Students are admitted to UCSC with a "proposed major" in most cases, and later petition to officially declare the major. Admission to UCSC does not guarantee acceptance into a particular major. Students must be declared in a major by the end of the second year (or equivalent), so learning about and preparing for a major is a primary goal for first-year students.

### Major: COMPUTER SCIENCE

**Importance of an early start:**
This is a course-intensive and/or highly sequential program, and students who intend to pursue this major must begin taking classes for the major in their first term at UCSC.

**Qualification requirements and/or prerequisites for the major:**
Admission to this major is selective. First-year students may receive early admission at the time they apply to UCSC based on their high school record and test scores. Once at UCSC, students will be accepted to the major based on their grade point average in the foundation courses. Detailed information about admission to this major will be available to students in the fall.

**Frosh who intend to pursue this major should do the following things prior to the beginning of fall term...**
- Attend summer orientation and review degree requirements.
- Determine your Math Placement by completing an assessment at [http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-aleks-overview.html](http://undergrad.pbsci.ucsc.edu/enrollment/math/math-placement/mp-aleks-overview.html). If you have completed a college-level math course, or have scored 3 or better on an AP or IB calculus exam, you may be able to use that for placement instead of the ALEKS assessment.
- Students with college-level transferable courses must mail or email a copy of the transcript to Baskin School of Engineering Undergraduate Advising by July 1, in addition to providing the official transcript to the UCSC Admissions Office.

**...and should take these courses their first term:**
- Math and Computer Science courses:
  - Math 3: Precalculus, or
  - Math 19A, Calculus for Science, Engineering and Math, AND
  - CMPS 10: Intro. to Computer Science, or
  - CMPS 5J: Intro. Programming in Java (no programming exp. required), or
  - CMPS 12A/L, Intro. to Programming - Accelerated (programming experience highly recommended).

**Skills important for success in this major:**
Skills in mathematics, abstract thinking, attention to detail, logical reasoning, creative problem solving, and ability to focus.

**Links to More Information:**
- [http://admissions.ucsc.edu/academics/majors/](http://admissions.ucsc.edu/academics/majors/) (general info)
- [http://registrar.ucsc.edu/catalog/programs-courses/](http://registrar.ucsc.edu/catalog/programs-courses/) (major requirements, course descriptions, etc.)
- [http://www.cs.ucsc.edu/undergraduates](http://www.cs.ucsc.edu/undergraduates) (program website)

**Questions? Contact an Adviser!**
Baskin School of Engineering Undergraduate Advising
459-5840 or advising@soe.ucsc.edu
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