

COURSE NO	COURSE TITLE	PREREQUISITE	CR
CS 1400*	Fundamentals of Programming	MAT 1000 or 1010. CS 1030 recommended	3.0
CS 1410*	Object-Oriented Programming	CS 1400	3.0
CS 2420*	Intro to Algorithms and Data Structures	CS 1410	3.0
CS 2600*	Fundamentals of Data Communications	CS 2810	3.0
CS 2810*	Computer Organization and Architecture	CS 1400	3.0
ECE 1020*	Computer Engineering Problem Solving w/Matlab	MATH 1050 or higher	1.0
ECE 2250*	Circuit Theory	ECE 1020, MATH 1210, PHYS 2210. Coreq: ECE 2255	3.0
ECE 2255*	Circuit Theory Lab	MATH 1210, PHYS 2210. Coreq: ECE 2250	1.0
ECE 2700*	Digital Design I	MATH 1050. Coreq: ECE 2705	3.0
ECE 2705*	Digital Design I Lab	MATH 1050. Coreq: ECE 2700	1.0
ECE 3740*	Digital Design II	ECE 2700, UAS	3.0
IT 1510*	Introduction to System Administration Linux/UNIX	IT 1120 recommended	3.0
ENGL 1010	Introduction to Writing	ENGH 1000 with C- or higher (or appropriate test scores within 3 years)	3.0
HUMANITIES/FINE ARTS (COMM 1020* recommended)			3.0
COMM 2110*	Interpersonal Communications		3.0
MATH 1210*	Calculus I	MATH 1050 & 1060 (Min. grade of C) (within two years)	5.0
BIOLOGY (select from approved list) or PHYS 2210* Physics for Scientists and Engineers I (4)		MATH 1210 Corequisite PHYS 2215	3.0
PHYSICAL EDUCATION/HEALTH (HLTH 1100 or PES 1097 recommended)			1.0
Choose a minimum of 16 credits from the following*: (Must be approved by CS department. See advisor)			
CS 2300	Discrete Mathematical Structures I (3)	CS 1410, MATH 1050	
CS 2450	Software Engineering (3)	CS 2300, 2420	
CS 2550	Internet Programming (3)	CS 1410	
CS 3060	Operating Systems Theory (3)	CS 2420, 2810, UAS [COSC or Computer Engineering Major]	
CS 3520	Database Theory (3)	COSC, UAS	
ECE 3750	Engineering Analysis (3)	ECE 1020, MATH 1220, UAS	
ECE 3760	Electronic Systems (3)	ECE 2250, PHYS 2220, UAS. Corequisite: ECE 3765	
ECE 3765	Electronic Systems Lab (1)	ECE 2255, PHYS 2220, UAS. Corequisite: ECE 3760	
ECE 3770	Signals & Systems (3)	ECE 3750, UAS	
ECE 4730	Embedded Systems II (3)	ECE 3730, UAS	
ECE 4750	Digital Signal Processing (3)	ECE 3710, ECE 3770, UAS	
MATH 1220	Calculus II (5)	MATH 1210 (Min. grade of C)	
PHYS 2215	Physics for Scientists & Engineers I Lab (1)	MATH 1210 Corequisite: PHYS 2210	
Total Credits Required for A.A.S. Degree			64.0

\* NOTE: Minimum grade of "C-" required in these and all courses marked with asterisk\*. Minimum cumulative GPA of 2.0 required.

UAS University Advanced Standing: Completion of min of 24 credits of 1000 or higher, completion of ENGL 2010 & MATH 1050 or higher, & min 2.0 GPA.  
COSC: Matriculation into Advanced Standing required: (CS 1400, 1410, 2300, 2420 Min grade C+) & (MATH 1210, ENGL 1010 Min grade C). Each class may not be repeated more than once.

Residency hours -- minimum of 20 credit hours through course attendance at UVU required.

◆ NOTE: Students planning to continue on for a Bachelor's Degree should work closely with a CS Advisor..

