

Undergraduate Handbook

Department of Computer Science
California State University, Fullerton

2015 Edition, Revision α

Contents

1	Introduction	5
1.1	The field of computer science	5
1.2	The department	5
1.3	The programs	5
1.4	Using this document	5
2	Other sources of information	7
3	The CS Major	9
3.1	Major requirements at a glance	9
3.2	Major prerequisite tree	9
3.3	Lower Division Core	9
3.4	Mathematics Core	9
3.5	Science and Mathematics Electives	9
3.6	Examination in Programming Proficiency (EPP)	9
3.7	Upper Division Core	9
3.8	Elective Tracks	9
3.9	Upper division writing requirement	9
3.10	General Education (GE)	9
3.11	Academic Requirements	9
3.12	Double-majoring in a related field	9
4	The CS Minor	11
4.1	Minor requirements at a glance	11
4.2	Minor prerequisite tree	11
4.3	Suggested minor electives	11
4.4	For majors in related fields	11
5	Major tracks	13
5.1	Multimedia and Digital Games (MG)	13
5.2	Internet and Enterprise Computing (IE)	13
5.3	Software Engineering (SE)	13
5.4	Scientific Computing (SC)	13
5.5	Customized (CT)	13
6	Alternative pathways	15
6.1	Transfer	15
6.2	Computer Science Placement Examination	15
6.3	Internships	15
6.4	Independent Study	15

7	Advisement	17
8	Resources and Activities	19
8.1	Open Labs	19
8.2	Tutoring Center	19
8.3	Supplemental Instruction	19
8.4	Clubs	19
8.4.1	Association of Computing Machinery (ACM)	19
8.4.2	ACM-W	19
8.4.3	Upsilon Pi Epsilon (UPE)	19
8.4.4	Video Game Design Club (VGDC)	19
8.4.5	Security Club (?)	19
9	Progress Flowcharts	21
10	Credits and Revision History	23
11	Index	25

1

Introduction

1.1 The field of computer science

1.2 The department

1.3 The programs

1.4 Using this document

2

Other sources of information

3

The CS Major

- 3.1 Major requirements at a glance**
- 3.2 Major prerequisite tree**
- 3.3 Lower Division Core**
- 3.4 Mathematics Core**
- 3.5 Science and Mathematics Electives**
- 3.6 Examination in Programming Proficiency (EPP)**
- 3.7 Upper Division Core**
- 3.8 Elective Tracks**
- 3.9 Upper division writing requirement**
- 3.10 General Education (GE)**
- 3.11 Academic Requirements**
- 3.12 Double-majoring in a related field**

4

The CS Minor

4.1 Minor requirements at a glance

4.2 Minor prerequisite tree

4.3 Suggested minor electives

4.4 For majors in related fields

5

Major tracks

5.1 Multimedia and Digital Games (MG)

5.2 Internet and Enterprise Computing (IE)

5.3 Software Engineering (SE)

5.4 Scientific Computing (SC)

5.5 Customized (CT)

6

Alternative pathways

6.1 Transfer

6.2 Computer Science Placement Examination

6.3 Internships

6.4 Independent Study

7

Advisement

8

Resources and Activities

8.1 Open Labs

8.2 Tutoring Center

8.3 Supplemental Instruction

8.4 Clubs

8.4.1 Association of Computing Machinery (ACM)

8.4.2 ACM-W

8.4.3 Upsilon Pi Epsilon (UPE)

8.4.4 Video Game Design Club (VGDC)

8.4.5 Security Club (?)

9

Progress Flowcharts

10

Credits and Revision History

Copyright 2015, Department of Computer Science, California State University, Fullerton.

11

Index

Index

ACM, 19

ACM-W, 19