1. In addition to the courses listed above, CS majors are required to take 9 units from Computer Science Electives and two courses from Support Courses.

2. CS 115 and MATH 161 satisfy GE Areas B3 and B4 requirements, respectively.

3. Students must earn a C- or better in MATH 161, CS 115, CS 210, CS 215, CS 242, CS 252, CS 315, and CS 370.

Computer Science Electives
- CS 340 Computer Security & Malware 3
- CS 330 Game Programming 3
- CS 349 Problem Solving in a Team Env. 1
- CS 360 Object-Oriented Programming 3
- CS 365 Computer Networking & the Internet 3
- CS 375 Computer Graphics 3
- CS 385 Selected Topics in CS 1-4
- CS 386 Selected Topics w Lab 3
- CS 390 Computer Science Colloquium 1
- CS 425 Parallel Computing 3
- CS 452 Compiler Design & Construction 3
- CS 465 Data Communication 3
- CS 480 Artificial Intelligence 3
- CS 495 Special Studies 1-4
- CS 497 Internship 2

Support Courses
- MATH 165 Elementary Statistics 4
- MATH 211 Differential & Integral Calculus 4
- MATH 222 Elementary Applied Linear Algebra 3
- MATH 241 Differential Equations w/ Linear Algebra 4
- MATH 306 Number Theory 4
- MATH 316 Graph Theory & Combinatorics 4
- MATH 352 Numerical Analysis 4
- MATH 416 Graph Theory & Combinatorics 4
- MATH 430 Linear Systems Theory 3
- MATH 470 Mathematical Models 4
- PHYS 214 Introduction to Physics II 4

4. The capstone experience can either be fulfilled by taking CS 470 or CS 496.
5. No more than 3 units of electives can be satisfied by a combination of CS 349, CS 390, CS 495, and CS 497.
6. CS 349 & CS 390 can be taken multiple times.