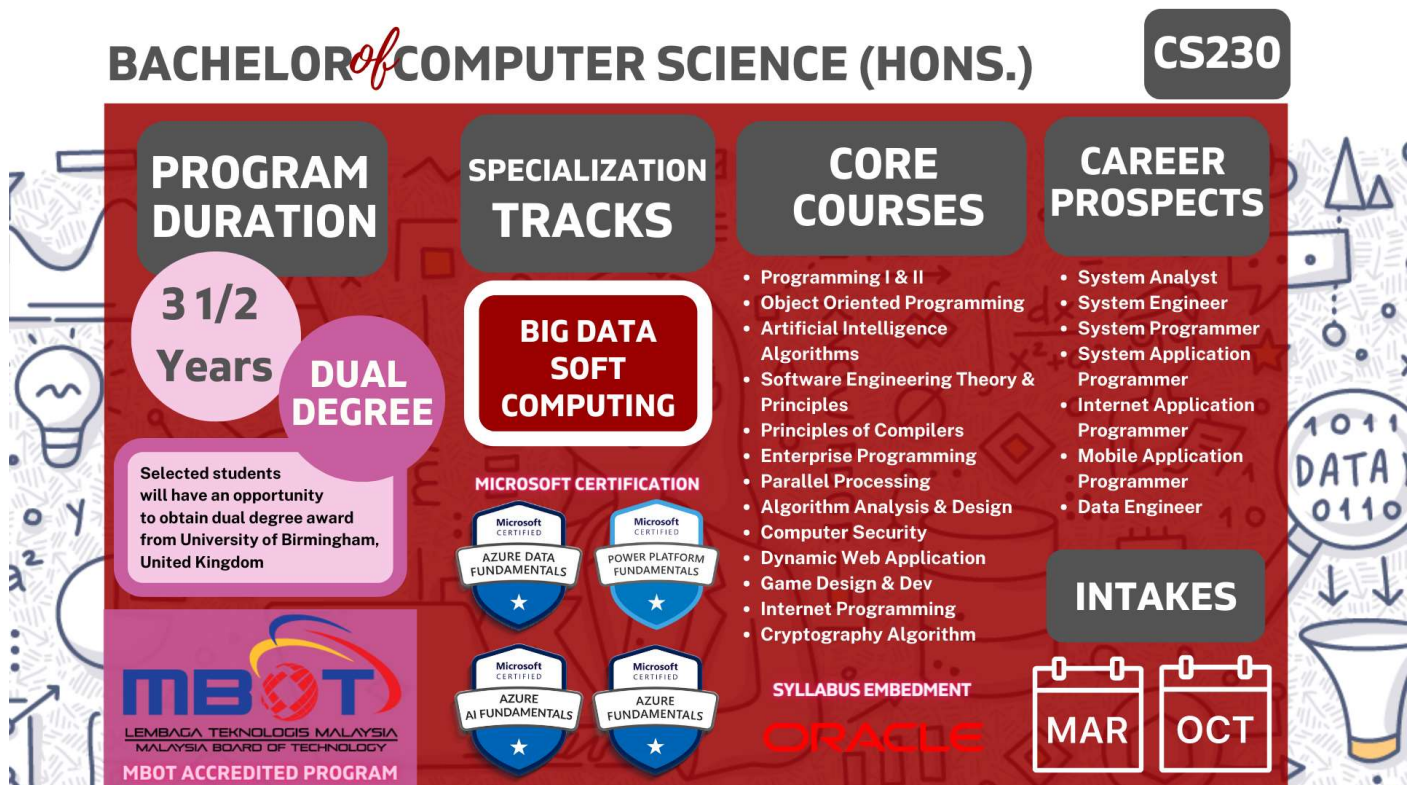


CS230 BACHELOR OF COMPUTER SCIENCE (HONS.) / SARJANA MUDA SAINS KOMPUTER (KEPUJIAN)

CS230 BACHELOR OF COMPUTER SCIENCE (HONS.) / SARJANA MUDA SAINS KOMPUTER (KEPUJIAN)

Infographic



Programme Details/ Penerangan Program

Program CS230 offers an evergreen core foundation of computer science and yet allow students to explore big data possibilities with its own track under the same program.

