Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

To: California State University, Bakersfield 2022-2023 General Catalog, Semester

From: Sierra College 2022-2023 General Catalog, Semester

Computer Science

GENERAL INFORMATION

This articulation agreement displays lower-division course requirements specific to the major. Students should always contact an academic advisor about degree requirements for their baccalaureate major.

Helpful Resources

- CSUB Catalog
- Transfer Admission Requirements
- Academic Advising Student Centers

ABOUT THE MAJOR

Computer Science is a constantly evolving discipline. To quote the Association for Computing Machinery, "Computer Science is not simply concerned with the design of computing devices-nor is it just the art of numerical calculation. Computer Science is concerned with information in much the same sense that Physics is concerned with energy, it is devoted to the representation, storage, manipulation, and presentation of information in an environment permitting automatic information systems."

The Computer Science major at CSUB has three pathways that lead to a B.S. in Computer Science:

- Traditional Computer Science program follows the guidelines recommended by the Association for Computing Machinery (ACM) and the Accreditation Board for Engineering and Technology (ABET).
- Computer Information Systems concentration is intended for training application programmers or for those who wish to apply computer science in another
 discipline
- Information Security concentration is intended for students who wish to pursue a career in information assurance and security, either with government agencies
 or with industry. Students in the three pathways will take different advanced courses of their choice. A Computer Science minor is also offered.

The Computer and Electrical Engineering and Computer Science Department moved into a new building in the Fall of 2008. The department administers its own local area network which includes multiple Unix/Linux servers, two software programming labs, a walk-in lab/tutoring center, one advanced workstation lab, an isolated network lab, an Al/visualization lab, a DSP/communications lab, one digital electronics hardware lab, a power systems/electronics lab, and a robotics/control systems lab. There is also a departmental library/major study room available to students.

An important goal of the department is to enable students to work much more closely with faculty than they would be able to at larger universities. A detailed description of student learning goals and objectives can be found at https://www.cs.csub.edu/abet/.

For additional information, visit the Department of Computer & Electrical Engineering and Computer Science.

IMPORTANT NOTE

A modification to the standard GE program has been approved that allows the possibility of satisfying some GE requirements through the major. Please see the Computer Science General Education Courses and Notes in the **CSUB catalog** for further information.

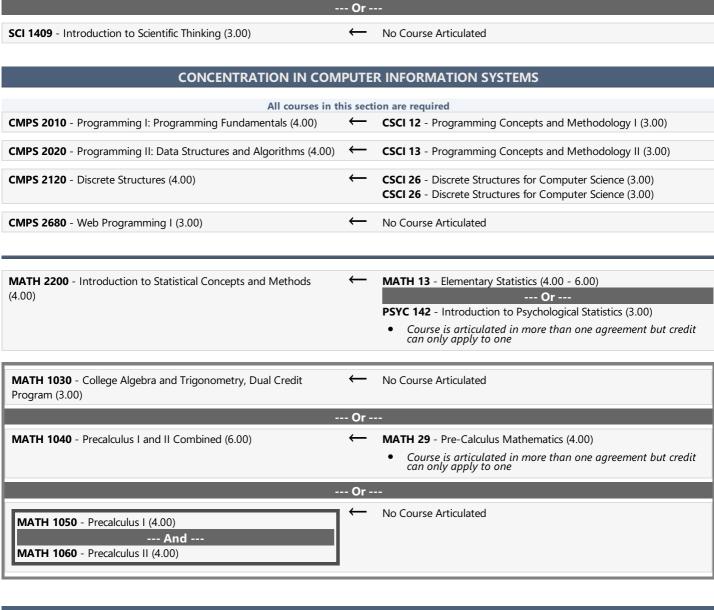
MAJOR IN COMPUTER SCIENCE

thic cost	ion are required
	•
	CSCI 12 - Programming Concepts and Methodology I (3.00)
4	
←	CSCI 13 - Programming Concepts and Methodology II (3.00)
\leftarrow	CSCI 26 - Discrete Structures for Computer Science (3.00)
	CSCI 26 - Discrete Structures for Computer Science (3.00)
\leftarrow	CSCI 39 - Introduction to Computer Architecture and Assembly
	Language (3.00)

MATH 2310 - Single Variable Calculus I for Engineers (4.00)	← No Course Articulated			
Or				
MATH 2510 - Single Variable Calculus I (4.00)	← MATH 30 - Analytical Geometry and Calculus I (4.00)			

MATH 2320 - Single Variable Calculus II for Engineers (4.00)	← No Course Articulated	
	Or	
MATH 2520 - Single Variable Calculus II (4.00)	← MATH 31 - Analytical Geometry and Calculus II (4.00)	
PHYS 2210 - Calculus-Based Physics I (4.00)	PHYS 205 - Principles of Physics: Mechanics (4.00) Or PHYS 205L - Principles of Physics Laboratory: Mechanics	s (1.00)
PHYS 2220 - Calculus-Based Physics II (4.00)	PHYS 210 - Principles of Physics: Electricity and Magnetic Or PHYS 210L - Principles of Physics Laboratory: Electricity Magnetism (1.00)	

	rse(s) from the following
BIOL 1009 - Perspectives in Biology (3.00)	← No Course Articulated Or
BIOL 1039 - Principles of Ecology (3.00)	← No Course Articulated
	Or
BIOL 2010 - Introductory Biology - Cells (4.00)	← BIOL 1 - General Biology (4.00)
CHEM 1000 - Foundations of Chemistry (3.00)	CHEM 1A - General Chemistry I (5.00) Course cannot be dual counted Or CHEM 3A - General Chemistry I - Part 1 (3.00)
	 Course cannot be dual counted And CHEM 3B - General Chemistry I - Part 2 (3.00) Course cannot be dual counted Articulates as a sequence only
	Or
GEOL 2010 - Physical Geology (4.00)	ESCI 1 - Physical Geology (3.00) And ESCI 1L - Physical Geology Laboratory (1.00)
	Or
MATH 2200 - Introduction to Statistical Concepts and Methods (4.00)	 ← MATH 13 - Elementary Statistics (4.00 - 6.00) Or PSYC 142 - Introduction to Psychological Statistics (3.00) • Course is articulated in more than one agreement but credit can only apply to one Or
MATH 2533 - Multivariable and Vector Calculus (4.00)	← MATH 32 - Analytical Geometry and Calculus III (4.00)
	Or
MATH 2540 - Ordinary Differential Equations (4.00)	← No Course Articulated Or
MATH 2610 - Linear Algebra I (4.00)	← No Course Articulated
	Or
PHYS 2230 - Calculus-Based Physics III (4.00)	PHYS 215 - Principles of Physics: Heat, Waves and Modern Physics (3.00) Or PHYS 215L - Principles of Physics Laboratory: Heat, Waves and Modern Physics (1.00)



All courses in the	nis soct	ion are required
CMPS 2010 - Programming I: Programming Fundamentals (4.00)		CSCI 12 - Programming Concepts and Methodology I (3.00)
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	\leftarrow	CSCI 13 - Programming Concepts and Methodology II (3.00)
CMPS 2120 - Discrete Structures (4.00)	←	CSCI 26 - Discrete Structures for Computer Science (3.00) CSCI 26 - Discrete Structures for Computer Science (3.00)
CMPS 2240 - Computer Architecture I: Assembly Language Programming (4.00)	←	CSCI 39 - Introduction to Computer Architecture and Assembly Language (3.00)
MATH 2310 - Single Variable Calculus I for Engineers (4.00)	\leftarrow	No Course Articulated

