



## Second Semester

_____	CS 7	Project Management	3	2	1	2	3	CS 4
_____	CS 14	Networking 3	3	2	1	2	3	CS 10
_____	CS 15	Software Engineering	3	2	1	2	3	CS 8
_____	CS 18	Elective 3	3	2	1	2	3	CS 16
_____	Comp 5	Information Management	3	2	1	2	3	CS 4
_____	Math 5	Integral Calculus	3	3	0	3	0	Math 4
_____	GEC-TCW	The Contemporary World	3	3	0	3	0	None
_____	GEC-STC	Science, Technology & Society	3	3	0	3	0	None
_____	PE 4	Team Sports & Recreation	2	2	0	2	0	PE 3
			<b>26</b>					

### SUMMER

_____	CS 12	Discrete Structures	3	3	0	3	0	Math 5
_____	CS 13	CS Thesis Writing 1	3	3	0	3	0	CS 4 and CS 7
_____	Phys 1	Calculus-based Physics 1	3	1	2	2	3	Math 5
			<b>9</b>					

### THIRD YEAR

#### First Semester

THIRD YEAR			UNITS			HOURS		Pre-requisites
First Semester			Lec	Lab	Lec	Lab		
_____	CS 17	Automata Theory and Formal Languages	3	2	0	3	0	CS 12
_____	CS 19	Elective 4	3	2	1	2	3	CS 18
_____	CS 21	Networking 4	3	2	1	2	3	CS 14
_____	CS 22	CS Thesis Writing 2	3	3	0	3	0	CS 13
_____	Comp 6	Application Devt. & Emerging Technologies	3	2	1	2	3	Comp 5
_____	Phys 2	Calculus-based Physics 2	3	1	2	2	3	Phys 1
_____	GEC-RPH	Readings in Philippine History	3	3	0	3	0	None
_____	GEC-ART	Art Appreciation	3	3	0	3	0	None
_____	GEC-PCOM	Purposive Communication	3	3	0	3	0	None
			<u>27</u>					

#### Second Semester

_____	CS 20	Modeling and Simulation	3	2	1	2	3	CS 17
_____	Rizal	The Life and Works of Rizal	3	3	0	3	0	None
_____	GEC-ETHICS	Ethics (Professional Ethics)	3	3	0	3	0	None
_____	OJT	On-the-Job Training (200 Hours)	3	3	0	3	0	3rd Year Standing
			<b>12</b>					

### Electives for Specialization Tracks:

#### Game Development

CS 11 Elective 1 - Human Computer Interaction  
 CS 16 Elective 2 - Game Development  
 CS 18 Elective 3 - Gaming Platform Frameworks  
 CS 19 Elective 4 - Advanced Game Development

#### Mobile Application Development

CS 11 Elective 1 - Human Computer Interaction  
 CS 16 Elective 2 - Mobile Application Development  
 CS 18 Elective 3 - Android Application Development  
 CS 19 Elective 4 - Advanced Mobile Application Development

#### Electives for No Specialization Track:

CS 11 Elective 1 - Current Trends & Issues in Computing  
 CS 16 Elective 2 - IT Quality Assurance  
 CS 18 Elective 3 - Mandarin  
 CS 19 Elective 4 - Intelligent Systems