The following courses should be taken at OCC prior to transfer. Courses not offered at OCC will need to be taken after transfer. Four-year colleges and universities often make changes in their requirements for majors. The information contained in this guide is based on the most recent information available from the four-year school and does not constitute an official agreement. Recent updates to this Guide can be found on the Transfer Center website at: www.occ.cccd.edu/departments/studentsvcs/transferctr

UNIVERSITY OF CALIFORNIA, BERKELEY

BACHELOR OF ARTS IN COMPUTER SCIENCE

<table>
<thead>
<tr>
<th>UCB</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMPSCI 61A</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>COMPSCI 61B</td>
<td>CS 200 &amp; 250</td>
</tr>
<tr>
<td>COMPSCI 61C</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>COMPSCI 70</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>MATH 1AB</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)*</td>
</tr>
<tr>
<td>MATH 54</td>
<td>MATH 285(or 285H)</td>
</tr>
</tbody>
</table>

*MATH 182H is also equivalent to MATH 1AB.

Recommended sequence for computer courses:
1st term - CS 115 or 140 or 142 or 170 or 270
2nd term - CS 150
3rd term - CS 216, 250
4th term - CS 200

Notes: Students should complete as many major prep requirements as possible prior to transfer. Strength of academic preparation and GPA are the primary selection criteria for admission. To be competitive for admission, it is recommended that students take UC transferable courses in data structures (CS 200 & 250) and java (preferred) or C++.

Students must first be admitted to UCI and into the ICS major before they can obtain the subject credit for completing the SMART-ICS program. In order to be SMART-ICS certified, students must complete all of the following Computer Science courses with grades of “C” or better and must pass all Mathematics courses:

CS 116, 150, 170, 200, 220, 250, 265
MATH 160(or 160H), 180(or 180H)+, 185(or 185H)+, 230 and either 235 or 285(or 285H)

+MATH 182H can be substituted for these courses.

<table>
<thead>
<tr>
<th>Fall 1</th>
<th>Spring 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 170, MATH 160(or 160H), 180(or 180H)</td>
<td>CS 150, MATH 185</td>
</tr>
<tr>
<td>Fall 2</td>
<td>Spring 2</td>
</tr>
<tr>
<td>CS 250, 116, MATH 285(or 285H)</td>
<td>CS 200, 220, 265, MATH 230</td>
</tr>
</tbody>
</table>

Note: For additional information visit the SMART-ICS website: http://csjava.occ.cccd.edu/~gilberts/smart-ics.html Certification is done through the office of Articulation at OCC.

(10/13:A13-14)

UNIVERSITY OF CALIFORNIA, IRVINE

SMART-ICS

UCI’s Donald Bren School of Information and Computer Sciences has established the SMART-ICS Articulation Program with OCC. SMART-ICS stands for Standardized Major Articulation Requirements to Transfer into Information and Computer Sciences. This program allows OCC students to complete their lower division computer science and mathematics course requirements for the Information and Computer Science major prior to transferring to Irvine.

Students who complete the SMART-ICS program of study at OCC are prepared to begin their upper division UCI ICS courses immediately after transfer and will not have to take ICS 52, MATH 6B and MATH 67.

In fulfillment of the requirements below, a single course may be used only once.

<table>
<thead>
<tr>
<th>UCI</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>I&amp;C SCI 31 &amp; I&amp;C SCI 32 &amp; 33 or I&amp;C SCI 21 &amp; 22 &amp; 46</td>
<td>CS 131 &amp; No Equivalent Course or CS 170 &amp; 200 &amp; 250</td>
</tr>
<tr>
<td>I&amp;C SCI 51</td>
<td>CS 216</td>
</tr>
<tr>
<td>I&amp;C SCI 45C</td>
<td>CS 150 &amp; 170 &amp; 200 &amp; 250</td>
</tr>
<tr>
<td>I&amp;C SCI 52</td>
<td>CS 220</td>
</tr>
<tr>
<td>I&amp;C SCI 53/53L</td>
<td>No Equivalent Courses</td>
</tr>
<tr>
<td>MATH 2AB</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)*</td>
</tr>
<tr>
<td>I&amp;C SCI 90</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>I&amp;C SCI 6N or MATH 3A</td>
<td>No Equivalent Course or MATH 235 or 285(or 285H)</td>
</tr>
<tr>
<td>I&amp;C SCI 6D</td>
<td>CS 262 or MATH 230</td>
</tr>
<tr>
<td>I&amp;C SCI 6B</td>
<td>MATH 230 &amp; CS 265</td>
</tr>
<tr>
<td>STATS 67</td>
<td>No Equivalent Courses</td>
</tr>
</tbody>
</table>

