

HOLY ANGEL UNIVERSITY
 COLLEGE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
BACHELOR OF SCIENCE IN COMPUTER SCIENCE
 Program Code:BSCompsci
 SCHOOL YEAR 2014-2015

COURSE NO.	DESCRIPTION	LEC HRS	LAB HRS	CREDIT UNITS	PREREQUISITE(S)
FIRST YEAR, FIRST SEMESTER					
1ENGLISH	Reading and Writing	3	0	3	None
2COLALG	College Algebra	3	0	3	None
3FILKOM	Komunikasyon sa Akademikong Filipino	3	0	3	None
4HISGOV	Philippine History and Government	3	0	3	None
6COMPRO1L	Computer Programming 1	2	3	3	None
6PETHICS	Professional Ethics	3	0	3	None
CLE1	Sowing Seeds of Faith	3	0	3	None
7SELFTEST	PE 1: Self-Testing Activities	2	0	2	None
CWTS1	Civic Welfare Training Services 1	0	3	3	None
TOTAL		22	6	26	

FIRST YEAR, SECOND SEMESTER					
1SPEECH	Speech and Oral Communication	3	0	3	1ENGLISH
2PLATRI	Plane Trigonometry	3	0	3	2COLALG
3FILBAS	Pagbasa at Pagsulat Tungo sa Pananaliksik	3	0	3	3FILKOM
4GENPSY	General Psychology	3	0	3	None
6COMPRO2L	Computer Programming 2	2	3	3	6COMPRO1L
6COMTECH	Introduction to Computer Hardware and Software Technology	2	3	3	6COMPRO1L
CLE2	Step to Conversion	3	0	3	CLE1
7RHYTHMIC	PE 2: Fundamentals of Rhythmic Activities	2	0	2	7SELFTEST
CWTS2	Civic Welfare Training Services 2	0	3	3	CWTS1
TOTAL		21	9	26	

SECOND YEAR, FIRST SEMESTER					
1LIT1	Literature of the Philippines	3	0	3	None
4GENSOC	General Sociology	3	0	3	None
6DISCRETE	Discrete Structures	3	0	3	2COLALG
6DBASEL	Database Management Systems	2	3	3	6COMPRO2L
6WEB1L	Basic Web Programming	2	3	3	6COMPRO2L
2CALC	Calculus	3	0	3	2PLATRI
6COMPRO3L	Computer Programming 3	2	3	3	6COMPRO2L
CLE3	Set to Uphold the Church's Conviction	3	0	3	CLE2
7GAMES	PE 3: Fundamentals of Games and Sports	2	0	2	7RHYTHMIC
TOTAL		23	9	26	

SECOND YEAR, SECOND SEMESTER					
2PROSTA	Probability and Statistics	3	0	3	2COLALG
4LOGIC	Logic	3	0	3	None
6NETFUN	Introduction to Networks	2	4	3	6COMTECH
2LINEARALG	Linear Algebra	3	0	3	2COLALG
6AMATA	Automata Theory and Formal Language	3	0	3	6DISCRETE
6PROGLANG	Programming Paradigms	3	0	3	6COMPRO3L
6COMPORG	Computer Organization, Architecture and Assembly Language	2	3	3	6COMTECH
CLE4	Send to be Evangelizers	3	0	3	CLE3
7TEAM	PE 4: Team Sports	2	0	2	7GAMES
TOTAL		24	7	26	

THIRD YEAR, FIRST SEMESTER					
6NUMERMET	Numerical Methods	3	0	3	6DISCRETE
XNONACC	Accounting for Non-Accountants	3	0	3	None
6TECHCOM	Technical Communications in the Discipline	3	0	3	1ENGLISH
6ARTINTEL	Introduction to Artificial Intelligence	2	3	3	6COMPRO2L
6DS	Data Structures and File Organization	2	3	3	6COMPRO2L
6OPSYS	Operating Systems	3	0	3	6COMTECH
6SOFTENG	Software Engineering Principles	3	0	3	6COMPRO2L
6LOGICDES	Logic Design and Digital Computer Circuits	3	0	3	6DISCRETE
ELECTIVE	CS Elective 1			3	
TOTAL		22	6	27	

THIRD YEAR, SECOND SEMESTER					
1AMECENT	American Accent and Diction	3	0	3	1SPEECH
9NATSCN	Natural Science	3	0	3	None
6COMTHEORY	Compiler Theory	3	0	3	6AMATA
6DEALGO	Design and Analysis of Algorithms	3	0	3	6DS
6CIS1	CS Independent Study 1	3	0	3	6SOFTENG
9CPHYSICS	Physics	3	0	3	2PLATRI
6OPSYSL	Operating Systems Laboratory	0	3	3	6OPSYS
6ORESCS	Operations Research for CS	3	0	3	6SOFTENG
ELECTIVE	CS Elective 2			3	
TOTAL		21	3	27	

HOLY ANGEL UNIVERSITY
COLLEGE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
BACHELOR OF SCIENCE IN COMPUTER SCIENCE
Program Code:BSCompSci
SCHOOL YEAR 2014-2015

COURSE NO.	DESCRIPTION	LEC HRS	LAB HRS	CREDIT UNITS	PREREQUISITE(S)
THIRD YEAR, SUMMER TERM					
4PHILOMAN	Philosophy of Man	3	0	3	None
PRINMAN	Principles of Management	3	0	3	None
ELECTIVE	CS Elective 3			3	
	TOTAL	6	0	9	

FOURTH YEAR, FIRST SEMESTER

4PRINECO	Principles of Economics with Taxation and Land Reform	3	0	3	None
4RIZAL	Life and Works of Rizal	3	0	3	None
4ARTAPP	Art Appreciation	3	0	3	None
PERDEV	Personality Development	3	0	3	None
6CIS2	CS Independent Study 2	3	0	3	6CIS1
6MODELSIM	Modeling and Simulations	2	3	3	6COMPORG
9ENVSCN	Environmental Science	3	0	3	None
ELECTIVE	CS Elective 4			3	
	TOTAL	20	3	24	

FOURTH YEAR, SECOND SEMESTER

6OJT	On-the-Job Training (486 hours)			6	Graduating
	TOTAL	0	0	6	

COURSE TOTAL 197

CS ELECTIVES

6NSEC	Network Security	0	3	3	6NETFUN
6CSEC	Cyber Security	2	3	3	6COMPRO2L
6CSTRENDS	Current and Emerging Trends in Computer Science	3	0	3	None
6MIS	Management Information System	3	0	3	6DBASEL
6ROUTING	Routing and Switching Essentials	2	4	3	6NETFUN
62DGAME	2D Game Development	2	3	3	6COMPRO3L
63DGAME	3D Game Development	2	3	3	6COMPRO3L
6ROBOTMOD	Robot Modelling and Programming	0	3	3	6ARTINTEL
6OOPL	Object-Oriented Programming Language	2	3	3	6DBASEL

IMPORTANT: Registration in any subject is allowed only upon passing the prerequisite(s) of the said subject, if any.
A subject enrolled in violation of this rule will not be given any credit regardless of the grade obtained.