The program offers student-friendly teaching facilities such as smart classrooms and laboratories to allow the students to explore and enhance their practical skills in solving real life computing problems.

Entry Requirement/ Syarat Kemasukan

FAKULTI SAINS KOMPUTER DAN MATEMATIK Memenuhi Syarat Am Universiti serta Syarat Khas Program			
Bil.	Nama Program Kod UiTM / Kod UPU Tempoh Pengajian Syarat Am Universiti	Lepasan	
		Min CGPA / PNGK / MUET	Syarat Khas Program
	Sarjana Muda Sains Komputer (Kepujian) CS230 / UE6481001 (3 ½ Tahun / 7 Semester) Terbuka kepada keturunan Melayu, Anak Negeri Sabah, Anak Negeri Sarawak dan Orang Asli sahaja. Syarat Am Universiti <ul style="list-style-type: none"> Lulus SPM / setaraf dengan baik. Lulus Sejarah (mula diguna pakai SPM 2013). Kepujian dalam Bahasa Melayu / Malaysia di peringkat SPM / setaraf. Mendapat sekurang - kurangnya Gred C (NGMP 2.00) dalam Pengajian Am dan sekurang - kurangnya PNGK 2.00. Lulus Matrikulasi KPM / Asasi Sains UM / Asasi UiTM dengan mendapat sekurang-kurangnya PNGK 2.00. Lulus Diploma dari IPT yang diiktiraf oleh Kerajaan Malaysia. <i>Malaysian University English Test (MUET) Band 1.</i> 	LEPASAN DIPLOMA UiTM	
		2.50 / Band 2	Diploma Sains Komputer / Diploma Sains Kuantitatif / Diploma Sains Matematik / Diploma Statistik / Diploma Sains Aktuari / Diploma dalam bidang Sains dan Teknologi
		2.00 / Band 2	Diploma Sains Komputer / Diploma Sains Matematik / Sains Kuantitatif / Diploma Statistik / Diploma Sains Aktuari / Setaraf dengan satu (1) tahun pengalaman bekerja dalam bidang pengkomputeran ATAU Diploma dalam bidang Sains dan Teknologi dengan kepujian Matematik di peringkat SPM / Setaraf dengan satu (1) tahun pengalaman bekerja dalam bidang pengkomputeran Nota: Calon lulus saringan di peringkat fakulti.
		LEPASAN DIPLOMA INSTITUSI PENGAJIAN TINGGI YANG DIIKTIRAF OLEH KERAJAAN MALAYSIA	
		2.75 / Band 2	Diploma dalam bidang Pengkomputeran ATAU Diploma dalam bidang Sains dan Teknologi dengan kepujian dalam Matematik di peringkat SPM / Setaraf. Nota: Calon lulus saringan di peringkat fakulti.
		LEPASAN ASASI UiTM / ASASI SAINS UM / MATRIKULASI KPM / ASASI PINTAR UKM	
		2.00 / Band 2	Lulus dengan minimum PNGK 2.00. DAN Lulus SPM / setaraf dengan mendapat kepujian dalam mata pelajaran berikut: <ol style="list-style-type: none"> Matematik Tambahan; atau Matematik dan salah satu mata pelajaran Fizik / Kimia / Biologi / Fundamentals of Programming / Programming and Development Tools / Information and Communication Technology / Sains Tambahan / Sains / Sains Komputer / Grafik Komunikasi Teknikal / Reka Cipta / Pengajian Kejuruteraan Awam / Pengajian Kej. Mekanikal / Pengajian Kej. Elektrik & Elektronik / Lukisan Kejuruteraan / Reka Bentuk Grafik / Produksi Multimedia.

