

User Manual:

# **BeachCS**

**Group 5**

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Team BeachCS

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# Overview

BeachCS is an interactive web application that acts as a student's educational guide containing relevant information regarding all aspects of the Computer Science/Computer Engineering field of study.

## How to use

Search beachcs.wiki on your preferred web browser. You will be redirected to the home page. From there, choose one of the four options (Course Explorer, Academics, Guides, Career) to navigate throughout the application.

## Technical Support

If you are experiencing any technical problems or would like to suggest feedback, please reach out to us through the emails listed below or either the 'Contact' or 'Feedback' links on the web application:

Parth Chhasatiya: [parth.chhasatiya@student.csulb.edu](mailto:parth.chhasatiya@student.csulb.edu)

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Aaron Ramirez: [aaron.ramirez@student.csulb.edu](mailto:aaron.ramirez@student.csulb.edu)

Rios Rios: [rios.rios@student.csulb.edu](mailto:rios.rios@student.csulb.edu)

# Home

## Web Application Home Screen

The screenshot shows the homepage of the BeachCS website. At the top, there is a navigation bar with links for "Academics", "Career", "Course Explorer", and "Guides". On the right side of the nav bar are a search bar and a link to "CSULB Home". The main header features a large, semi-transparent image of a university campus with trees and buildings. Overlaid on this image is the text "Computer Science @ The Beach". Below the main header, there are four main sections: "ACADEMICS" (with a background image of a computer screen displaying code), "GUIDES" (with a background image of a blue triangle graphic), "CAREER" (with a background image of a person working at a computer), and "COURSE EXPLORER" (with a background image of books). At the bottom of the page, there is a footer with links for "About", "Contact", "Sitemap", and "Feedback", along with a copyright notice: "© 2021 Copyright: BeachCS".

```
59     print("INFO: '~/.keras/keras.json' sets 'image_dim_ordering' to "
60     "'tf', temporarily setting to 'tf'")
61
62 # Create TF session and set as Keras backend session
63 sess = tf.Session()
64 keras.backend.set_session(sess)
65
66 # Get MNIST test data
67 X_train, Y_train, X_test, Y_test = data_mnist(train_start=train_start,
68                                                 train_end=train_end,
69                                                 test_start=test_start,
```

ACADEMICS

GUIDES

CAREER

COURSE EXPLORER

About Contact Sitemap Feedback

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## Web Application Home Screen

Open BeachCS.wiki and you will be directed to the home page of the web application. On this home screen the user will be able to navigate to the four main pages of the web application (Academics, Guides, Career, Course Explorer), get redirected to the CSULB home page, or search through the application using the search bar.

1. The user will be able to click on any of the four pictures at the bottom of the page or any of the four links in the navbar to be directed to the following four pages: Course explorer, Guides, Career, Academics
2. The user will be able to use the search bar to search through the web application.
3. The user will be able to click on the CSULB button to go to CSULB home page.

# Course Explorer

## Course Explorer

For information on how to build your schedule, check out this interactive Road Map.

[BeachCS Road Map 2020](#)

Below are all CS courses available at CSULB.

\* All courses listed under 'lower division' and 'upper division' are mandatory courses.

### Lower Division



### Upper Division



### Electives

#### Group One



#### Group Two



#### Both



**Course Info**  
**CECS 100**

This course will help students to develop their critical thinking skills using technical software. The main topics will include: identifying engineering issues for investigation, developing planning and problem solving strategies, locating pertinent information and examples, critically analyzing these sources, forming and testing hypotheses, synthesizing and organizing results for effective communication, and developing transferable problem solving skills.

Prerequisites: ENGL 100B or GE Written Communication (Area A2)

Credits: 3

**Course Info**  
**CECS 282**

Structured and Object Oriented Programming in C++. Common features and differences between Java and C++. Pointers, references, and memory management, stream I/O, classes, operator overloading, exception handling, STL.

