Computer Science

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Academic Programs

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<th>Program name</th>
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<tr>
<td>Computer Engineering</td>
<td>BS</td>
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<tr>
<td>Computer Science</td>
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<tr>
<td>Computing for Interactive Arts</td>
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<td>Cross Disciplinary Studies Minor in Data Science</td>
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<td>Software Engineering</td>
<td>BS</td>
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The Computer Science Department educates students in the discipline of computer science and teaches them to apply their education to solve practical problems in a socially responsible way. To support the department’s educational mission, faculty engage in research and professional development.

In all of the department’s programs, laboratory experiences ensure that students have both a theoretical and practical understanding of computer science. Individual and team projects, culminating in the capstone experience of a senior project, reinforce concepts and provide students the opportunity to apply and communicate their knowledge.

The department has active student chapters of the Association for Computing Machinery, IEEE Computer Society and Upsilon Pi Epsilon (the national computer honor society). Student teams compete in national competitions and student organizations sponsor industry/student events.

The department, with industry support, provides a modern computing environment that includes the most current software tools running on a variety of workstations and servers. Projects in advanced courses are supported by specialized laboratories for databases, computer architecture, operating systems, software engineering, computer networks, computer graphics, and human/computer interaction.

Undergraduate Programs

BS Computer Science

The BS Computer Science program provides in-depth study of computer science fundamentals and practice, including programming concepts and languages, software engineering, operating systems and computer architecture.

In addition, the major offers a wide choice of technical electives that allows students to focus on particular areas of computer science and their application. Typical areas of emphasis include databases, distributed computing, software engineering, programming languages, graphical user interfaces, operating systems, computer networks, computer graphics, and artificial intelligence.

The curriculum is project-oriented and develops students’ ability to solve problems using modern computing concepts. Students can expect to complete many projects in a variety of programming languages and on a variety of computer systems. During their last year of study, students complete a senior project, either individually or as members of a team, spanning two academic quarters.

Graduates of the computer science program are well prepared to become successful professionals and to pursue graduate study. They are sought by the computer industry for positions as software developers, quality assurance and test engineers, and other technical positions in computer-related industries.

The Computer Science program has four broad program educational objectives (PEOs) that graduates are expected to attain within five years of graduation:

- Technical Competence. Graduates have applied current technical knowledge and skills to develop effective computer solutions, using state-of-the-art technologies.
- Interpersonal Skills. Graduates have communicated effectively and worked collaboratively in a team environment.
- Professional Awareness. Graduates have maintained a positive and ethical attitude concerning the computing profession and its impact on individuals, organizations and society.
- Intellectual Growth. Graduates have continued to grow intellectually and professionally in their chosen field, including successful pursuit of graduate study if such study was a desired goal.

The BS Computer Science program is accredited by the Computing Accreditation Commission of ABET, http://www.ABET.org.

Concentration

Interactive Entertainment

The Interactive Entertainment concentration focuses on providing the preparation necessary to succeed in technical-oriented careers relating to computer graphics, digital animation, video games and interactive experiences. Students will take part in multiple project-based courses involving significant programming and design work, and will employ relevant industry practices.

BS Software Engineering

The BS in Software Engineering prepares students to become software professionals who develop software products on time, within budget, and that meet customer requirements. Building on the fundamentals of computer science, the program focuses on practical aspects of building and deploying software systems in a socially responsible way. The program’s educational mission supports the faculty in research and professional development that keeps them current in their field and in touch with current industry practices and trends.

The hallmark of the program is “hands on” experience where students follow a curriculum that builds on traditional computer science but differs from the BS in Computer Science in the following ways:

1. Classes emphasize the team approach to building software and provide leadership opportunities for every student.
2. Classes place an emphasis on software processes and lifecycles.
3. Classes include significant learning in engineering and management areas such as quality assurance, testing, metrics, maintenance, configuration management and interpersonal management skills.

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4. The curriculum has a stronger emphasis on mathematics and the use of engineering methods in software design.