FAKULTI SAINS KOMPUTER DAN MATEMATIK Memenuhi Syarat Am Universiti serta Syarat Khas Program			
Bil.	Nama Program Kod UiTM / Kod UPU Tempoh Pengajian Syarat Am Universiti	Lepasan	
		Min CGPA / PNGK / MUET	Syarat Khas Program
		LEPASAN STPM / SETARAF	
		2.00 / Band 2	i. Lulus STPM / setaraf dalam aliran Sains dengan minimum Gred C (NGMP 2.00) dalam satu (1) mata pelajaran Matematik dan satu (1) mata pelajaran Sains / ICT. ATAU ii. Lulus STPM / setaraf dengan minimum Gred C (NGMP 2.00) dalam mana - mana dua (2) mata pelajaran. DAN Lulus SPM / setaraf dengan mendapat kepujian dalam mata pelajaran berikut: a. Matematik Tambahan; atau b. Matematik dan salah satu mata pelajaran Fizik / Kimia / Biologi / Fundamentals of Programming / Programming and Development Tools / Information and Communication Technology / Sains Tambahan / Sains / Sains Komputer / Grafik Komunikasi Teknikal / Reka Cipta / Pengajian Kejuruteraan Awam / Pengajian Kej. Mekanikal / Pengajian Kej. Elektrik & Elektronik / Lukisan Kejuruteraan / Reka Bentuk Grafik / Produksi Multimedia.
		ACCREDITATION OF PRIOR EXPERIENTIAL LEARNING (APEL)	
		Band 2	<ul style="list-style-type: none"> ▪ Lulus Penilaian APEL (ujian Aptitud dan Portfolio) oleh MQA. ▪ Umur tidak kurang daripada 21 tahun pada tahun permohonan. ▪ Pengalaman bekerja dalam bidang Sains dan Teknologi sekurang-kurangnya tujuh (7) tahun. ▪ Lulus temu duga peringkat Fakulti.

Further information, please contact:

Dr Zulaile Mabni

Koordinator Sains Komputer

Tel: 03-55211173

Course Detail/ Perincian Kursus

Plan of study

Semester 1 Year 1

Co-Curriculum I, Islamic and Asian Civilization, Programming I, Introduction to Interactive Multimedia, Computer Architecture and Organization, Applied Probability and Statistics, Calculus 1.

Semester 2 Year 1

Co-Curriculum II, English for Critical Academic Reading, Programming II, Database Design and Development, Discrete Structures, Introduction to Data Communication and Networking, Linear Algebra 1.

Semester 3 Year 2

Co-Curriculum III, Hubungan Etnik, Third Language I, Object Oriented Programming, Principles of Operating Systems, Artificial Intelligence Algorithms, Database Engineering.

Semester 4 Year 2

Third Language II, English for Professional Interaction, Data Structures, Software Engineering: Theory and Principles, Principles of Compilers, Enterprise Programming, CS Elective I.

Semester 5 Year 3

Third Language III, Technology Entrepreneurship, Parallel Processing, Special Topics in Computer Science, Project Formulation, Algorithm Analysis and Design, CS Elective II..

Semester 6 Year 3

Social, Ethics and Professional Issues, Computer Security, Project, CS Elective III, CS Elective IV.

Semester 7 Year 4

Industrial Attachment

Career Opportunities/ Peluang Kerjaya

The program exposes students to a well-balanced theoretical and practical backgrounds that will support them to be highly competent professional executives in various digital workplaces ranging from being modern computer scientists to computer-based analyst that can sustain various job requirements in different platforms. Beyond the popular introductory programming courses taken by thousands of students from every major on campus, our courses cover most key components of computer scientist necessities that include mathematical foundations, hands-on experiences building software artefacts with a range of programming languages and tools, artificial intelligence, machine learning, large-scale data management, natural language processing, computer networking and computer security and privacy. Many of our graduates go on to careers at technology companies from the industry leaders to the smallest start-ups. Others join public sectors as well as innovative companies outside the traditional computing industry to use software, hardware, and data to provide services and computing solutions.

Accreditation/ Akreditasi

Universiti Teknologi MARA (UiTM) Shah Alam (<https://www2.mqa.gov.my/mqr/english/epaparIPTAAA.cfm?IdAkrKP=17731>)

Universiti Teknologi MARA (UiTM) Cawangan Melaka Kampus Jasin
(<https://www2.mqa.gov.my/mqr/english/epaparIPTAAA.cfm?IdAkrKP=17517>)

Locations / Lokasi

This program is offered at UiTM Shah Alam, Perak (Tapah), Melaka (Jasin), Terengganu (Kuala Terengganu) & Sarawak (Samarahan 2).