Prerequisites: CECS 274 and CECS 277

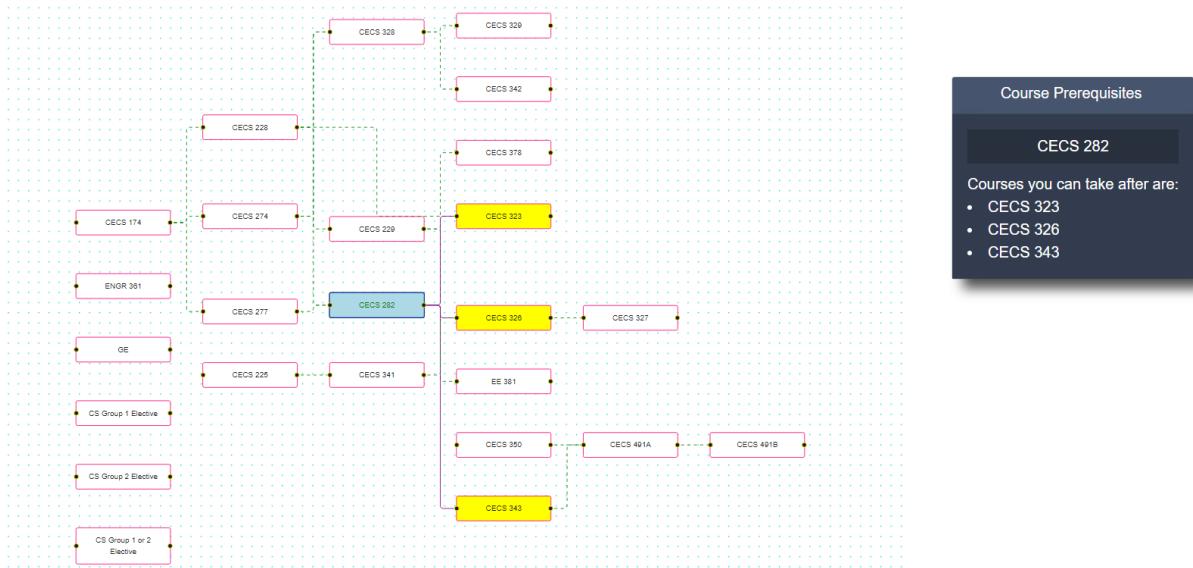
Credits: 3

## Course Explorer

The user will be able to view course information on the course explorer. The user will be able to click on any of the encircled classes to display more information about the course. The user can then click on another course to compare the information of both courses.

1. User selects a first course
2. A course card appears on the right side with relevant course information
3. User can then click on a second course
4. A second course card appears under the first card displaying the second course's information
5. User can keep clicking on new courses to be displayed in the second card, but once the first course is clicked again both cards are reset to their empty displays
6. Users will have the ability of viewing all available CECS courses information.
7. Users will also be able to access the course roadmap by selecting the link at the top of the web page.

