Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

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

From: Yuba 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

All courses in this section are required		
CMPS 2010 - Programming I: Programming Fundamentals (4.00)	←	COMSC 9A - C++ Programming (4.00) Or COMSC 12 - JAVA Programming (3.00)
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	\leftarrow	COMSC 9B - Data Structures (4.00)
CMPS 2120 - Discrete Structures (4.00)	←	COMSC 15 - Discrete Structures for Computer Science (3.00)
CMPS 2240 - Computer Architecture I: Assembly Language Programming (4.00)	\leftarrow	COMSC 2 - Computer Assembly Language (3.00)

MATH 2310 - Single Variable Calculus I for Engineers (4.00)	← No Course Articulated	
Or		

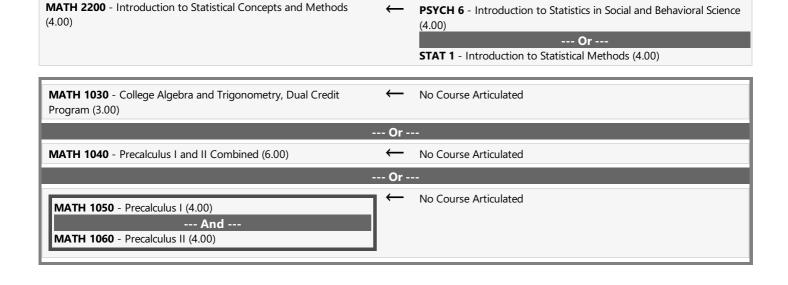
	MATH 2510 - Single Variable Calculus I (4.00)	_	MATH 1A - Single Variable Calculus I - Early Transcendentals (4.00)
п		•	WATH TA - Single Variable Calculus I - Early Transcendentals (4.00)

MATH 2320 - Single Variable Calculus II for Engineers (4.00)	← No Course Articulated	
Or		
MATH 2520 - Single Variable Calculus II (4.00)	← MATH 1B - Single Variable Calculus II - Early Transcendentals (4.0	
PHYS 2210 - Calculus-Based Physics I (4.00)	← PHYS 4A - Mechanics (4.00)	
PUNG SOOD C. L. L. D. L. DL .: II (4.00)	/ PUNC 4D 51 1 1 (4.00)	
PHYS 2220 - Calculus-Based Physics II (4.00)	PHYS 4B - Electromagnetism (4.00)	

Select 1 Course(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 - Principles of Biology (5.00)	
	Or	
CHEM 1000 - Foundations of Chemistry (3.00)	CHEM 1A - General Chemistry (5.00)	
	Course cannot be dual counted	
	Or	
GEOL 2010 - Physical Geology (4.00)	← GEOL 10L - Physical Geology (4.00)	
	Or	
MATH 2200 - Introduction to Statistical Concepts and Methods (4.00)	← PSYCH 6 - Introduction to Statistics in Social and Behavioral Science (4.00)	
	Or	
	STAT 1 - Introduction to Statistical Methods (4.00)	
	Or	
MATH 2533 - Multivariable and Vector Calculus (4.00)	← MATH 1C - Multivariable Calculus (4.00)	
	Or	
MATH 2540 - Ordinary Differential Equations (4.00)	← MATH 2 - Ordinary Differential Equations (3.00)	
	Or	
MATH 2610 - Linear Algebra I (4.00)	← MATH 3 - Linear Algebra (3.00)	
	Or	
PHYS 2230 - Calculus-Based Physics III (4.00)	← PHYS 4C - Thermodynamics, Light and Modern Physics (4.00)	
<u> </u>	Or	
SCI 1409 - Introduction to Scientific Thinking (3.00)	← No Course Articulated	

CONCENTRATION IN COMPUTER INFORMATION SYSTEMS

All courses in the	nis sect	ion are required
CMPS 2010 - Programming I: Programming Fundamentals (4.00)	\leftarrow	COMSC 9A - C++ Programming (4.00)
		Or
		COMSC 12 - JAVA Programming (3.00)
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	\leftarrow	COMSC 9B - Data Structures (4.00)
CMPS 2120 - Discrete Structures (4.00)	\leftarrow	COMSC 15 - Discrete Structures for Computer Science (3.00)
CMPS 2680 - Web Programming I (3.00)	\leftarrow	No Course Articulated



CONCENTRATION IN INFORMATION SECURITY

All courses in the	this section are required
CMPS 2010 - Programming I: Programming Fundamentals (4.00)	COMSC 9A - C++ Programming (4.00) Or COMSC 12 - JAVA Programming (3.00)
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	← COMSC 9B - Data Structures (4.00)
CMPS 2120 - Discrete Structures (4.00)	← COMSC 15 - Discrete Structures for Computer Science (3.00)
CMPS 2240 - Computer Architecture I: Assembly Language Programming (4.00)	COMSC 2 - Computer 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 1A - Single Variable Calculus I - Early Transcendentals (4.00)
MATH 2320 - Single Variable Calculus II for Engineers (4.00)	← No Course Articulated

END OF AGREEMENT

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MATH 1B - Single Variable Calculus II - Early Transcendentals (4.00)

MATH 2520 - Single Variable Calculus II (4.00)