The software engineering curriculum culminates in a year-long capstone sequence where the students work in teams to build a large software system. Students are required to develop an ability to work in a significant application domain through the requirement of an advisor approved cooperative education experience.

Department programs are designed to be flexible. Although freshmen choose their major when they apply for admission, students can easily switch among software engineering, computer engineering and computer science since the lower division curricula are similar.

The software industry increasingly requires both a software and an engineering background for their cutting edge projects. Graduates with a BS in Software Engineering can expect to find significant opportunities in software development and management, software engineering and marketing.

The Software Engineering program has four broad program educational objectives (PEOs) that graduates are expected to attain within five years of graduation:

- Technical Competence. Graduates have applied the software engineering body of knowledge and other technical skills to specify, design, and implement complex software systems, doing so with state-of-the art technologies.
- Interpersonal Skills. Graduates have communicated effectively and worked collaboratively in a multi-disciplinary team environment.
- Professional Awareness. Graduates have maintained a positive and ethical attitude concerning the computing profession and its impact on individuals, organizations and society.
- Intellectual Growth. Graduates have continued to grow intellectually and professionally in their chosen field, including successful pursuit of graduate study if such study was a desired goal.

The BS Software Engineering program is accredited by the Engineering Accreditation Commission of ABET, http://www.ABET.org.

**BS Computer Engineering**

This program is jointly administered by the Computer Science Department and the Electrical Engineering Department. For information regarding this program, please refer to Computer Engineering (http://catalog.calpoly.edu/collegesandprograms/collegeofengineering/computerengineering).

**Computer Science Minor**

Nearly all disciplines use the capabilities of computers. The minor consists of a core and upper-division courses selected in consultation with an advisor. The core provides common knowledge and skills needed by anyone who wishes to advance further in computer science. The remaining courses enable students to specialize in areas relevant to their goals.

Admission to the minor is limited and selection is based upon the applicant's performance in:

- CSC/CPE 101 Fundamentals of Computer Science I 4
- CSC/CPE 102 Fundamentals of Computer Science II 4
- CSC/CPE 103 Fundamentals of Computer Science III 4

Students who intend to minor in computer science should consult the College of Engineering Advising Center website for GPA and course grade requirements for admission to the minor. In addition, they should contact the Advising Center for further information before planning to enter the minor.

Before formally applying, students must make an appointment at the College of Engineering Advising Center. The computer science minor is not open to CSC, CPE or Software Engineering (SE) major students. Questions concerning the minor should be directed to the Advising Center.

**Computing for Interactive Arts**

The minor in Computing for Interactive Arts (CIA) is a Cross Disciplinary Studies Minor jointly offered by the Department of Art and Design and the Computer Science Department. The CIA minor fosters a collaborative, cross-disciplinary environment in which Art and Design students integrate coding and algorithmic thinking in creative works and Computer Science students apply the principles and methodology of design thinking to visual applications. The minor enables students from different disciplines to collaborate on projects requiring both a technical and a creative perspective.

**Cross Disciplinary Studies Minor in Data Science**

An interdisciplinary minor sponsored by the departments of Statistics and Computer Science. For more information, see the Statistics (http://catalog.calpoly.edu/collegesandprograms/collegeofsciencemathematics/statistics) section.

**Graduate Program**

**MS Computer Science**

The MS program in Computer Science offers students the opportunity to prepare for careers in several areas of emphasis including software engineering, computer architecture, programming languages, theory of computing, operating systems, database systems, distributed computing, computer networks, artificial intelligence, computer graphics, and human computer interaction. The program is designed for maximum flexibility to allow students to concentrate in one or more areas of study.

