Articulation Agreement by Major

Effective during the 2022-2023 Academic Year

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

From: Los Medanos 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)	\leftarrow	COMSC 122 - Programming Concepts & Methodologies I (3.00)		
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	\leftarrow	COMSC 132 - Programming Concepts & Methodologies II (3.00)		
CMPS 2120 - Discrete Structures (4.00)	\leftarrow	MATH 160 - Discrete Math (4.00)		
CMPS 2240 - Computer Architecture I: Assembly Language Programming (4.00)	←	COMSC 142 - Computer Architecture and Organization (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 210 - Calculus and Analytic Geometry 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 220 - Calculus and Analytic Geometry II (4.00)
PHYS 2210 - Calculus-Based Physics I (4.00)	← PHYS 40 - Physics for Scientists and Engineers I (4.00)
PHYS 2220 - Calculus-Based Physics II (4.00)	← PHYS 41 - Physics for Scientists and Engineers II (4.00)
Select 1 Cours	e(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)	← No Course Articulated
	Or
CHEM 1000 - Foundations of Chemistry (3.00)	← CHEM 25 - General College Chemistry I (5.00)
	Or
GEOL 2010 - Physical Geology (4.00)	← No Course Articulated
	Or
MATH 2200 - Introduction to Statistical Concepts and Methods (4.00)	← MATH 110 - Introduction to Statistics (4.00)
,,,,,	Or
MATH 2533 - Multivariable and Vector Calculus (4.00)	← MATH 230 - Calculus and Analytic Geometry III (4.00)
	Or
MATH 2540 - Ordinary Differential Equations (4.00)	← MATH 240 - Differential Equations (3.00)
	Or
MATH 2610 - Linear Algebra I (4.00)	← MATH 250 - Linear Algebra (3.00)
	Or
PHYS 2230 - Calculus-Based Physics III (4.00)	← PHYS 42 - Physics for Scientists and Engineers III (4.00)
	Or
SCI 1409 - Introduction to Scientific Thinking (3.00)	← No Course Articulated
CONCENTRATION IN CO	MPUTER INFORMATION SYSTEMS
All courses in	this section are required
CMPS 2010 - Programming I: Programming Fundamentals (4.00)	← COMSC 122 - Programming Concepts & Methodologies I (3.00)
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	← COMSC 132 - Programming Concepts & Methodologies II (3.00
CMPS 2120 - Discrete Structures (4.00)	← MATH 160 - Discrete Math (4.00)
CMPS 2680 - Web Programming I (3.00)	← No Course Articulated
MATH 2200 - Introduction to Statistical Concepts and Methods	← MATH 110 - Introduction to Statistics (4.00)
(4.00)	
	← No Course Articulated
MATH 1030 - College Algebra and Trigonometry, Dual Credit Program (3.00)	
	Or MATH 155 - Precalculus (4.00)

MATH 1050 - Precalculus I (4.00)

--- And --
MATH 1060 - Precalculus II (4.00)

← No Course Articulated

CONCENTRATION IN INFORMATION SECURITY

All courses in this section are required			
CMPS 2010 - Programming I: Programming Fundamentals (4.00)	\leftarrow	COMSC 122 - Programming Concepts & Methodologies I (3.00)	
	,		
CMPS 2020 - Programming II: Data Structures and Algorithms (4.00)	←	COMSC 132 - Programming Concepts & Methodologies II (3.00)	
CMPS 2120 - Discrete Structures (4.00)	\leftarrow	MATH 160 - Discrete Math (4.00)	
CMPS 2240 - Computer Architecture I: Assembly Language Programming (4.00)	←	COMSC 142 - Computer Architecture and Organization (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 210 - Calculus and Analytic Geometry I (4.00)	
MATH 2220 Single Veriable Calculus II for Finain core (4.00)	— No Course Autioulated	

MATH 2320 - Single Variable Calculus II for Engineers (4.00)	← No Course Articulated	
Or		
MATH 2520 - Single Variable Calculus II (4.00)	← MATH 220 - Calculus and Analytic Geometry II (4.00)	

END OF AGREEMENT