Continued>>>>>>
BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND ENGINEERING

Students must complete one of the following tracks: Algorithms, Artificial Intelligence, Graphics/Vision, Parallel, Distributed & Networked Systems.

In fulfillment of the requirements below, a single course may be used only once.

**UCI**

- **CSE 31/31L**: No Equivalent Course
- **CSE 41**: CSE 131
- **CSE 42**: No Equivalent Course
- **CSE 43**: No Equivalent Course
- **CSE 45C**: CS 150 & 170 & 200 & 250
- **CSE 46**: CS 170 & 200 & 250
- **CSE 50**: No Equivalent Course
- **IN4MATX 43**: CS 220
- **CSE 70A**: ENGR 285
- **CSE 90**: No Equivalent Course
- **MATH 2AB**: MATH 180(or 180H) & 185(or 185H)*
- **MATH 2D**: MATH 280(or 280H)
- **MATH 3A**: MATH 235 or 285(or 285H)
- **MATH 3D**: MATH 285(or 285H)
- **I&C SCI 6D**: MATH 230 or CS 262
- **I&C SCI 6B**: MATH 230 & CS 262
- **STATS 67**: No Equivalent Course
- **PHYSICS 7CD, LC/LD**: PHYS 185 & 280

**OCC**

- **I&C SCI 31 & 31L**: No Equivalent Courses
- **I&C SCI 32 & 33 or I&C SCI 21 & 22 & 46**: CS 170 & 200 & 250
- **I&C SCI 51**: CS 216
- **I&C SCI 45C**: CS 150 & 170 & 200 & 250
- **I&C SCI 52**: CS 220
- **I&C SCI 60**: No Equivalent Courses
- **I&C SCI 61**: No Equivalent Courses
- **I&C SCI 62**: No Equivalent Courses
- **MATH 2AB**: MATH 180(or 180H) & 185(or 185H)*
- **I&C SCI 6N or MATH 3A**: MATH 235 or 285(or 285H)
- **I&C SCI 6D**: MATH 230 or CS 265
- **I&C SCI 6B**: MATH 230 & CS 265
- **STATS 67**: No Equivalent Courses
- **PHYS 3A**: PHYS 130
- **FLM&MDA 85A**: No Equivalent Course

*MATH 182H will also satisfy this requirement.

**Notes:** Preference is given to applicants who complete course requirements. As a minimum, applicants must complete the following courses: one year of approved college-level math (MATH 180(or 180H) & 185(or 185H) or MATH 182H) or two semester courses equivalent to other major related math courses and one year of UC transferable computer science courses (at least one course must involve concepts such as those found in Java, Python, C++ or other object-oriented or high-level programming language). Additional computer science courses beyond the two required are strongly recommended, particularly those that align with the major of interest. Students should plan to learn Java, Python and C++ by studying on their own or by completing these courses prior to your first quarter at UCI. Transfer students should learn these languages on their own or by completing courses prior to their first quarter at UCI.

(10/14:A14-15)
General Education Requirements:
Applicants to specific majors can fulfill the lower division GE requirements by completing the IGEC. Applicants are not required to complete the HSSEAS GE requirement in order to be admitted, although students should complete one course in each of the following areas: arts, humanities, social sciences and life sciences.

*MATH 182H is also equivalent to MATH 31AB.

**Entire physics sequence should be completed at OCC. Equivalent courses at GWC can be substituted. You will receive credit for UCLA's EL ENGR 1 in lieu of Physics 1C.

Note: Admission is highly competitive. The most important selection criteria are completion of the required major prep courses and academic performance. A minimum UC transferable cumulative GPA of 3.3 is required for consideration. Prep courses should be completed by the end of the spring term prior to Fall enrollment. All major prep courses must be taken for a letter grade.