Admission to the program requires a baccalaureate degree from an accredited institution and good standing at the last college attended. Applicants with a bachelor’s degree in computer science, software engineering, or computer engineering are required to have a minimum 3.0 grade point average in the last 90 quarter hours (60 semester hours) of study, including a minimum 3.0 grade point average in major courses. A minimum grade point average of 3.25 is required for all other applicants. A satisfactory score on the General Graduate Record Exam (GRE) is required; applicants are expected to achieve the following minimum scores: 425 verbal, 650 quantitative, 4.0 analytical writing on the old GRE test, or their matching equivalents on the revised GRE test (currently standing at 148 verbal, 151 quantitative and 4.0 analytical writing). A satisfactory score on the TOEFL is required for applicants with degrees from institutions from countries where English is not a native language; expected minimum scores are: 80 for internet-based test with a minimum 20 on each portion; 213 for computer-based test; 550 for paper-based test, plus 4.5 on TWE. All applicants must provide three letters of recommendation. Women
and underrepresented minorities are strongly encouraged to apply for admission.

Qualified U.S. students who do not have an undergraduate degree in computer science, computer engineering, or software engineering may be admitted as conditionally classified students. Conditionally classified students must complete the necessary undergraduate coursework to be admitted to candidacy. While fulfilling the undergraduate requirements, conditionally classified students retain official status as graduate students in the University.

Conditionally classified students may advance to candidacy by completing each of the following undergraduate courses with a “B” or better grade. These courses do not count toward the graduate degree:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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<tbody>
<tr>
<td>CSC/CPE 103</td>
<td>Fundamentals of Computer Science III</td>
<td>4</td>
</tr>
<tr>
<td>CSC/CPE 307</td>
<td>Introduction to Software Engineering</td>
<td>4</td>
</tr>
<tr>
<td>or CSC/CPE 308</td>
<td>Software Engineering I</td>
<td></td>
</tr>
<tr>
<td>CSC/CPE 315</td>
<td>Computer Architecture</td>
<td>4</td>
</tr>
<tr>
<td>CSC/CPE 349</td>
<td>Design and Analysis of Algorithms</td>
<td>4</td>
</tr>
<tr>
<td>CSC/CPE 357</td>
<td>Systems Programming</td>
<td>4</td>
</tr>
<tr>
<td>CSC/CPE 430</td>
<td>Programming Languages I</td>
<td>4</td>
</tr>
<tr>
<td>CSC 445</td>
<td>Theory of Computation I</td>
<td>4</td>
</tr>
<tr>
<td>CSC/CPE 453</td>
<td>Introduction to Operating Systems</td>
<td>4</td>
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The department may offer several graduate teaching assistantships. Preference is given to continuing graduate students and experienced teachers. Other grant, fellowship, scholarship and loan information can be obtained from the Financial Aid office.

**Degree Requirements**

Students must file a Formal Study Plan with the Computer Science Department office no later than the end of the quarter in which they complete the twelfth unit of coursework to be counted toward the degree. The formal study plan identifies specific courses to be taken to fulfill requirements of the MS degree. The formal study plan may be amended with approval of the graduate coordinator.

**Blended BS + MS Computer Science**

The department offers an accelerated program for motivated, well-qualified students. The blended program allows BS Computer Science, BS Computer Engineering, and BS Software Engineering students to progress toward the Master’s degree while still undergraduates. The scheduling flexibility provided by the program enables students to complete the BS and MS degrees efficiently.

**Eligibility**

Students majoring in BS Computer Science, BS Software Engineering, and BS Computer Engineering are eligible to apply to the blended program if they meet the following minimum eligibility requirements:

- Junior status and completion of 20 units of CSC/CPE courses past CSC 103/CPE 103;
- Meet the minimum GPA requirement of 3.0; and
- Have not enrolled in senior project.

Participation in the program is based on prior academic performance and other measures of professional promise. Students are selected by a faculty committee.

**Program of Study**

Students in the blended program complete all courses required for the MS degree and all courses required for the BS degree except the senior project. Completion of the MS thesis may satisfy the senior project requirement. Please refer to your undergraduate degree department office for any restrictions on the master’s thesis where a major design experience is required to complete the undergraduate degree.

Upon completion of the program, students are awarded the BS and the MS degrees at the same graduation ceremony and at the same time. Degrees are earned concurrently.