## Course Roadmap

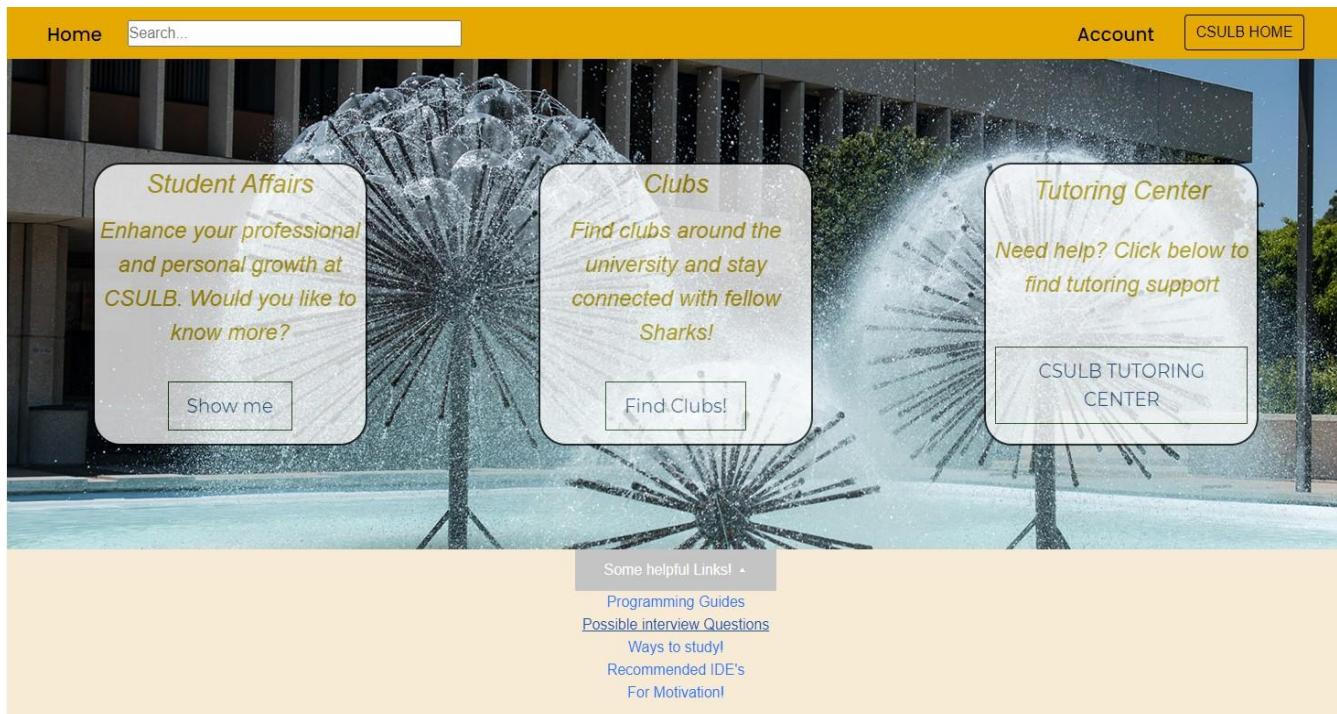


## Course Roadmap

The user will be able to explore an interactive graphical roadmap of the order in which a CS undergraduate at CSULB should complete their courses. To gain access into the course roadmap page the user will need to access the page through the course explorer.

1. The user will select the “BeachCS Road Map 2020” link on the course explorer page, which the user will be directed into the course roadmap.
2. If the user clicks one of the nodes from the course map, they will see the course information, the total credit count for the course, the prerequisites for that course, and courses they can take afterwards.
3. The user can return back to the home page from the course explorer by clicking the “Home” button.

# Guides



## Guides

A user will be able to click on a few buttons and will be guided to the proper university link.

1. “Show me” button will redirect the user to the University student affairs page
2. “Find Club” button will redirect the user to various clubs and organizations available at the University
3. “CSULB TUTORING CENTER” button will redirect the user to the University's college of engineering tutoring center.
4. ‘Some helpful Links!’ will redirect the user to the page if selected
  - a. Programming Guides
  - b. Possible Interview Question
  - c. Ways to study!
  - d. Recommended IDE's
  - e. For Motivation

# Programming Guides

Welcome to Programming Guides!

Prolog reference ↗

Prolog is a logical and declarative programming language in which the program statements express the facts and rules about different problems within a system of formal logic.

```
?- message(M).  
M = 'Hello World'.
```

Need help with Prolog ... [Click Here](#)

C reference ↗

C is a general purpose, procedural, imperative programming language. C is the most widely used computer language.

```
#include <stdio.h>  
  
int main() {  
    /* my first program in C */  
    printf("Hello, World! \\n");  
  
    return 0;  
}
```

Need help with C code ... [Click Here](#)

Python reference ↗

Python is a high level and interpreted language, and unlike most high level programming languages, Python does not need a compiler. Python is also one of the official programming languages used by Google.

```
msg = "Hello World"  
print(msg)
```

Need help with Python code ... [Click Here](#)

