

UNIVERSITY OF THE PACIFIC COMPUTER SCIENCE

The Bachelor of Science degree in Computer Science is offered by University of the Pacific through the Department of Computer Science (CS). Careers in computing span a wide variety of businesses and industries since computing is integral to nearly all human activities. CS graduates might work on developing fundamentally new computer systems, adapting existing systems to meet the needs of particular problem domains, or maintaining systems to support the operation of a particular business or enterprise. A successful computer scientist will understand the mathematical and scientific principles that define the operation of all computing systems and will have the engineering design skills to develop reliable software to control computing systems. Graduates of Pacific's CS program will have foundational knowledge to support a career adapting to new technologies as computing continues to evolve or to continue their education through graduate studies.

PROGRAM CONCENTRATIONS

The Computer Science program offers three concentrations, which define a focused set of upper-division elective courses. Choosing a concentration allows students to gain deeper understanding of a specialized area within computer science. The concentrations offered are Software Development, Networking and Computer Security, and Graphics and Simulation.

COOPERATIVE EDUCATION PROGRAM

All computer science students are encouraged to participate in the CO-OP program, which places students in a paid professional position for three to nine months. In addition to receiving academic credit for the experience, the CO-OP provides real experience that is invaluable in helping to determine a career path and academic concentration. The professional experience is also crucial in giving students a competitive edge in the computing job market after graduation.

COMPUTER SCIENCE PROGRAM OBJECTIVES

Through their careers in computing or a related profession, Pacific graduates are expected to demonstrate the following within a few years of earning their Bachelor of Science degree in Computer Science:

- + Graduates employ design skills and technical knowledge that contribute to building or utilizing computing systems in a variety of professional careers
- + Graduates work effectively in team environments, utilize communication skills, and grow and adapt to the world of evolving technology

For more information, contact:

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CS

BACHELOR OF SCIENCE IN COMPUTER SCIENCE - PROGRAM CURRICULUM

GENERAL EDUCATION¹ (23 -27 UNITS)

PACS 001 [4] PACIFIC SEMINAR 1
PACS 002 [4] PACIFIC SEMINAR 2
PACS 003 [3] PACIFIC SEMINAR 3
ENGR. 030 [3] (ENGR. ETHICS & SOCIETY (II-B))
GEN. ED. [3-4] (I-A, I-B, OR I-C)²
GEN. ED. [3-4] (I-A, I-B, OR I-C)²
GEN. ED. [3-4] (II-A OR II-C)

¹ THESE REQUIREMENTS APPLY TO STUDENTS ENTERING AS FRESHMAN. GE REQUIREMENTS ARE SOMEWHAT DIFFERENT FOR TRANSFER STUDENTS.

² CATEGORY 1 GEN. EDS MUST BE DIFFERENT SUBCATEGORIES

MATHEMATICS & BASIC SCIENCE (30 UNITS)

15 UNITS OF MATHEMATICS
30 UNITS COMBINED MATHEMATICS³ AND SCIENCE⁴
MATH 037 [4] INTRO TO STATISTICS AND PROBABILITY⁵
MATH 051 [4] CALCULUS I⁶
COMP 047 [4] DISCRETE MATHEMATICS
COMP 147 [4] COMPUTING THEORY
[8-10] TWO LABORATORY SCIENCE COURSES⁷
³ MATHEMATICS ELECTIVES MUST BE NUMBERED 049 OR HIGHER
⁴ SCIENCE ELECTIVES MAY BE ANY GE CATEGORY III-A COURSES; OTHER SCIENCE COURSES MAY BE APPROVED BY STUDENT'S ACADEMIC ADVISOR
⁵ MATH 039 OR ECPE 127 MAY SUBSTITUTE FOR MATH 037
⁶ MATH 045 MAY SUBSTITUTE FOR MATH 051
⁷ LAB SCIENCE COURSES MUST BE GE CATEGORY III-A COURSES

COMPUTER SCIENCE CORE (37 UNITS)

COMPUTER SCIENCE
COMP 051 [4] INTRO TO COMPUTER SCIENCE
COMP 053 [4] DATA STRUCTURES
COMP 055 [4] APPLICATION DEVELOPMENT
COMP 141 [4] PROGRAMMING LANGUAGES
COMP 157 [4] DESIGN AND ANALYSIS OF ALGORITHMS
COMP 173 [4] OPERATING SYSTEMS
COMP 195 [4] SENIOR PROJECT

COMPUTER ENGINEERING

ECPE 071 [3] DIGITAL DESIGN
ECPE 170 [4] COMPUTER SYSTEMS AND NETWORKS

GENERAL ENGINEERING

ENGR 010 [1] DEAN'S SEMINAR
ENGR 025 [1] PROFESSIONAL PRACTICE SEMINAR

COMPUTER SCIENCE CONCENTRATION (17 UNITS)

STUDENTS MUST COMPLETE ALL COURSES IN ONE CONCENTRATION, PLUS AT LEAST ONE ADDITIONAL CS ELECTIVE⁸

SOFTWARE DEVELOPMENT CONCENTRATION

COMP 129 [4] SOFTWARE ENGINEERING
COMP 135 [3] HUMAN-COMPUTER INTERFACE DESIGN
COMP 137 [3] PARALLEL COMPUTING
COMP 163 [4] DATABASE MANAGEMENT SYSTEMS

NETWORKING AND COMPUTER SECURITY CONCENTRATION

COMP 127 [4] WEB APPLICATIONS
COMP 175 [3] SYSTEM ADMIN. AND SECURITY
COMP 177 [4] COMPUTER NETWORKING
COMP 178 [3] COMPUTER NETWORK SECURITY

GRAPHICS AND SIMULATION CONCENTRATION

COMP 151 [3] ARTIFICIAL INTELLIGENCE
COMP 153 [3] COMPUTER GRAPHICS
COMP 155 [4] COMPUTER SIMULATION
COMP 159 [4] COMPUTER GAME TECHNOLOGIES

⁸ CO-OP, INTERNSHIP, INDEPENDENT STUDY OR UNDERGRADUATE RESEARCH UNITS MAY BE USED AS CS ELECTIVE UNITS

THE CS PROGRAM REQUIRES 120 ACADEMIC UNITS TOTAL.
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