Computer Science, A.S.

The CS Associate degree is a transfer degree used when a student is contemplating changing schools. Because it includes all general education classes, attempting to earn this degree four semesters will necessarily lengthen the time to earn a BS degree.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**61**
General Education Requirements		**40 Credits**
ENGL 1010	Introduction to Academic Writing CC	3
or ENGH 1005	Literacies and Composition Across Contexts CC	
ENGL 2010	Intermediate Academic Writing CC	3
MATH 1210	Calculus I QL	4
Complete one of the following:		3
HIST 2700 & HIST 2710	US History to 1877 AS and US History since 1877 AS (6)	
HIST 1700	American Civilization AS (3)	
HIST 1740	US Economic History AS (3)	
POLS 1000	American Heritage AS (3)	
POLS 1100	American National Government AS (3)	
Complete the following:		
PHIL 2050	Ethics and Values IH	3
HLTH 1100	Personal Health and Wellness TE	2
or EXSC 1097	Fitness for Life TE	
Distribution Courses:		
Humanities:		
COMM 1020	Public Speaking HH (recommended)	3
Social Science:		
COMM 2110	Interpersonal Communication SS (recommended)	3
Physical Science:		
PHYS 2210	Physics for Scientists and Engineers I PP [1]	4
PHYS 2215	Physics for Scientists and Engineers I Lab [1]	1
Additional Distribution Courses:		
Biology		3
Fine Arts		3
Complete one of the following additional GE course/lab combinations:		5
BIOL 1610 & BIOL 1615	College Biology I BB and College Biology I Laboratory (5)	
CHEM 1210 & CHEM 1215	Principles of Chemistry I PP and Principles of Chemistry I Laboratory (5)	
PHYS 2020 & PHYS 2025	College Physics II PP and College Physics II Lab (5)	
PHYS 2220 & PHYS 2225	Physics for Scientists and Engineers II PP and Physics for Scientists and Engineers II Lab (5)	
GEO 1010 & GEO 1015 & GEO 202R	Introduction to Geology PP and Introduction to Geology Laboratory and Science Excursion (5)	
Discipline Core Requirements		**21 Credits**
CS 1400	Fundamentals of Programming [1]	3
CS 1410	Object Oriented Programming [1]	3

CS 2300	Discrete Mathematical Structures I [1]	3
CS 2370	C Plus Plus Programming [1]	3
CS 2420	Introduction to Algorithms and Data Structures [1]	3
CS 2550	Web Programming I [1]	3
CS 2810	Computer Organization and Architecture [1]	3

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Minimum grade of C- required

Graduation Requirements

1. Completion of a minimum of 61 semester credits.
2. Overall grade point average of 2.0 (C) or above with no grade lower than a C- in Discipline Core courses.
3. Residency hours-- minimum of 20 credit hours though course attendance at UVU.
4. Completion of GE and specified departmental requirements.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
CS 1400	Fundamentals of Programming	3
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
American Institutions		3
MATH 1210	Calculus I QL	4
HLTH 1100 or EXSC 1097	Personal Health and Wellness TE or Fitness for Life TE	2
	Credit Hours	**15**
Semester 2		
CS 1410	Object Oriented Programming	3
CS 2810	Computer Organization and Architecture	3
ENGL 2010	Intermediate Academic Writing CC	3
Biology Distribution		3
COMM 1020	Public Speaking HH	3
	Credit Hours	**15**
Second Year		
Semester 3		
CS 2300	Discrete Mathematical Structures I	3
CS 2370	C Plus Plus Programming	3
CS 2420	Introduction to Algorithms and Data Structures	3
PHIL 2050	Ethics and Values IH	3
	Credit Hours	**12**
Semester 4		
PHYS 2210	Physics for Scientists and Engineers I PP	4
PHYS 2215	Physics for Scientists and Engineers I Lab	1
CS 2550	Web Programming I	3
	Credit Hours	**8**
Third Year		
Semester 5		
PHYS 2220	Physics for Scientists and Engineers II PP	4
PHYS 2225	Physics for Scientists and Engineers II Lab	1
Fine Arts Distribution		3
COMM 2110	Interpersonal Communication SS	3
	Credit Hours	**11**
	Total Credit Hours	**61**

Program Learning Outcomes

1. Analyze a simple computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a simple computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Communicate effectively in a variety of contexts.
4. Apply computer science theory and software development fundamentals to produce computing-based solutions.