1

Computer Science - Computing and Networking Sciences Emphasis, A.A.S.

The program introduces the student to a wide range of networking and data communications technologies and entry level programming.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours	63	
Computer Science Re	22	
		Credits
Complete the requirem	nents	22
Emphasis Requireme	25	
		Credits
Complete the following	j:	
CS 1410	Object Oriented Programming	3
CS 2300	Discrete Mathematical Structures I	3
CS 2420	Introduction to Algorithms and Data Structures	3
CS 2370	C Plus Plus Programming	3
CS 2450	Software Engineering WE	3
CS 2550	Web Programming I	3
CS 2690	Computer Networks II	3
MATH 1210	Calculus I QL	4
Emphasis Elective Re	16 Credits	
Complete 16 credits fro	16	
(Must be approved by	CS Department. See CS Advisor):	
CS 1030	Foundations of Computer Science (3)	
CS 281R	Internship (1-8) (3 credits max)	
ECE 2700 & ECE 2705	Digital Design I and Digital Design I Lab (4)	
IT 1510	Introduction to System AdministrationLinux/UNIX (3)	
MATH 1220	Calculus II (4)	
PHYS 2215	Physics for Scientists and Engineers I Lab (1)	

Core Requirements

Code	Title		Credit
			Hours
Total Credit Hours			22
General Education Req	uirements:		13
			Credits
A minimum of 16 credits Specialty Core requirement	of General Education requirements ents for more details).	are required for graduation. Not all GE requirements are listed in this section (see	
ENGL 1010	Introduction to Acader	mic Writing CC	3
or ENGH 1005	Literacies and Compo	sition Across Contexts CC	
HUMANITIES/FINE ART	S/FOREIGN LANGUAGE ¹		3
COMM 2110	Interpersonal Commu	nication SS (Minimum grade of C- required)	3
Choose one of the follow	ing:		3
BIOLOGY			
PHYS 2210	Physics for Scientists	and Engineers I PP (4) (Minimum grade of C- required)	
			4

PHYSICAL EDUCATION/HEALTH/SAFETY OR ENVIRONMENT

Discipline Core Requirements:		9 Credits
Complete the following:		
CS 1400	Fundamentals of Programming (Minimum grade of C- required)	3
CS 2600	Computer Networks I (Minimum grade of C- required)	3
CS 2810	Computer Organization and Architecture (Minimum grade of C- required)	3

1

COMM 1020 Public Speaking HH recommended

2

HLTH 1100 Personal Health and Wellness TE or EXSC 1097 Fitness for Life TE recommended

Graduation Requirements

- 1. Completion of a minimum of 63 semester credits.
- 2. Overall grade point average of 2.0 (C) or above.
- 3. Residency hours-- minimum of 20 credit hours though course attendance at UVU.

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/).

	Total Credit Hours	63
	Credit Hours	16
Emphasis Elective		1
Emphasis Elective		3
Emphasis Elective		3
Emphasis Elective		3
CS 2690	Computer Networks II	3
CS 2450	Software Engineering WE	3
Semester 4	Credit Hours	15
CS 2600	Computer Networks I	3
CS 2550	Web Programming I	3
CS 2370	C Plus Plus Programming	3
CS 2420	Introduction to Algorithms and Data Structures	3
CS 2300	Discrete Mathematical Structures I	3
Semester 3		
Second Year		
	Credit Hours	16
Emphasis Elective		3
Emphasis Elective		3
CS 2810	Computer Organization and Architecture	3
CS 1410	Object Oriented Programming	3
Humanities or Fine Arts (COMM 1020 recommended)		3
PE/HLTH (HLTH 1100 recommended)		1
Semester 2		
	Credit Hours	16
CS 1400	Fundamentals of Programming	3
Biology or Physical Science Distribution		3
COMM 2110	Interpersonal Communication SS	3
MATH 1210	Calculus I QL	4
ENGL 1010 or ENGH 1005	Introduction to Academic Writing CC or Literacies and Composition Across Contexts CC	3
Semester 1		Credit Hours
First Year		

Program Learning Outcomes

- 1. Graduates are proficient in using data structures and algorithms.
- 2. Graduates understand the foundations of computer architecture.
- 3. Graduates are able to develop solutions to significant computing problems.
- 4. Graduates will have a thorough understanding of the theory and constructs of programming languages.
- 5. Graduates understand the theoretical foundations of computation.
- 6. Graduates understand the principles and components of operating systems.
- 7. Graduates have proficiency in the mathematical skills needed in computer science (viz. discretemathematics, basic probability and statistics, basic differential and integral calculus)
- 8. Students understand the fundamentals of net-centric computing