



Associate Degree for TransferSM

COMPUTER SCIENCE FOR TRANSFER (AS-T)



In support of the established SB 1440, the Student Transfer Achievement Reform (STAR) Act, and the college's mission, vision and values, Grossmont College has created the **Associate in Science in Computer Science for Transfer** degree. Students earning this Associate Degree for Transfer (ADT) will have fulfilled the lower-division major preparation requirements for a degree considered similar at a participating California State University (CSU) campus.

Most careers in computer science require a bachelor's degree, and some require a graduate-level degree. The coursework for this associate degree prepares students who plan to transfer and major in computer science with the lower-division computer programming and mathematics coursework required by most colleges and universities. It is designed to provide a strong foundation in programming methodology and skills, and computer organization. Additionally, students gain the necessary theoretical and practical knowledge necessary to work in a variety of computer related fields such as Software Engineering, Computer Engineering, Computer Systems Analysis, Network Engineering, Cloud Computing, Mobile Application Development, Computer Support, Computer Information Systems, Database Administration, Network Security, and Web Development.

The following is required for an Associate Degree for Transfer:

1. Minimum of 60 semester or 90 quarter CSU-transferable units.
2. Minimum grade point average (GPA) of at least 2.0 in all CSU-transferable coursework.
3. Minimum of 18 semester or 27 quarter units in the major.
4. A grade of "C" or higher or "Pass" in all courses required for the major.
5. Certified completion of the California General Education Transfer Curriculum (Cal-GETC) pattern; see Degree Requirements, General Education & Transfer Information section for more information.

Program Learning Outcomes

1. Upon successful completion of this program, students will be able to:
 1. Define and apply current Software Engineering design patterns, algorithms, and data structures to produce efficient, well-engineered software applications.
 2. Apply problem-solving skills and the knowledge of computer science to solve real-world problems.
 3. Define and demonstrate the concept of object oriented programming and object oriented design.

Associate in Science for Transfer Degree Requirements

Code	Title	Units
Required Core		
CSIS-165	Assembly Language and Machine Architecture	4
CSIS-240	Discrete Structures	3
CSIS-293	Introduction to Java Programming	4
CSIS-294	Intermediate Java Programming and Fundamental Data Structures	4
MATH-C2210	Calculus I: Early Transcendentals	5
MATH-C2220	Calculus II: Early Transcendentals	4
PHYC-201	Mechanics and Waves	5
PHYC-202	Electricity, Magnetism, and Heat	5
Units for the major		34
Plus General Education Requirements (Cal-GETC) (https://catalog.gcccd.edu/grossmont/admission-information/general-education-transfer/)		34
Total Units		60

Complete transferable units as needed to reach 60.

Additional Information:

SDSU accepts AS-T degrees in Computer Science and requires letter grades for major preparation courses. The major requires a minimum of 2.00 Cumulative G.P.A. Check with a Counselor for applicability to other CSU's.

Students applying with the AS-T in Computer Science will receive priority in the admissions process but are not guaranteed admittance into the CSU of their choice. Admission is highly competitive for most CSU's. Students are strongly advised to go above and beyond minimum G.P.A requirements and apply for admission at multiple campuses.

*Every effort has been made to ensure this information is accurate. However, the official document the San Diego State Catalog. For additional information specific to SDSU visit the following SDSU website: <https://admissions.sdsu.edu/transfers>.