BS in Computer Science

79-81 units

Computer science, like engineering disciplines, is an "applied science" that deals with how things ought to be. This is different from mathematics and other natural sciences that are concerned with how things are. Computer science is concerned with design and synthesis more than analysis and deduction (as with physics, chemistry, mathematics, and biology).

The BS in Computer Science (https://www.apu.edu/clas/programs/computer-science-major/) equips students to:

- Understand the computational process and the design of software systems.
- · Analyze and design data structures and algorithms.
- · Understand programming concepts in order to acquire computer language proficiency independently.
- · Program computers with knowledge of at least two programming languages.
- Understand and apply software development principles.

With dedicated faculty, small classes, excellent computer labs, and up-to-date software, computer science at Azusa Pacific University is challenging, professional, intellectually stimulating, and directly applicable to current problems in society and industry.

The computer science major covers the following topics:

- 1. Artificial Intelligence
- 2. Machine Learning
- 3. Cybersecurity
- 4. Social Media
- 5. Mobile Apps
- 6. All functional levels of computing, from applications to microcode
- 7. Programming theory and practice (in multiple languages)
- 8. Software engineering: principles, procedures, techniques, and applications

Upper-level electives are available in advanced topics such as artificial intelligence and machine learning, software engineering, Internet of Things (IoT), and computer security. Students who plan to pursue an advanced degree in computer science should review their program of studies with their advisor as early as possible.

Career Opportunities

The BS in Computer Science prepares graduates for advanced studies and careers in fields such as computer science, computer engineering, software engineering, telecommunications, and systems analysis.

The computer science program requires an internship. Students gain hands-on experience at several local and national businesses and organizations that continue to turn to APU to seek our students for internships and employment. Employment opportunities include careers as systems programmers, software engineers, scientific programmers, high school computer science and mathematics teachers, and other computing fields. Missionary and other Christian organizations need computer science graduates for their increasingly complex applications, such as Bible translation work, as well as administrative, financial, fundraising, and technical support activities. Job opportunities are available globally.

Requirements

Academic advising is required each semester; consult with the department for each semester's offerings, since they are not necessarily the same every semester.

BS in Computer Science students are required to have a laptop for classroom work.

Code Computer Science Core Courses	Title	Units
•	•	
CS 115	Impact of Social Media ²	3
CS/ENGR 120	Introduction to Computer Science I ³	4
CS/ENGR 125	Introduction to Computer Science II	4
CS 230	Systems Programming and Operating Systems	3
CS/ENGR 260	Algorithms and Data Structures	3
CS 290	Database Management Systems ³	3