(10/13:A13-14)

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

BACHELOR OF SCIENCE IN COMPUTER SCIENCE: COMPUTER GAME DESIGN

UCSC

<table>
<thead>
<tr>
<th>Course</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPS 12A/12L</td>
<td>CS 150* or 170*</td>
</tr>
<tr>
<td>CMPS 12B/12M</td>
<td>CS 200*</td>
</tr>
<tr>
<td>MATH 19A &amp; 19B</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)**</td>
</tr>
<tr>
<td>CMPE 16</td>
<td>MATH 230</td>
</tr>
<tr>
<td>PHYS 5A/5L or 6A/AL</td>
<td>PHYS 185, 280, 285 or 130 &amp; 135***</td>
</tr>
<tr>
<td>AMS 10 or MATH 21</td>
<td>MATH 235</td>
</tr>
<tr>
<td>CMPE 12/12L</td>
<td>CS 216</td>
</tr>
<tr>
<td>CMPS 20</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>CMPS 80K</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>PHIL 22</td>
<td>PHIL 120 or RLST 120</td>
</tr>
<tr>
<td>Economics Elective</td>
<td>ECON 170 or 175</td>
</tr>
</tbody>
</table>

*Must be completed with grade of "B" or better.

**MATH 182H is also equivalent to MATH 19AB

***Physics courses are articulated in-series only.

Note: Admission to this major is selective. Priority is given to transfers from California Community Colleges who have completed all the lower division classes and have a high GPA. IGETC is not recommended for this major. To be reviewed for admission, you must indicate the School of Engineering major as your first choice on your application. The School of Engineering recommends that students take additional courses in film and digital media production, including but not limited to, digital art (Photoshop, Illustrator), digital modeling (3D Studio Max, Maya) and digital film production (Final Cut Pro, Premiere).

It is also recommended that fall transfer students complete CMPS 101 at UCSC during the summer session just prior to fall entry. Students will only be considered if they have completed most or all of the Foundation Courses: CS 150 or 170 & 200, MATH 180(or 180H)**, 185(or 185H)**, 230. It is highly recommended that students complete CS 216 or PHYS 185, 280 & 285 prior to admission. It must be clear that you are capable of completing the major in a reasonable period of time. For additional information consult the website: www.soe.ucsc.edu or call (831) 459-5840.

(10/13:A13-14)

BACHELOR OF ARTS IN COMPUTER SCIENCE

UCSC

<table>
<thead>
<tr>
<th>Course</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPS 12A/12L</td>
<td>CS 150* or 170*</td>
</tr>
<tr>
<td>CMPS 12B/12M</td>
<td>CS 200*</td>
</tr>
<tr>
<td>MATH 19A &amp; 19B</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)**</td>
</tr>
<tr>
<td>CMPE 16</td>
<td>MATH 230</td>
</tr>
<tr>
<td>AME 10 or MATH 21</td>
<td>MATH 235</td>
</tr>
<tr>
<td>CMPE 12/12L</td>
<td>CS 216</td>
</tr>
</tbody>
</table>

*Must be completed with grade of "B" or better.

**MATH 182H is also equivalent to MATH 19AB

Note: Admission to this major is selective, based on academic preparation and GPA in all transferable coursework, with a minimum GPA of 2.80. This GPA is a baseline for consideration and not a guarantee of admission. Applications are accepted in the fall quarter only. Students must attain a GPA of 2.50 in the calculus sequence and at least one sequence in general chemistry, physics, second year calculus or biology. Major prep course completion should be prioritized ahead of completing the IGEC. AP credit is accepted in lieu of some college course work. For more information call (951) 827-3647 or go to http://student.engr.ucr.edu/policies/ap_ibcredit.html

(10/13:A13-14)
Note: IGETC is not recommended for this major. Transfer students who are not familiar with both Java and C may need to take an extra course.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

UCSC
CMPS 12A/12L
CMPS 12B/12M
MATH 19A & 19B
CMPE 16
AMS 10 or MATH 21
MATH 23A
CMPE 12/12L
PHYS 5A/5L or 6A/AL
CHEM 1ABC, 1M/1N