C++ reference ↗

C++ is a middle-level programming language, it is very close to hardware which gives you a lot of control in terms of memory management.

```
#include <iostream>  
using namespace std;  
  
// main() is where program execution begins.  
int main() {  
    cout << "Hello World"; // prints Hello World  
    return 0;  
}
```

Need help with C code ... [Click Here](#)

## Programming Guides

User is able to select the following to find more information about the programming language

1. Prolog reference
  - a. Link to prolog page
2. C reference
  - a. Link to c page
3. C++ reference

- a. Link to c++ page
- 4. Python reference
  - a. Link to python page
- 5. Java reference
  - a. Link to Java page
- 6. Haskell reference
  - a. Link to reference

[Back to Guide](#) link will redirect the user back to the Guides page

## Possible Interview Questions

Welcome Interview Question.

Lets start with a warm up!

Write a function that returns the sum of two numbers.

Ex. value1 = 6 and value2 = 9

Output:15

int sum( int value1, int value2)

It is game Time

### Question 1

Given an array a that contains only numbers in the range from 1 to a.length

find the first duplicate number for which the second occurrence has the minimal index.

If there is not such elements, return -1.

`int first_duplicate(int array_a)`

#### Examples

- For a = [8,4,6,2,6,4,7] Output = 6
- For a = [3,4,1,9] Output = -1

#### Constraints

- Should have a O(n) time
- Requires only O(1) space complexity

[Back to Guide](#)

## Possible Interview Question

User will be able to select a multiple of questions to practice for possible interview questions

1. Back to Guide link will redirect the user back to the Guides page

## Ways to Study

# Welcome to Study Guides!

### Some tips to study effectively

- **Get Organized**

Having a planner and entering homeworks, projects, test, and assignments can go a long way

- **Pay Attention in class**

We know it is hard lol, but it is important to concentrate and avoid distractions.

Practice active listening by concentrating on what is being said and taking notes in your own words.

- **Avoid distractions**

This one is a hard one, be aware of what distracts you in class and know how to steer clear of these distractions

If possible, avoid sitting next to friends if you know they will distract you.

Turn off your cell phone and again pay attention to the instructor

- **Notes should be complete**

Write clear and complete notes that will help you process the information you are learning.

The notes taken will also become study notes that can be reviewed before a test.

If possible compare notes to your classmates and talk to the instructor if you have missed notes.

- **Ask Questions**

If a topic is unclear, raise your hand and ask questions.

In the event that you do not feel comfortable asking in front of everyone, remember that you can always

talk to the instructor after class or during office hours.

- **Make a study plan**

When making a study schedule, make sure you think about what needs to be accomplished.

Set specific goals for each study session, and think about possible test questions.

- **Review notes from class every evening**

Review and expand on the notes before going to bed.

## Ways to Study

Users will explore various study tips and references.

1. Back to Guide link will redirect the user back to the Guides page

## For Motivation

Welcome to Motivation Guides!



[Back to Guide](#)

## For Motivation

Users will be able to select videos and see videos from various speakers.

1. Back to Guide link will redirect the user back to the Guides page

## Recommended IDEs

**BeachCS** 

Academics   Career   Course Explorer   Guides   Search  CSULB Home

Welcome to IDES!  
Check out free useful software

 **Visual Studio**

Free IDE, use to develop computer programs, websites, web apps and many school projects

Languages supported: C#, C, C++, Visual Basic

[Click here to learn more](#)

 **Visual Code**

Visual Code is a free source code editor for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring and embedded git.

[Click here to learn more](#)

 **Python**

Python is an interpreted high-level general purpose language.

Python emphasizes code readability and great use of indentation.

