ASSOCIATE OF SCIENCE

Program Outcomes: Upon successful completion of this program a student will be able to:
- accurately communicate their work in a technical and non-technical context.
- design and construct significant computer application(s) using current programming languages, computer architectures, and operating systems.
- describe the organization and operation of a computer architecture with respect to numerical representation and computations, digital logic, and computer components.
- demonstrate the ability to evaluate algorithms, select from a range of possible options, provide justification for that selection, and implement the algorithm in a programming context.

Required Major Courses (20 units)

- CSS-1 – Introduction to Computer Science and Programming Fundamentals 4.0
- CSS-2A – Object Oriented Programming 4.0
- CSS-2B – Data Structures and Algorithms 4.0
- CSS-3 – Computer Architecture and Assembly Language Programming 4.0
- CSS-7 – Discrete Structures 4.0

SUBTOTAL: 20 UNITS

General Education – Required Courses

Students must complete one of the following General Education Plans:

HCCD GE (see page 66)  MAT-3A or higher

- Natural Sciences
- Social & Behavioral Sciences
- Humanities
- Ethnic Groups in the US
- Language and Rationality

SUBTOTAL: 21 UNITS

Students can double-count required courses and courses for General Education

Electives (Courses Numbered 1-199) required when degree units plus GE units total fewer than 60.

TOTAL: 60 UNITS