

# Minor in Computer Information Systems

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23-25 units

A computer information systems minor meets the needs of business-minded students specializing in information technology at the professional level. It provides graduates with a variety of technological skills needed by organizations and businesses today. The program comprises a fundamental understanding of the use, knowledge, function, installation, and maintenance of computers. Topics include database systems, computer information systems, web programming, accounting, and principles of management.

## Requirements

Consult with the department for each semester's course offerings, since they are not necessarily the same every semester.

Computer information systems students are required to have a laptop for classroom work.

Code	Title	Units
<b>CIS Core Courses <sup>1</sup></b>		
CS/ENGR 120	Introduction to Computer Science I <sup>2</sup>	4
CS 125	Introduction to Computer Science II	4
CS 315	Fundamentals of Network Administration	3
CS 325	Telecommunications and Interfacing	3
Select one of the following:		3
CS 115	Impact of Social Media <sup>3</sup>	
WRIT 242	Writing 2: Entrepreneurial Tech Start-ups <sup>4</sup>	
Select two of any CS or ENGR course numbered 200 or above.		6-8
<b>Total Units</b>		<b>23-25</b>

<sup>1</sup> Students earning the computer science major are not eligible to earn the CIS minor.

<sup>2</sup> Meets 1 unit of the General Education Oral Communication requirement (taking CS 120, CS 290, and CS 480—or CS 120, ENGR 240, and ENGR 480—satisfies the General Education Oral Communication requirement).

<sup>3</sup> Meets the General Education Social Science requirement.

<sup>4</sup> Meets the General Education Writing 2 requirement.

## Program Learning Outcomes

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Students who successfully complete this program shall be able to:

1. Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Apply computer science theory and software development fundamentals to produce computing-based solutions.