[Click here to learn more](#)

 **eclipse**

 **IntelliJ IDEA**

 **VirtualBox**

## Ways to Study

Users will explore various IDEs in different programming languages

1. Visual Studio
2. Visual Code
3. Python

4. Eclipse
5. Replit
6. VirtualBox
7. GDB

Back to Guide link will redirect the user back to the Guides page

## Career

The screenshot shows the BeachCS website with a dark header bar. The header includes the BeachCS logo, navigation links for Academics, Career, Course Explorer, and Guides, a search bar, and a CSULB Home link. Below the header, a breadcrumb trail shows 'Home / Career'. The main content area has a light gray background and features a large heading 'Career' in bold. A sub-section titled 'Guides' lists several items: 'Crafting your Resume', 'Job Success', 'Conquering the Career Fair', and 'Workshop & Workfair calendar'. At the bottom of the page is a dark footer bar.

## Career

At the Career page the user can select a few links that will redirect them to a specific task

1. "Conquering the Career Fair" button will direct the user to an article about having

success in work fairs.

2. “Crafting your resume” button will direct the user to an article about crafting a successful resume.
3. “Job Success” button will direct the user to an article about how to succeed at your job
4. “Workshop & Work Fair Calendar” button will direct the user to a calendar that will contain information on work fair and workshop events.

## Workshop & Workfair calendar

The screenshot shows the BeachCS website's navigation bar with links for Academics, Career, Course Explorer, and Guides. A search bar and a CSULB Home link are also present. Below the navigation is a breadcrumb trail: Home / Career / Workshop & Workfair Calendar. The main content is a calendar for May 2021. The days of the week are labeled Sun through Sat. The dates from 25 to 31 are visible, with specific events highlighted in blue boxes:

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25	26	27 WEBINAR: Job S...	28	29 WEBINAR: How t...	30	01
02 WEBINAR: Resu...	03	04	05	06	07	08
09	10	11	12	13	14	15
16	17	18	19	20	21	22
23 WEBINAR: Resu...	24 WEBINAR: Prep...	25 Just-In-Time Virtu...	26	27	28	29
30	31	01	02	03	04	05

## Workshop & Workfair calendar

Workshop & Workfair calendar page that provides information on upcoming workshops and workfairs on campus.

1. “Workshop & Workfair calendar” button will direct the user to an interactive calendar

# Resume

## Crafting your Resume

A well written resume can help get the attention of hiring managers that may eventually lead to a job offer. Here are a few key resume writing tips that will help you organize and design your resume.

### Contact Information

The beginning of your resume should include basic contact information about yourself. Including the following:

- Your name
- Your email
- Your phone number
- LinkedIn username
- GitHub username
- Personal website

### Resume Content

- Heading
- Objective
- Skills
- Experience
- Education covered in detail

Using a professional email, then a personal email would be best for your resume and make sure the number listed is the best way to reach you. Make sure you are contactable

### Education

Real world experience matters more than education in computer science. However, brainstorm what you did in school that might turn heads. Making a long list. Even something done around three years ago might dazzle an employer.

- Degree Type and graduation date (or expected graduation date)
- Major
- University and Location

## Resume

Resume page that provides information on how to craft a good resume

2. “Resume” link button will direct the user to a specific page that gives insight on how to craft a resume and cover letter

# Job Success

The screenshot shows the BeachCS website interface. At the top, there is a dark header bar with the "BeachCS" logo on the left, followed by navigation links for "Academics", "Career", "Course Explorer", and "Guides". To the right of these are a search bar and a "CSULB Home" link. Below the header, a breadcrumb navigation bar indicates the current location: "Home / Career / Job Success". The main content area features a large, bold title "How To Succeed In A New Job". Below the title, there is a block of text providing general advice on how to succeed in a new job, mentioning the importance of first impressions and professional behavior. Further down, several specific tips are listed under headings like "Dress for the job", "Develop a plan for the first few months", and "Remember that you were hired because you are needed".

## How To Succeed In A New Job

What can you do to ensure you keep that job and are viewed in a successful manner? What you most need to remember is that the first few months on your new job really create the impressions people will have of you. So, make those first few months really count - show up every day trying to impress - be professional, hard working and dedicated.

Some ideas include:

**Dress for the job.** Make sure you dress professionally by examining what other successful people at the company wear to work.

