The Open Source Computer Science Degree Computer Science Basic Programming I Programming II **Programming III** Math Systems Theory Application Unix <u>Java</u> Basic Basic **Programming:** ogramming Intro to Computer Pre-calculus (Programming (Programming Solving Problems Science Knowledge Knowledge <u>Java</u> CS with Software **Programming:** Knowledge Principles of Software Design Build a Modern <u>Java</u> omputer Science Mathematical Computer from Calculus 1A: **Programming:** Algorithms, Software First Principles: Thinking in Linux Command <u>Java</u> Differentiation Arrays, Lists, and **Engineering:** From Nand to Theory, and Computer Science Line Basics Structured Data **Programming:** Introduction Machines Tetris Build a Recommendation System Build a Modern Object Oriented Computer from **Programming** Calculus 1B: First Principles: Programming in Database Algorithms, Part 1 The Unix Languages, Part A Integration From Nand to **Management** Workbench Tetris II Essentials Calculus 1C: Coordinate Introduction to **Data Structures Programming** Systems & Infinit Operating System Algorithms, Part II and Performance <u>Languages, Part</u> B Machine Learning **Series** Linear Algebra -**Programming** Foundations to Languages, Part C Cryptography I Frontiers Introduction to Probability and **Data** Linear Algebra -Foundations to **Frontiers**