How to Use your 4-year Plan

- This is a **suggested** 4-year plan for your major and not meant to replace regular academic advising.
- The plan is **flexible** and can be changed to accommodate studying abroad, a second major/minor(s) or AP/IB credits.

- You should work with an academic advisor to develop a plan that meets your interests and goals.
- You must earn a minimum of **120 credits to graduate** and **79-80 major-specific credits** to earn a B.S. in Computer Science.
- **Transfer students and those seeking second majors** should contact the program advisor for degree planning.
- If you have any questions, contact fseadvising@chapman.edu.

Suggested 4-year Plan

- We encourage you to select your General Education (GE) and minor/second major/Themed Inquiry/Honors program around the plan below. Once you fill your GE classes around your major classes, you will have a better idea of space remaining each semester when choosing your Exploration Focus.
- To be enrolled full time, you must take at least **12 credits a semester**.
- In order to **graduate within 4 years**, we recommend you take **30 credits a year**.

Year 1

Fall Semester (13-14 credits for major)

- FFC100B - Grand Challenges in Science and Engineering (3 credits)
- ENGR101 - Introduction to Design and Fabrication (3 credits)
- CPSC230 - Computer Science I (3 credits)
- CENG298 - Intro to *Nix (1 credit)
- MATH110 - Single Variable Calculus I **or** MATH115 - Accelerated Calculus Part I (3-4 credits)

Spring Semester (9-10 credits for major)

- CENG231/L - Systems Programming (4 credits)
- CENG298 - Computer Engineering Colloquium, any topic (1 credit)
- SCI150 - Grand Challenges in Science and Engineering I (1 credit)
- MATH111 - Single Variable Calculus II **or** MATH116 - Accelerated Calculus Part II (3-4 credits)

Year 2

Fall Semester (9-13 credits for major)

- EENG200/L - Electronics and Circuits I (4 credits)
- CENG298 - C++ Programming (1 credit)
- MATH210 - Multivariable Calculus (3 credits)*
- SCI200 - Grand Challenges in Science and Engineering II (1 credit)

Spring Semester (11-12 credits for major)

- Computer Engineering Upper Division Requirement (3-4 credits)
- MATH250 - Discrete Mathematics (3 credits)
- SCI250 - Grand Challenges in Science and Engineering III (1 credit)
- PHYS101/L - General Physics I (4 credits)

* Not required for those who took MATH 116

Year 3

Fall Semester (12 credits for major)

- CENG298 - Computer Engineering Colloquium, any topic (1 credit)
- EENG300/L - Electronics and Circuits II (4 credits)
- MATH215 - Intro to Linear Algebra and Differential Equations (3 credits)
- PHYS102/L - General Physics II (4 credits)

Spring Semester (9-11 credits for major)

- Computer Engineering Upper Division Requirement (3-4 credits)

- Computer Engineering Upper Division Requirement (3-4 credits)
- PHYS201 - General Physics III (3 credits)

Year 4

Fall Semester (9-11 credits for major)

- Computer Engineering Upper Division Requirement (3-4 credits)
- Computer Engineering Upper Division Requirement (3-4 credits)
- Computer Engineering Elective (3 credits)

Spring Semester (9-10 credits for major)

- Computer Engineering Elective (3 credits)
- Computer Engineering Elective (3 credits)
- Computer Engineering Upper Division Requirement (3-4 credits)

Four Year Plans

Accounting (B.S.) 4-year Plan

Applied Human Physiology (B.S.) 4-year Plan

Animation and Visual Effects - 2D Area of Study (B.F.A.) 4-year Plan

Animation and Visual Effects - Computer Graphics Area of Study (B.F.A.) 4-year Plan