**Develop a plan for the first few months.** Develop a plan for what you will do for those first days and months and stick to it. You can't do it all, instead develop some specific goals.

**Remember that you were hired because you are needed.** Your boss needs you to be successful so he or she can also be successful. So, think about your job as a way to help your boss. The same is true for your colleagues. Find out what their greatest pain points are - what they really need help with. Then pitch in and help them out, and learn from them.

**Show great initiative** - come to work early, stay late, ask colleagues and your boss what you can do. Roll up your sleeves to get the job done, no matter what it is. Do not wait for them to come to you. Go to them and show you are willing to do whatever it takes. This

## Job Success

Job Success page that provides information on how to succeed in a new job

3. “Job Success” link button will direct the user to a specific page that gives insight on how to succeed in a new job.

# Conquering the Career Fair

**BeachCS**  Academics Career Course Explorer Guides Search  CSULB Home

Home / Career / Conquering the Career Fair

## Conquering the Career Fair

What can you do to ensure you keep that job and are viewed in a successful manner? What you most need to remember is that the first few months on your new job really create the impressions people will have of you. So, make those first few months really count - show up every day trying to impress - be professional, hard working and dedicated.

Some ideas include:

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### Conquering the Career Fair

Conquering the career fair provides information on how to conquer a career fair

4. “Resume” link button will direct the user to a specific page that gives insight on how to craft a resume and cover letter

# Academics

The screenshot shows the BeachCS website with a dark header bar. The header includes the BeachCS logo with a beach umbrella icon, navigation links for Academics, Career, Course Explorer, and Guides, a search bar, and a CSULB Home link. Below the header, a breadcrumb trail shows 'Home / Academics'. The main content area has a light gray background and features a large heading 'Academics'. Below it, a text block says: 'If you are looking for what CS courses are available at CSULB, go to the [Course Explorer](#). If you want tips on how to schedule your CS classes [click here!](#)'.

## Academics

If you are looking for what CS courses are available at CSULB, go to the [Course Explorer](#).

If you want tips on how to schedule your CS classes [click here!](#)

### Guides

- [Applying to Graduate School \(MS/PhD\)](#)
- [CECS Faculty](#)
- [Minor in Cyber Security Applications](#)
- [Scheduling Classes](#)

## Academics

At the Academics page the user can select a few links that will redirect them to a specific task

5. Users can click the Home link to go back to the home page.
6. Users can click the Course Explorer link to go to the course explorer.
7. Users can click the “Click here” link to redirect the user to the road map.
8. Users can click the next four links to be taken to one of the four following pages:

Graduate Program, Faculty, Minors, Scheduling Classes.

# Graduate Program

[Home](#) / [Academics](#) / Applying to Graduate School

## CSULB CECS GRADUATE STUDY

GENERAL INFORMATION	<p>For admission, these are the following requirements for graduate applicants:</p> <ul style="list-style-type: none"><li>• Have earned a bachelor's degree from an accredited institution</li><li>• Have been in good standing at the last institution attended</li><li>• Possess a grade point average (GPA) of at least 2.7 for the last 60 semester units (90 quarter units) attempted</li><li>• Optionally, submit a general Graduate Record Examination (GRE) score. (Highly recommended for International Students and students with a GPA below 3.0)</li></ul> <p>Students may be admitted on a conditional basis, subject to the requirement that they remedy any deficiencies subsequent to admission. Letters of recommendation are not required. There is no separate application for the department.</p>
ADMISSION	
POLICIES	
ELECTIVES	<p><b>Comprehensive examination covering the following required courses</b></p> <ul style="list-style-type: none"><li>• CECS 524 - Advanced Topics in Programming Languages (3 units)</li><li>• CECS 528 - Advanced Analysis of Algorithms (3 units)</li><li>• CECS 543 - Advanced Software Engineering (3 units)</li></ul> <p><b>Thesis Option:</b></p> <p>(Successful completion of a thesis provides a unifying culmination to the program, and an enhanced resume for future industrial or academic endeavors)</p> <p><b>15 units of required courses specified for the area of concentration chosen</b></p> <p><b>9 units from allowed electives for the concentration</b></p> <p>(No more than 9 units may be from the 400 level courses.)</p> <p><b>6 units of thesis with written report and oral presentation approved by the thesis committee.</b></p> <p>At least 3 units taken from the following course</p> <ul style="list-style-type: none"><li>• CECS 698 - Thesis or Industrial Project (3-6 units)</li></ul> <p>Remaining 3 units may be taken from either of the following courses</p> <ul style="list-style-type: none"><li>• CECS 697 - Directed Research (1-3 units)</li><li>• CECS 698 - Thesis or Industrial Project (3-6 units)</li></ul>
ADVANCED SYSTEMS	
SOFTWARE DEVELOPMENT	