GS 360 Computer Architecture and Organization 3 CS 470 Software Engineering ⁴ 3 Sc 480 Senior Capstone Project ³ 3 CS 491 Computer Science Internship ⁴ 3 ENGR 101 Introduction to Engineering and Computing ⁵ 3 ENGR 110 STEM as Vocation ⁶ 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups ⁷ 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming 3 CS 440 Mobile App Development 15 MATH 165 Calculus I ************************************	Total Units		79-81
CS 470 Software Engineering ⁴ 3 CS 480 Senior Capstone Project ³ 3 CS 491 Computer Science Internship ⁴ 3 ENGR 101 Introduction to Engineering and Computing ⁵ 3 ENGR 110 STEM as Vocation ⁶ 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups ⁷ 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming 5 CS 440 Mobile App Development 15 MATH 165 Calculus I 5 MATH 166 Calculus I 5 CS/ENGR 160 Discrete Structures 5 MATH 361 Introduction to Modeling with Probability 5 Choose one of the following: 5 MATH 268 Multivariable Calculus 5 MATH 295 Applied Linear Algebra 5 MATH 455 Numerical Analysis 5 Natural Sciences Courses 8-10 Choose two of the following: 5 PHYC 166 Phys	Select 12 units from the list of electives below.		12
CS 470 Software Engineering 4 3 CS 480 Senior Capstone Project 3 3 CS 491 Computer Science Internship 4 3 ENGR 101 Introduction to Engineering and Computing 5 3 ENGR 110 STEM as Vocation 6 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups 7 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming 5 CS 440 Mobile App Development 15 MATH 165 Calculus I 5 MATH 166 Calculus I 5 CS/ENGR 160 Discrete Structures 5 MATH 361 Introduction to Modeling with Probability 5 Choose one of the following: 6 MATH 268 Multivariable Calculus 6 MATH 295 Applied Linear Algebra 6 MATH 295 Applied Linear Algebra 6 MATH 455 Numerical Analysis 8 Netural Sciences Courses 8-10 Choose two of the foll	BIOL 152	General Biology II	
CS 470 Software Engineering 4 3 CS 480 Senior Capstone Project 3 3 CS 491 Computer Science Internship 4 3 ENGR 101 Introduction to Engineering and Computing 5 3 ENGR 110 STEM as Vocation 6 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups 7 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming CS 440 Mobile App Development Math Hos MATH 165 Calculus I MATH 166 Calculus I CS/ENGR 160 Discrete Structures MATH 361 Introduction to Modeling with Probability Choose one of the following: MATH 268 MATH 290 Linear Algebra MATH 295 Applied Linear Algebra MATH 455 Numerical Analysis Natural Sciences Courses PHYC 165 Physics for Science and Engineering: Mechanics & PHYC 145 and Physics Laboratory I 8 PHYC 166 Physics for Sc	BIOL 151	•	
CS 470 Software Engineering 4 3 CS 480 Senior Capstone Project 3 3 CS 491 Computer Science Internship 4 3 ENGR 101 Introduction to Engineering and Computing 5 3 ENGR 110 STEM as Vocation 5 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups 7 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming 3 CS 440 Mobile App Development 15 MATH 165 Calculus I 5 MATH 166 Calculus II 5 CSYENGR 160 Discrete Structures 5 MATH 361 Introduction to Modeling with Probability 5 Choose one of the following: WATH 268 Multivariable Calculus MATH 290 Linear Algebra MATH 295 Applied Linear Algebra MATH 455 Numerical Analysis 8 PHYC 165 Physics for Science and Engineering: Mechanics 8 PHYC 145 and Physics Laboratory I Numerical Analysis 8 PHYC 146 <td>CHEM 152</td> <td>•</td> <td></td>	CHEM 152	•	
CS 470 Software Engineering ⁴ 3 CS 480 Senior Capstone Project ³ 3 CS 491 Computer Science Internship ⁴ 3 ENGR 101 Introduction to Engineering and Computing ⁵ 3 ENGR 110 STEM as Vocation ⁵ 3 WRIT 242 Writing 2: Entrepreneurial Tech Start-ups ⁷ 3 Select at least one of the following (if both are selected, one will count as an elective): 3 CS 363 Web Programming 3 CS 440 Mobile App Development 15 MATH 165 Calculus I 5 MATH 166 Calculus I 5 CS/ENGR 160 Discrete Structures 4 MATH 361 Introduction to Modeling with Probability 5 Choose one of the following: 4 MATH 288 Multivariable Calculus 4 MATH 290 Linear Algebra 4 MATH 35 Applied Linear Algebra 4 MATH 455 Numerical Analysis 8 Natural Sciences Courses 8			

Computer Science Elective Courses

Code	Title	Units
CS 242/ENGR 240	Digital Logic Systems ³	4
CS 315	Fundamentals of Network Administration	3
CS 325	Telecommunications and Interfacing	3
CS 363	Web Programming	3
CS 370	Compiler Construction	3
CS 430	Artificial Intelligence	3
CS 432	Machine Learning	3
CS 435	Advanced Database Application Programming	3
CS 440	Mobile App Development	3
CS/ENGR 452	Internet of Things	3
CS 460	Software Project	3
CS 465	Team Software Project	1-3
CS 484	Cyber Security	3
CS 495	Topics in Computer Science	3
CS 496	Writing 3: Ethics in Computing and Engineering ¹	3
CS 497	Readings	1-4
CS 498	Directed Research	1-4

CS 499	Thesis/Project	1-4
ENGR 335	Embedded Systems	4
ENGR 340	Digital Signal Processing	3
ENGR 350	Computer Networks	3

- The Writing 3 course recommended by the Department of Engineering and Computer Science is CS 496.
- ² Meets the General Education Social Sciences requirement.
- 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).
- Meets the General Education Integrative and Applied Learning requirement.
- Meets the General Education Civic Knowledge and Engagement Requirement.
- Meets the General Education Intercultural Competence requirement.
- Meets the General Education Writing 2 requirement.
- Meets the General Education Natural Sciences requirement.

Students must start with CS 120 Introduction to Computer Science I during their first semester at Azusa Pacific University. Math is also extremely important for students within our major. It is imperative that students determine which math course they qualify for and enroll in that course their first semester, continuing with all math courses until they have completed math requirements for the computer science major. If the student does not know which math course they qualify for, they should contact the Academic Success Center (https://www.apu.edu/academic-success/services/testing/math/) at (626) 815-3849 to make an appointment for placement testing.

See the Student Services Center (https://www.apu.edu/student-services/) and/or the Academic Success Center for all General Education advising.