

Suggested Course Plan for a UC Riverside Major in COMPUTER SCIENCE

Catalog Year: 2023

Fall Quarter	Units	Winter Quarter	Units	Spring Quarter	Units
FIRST YEAR					
CS 010A <i>C++ Programming I</i>	4	CS 010B <i>C++ Programming II</i>	4	CS 010C <i>Intro to Data Structures & Algorithms</i>	4
ENGL 001A <i>Beginning Composition</i>	4	ENGL 001B <i>Intermediate Composition</i>	4	MATH 009C <i>First Year Calculus</i>	4
ENGR 001I <i>Professional Dev. & Mentoring</i>	1	MATH 009B <i>First Year Calculus</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4
MATH 009A <i>First Year Calculus</i>	4	MATH/CS 011 <i>Intro to Discrete Structures</i>	4		
SECOND YEAR					
CS 061 <i>Machine Org. & Assembly Lang. Prog.</i>	4	EE/CS 120A <i>Logic Design</i>	5	STAT 155 <i>Probability & Statistics for Engr</i>	4
CS 100 <i>Software Construction</i>	5	CS 111 <i>Discrete Structures</i>	4	PHYS 040C <i>Physics (Electricity/Magnetism)</i>	5
PHYS 040A <i>Physics (Mechanics)</i>	5	PHYS 040B <i>Physics (Heat/Waves/Sound)</i>	5	Breadth _____ <i>Humanities/Social Sciences</i>	4
Breadth _____ <i>Humanities/Social Sciences</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4	ENGR Breadth Elective <i>See below for course options</i>	4
THIRD YEAR					
CS 141 <i>Interm. Data Structures & Algorithms</i>	4	CS 150 <i>Theory of Automata & Formal Language</i>	4	ENGR Depth Elective <i>See below for course options</i>	4
CS 161 <i>Design & Architec. of Comp. Sys. & Lab</i>	4	MATH 031 or EE 020B <i>Applied Linear Algebra</i>	5	ENGR 180W* <i>Technical Communications</i>	4
MATH 010A <i>Multivariable Calculus</i>	4	Technical Elective** _____	4	CS 153 <i>Design of Operating Systems</i>	4
Breadth _____ <i>Humanities/Social Sciences</i>	4	ENGR 101I <i>Professional Dev. & Mentoring</i>	1	Technical Elective** _____	4
FOURTH YEAR					
CS 179(E-Z) or CS 178A* <i>Proj in Comp Sc or Proj Seq in CSE</i>	4	CS 178B* or Technical Elective** <i>Proj Seq in CSE or Technical Elect</i>	4	Technical Elective** _____	4
Technical Elective** _____	4	Technical Elective** _____	4	Technical Elective** _____	4
Breadth _____ <i>BIOL 002, or 003, or 005A/LA</i>	4	CS 152 <i>Compiler Design</i>	4	Technical Elective** _____	4
		Breadth _____ <i>Humanities/Social Sciences</i>	4		

To earn a B.S., you must complete all College and University requirements. For a complete list: catalog.ucr.edu.

ENGLISH COMPOSITION*

A C or better is required in three quarters of English Composition courses to satisfy the graduation requirement. ENGR 180W fulfills the third quarter of English Composition.

BREADTH REQUIREMENTS

For an approved list of Breadth courses: <http://student.engr.ucr.edu/policies/requirements/breadth.html>.

Humanities: (3 courses)

A. World History: _____

B. Fine Arts, Lit., Phil. or Rlst: _____

C. Human Persp. on Science: _____

Social Sciences: (3 courses)

A. Econ. or Posc.: _____

B. Anth., Psyc, or Soc.: _____

C. General Social Science: _____

Biological Science _____

Ethnicity: (1 course)

1. _____

Upper Division: (2 courses)

1. _____

2. _____

TECHNICAL ELECTIVES **

Please note that Technical Electives may be offered throughout the Academic Year. Consult with your Academic Advisor about potential offerings.

Proposed offerings may be found at: <http://www.cs.ucr.edu/education/undergraduate/courses/>. See approved technical electives on back.

Course Plan is subject to change.

Computer Science Technical Electives

You must complete eight (8) courses (at least 32 units) of Technical Electives chosen from the list below. At least four (4) Technical Electives must be from Computer Science courses.