UCSD
MATH 20ABC
MATH 20F
CSE 8A/AL & 8B or
CSE 11
CSE 12
CSE 15L
CSE 20
CSE 21
CSE 30
CSE 91
PHYS 2AB or
CHEM 6AB or
BILD 1 & 2
CHEM 1ABC, 1M/1N

Note: Admission to this major is selective. Priority is given to transfers from California Community Colleges who have completed all the lower division classes and have a high GPA. IGETC is not recommended for this major. To be reviewed for admission, you must indicate the School of Engineering major as your first choice on your application. It is also recommended that fall transfer students complete CMPS 101 at UCSD during the summer session just prior to fall entry. Students will only be considered if they have completed most or all of the Foundation Courses: CS 150 or 170 & 200, MATH 180(180H)**, 185(185H)**, 230. It is highly recommended that students complete CS 216 or PHYS 185, 280 & 285 prior to admission. Transfer students who are not familiar with both Java and C may need to take an extra course. For additional information consult the website: www.soe.ucsc.edu or call (831) 459-5840.

Note: Admission to this major is impacted. Visit cse.ucsd.edu for full information. It is advised that students complete the equivalents to the following courses prior to transfer: MATH 180 & 185 or 182H, 235, PHYS 185 & 280 or CHEM 180 & 185 or BIOL 180 & 185, and the highest level computer programming language. Transfer students must select CSE as their first choice of major when completing the application.

BACHELOR OF ARTS IN COMPUTER SCIENCE

UCSD
MATH 20AB
MATH 20C
MATH 20E
MATH 20F
CSE 11
CSE 12
CSE 30
CHEM 6AB or
BILD 1 & 2

Note: Transfer students are strongly advised to complete as many major prep courses as possible prior to enrolling at UCSD.

BACHELOR OF ARTS IN MATHEMATICS/Computer Science

UCSD
MATH 20AB
MATH 20CD
MATH 20E
MATH 20F
CSE 11
CSE 12
CSE 30
CHEM 6AB or
BILD 1 & 2

Note: Transfer students are strongly advised to complete as many major prep courses as possible prior to enrolling at UCSD.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE (College of Engineering)

UCSB
MATH 3AB
MATH 4AB
PHYS 1 & 2
CMPSC 16
CMPSC 24

Strongly recommended advanced preparation courses:
CMPSC 32
CMPSC 40
CMPSC 64
MATH 6A
PHYS 3/3L

Other major prep courses:
CMPSC 48
CMPSC 56
PSTAT 120A

Continued>>>>>
Suggested sequence for computer courses needed to prepare for this major:
1st term - CS 170
2nd term - CS 150
3rd term - CS 216, 250
4th term - CS 200

Note: Major courses must be completed with a grade of “C” or better and a GPA of at least 3.6. It is recommended that students focus on completing major preparation requirements. Prior to admission, transfer students must complete the following courses: MATH 180(or 180H) & 185(or 185H) or 182H, 285(or 285H), PHYS 185 & 285, CS 150 & 200. It is strongly recommended that you also complete at least 3 of the following: CS 250, MATH 230 & 280(or 280H), PHYS 280. It is strongly advised to complete as many major prep courses as possible prior to transfer.

CALIFORNIA STATE UNIVERSITY, LONG BEACH

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Required Core Courses:
- CECS 100
- CECS 105
- CECS 174
- CECS 201
- CECS 228
- CECS 274
- CECS 277
- CECS 282
- CECS 285

One sequence from:
- PHYS 225/225L, 226/226L
- CHEM 111AB
- CHEM 120A & 125
- BIOL 100

For Scientific Computing add:
- MATH 250A
- MATH 250B

Note: All majors must select an elective track. A maximum of 6 units with a grade of “D” can count towards elective track courses in mathematics and science courses only. A “C” average and a grade of “C” or better is required in all courses applied to the major.