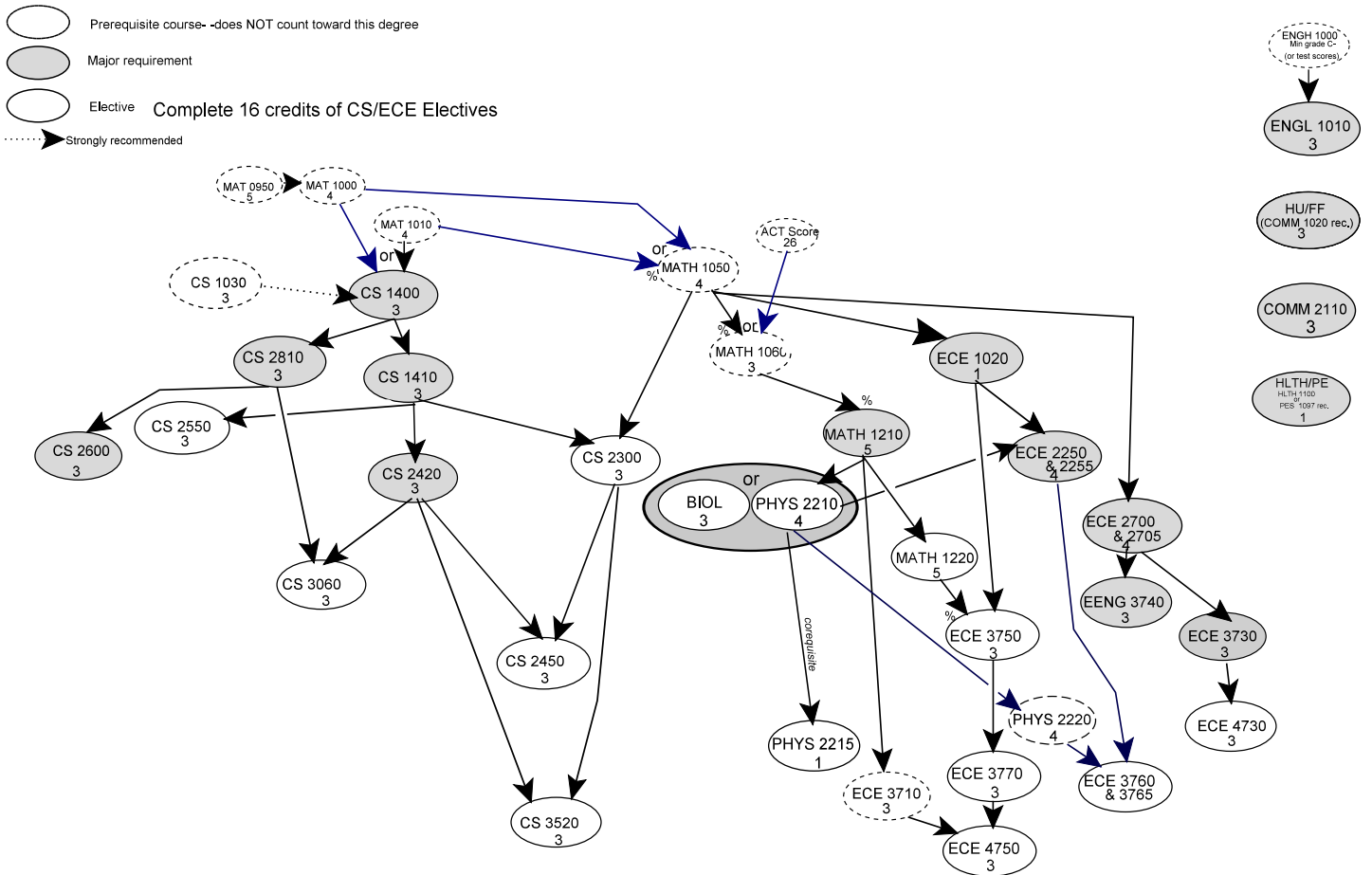
Advisors:

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# ASSOCIATE IN APPLIED SCIENCE DEGREE COMPUTER SCIENCE COMPUTER ENGINEERING EMPHASIS

Following is a diagram of a sequence which may be followed to complete the A.A.S. Degree. Students should be aware that not all courses are taught every semester and that some courses require prerequisites. (Prerequisites that are not major requirements are listed inside the dotted lines.) The UVU catalog contains the descriptions and prerequisites for all courses.

Students should coordinate closely with the Computer Science advisors to avoid needing courses in semesters in which they are not taught.



UAS: University Advanced Standing: Completion of min of 24 credits of 1000 or higher, Completion of ENGL 2010 & MATH 1050 or higher, & Min 2.0 GPA -is prerequisite to all classes 3000 or higher

\*COSC: Matriculation into Advanced Standing required: (CS 1400, 1410, 2300, 2420 Min grade C+) & (MATH 1210, ENGL 1010 Min grade C). Each class may not be repeated more than once

%Minimum grade of C taken within the last two years required as prerequisite to MATH classes.

Type 35 Words Per Minute is recommended for all CS classes.