## Graduate Program

On the Graduate Program page, users will be able to view important information regarding the graduate program offered at CSULB for Computer Science students. There is a drop down menu on the left, with the labels: General Information, Admission, Policies, Electives, Advanced Systems, and Software Development.

1. Users can click any of the 6 dropdown menu options and the page will expand to display information regarding each menu topic.
2. Users can click General Information to learn about general information regarding the CSULB CS Masters program.
3. Users can click Admission to learn about the admission criteria to be admitted to the CSULB CS Masters program.
4. Users can click Policies to learn about the different rulings CSULB has on transfer students, unit limits, etc.
5. Users can click Electives to go to the Masters Course Explorer to view all Masters level CS courses.
6. Users can click Advanced Systems or Software Development to learn about the two specific programs CSULB offers to Masters of Computer Science students.

# Faculty

[Home](#) / [Academics](#) / Faculty

## Full-Time Faculty

NAME	TITLE	OFFICE	PHONE	EMAIL
Mehrdad Aliasgari	Associate Professor/Chair	ECS-542	562.985.7987	mehrdad.aliasgari@csulb.edu
Shadnaz Asgari	Associate Professor	ET-112	562.985.8023	shadnaz.asgari@csulb.edu
Michael Chelian	Professor/Undergraduate Advisor CE/Web Tech Minor/Cert	ECS-544	562.985.1516	michael.chelian@csulb.edu
Todd Ebert	Associate Professor	ECS-548	562.985.1169	todd.ebert@csulb.edu
Bo Fu	Assistant Professor/Graduate Advisor CS	ECS-527	562.985.4386	bo.fu@csulb.edu
Darin Goldstein	Professor	ECS-546	562.985.1507	darin.goldstein@csulb.edu
Forouzan Golshani	Professor			forouzan.golshani@csulb.edu
Min He	Associate Professor	ECS-538		min.he@csulb.edu
Michael Hoffman	Professor	ECS-533		m.hoffman@csulb.edu
Thomas Johnson	Professor	ECS-545	562.985.1596	tom.johnson@csulb.edu
Shui Lam	Professor	ECS-549	562.985.1552	shui.lam@csulb.edu
Alvaro Monge	Professor	ECS-536	562.985.4671	alvaro.monge@csulb.edu
Ju Cheol Moon	Assistant Professor	ECS-532	562.985.8370	jucheol.moon@csulb.edu

## Part-Time Faculty

NAME	TITLE	OFFICE	PHONE	EMAIL
Roni Allen	Lecturer	ECS-525	562.985.1523	r.allen@csulb.edu
David Brown	Lecturer	ECS-524		david.brown@csulb.edu
Murray Cappel	Lecturer	ECS-520		murray.cappel@csulb.edu
Shannon Cleary	Lecturer	VEC_403		shannon.cleary@csulb.edu
Dan Cregg	Lecturer			dan.cregg@csulb.edu
Ariang Fahim	Lecturer	VEC-404		ariang.fahim@csulb.edu
Anthony Giacalone	Lecturer	ECS-526		anthony.giacalone@csulb.edu
Steve Gold	Lecturer	VEC-219E	562.985.5097	steven.gold@csulb.edu
Arnold Hackett	Lecturer	VEC-404		arnold.hackett@csulb.edu
Eric Hernandez	Lecturer	VEC-403		eric.hernandez@csulb.edu
Fei Hoffman	Lecturer	ECS-533	562.985.1523	fei.hoffman@csulb.edu
Claus Jurgensen	Lecturer	ECS-530		claus.jurgensen@csulb.edu
Malik Luti	Lecturer			malik.luti@csulb.edu

## Faculty

The faculty page consists of two tables: full-time and part-time faculty. On the page users can view detailed information about faculty such as: name, position, office number, phone number, and email.

