BS in Computer Science (CS) Major Checklist 2023-2024 Catalog

Name: ______ Student ID: _____

	Course Number & Title (units)	Prerequisites†
Complete ALL of the following preparatory subject matter courses:		
	ECS 20: Discrete Mathematics for Computer Science (4)	a 'C-' or better in MAT 16A or 17A or 19A or 21A
	ONE (1) of the following series options in its entirety: mixing of courses between series is not allowed □ ECS 36 Series: - intended for declared CS/CSE majors ECS 36A: Programming & Problem Solving (4) ECS 36B: Software Development & Object-Oriented Programming in C++ (4) ECS 36C: Data Structures, Algorithms, & Programming (4)	ECS 36A: a 'C-' or better in ECS 32A, or must satisfy computer science placement exam ECS 36B: a 'C-' or better in ECS 36A ECS 36C: a 'C-' or better in ECS 20 and in ECS 36B
	OR □ ECS 32/34 Series: - intended for non-majors who want to change to CS or CSE ECS 32A: Introduction to Programming or ECS 36A: Programming & Problem Solving (4) ECS 32B: Introduction to Data Structures (4) ECS 32C: Implementation of Data Structures in C (4) ECS 34: Software Development in UNIX & C++ (4)	ECS 32A: none ECS 32B: a 'C-' or better in ECS 32A or 36A ECS 32C: a 'C-' or better in ECS 32B ECS 34: a 'C-' or better in ECS 32C
	ECS 50: Computer Organization & Machine-Dependent Programming (4)	a 'C-' or better in ECS 34 or 36B
	MAT 21A: Calculus (4)	must satisfy mathematics placement requirement
	MAT 21B: Calculus (4)	a 'B' or better in MAT 17A, or a 'C-' or better in either MAT 21A or 21AH
	MAT 21C: Calculus (4)	a 'B' or better in MAT 17B, or a 'C-' or better in MAT 16C or 17C or 21B or 21BH
	ONE (1) of the following:	MAT 22A: a 'C-' or better in MAT 16C or 17C or 21C or 21CH; ENG 6 or EME 5 or ECH 60 or MAT 22AL may be taken concurrently MAT 27A: a 'C-' or better in MAT 17C or 21C or 21CH MAT 67: a 'C-' or better in MAT 21C or 21CH
Complete THREE of the following courses: Courses can be from any combination of subjects		
	□ BIS 2A: Introduction to Biology - Essentials of Life on Earth (5)	none
	□ BIS 2B: Introduction to Biology - Principles of Ecology & Evolution (5)	none
<u> </u>	☐ BIS 2C: Introduction to Biology - Biodiversity & the Tree of Life (5)	a 'C-' or better in BIS 1B or 2B
	□ CHE 2A: General Chemistry (5)	a score of 24 or higher on the chemistry placement exam or a 'C-' or better in CHE 1V
	□ CHE 2B: General Chemistry (5)	a 'C-' or better in CHE 2A
	□ CHE 2C: General Chemistry (5)	a 'C-' or better in CHE 2B or 2BH
	☐ CHE 4A: General Chemistry for the Physical Sciences & Engineering (5)	a score of 28 or better on the chemistry placement exam; MAT 21A(may be taken
	☐ CHE 4B: General Chemistry for the Physical Sciences & Engineering (5)	a 'C-' or better in CHE 4 or CHE 2AH; MAT 21B (may be taken concurrently)
	□ CHE 4C: General Chemistry for the Physical Sciences & Engineering (5)	a 'C-' or better in CHE 4B or CHE 2B or CHE 2BH; MAT 21C (may be taken
	□ PHY 9A: Classical Physics (5)	mar 21B or 21M
	□ PHY 9B: Classical Physics (5)	PHY 9A; MAT 21C; MAT 21D (may be taken concurrently)
	,	PHY 9B; MAT 21D; MAT 22A or 27A (may be taken concurrently)
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Complet	te ALL of the following depth subject matter courses:	T
<u> </u>	ECS 122A: Algorithm Design & Analysis (4)	ECS 20; ECS 32B or 36C
	ONE (1) of the following: □ ECS 120: Theory of Computation (4)*	ECS 120: ECS 20 or MAT 108
	□ ECS 122B: Algorithm Design & Analysis (4)*	ECS 122B: ECS 122A; ECS 34 or 36C
	ECS 140A: Programming Languages (4)	ECS 20; ECS 50; ECS 32B or 36C recommended: ECS 150
	ECS 150: Operating Systems & System Programming (4)	ECS 34 or 36C; ECS 154A or EEC 170; not open to CS majors in pass one
	ECS 154A: Computer Architecture (4)	ECS 50 or EEC 70
	□ MAT 125A · Probability //*	ECS 132: ECS 20; MAT 21C; ECS 34 or 36B; MAT 22A or 27A or 67 MAT 135A: MAT 21C; MAT 67 or 108 STA 131A: a 'C-' or better in MAT 21C and in either MAT 22A or 27A or 67

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Course Number & Title (units) Prerequisites†

