## GENERAL CURRICULUM IN COMPUTER SCIENCE

Technical Electives			
Select from the lists below <sup>1,2</sup>	in Technical Electives Guidelines	20	
Mathematics/Statistics Elective			
Select from the follo	owing:	4	
MATH 241	Calculus IV		
MATH 248	Methods of Proof in Mathematics		
MATH 306	Linear Algebra II		
MATH 334	Combinatorial Math		
MATH 335	Graph Theory		
MATH 437	Game Theory		
MATH 470	Selected Advanced Topics		
STAT 305	Introduction to Probability and Simulation		
STAT 323	Design and Analysis of Experiments I		
STAT 324	Applied Regression Analysis		
STAT 330	Statistical Computing with SAS		
STAT 331	Statistical Computing with R		
STAT 334	Applied Linear Models		
STAT 416	Statistical Analysis of Time Series		
STAT 418	Categorical Data Analysis		
STAT 419	Applied Multivariate Statistics		
STAT 434	Statistical Learning: Methods and Applications		

Total units 24

- Consultation with advisor is recommended prior to selecting technical electives; bear in mind your selections may impact pursuit of post-baccalaureate studies and/or goals.
- An additional 4 units of CPE/CSC Technical Electives is needed if CPE/CSC 123 (http://catalog.calpoly.edu/search/?P=CSC%20123) is not taken in the major.

## **Technical Electives Guidelines**

Courses used to satisfy any other Major, Support, or General Education requirement are not allowed to count toward the Technical Electives Elective requirement. Credit/No Credit grading is not allowed.

Select Technical Electives from the following: 1,2

CSC 305	Individual Software Design and Development
CSC 309	Software Engineering II
CSC 313	Teaching Computing
CSC 321	Introduction to Computer Security
CSC 323	Cryptography Engineering
CSC 325	Introduction to Privacy: Policy and Technology
CSC 344	Music Programming
CSC 366	Database Modeling, Design and Implementation

CSC 369	Introduction to Distributed Computing
CSC 371	Game Design
CSC 377	Introduction to Mixed Reality
CSC 378	Interactive Entertainment Engineering
CSC 400	Special Problems <sup>2</sup>
CSC 402	Software Requirements Engineering
CSC 405	Software Construction
CSC 406	Senior Project - Software Deployment
CSC 409	Current Topics in Software Engineering
CSC 410	Software Evaluation
CSC 421	Binary Exploitation: Tools and Techniques
CSC 422	Network Security
CSC 424	Software Security
CSC/CPE 425	Wireless Security
CSC 429	Current Topics in Computer Security
CSC 431	Compiler Construction
CSC 436	Mobile Application Development
CSC 437	Dynamic Web Development
CSC 448	Bioinformatics Algorithms
CSC/CPE 454	Implementation of Operating Systems
CSC/CPE 458	Current Topics in Computer Systems
CSC 466	Knowledge Discovery from Data
CSC 468	Database Management Systems Implementation
CSC/CPE 469	Distributed Systems
CSC/CPE 471	Introduction to Computer Graphics
CSC 473	Advanced Rendering Techniques
CSC 474	Computer Animation
CSC/CPE 476	Real-Time 3D Computer Graphics Software
CSC 477	Scientific and Information Visualization
CSC 478	Current Topics in Computer Graphics
CSC 480	Artificial Intelligence
CSC 481	Knowledge Based Systems
CSC 482	Speech and Language Processing
CSC 484	User-Centered Interface Design and Development
CSC 486	Human-Computer Interaction Theory and Design
CSC 487	Deep Learning
CSC 490	Selected Advanced Topics <sup>2</sup>
CSC 493	Cooperative Education Experience <sup>2</sup>
CSC 496	Selected Advanced Laboratory <sup>2</sup>
CSC 508	Software Engineering I
CSC 509	Software Engineering II
CSC 513	Computing Education Research and Practice
CSC/CPE 515	Computer Architecture