1. The user can simply view the displayed information on this page.

# Minor in Cyber Security Applications



Academics   Career   Course Explorer   Guides

Search



CSULB Home

[Home](#) / [Academics](#) / [Cyber Security](#)

## Minor in Cyber Security Applications

### Why cyber security minor?

There are many reasons for taking on the cybersecurity minor! The minor in cybersecurity is designed to provide students with cybersecurity skills, which can be an advantage for job seeking and career building, as well as a source of personal enrichment. Students graduating with a degree in computer science or computer engineering with a minor in cybersecurity could expect careers in software engineering, embedded systems engineering, or information systems management, with an emphasis on designing, developing, operating, or analyzing security features or subsystems. This minor is right for you! This minor consists of 4 required courses, and 2 additional courses that will let you go deep enough into an area of cybersecurity.

### What are the requirements?

The requirements for the cybersecurity applications minor are fairly simple they consist of 4 required courses as followed:

- [CECS 100 - Critical Thinking in the Digital Information Age](#) (3 units)

### Minor in Cyber Security Applications

Minor in cyber security applications provides information on how to obtain a minor @CSULB

9. “Minor in Cyber Security Applications” link button will direct the user to a specific page that gives insight on how to obtain a minor in cyber security

## Scheduling Classes

The screenshot shows the BeachCS website with a dark header bar. The header includes the BeachCS logo, navigation links for Academics, Career, Course Explorer, and Guides, a search bar, and a CSULB Home link. Below the header, a breadcrumb trail shows 'Home / Academics / Scheduling Classes'. The main content area has a title 'Scheduling Classes' and a paragraph about planning your semester. It also includes sections for 'Overview', 'Core Programming Intensive' (with a list of courses), and 'Math related'.

### Scheduling Classes

Scheduling classes provides information on how to obtain plan out your course schedules

10. "Scheduling classes " link button will direct the user to a specific page that gives insight on how to properly manage your course schedules.

## Navigation Bar

The screenshot shows the BeachCS website with a dark header bar. The header includes the BeachCS logo, navigation links for Academics, Career, Course Explorer, and Guides, a search bar, and a CSULB Home link. Below the header, a section titled 'Navigation Bar' contains text explaining its purpose and two numbered steps describing its functionality.

### Navigation Bar

Nav bar is the main website template meaning that it will be displayed on all pages within the site. From the Navigation bar users will be able to quickly visit the selected button.

1. "Home" button will redirect the user to the main home screen of the website.
2. Search bar will be allowed for the user to search any content within the site

3. “Academics” button will redirect the user to the academics homepage.
4. “Career” button will redirect the user to the career homepage.
5. “Course Explorer” button will redirect the user to the course explorer homepage.
6. “Guides” button will redirect the user to the guides homepage.
7. “CSULB Home” button will redirect the user from the current website to the CSULB’s home page website.

## Footer

[About](#) [Contact](#) [Sitemap](#) [Feedback](#)

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### Footer

Footer is the main web application template meaning that it will be displayed on all the web pages of the application. From the footer the user will be able to navigate through each selected button. The footer is divided between service, resources.

1. Under the resource category the user will be able to select the following:
  - a. “About us” will redirect the user to the about us screen.
  - b. “Contact” will redirect the user to the contact screen.
  - c. “Sitemap” will redirect the user to the sitemap screen.
  - d. “Feedback” will redirect the user to the feedback screen.