CAL POLY, POMONA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Required Core Courses:
- CS 130
- CS 140
- CS 141
- CS 210
- CS 240
- CS 241
- CS 245
- CS 256
- CS 260
- CS 264

Required Support Courses:
- PHYS 131/L, 132/L, 133/L
- MAT 114, 115, 116
- MAT 208
- MAT 214 & 215
- BIO 110/111L

Note: A supplementary admission process is required by the department.
**SAN DIEGO STATE UNIVERSITY**

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

<table>
<thead>
<tr>
<th>SDSU</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 107</td>
<td>CS 170</td>
</tr>
<tr>
<td>CS 108</td>
<td>CS 200</td>
</tr>
<tr>
<td>CS 237</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>MATH 150 &amp; 151</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)*</td>
</tr>
<tr>
<td>MATH 245</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>STAT 250</td>
<td>MATH 160(or 160H)</td>
</tr>
<tr>
<td>MATH 254</td>
<td>MATH 235</td>
</tr>
</tbody>
</table>

One sequence from:
- PHYS 195/195L, 196/196L
- PHYS 185 & 280
- CHEM 200 & 201
- CHEM 180 & 185
- BIOL 203/203L, 204/204L
- BIOL 180(or 180H) & 182/182L & 183/183L

*MATH 182H is also equivalent to MATH 150 & 151.

(10/13:A13-14)

Note: This major is impacted. Students are required to complete all major prep courses for the major and have a minimum cumulative GPA of 2.00.

---

**CALIFORNIA STATE UNIVERSITY, SAN MARCOS**

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

<table>
<thead>
<tr>
<th>CSUSM</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS 111</td>
<td>CS 150</td>
</tr>
<tr>
<td>CS 211</td>
<td>CS 200 or 250</td>
</tr>
<tr>
<td>CS 231</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>MATH 160</td>
<td>MATH 180(or 180H)</td>
</tr>
<tr>
<td>MATH 162</td>
<td>MATH 185(or 185H)</td>
</tr>
<tr>
<td>PHYS 201</td>
<td>PHYS 185</td>
</tr>
<tr>
<td>PHYS 202</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>MATH 242</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>MATH 264</td>
<td>MATH 235</td>
</tr>
<tr>
<td>MATH 270</td>
<td>No Equivalent Course</td>
</tr>
</tbody>
</table>

Note: All courses toward the major must be completed with a grade of "C" or better.

(10/13:A13-14)

---

**CAL POLY, SAN LUIS OBISPO**

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

College of Engineering

<table>
<thead>
<tr>
<th>CPSLO</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSC 101</td>
<td>CS 150 or 170 or 250</td>
</tr>
<tr>
<td>CSC 102 or 108</td>
<td>No Equivalent Courses</td>
</tr>
<tr>
<td>CSC 123</td>
<td>No Equivalent Course</td>
</tr>
<tr>
<td>CSC 141</td>
<td>MATH 230</td>
</tr>
<tr>
<td>CSC 225</td>
<td>No Equivalent Course</td>
</tr>
</tbody>
</table>

Support Courses:
- CHEM 124, 125, 129 or 132, 133
- PHYS 141, 132
- MATH 141 & 142
- ENGL 149
- Biology
| PSYC 252 | MATH 206 |
|          | MATH 241 |
|          | MATH 244 |
|          | MATH 248 |

One Science elective course from:
- BIOL 100, 183/183L, 210, CHEM 180 (if not used above), PHYS 185 (if not used above)

*MATH 182H is also equivalent to MATH 110 & 111.

**Credit only granted when approved GE A3 course is passed.

Note: Selection criteria for transfer students can be found at: http://admissions.calpoly.edu/applicants/transfer/criteria.html

(10/14:A14-15)

---

**CHAPMAN UNIVERSITY**

Chapman (Orange)

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Options: Software Engineering, Games Development

<table>
<thead>
<tr>
<th>Chapman</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>MATH 110 &amp; 111</td>
<td>MATH 180(or 180H) &amp; 185(or 185H)*</td>
</tr>
<tr>
<td>MATH 210</td>
<td>MATH 280(or 280H)</td>
</tr>
<tr>
<td>MATH 211</td>
<td>MATH 235</td>
</tr>
<tr>
<td>MATH 250</td>
<td>MATH 230</td>
</tr>
<tr>
<td>CPSC 230</td>
<td>Under review</td>
</tr>
<tr>
<td>CPSC 231</td>
<td>Under review</td>
</tr>
<tr>
<td>CPSC 236</td>
<td>Under review</td>
</tr>
<tr>
<td>CPSC 250</td>
<td>Under review</td>
</tr>
</tbody>
</table>

*MATH 182H is also equivalent to MATH 110 & 111.