CSC 521	Computer Security	CSC 378	Interactive Entertainment
CSC 522	Advanced Network Security	CSC 402	Engineering Software Requirements Engineering
CSC 524	System Security	CSC 402	Software Construction
CSC 530	Languages and Translators		
CSC 540	Theory of Computation II	CSC 406	Senior Project - Software Deployment
CSC 549	Advanced Algorithm Design and Analysis	CSC 409	Current Topics in Software Engineering
CSC 550	Operating Systems	CSC 410	Software Evaluation
CSC 560	Database Systems	CSC 421	Binary Exploitation: Tools and
CSC/CPE 564	Computer Networks: Research Topics		Techniques
CSC 566	Topics in Advanced Data Mining	CSC 422	Network Security
CSC/CPE 569	Distributed Computing	CSC 424	Software Security
CSC 570	Current Topics in Computer Science	CSC/CPE 425	Wireless Security
CSC 572	Computer Graphics	CSC 429	Current Topics in Computer Security
CSC 580	Artificial Intelligence	CSC 437	Dynamic Web Development
CSC 581	Computer Support for Knowledge	CSC 448	Bioinformatics Algorithms
CSC 582	Management Computational Linguistics	CSC/CPE 454	Implementation of Operating Systems
CSC 587	Advanced Deep Learning	CSC 466	Knowledge Discovery from Data
CPE 315	Computer Architecture	CSC 468	Database Management Systems
CPE 316	Microcontrollers and Embedded		Implementation
OI L 310	Applications	CSC 473	Advanced Rendering Techniques
CPE/PHYS 345	Quantum Computing	CSC 474	Computer Animation
CPE 400	Special Problems for Undergraduates	CSC/CPE 476	Real-Time 3D Computer Graphics Software
CPE 416	Autonomous Mobile Robotics	CSC 477	Scientific and Information Visualization
CPE 419	Applied Parallel Computing	CSC 478	Current Topics in Computer Graphics
CPE/EE 428	Computer Vision	CSC 478	Artificial Intelligence
CPE/EE 442	Real Time Embedded Systems	CSC 480	Knowledge Based Systems
CPE 464	Introduction to Computer Networks	CSC 481	Speech and Language Processing
CPE 465	Advanced Computer Networks		
CPE 488	Microelectronics and Electronics Packaging	CSC 484	User-Centered Interface Design and Development
DATA 301 Introduction to Data Science		CSC 486	Human-Computer Interaction Theory
The following restrictions must be satisfied.		000 407	and Design
4 units must be satisfied by a course that has as a		CSC 487	Deep Learning
prerequisite either	•	CSC 493	Cooperative Education Experience
1) An upper-divis	ion course required by the major	CSC 508	Software Engineering I
(excluding CSC 357) or		CSC 509	Software Engineering II
2) Another Technical Elective or		CSC/CPE 515	Computer Architecture
3) A course that	has CSC 202 or CSC 203 listed as a	CSC 521	Computer Security
prerequisite		CSC 522	Advanced Network Security
Select from the follo		CSC 530	Languages and Translators
CSC 305	Individual Software Design and	CSC 540	Theory of Computation II
	Development	CSC 549	Advanced Algorithm Design and
CSC 313	Teaching Computing	000 550	Analysis
CSC 325	Introduction to Privacy: Policy and Technology	CSC 550 CSC 560	Operating Systems  Database Systems
CSC 366	Database Modeling, Design and	CSC/CPE 564	Computer Networks: Research Topics
	Implementation	CSC 566	Topics in Advanced Data Mining
CSC 369	Introduction to Distributed	CSC 572	Computer Graphics
	Computing	CSC 580	Artificial Intelligence
CSC 371	Game Design	CSC 581	Computer Support for Knowledge
CSC 377	Introduction to Mixed Reality		Management

CSC 582	Computational Linguistics
CSC 587	Advanced Deep Learning
CPE 315	Computer Architecture
CPE 416	Autonomous Mobile Robotics
CPE 465	Advanced Computer Networks
DATA 301	Introduction to Data Science
Up to 4 units may be Electives listed below	taken from the Approved External w
AERO 450	Introduction to Aerospace Systems
	Engineering
ART 376	The Art of Mixed Reality
ART 384	Digital 3D Modeling and Design
BUS 310	Introduction to Entrepreneurship
CHEM 216	Organic Chemistry I
CHEM 217	Organic Chemistry II
CHEM 218	Organic Chemistry III
CHEM 312	Organic Chemistry: Fundamentals and Applications
ECON 339	Econometrics
EE 201	Electric Circuit Theory
& EE 251	and Electric Circuits Laboratory
EE 314	Introduction to Communication Systems
EE/CPE 336	Microprocessor System Design
EE 424	Introduction to Remote Sensing
ENVE 542	Sustainable Environmental Engineering
IME 301	Operations Research I
IME 314	Engineering Economics
IME 315	Financial Decision Making for Engineers
IME 356	Manufacturing Automation
IME 403	Software Product Management
MATH 241	Calculus IV
MATH 242	Differential Equations I
MATH 248	Methods of Proof in Mathematics
MATH 341	Theory of Numbers
MATH 350	Mathematical Software
MATH 412	Introduction to Analysis I
ME 211	Engineering Statics
ME 212	Engineering Dynamics
ME 405	Mechatronics
PHIL 412	Epistemology
PHIL 422	Philosophy of Mind
PHYS 211	Modern Physics I
PSY 329	Research Methods in Psychology
PSY 333	Quantitative Research Methods for the Behavioral Sciences
PSY 357	Cognition Cognition
STAT 305	Introduction to Probability and
31A1 300	Simulation
STAT 323	Design and Analysis of Experiments I
STAT 324	Applied Regression Analysis
STAT 330	Statistical Computing with SAS

STAT 331	Statistical Computing with R
STAT 334	Applied Linear Models
STAT 416	Statistical Analysis of Time Series
STAT 418	Categorical Data Analysis
STAT 419	Applied Multivariate Statistics
STAT 434	Statistical Learning: Methods and Applications

- A total of 20 Technical Elective units selected from upper-division and graduate CSC and CPE courses open to those in the major and not otherwise required by the major.

  An additional 4 units of CPE/CSC Technical Electives is needed if CPE/CSC 123 is not taken in the major.
- Up to a combined 4 units may be taken from CSC 400, CPE 400, CSC 490, CSC 493, or CSC 496.