Course	Course Title (Units)	
CS 105	Data Analysis Methods (4)	CS 171 Introduction to Machine Learning and Data Mining (4)
CS 108	Data Science Ethics (4)	CS 172 Introduction to Information Retrieval (4)
CS 110	Web Development (4)	CS 173 Intro to Natural Language Processing (NLP) (4)
CS 120B	Intro to Embedded Systems (4)	CS 175 Entrepreneurship in Computing (4)
CS 122A	Intermed. Embedded & Real-Time Sys (5)	CS 177 Modeling & Simulation (4)
CS 122B	Adv. Embedded & Real-Time Systems (5)	CS 178B Project Sequence in CSE
CS 130	Computer Graphics (4)	CS 179E Project in CS: Compilers (4)
CS 131	Edge Computing	CS 179F Project in CS: Operating Systems (4)
CS 133	Computational Geometry (4)	CS 179G Project in CS: Database Systems (4)
CS 135	Virtual Reality (4)	CS 179I Project in CS: Networks (4)
CS 142	Algorithm Engineering (4)	CS 179J Project in CS: Computer Architecture and Embedded Systems (4)
CS 144	Algorithms for Bioinformatics (4)	CS 179M Project in CS: Artificial Intelligent Systems (4)
CS 145	Combinatorial Optimization Algorithms (4)	CS 179N Project in CS: Graphics and Electronic Games (4)
CS 147	GPU Programming (4)	CS 180 Introduction to Software Engineering (4)
CS 160	Concurrent Programming & Parallel Systems	CS 181 Principles of Programming Languages (4)
CS 162	Computer Architecture (4)	CS 182 Software Testing and Verification (4)
CS 164	Computer Networks (4)	CS 183 UNIX System Administration (4)
CS 165	Computer Security (4)	CS 193 Design Project (4 units maximum)
CS 166	Database Management Systems (4)	MATH 120 Optimization (4)
CS 167	Intro to BIG-DATA Management (4)	MATH 126 Combinatorics (4)
CS/EE 168	Intro to Very Large Scale Integration (VLSI) D	MATH 135A Numerical Analysis (4)
CS 169	Mobile Wireless Networks (4)	MATH 135B Numerical Analysis (4)
CS 170	Introduction to Artificial Intelligence (4)	PHIL 124 Formal Logic (4)

Engineering Depth Elective Options: One 4-unit course is required. Courses with + have additional prerequisites.

BIEN 010	Overview of Bioengineering (4)	MATH 046	Differential Equations (4)
EE 030A & 030LA +	Fund of Elec Circuits I (4)	ME 002	Intro Mechanical Engineering (4)
EE 005	Circuits & Electronics (4)	ME 005	The Science of Mythbusting (4)
EE 016	Data Analysis in Engr Apps (4)	ME 018A	Intro to Engineering Computation (4)

EE 020A	Fund Math Methods in ECE (4)	ME 018B +	Intro to Engineering Computation (4)
ENSC 001	Intro to ENSC: Natural Resources (4)	ME 009	Engineering Graphics & Design (4)
ENSC 002	Environmental Quality (4)	ME 010	Statics (4)
MATH 010B	Calculus of Several Variables (4)		

Engineering Breadth Elective Options: One 4-unit course is required. Courses with + have additional prerequisites.

CHEM 001A/LA or CHEM 01HA/HLA	General Chemistry (5)	LING 021	Grammar (4)
CHEM 001B/LB or CHEM 01HB/HLB	General Chemistry (5)	PHIL 125 +	Intermediate Logic (4)
CHEM 001C/LC or CHEM 01HC/HLC	General Chemistry (5)	PHIL 126 +	Advanced Logic (4)
CHEM 008A/08LA or CHEM 008HA/08HLA +	Organic Chemistry (4)	PHIL 127 +	Advanced Topics in Log
ECON 005	Data Analysis for ECON and BUS (5)	STAT 004	Elements of Data Scien
ECON 060	Engineering Economics (4)	STAT 008	Statistics for Business
LING 020	Language and Linguistics (4)	STAT 010	Intro to Statistics (5)

+ Requires Additional Prerequisites

Specific Course Details

ENGR 001I: Required for first year students. Offered **ONLY** in Fall quarter. Transfer students are not required to complete ENGR 001I.

ENGR 101I: For Junior or Senior standing. Offered **ONLY** in Winter quarter.

CS 161: Computer Science major students are not required to enroll in CS 161L

CS 178A & CS 178B: This is the project sequence. CS 178A will satisfy the **Project in Computer Science** area of your degree audit and CS 178B will count as a **Technical Elective**.

CS 179(E-Z): ENGR 180W is a prerequisite to all project courses (CS 178A and CS 179E-Z). There are additional course and grade prerequisites. Please be sure to check.

ENGR 180W: Students must enroll in the corequisite of ENGL 007 (.5 units) and be Junior or Senior standing.