COMPUTER SCIENCE - ASSOCIATE IN SCIENCE FOR TRANSFER

The Associate in Science in Computer Science for Transfer (AS-T) degree will prepare students with the foundation necessary for continuing their studies at the university level in Computer Science and related subjects. Like mathematics, engineering, and the natural sciences on which it depends, Computer Science has become an important academic discipline. Students who complete the AS-T in Computer Science will be prepared to pursue baccalaureate degrees in areas such as Computer Science, Software Engineering, Data Science, Machine Learning, and Cybersecurity. Career paths could include Computer Programmers, Software Engineers, Database Administrators, Data Scientists, Cybersecurity Analysts, and Educators.

The Associate in Science in Computer Science for Transfer (AS-T) degree is intended for students who plan to complete a baccalaureate degree in Computer Science or a related field of study at a California State University. Students who complete this degree are guaranteed admission to the CSU system, but not to a particular campus or major. Students transferring to a CSU campus that accepts the Associate in Science in Computer Science for Transfer will be required to complete no more than 60 semester units after transfer to earn a baccalaureate degree.

To be awarded the Associate Degree for Transfer, students must have the following:

- Completion of 60 CSU transferable semester units.
- A minimum of at least 2.0 GPA in CSU transferable courses (note that a higher GPA may be required in some institutions).
- Completion of at least 18 units in the major with a grade of "C" or better. A "P" (Pass) grade is also an acceptable grade for courses in the major if the course is taken on a Pass/No Pass basis.
- Certified completion of the CSU General Education-Breadth (CSU GE-Breadth) requirements, or completion of the Intersegmental General Education Transfer Curriculum (IGETC) for CSU requirements.

Please Note: No more than 60 semester units are required for this degree and no additional requirements will be imposed by Evergreen Valley College.

Program Learning Outcomes

- Analyze a problem, and identify and define the computing requirements appropriate to its solution.
- Apply knowledge of computing and mathematics appropriate to the solution of a problem.
- Design, implement, and evaluate a computer-based system, process, or program to meet desired specifications

Major Requirements

Course	Title	Units
Required Core		
COMSC 075	Computer Science I: Introduction to Program Structures	3
COMSC 076	Computer Science II: Introduction to Data Structures	3
COMSC 077	Introduction to Computer Systems	3
COMSC 080	Discrete Structures	3
MATH 066	Calculus I Late Transcendentals for STEM	4
MATH 067	Calculus II Late Transcendentals for STEM	4
PHYS 007A	Calculus-Based General Physics for Scientists and Engineers - I	4
PHYS 007B	Calculus-Based General Physics for Scientists and Engineers - II	4
or BIOL 004A	General Principles and Cell Biology	

Total Units

Course	Title	Units
Major Requirements		28-29
CSU GE-Breadth or IGETC for CSU [1]		37-39
Total Units		**60**

[1] *Some GE courses may be double-counted within the major and will reduce the number of units. General electives may be needed to reach 60 units. Please consult with a counselor to determine which courses are applicable.*