RECOMMENDED
COMP105 Introduction to Programming (3)
(GE: B4, E)

COMP150 Object-Oriented Programming (4)
(GE: B4, E)

MATH230 Logic and Math. Reasoning
(3)
(GE: A3, B4)

MATH150 Calculus I (4)
(GE: B4)

COMP162+L Comp. Arch & Assembly (2+1)

COMP151+L Data Structures and Program Design (3+1)

COMP232+L Languages (2+1)

MATH151 Calculus II (4)

 Prob. & Stats (3)

COMP262+L Org & Arch. (2+1)

COMP326+L Operating Systems (3+1)

MATH240 Linear Algebra (3)

MATH354 Analysis of Algorithms (3)

MATH352 Automata, Languages (3)

Laboratory Science
11 units from either (a) or (b)

(a) PHYS200 General Physics I (4),
PHYS201 General Physics II (4),
and a course from GE section B-2.
(b) PHYS200 General Physics I (4),
BIOL200 Principles of Organismal and Population Biology (4),

General Education and American Institutions
40 units:
General Education (28)
American Institutions (6)
Elective Courses (6)

COMP345 Digital Image Analysis (3)
COMP 347 Online Communication and Society (3)
COMP351 Distributed Computing (3)
COMP420+L Databases (2+1)
COMP424 Computer System Security (3)
COMP425 Computer Game Programming (3)
COMP445 Advanced Image Analysis and Pattern Recognition (3)
COMP451 Advanced Object-Oriented Programming (3)
COMP452 Computational Bioinformatics (3)

Electives
15 units from:

COMP462+L Embedded Systems (2+1)
COMP464+L Comp. Graphics I (2+1)
COMP469+L Artificial Intelligence (2+1)
COMP470+L Mobile Robotics (2+1)
COMP478+L Introduction to Data Mining (2+1)
COMP490 Special Topics (3)
COMP492 Internship (1-3)
COMP494 Independent Research (1-3)
COMP497 Directed Studies (3)
MATH 429 Operations Research (3)
MATH 448 Scientific Computing (3)

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