DE LA SALLE UNIVERSITY – COLLEGE OF COMPUTER STUDIES
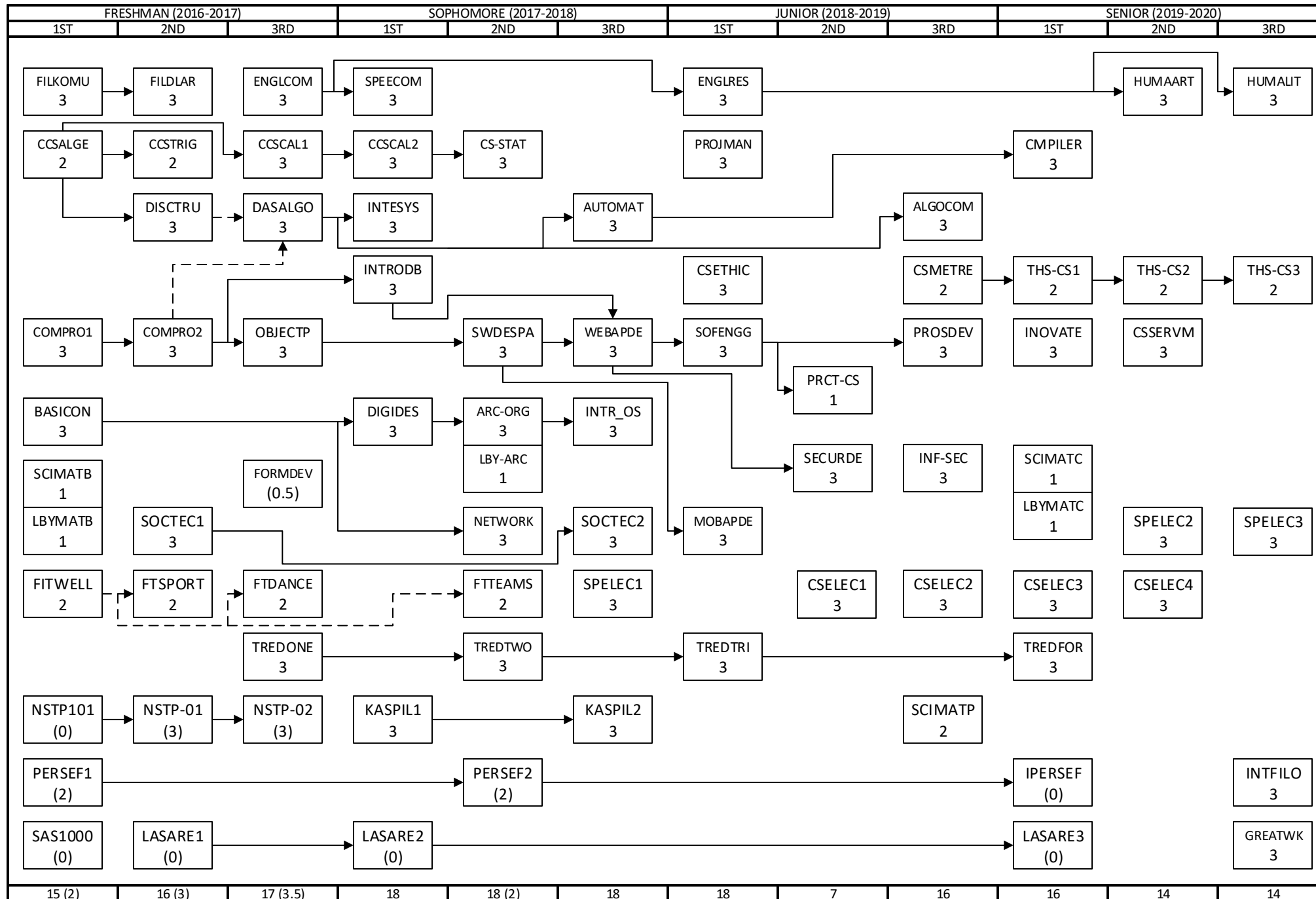Bachelor of Science in Computer Science
Course Flowchart 2016-2020

FRESHMAN (2016-2017)			SOPHOMORE (2017-2018)			JUNIOR (2018-2019)			SENIOR (2019-2020)		
1ST	2ND	3RD	1ST	2ND	3RD	1ST	2ND	3RD	1ST	2ND	3RD
FILKOMU 3	FILDLAR 3	ENGLCOM 3	SPEECOM 3			ENGLRES 3				HUMAART 3	HUMALIT 3
CCSALGE 2	CCSTRIG 2	CCSCAL1 3	CCSCAL2 3	CS-STAT 3		PROJMAN 3		CMPILER 3			
	DISCTRU 3	DASALGO 3	INTESYS 3		AUTOMAT 3		ALGOCOM 3				
		INTRODB 3				CSETHIC 3	CSMETRE 2	THS-CS1 2	THS-CS2 2	THS-CS3 2	
COMPRO1 3	COMPRO2 3	OBJECTP 3	SWDESPA 3	WEBAPDE 3	SOFENGG 3		PROSDEV 3	INOVATE 3	CSSERVM 3		
						PRCT-CS 1					
BASICON 3			DIGIDES 3	ARC-ORG 3	INTR_OS 3						
				LBY-ARC 1							
						SECURDE 3	INF-SEC 3	SCIMATC 1			
SCIMATB 1		FORMDEV (0.5)						LBYMATC 1			
LBYMATB 1	SOCTEC1 3		NETWORK 3	SOCTEC2 3	MOBAPDE 3				SPELEC2 3	SPELEC3 3	
FITWELL 2	FTSPORT 2	FTDANCE 2	FTTEAMS 2	SPELEC1 3		CSELEC1 3	CSELEC2 3	CSELEC3 3	CSELEC4 3		
		TREDONE 3	TREDTWO 3		TREDTRI 3			TREDFOR 3			
NSTP101 (0)	NSTP-01 (3)	NSTP-02 (3)	KASPIL1 3	KASPIL2 3			SCIMATP 2				
PERSEF1 (2)			PERSEF2 (2)					IPERSEF (0)		INTFILO 3	
SAS1000 (0)	LASARE1 (0)	LASARE2 (0)						LASARE3 (0)		GREATWK 3	
15 (2)	16 (3)	17 (3.5)	18	18 (2)	18	18	7	16	16	14	14

OBJECTP should be taken by the student not later than his/her **6th term** in the BSCS program.

Student can go on practicum once s/he has passed **SOFENGG**. Students should carry up to a **maximum of 7 units load** (including PRCT-CS) on the OJT term.

Pre-requisites of CSMETRE: INTESYS, SOFENGG, and INTR_OS

Possible choices for CSELEC1-4:
Intelligent Systems Track
(pre-req: INTESYS) – Machine Learning, Image Processing, Speech Processing, Internet of Things, Natural Language Processing

Games Development Track (pre-req: OBJECTP) - Computer Graphics, Game Development, Game Design, Advanced Game Development, 3D Modelling

Network and Security Track (prereq: NETWORK) – Machine Learning, Internet of Things, Ethical Hacking, Cloud Computing, Network Administration

POSSIBLE COURSES FOR SPELEC1-3: Human Computer Interfaces, Interactive Storytelling, Foreign Languages, Computing Trends, Advanced Technologies, Business Intelligence and Data Visualization, Business Process Management

Date last updated: 5 September 2016
Prepared by: Dr. Rafael A. Cabredo
Total number of units: 187 (10.5)