Recommended sequence for computer courses needed to prepare for this major:
1st term - CS 115 or 140 or 142 or 170 or 270
2nd term - CS 150
3rd term - CS 116, 250
4th term - CS 200

(1/08:A09-10)
UNIVERSITY OF SOUTHERN CALIFORNIA

Note: Students may fulfill four of the six required GE requirements with transfer courses taken before starting USC (see USC GE requirements). Credit for courses is not granted if (1) the course is taken before high school graduation, (2) the grade is lower than C-, (3) is a lab science or foreign language course and is not taken in a traditional classroom setting, (4) is offered through "study abroad", (5) repeats credit from another college course or from an AP or IB exam.

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

<table>
<thead>
<tr>
<th>USC</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRIT 130</td>
<td>ENG 101 (or 101H) or 102 (102H)*</td>
</tr>
<tr>
<td>Diversity</td>
<td>Choose one course from: ANTH 102, 150, ETHS 100, 150, GNDR 100, HIST 150, SOC 150, 180(or 180H), 185(or 185H)</td>
</tr>
<tr>
<td>MATH 125 &amp; 126</td>
<td>MATH 180(or 180H)&amp;185(or 185H) or 182H*+</td>
</tr>
<tr>
<td>MATH 226</td>
<td>MATH 280(or 280H)</td>
</tr>
<tr>
<td>BISC 120 &amp; 220</td>
<td>BIOL 180(or 180H) &amp; 182/182L &amp; 183/183L or 180(or 180H) &amp; 185</td>
</tr>
<tr>
<td>CHEM 105A</td>
<td>CHEM 180</td>
</tr>
<tr>
<td>CHEM 105B</td>
<td>CHEM 185</td>
</tr>
<tr>
<td>GEOL 105</td>
<td>GEOL 100(or 100H) &amp; 100L(or 100M) or GEOL 180</td>
</tr>
<tr>
<td>PHYS 151</td>
<td>PHYS 130 or 185 &amp; 285</td>
</tr>
<tr>
<td>PHYS 152</td>
<td>PHYS 185 &amp; 280</td>
</tr>
<tr>
<td>PHYS 153</td>
<td>PHYS 285 or PHYS 185 &amp; 285</td>
</tr>
</tbody>
</table>

*ENGL 100 is a prerequisite to these courses.
+Subject credit for MATH 180 can be earned by successful completion of MATH 185(or 185H)

BACHELOR OF SCIENCE IN COMPUTER SCIENCE (GAMES)

<table>
<thead>
<tr>
<th>USC</th>
<th>OCC</th>
</tr>
</thead>
<tbody>
<tr>
<td>WRIT 130</td>
<td>ENG 101 (or 101H) or 102 (102H)*</td>
</tr>
<tr>
<td>Diversity</td>
<td>Choose one course from: ANTH 102, 150, ETHS 100, 150, GNDR 100, HIST 150, SOC 150, 180(or 180H), 185(or 185H)</td>
</tr>
<tr>
<td>MATH 125 &amp; 126</td>
<td>MATH 180(or 180H)&amp;185(or 185H) or 182H*+</td>
</tr>
<tr>
<td>PHYS 151</td>
<td>PHYS 130 or 185 &amp; 285</td>
</tr>
</tbody>
</table>

*ENGL 100 is a prerequisite to these courses.
+Subject credit for MATH 180 can be earned by successful completion of MATH 185(or 185H)

ADDITIONAL AGREEMENTS ARE AVAILABLE ON THE INTERNET FOR THE FOLLOWING SCHOOLS AT www.assist.org:

UC Davis
UC Riverside
UC Santa Cruz
CSU Chico
CSU Dominguez Hills
CSU Fresno
Humboldt State University
CSU San Bernardino
San Jose State University