

# MASTER OF SCIENCE IN COMPUTER SCIENCE

## Program of Study

Total: 36 units

### Undergraduate Prerequisite Courses

CSCI 21	Introduction to Programming I	3 units
CSCI 22	Introduction to Programming II	3 units
CSCI 30	Data Structures and Algorithms	3 units
CSCI 41	Information Management	3 units
CSCI 42	Introduction to Software Engineering	3 units
CSCI 50.01	Computer Organization, Lecture	3 units
CSCI 51.01	Operating Systems, Lecture	3 units
CSCI 70	Structure and Interpretation of Programming Languages	3 units
MATH 30.23	Applied Calculus for Science and Engineering I	3 units
MATH 30.24	Applied Calculus for Science and Engineering II	3 units
MATH 51.3	Math for Computer Science I	3 units

### Core Courses: 12 units

CSCI 201	Advanced Data Structures and Algorithms	3 units
CSCI 202	Theory of Automata and Formal Languages	3 units
CSCI 203	Computer Architecture and Operating Systems	3 units
CSCI 204	Programming Languages and Paradigms	3 units

### Tracks: 18 units

The Department offers several tracks. Students must take 6 courses from their chosen track. A list of courses that must be taken from each track are available from the department. Elective courses offered by other departments may be taken subject to the approval of the DISCS Graduate Program Director.

- Affective Computing
- Computer Science and Education
- Social Computing
- Computational Sound and Music
- Networks Research
- Algorithms and Applications
- Computer Vision

### Thesis and Oral Defense: 6 units

CSCI 299.1	Thesis I
CSCI 299.2	Thesis II

\*Thesis must be presented in a national or international IT conference.