Complete 7 courses from the following Computer Science Electives:

a minimum of 4 course must be ECS courses; at least 1 course must be a MAT or STA course □ ECS 120: Theory of Computation (4) * ECS 20 or MAT 108 ECS 122A; ECS 34 or 36C □ ECS 122B: Algorithm Design & Analysis (4) * ECS 32A or 36A or ENG 6; STA 32 or 35B or 100 or 131A or MAT 135A or BIM 105 or □ ECS 124: Theory & Practice of Bioinformatics (4) ECS 132 or EEC 161; BIS 2A or MCB 10 □ ECS 127: Cryptography (4) ECS 20 or MAT 108; ECS 32A or 36A BIS 2A or MCB 10; ECS 32A or 36A □ ECS 129: Computational Structural Bioinformatics (4) ☐ ECS 130: Scientific Computation (4) ECS 32A or ECS 36A or ENG 6; MAT 22A or 27A or 67 □ ECS 132: Probability & Statistical Modeling for Computer Science (4) * ECS 34 or 36B; ECS 20; MAT 21C; MAT 22A or 27A or 67 ECS 32B or 36C: ECS 132 or EEC 161 or MAT 135A or STA 32 or STA 35B or STA 100 or □ ECS 152A: Computer Networks (4) STA 131A □ ECS 153: Computer Security (4) ECS 150; ECS 152A or EEC 173A ECS 154A or EEC 170 or EEC 180A □ ECS 154B: Computer Architecture (4) □ ECS 158: Programming on Parallel Architectures (4) ECS 150 ECS 140A □ ECS 160: Software Engineering (4) ECS 32B or 36B □ ECS 161: Modern Programming Tools (4) ECS 34 or 36B □ ECS 162: Web Programming (4) ECS 32B or 36C □ ECS 163: Information Interfaces (4) □ ECS 164: Human-Computer Interaction (4) none ECS 32B or 36C □ ECS 165A: Database Systems (4) □ ECS 170: Introduction to Artificial Intelligence (4) ECS 32B or 36C; STA 032 or 35B or 100 or 131A or ECS 132 or MAT 135A or EEC 161; □ ECS 171: Machine Learning (4) MAT 022A or MAT 027A or MAT 67 □ ECS 172: Recommender Systems (4) ECS 32B or 36B; ECS 132 or STA 130A or 131A or ECN 140; MAT 22A or 27A or 67 □ ECS 173: Image Processing & Analysis (4) a 'C-' or better in MAT 22A or 27A or 67: ECS 32B or 36C ☐ ECS 174: Computer Vision (4) ECS 32B or 36C ECS 34 or 36C: MAT 22A or 27A or 67 □ ECS 175: Computer Graphics (4) □ ECS 178: Geometric Modeling (4) ECS 175 □ ECS 179: Gameplay Programming (4) ECS 32B or ECS 36C □ ECS 188: Ethics in an Age of Technology (4) upper division standing; not open to CS majors in pass one □ ECS 189: Special Topics (4) instructor consent □ ECS 191: Software Design Project (4) ECS 160 □ ECS 192: Internship in Computer Science (3-5) OR ECS 199: Special Study (3-5)

□ EEC 100: Circuits II (5)

□ EEC 171: Parallel Computer Architecture (4)

□ EEC 172: Embedded Systems (4)

☐ EEC 180: Digital Systems II (5)

□ ECN 122: Theory of Games & Strategic Behavior (4)

□ LIN 127: Text Processing & Corpus Linguistics (4)

□ LIN 177: Computational Linguistics (4)

□ PSC 120: Agent-Based Modeling (4)

□ STS 115: Data Sense & Exploration: Critical Storytelling with Analysis (4)

□ ECS 193A AND ECS 193B: Capstone Project (6) - counts as one course

□ Any other ECS course 120-189 not already used in the major (4)

□ STA 131A: Introduction to Probability Theory (4) *

□ STA 131B: Introduction to Mathematical Statistics (4)

☐ STA 141B: Data & Web Technologies for Data Analysis (4)

□ STA 141C: Big Data & High Performance Statistical Computing (4)

□ STA 142A: Statistical Learning I (4)

□ STA 142B: Statistical Learning II (4)

☐ Any MAT course numbered between 100-189, excluding MAT 111* (3-4)

ECS 193A: ECS 160 (may be taken concurrently); upper division standing; not open to CS majors in pass one; ECS 193B: ECS 193AIP or better; not open to CS majors in

varies: see department website

a 'C-' or better in ENG 17; MAT 22B or 27B

EEC 170 or ECS 154B

EEC 100; EEC 170 or ECS 154A

EEC 18 or 180A

MAT 16A & 16B, or MATH 21A & 21B, or MAT 17A & 17B, or instructor consent

none

instructor consent

none

a 'C-' or better in MAT 21C and in either MAT 22A or 27A or 67

a 'C-' or better in STA 131A or MAT 135A; instructor consent

a 'C-' or better in STA 141A

a 'C-' or better in STA 141B, or a 'C-' or better in STA 141A and ECS 32A

a 'C-' or better in STA 141A, and in either STA 130A or STA 131A or MAT 135A

a 'C-' or better in STA 142A, and in either STA 130B or 131B

varies; see university catalog

üTotal units required for CS major: 100-106

2 https://cs.ucdavis.edu/advising

[†]Prerequisites are subject to change; consult the University Catalog (https://catalog.ucdavis.edu/) for the most recent updates

^{*}Completion of a core requirement will not satisfy an elective requirement simulataneously