COURSE DESCRIPTIONS BY COURSE DISCIPLINE PREFIX

CSC COMPUTER SCIENCE

CSC-118   Swift Programming I   3 (2-3)   Fall
Prerequisites: None
Corequisites: None
This course introduces the development of iOS applications and Apple applications using Swift programming language. Emphasis is placed on syntax, object-oriented principles, memory management, and functional concepts of Swift programming. Upon completion, students should be able to develop fully functional iOS and Apple applications using Swift programming language.(2018 SU)

CSC-134   C++ Programming   3 (2-3)   Summer
Prerequisites: MAT-003^L or BSP-4003^L
Corequisites: None
This course introduces computer programming using the C++ programming language with object-oriented programming principles. Emphasis is placed on event-driven programming methods, including creating and manipulating objects, classes, and using object-oriented tools such as the class debugger. Upon completion, students should be able to design, code, test and debug at a beginning level.(2006 SP) This course has been approved to satisfy the following requirement(s):
- Premajor and/or Elective course for A.A. and A.S.
- Other Gen. Ed. and Premajor Elective Hours course for A.E.

CSC-139   Visual BASIC Programming   3 (2-3)   AND
Prerequisites: MAT-003^L or BSP-4003^L
Corequisites: None
This course introduces computer programming using the Visual BASIC programming language with object-oriented programming principles. Emphasis is placed on event-driven programming methods, including creating and manipulating objects, classes, and using object-oriented tools such as the class debugger. Upon completion, students should be able to design, code, test and debug at a beginning level.(2006 SP) This course has been approved to satisfy the following requirement(s):
- Premajor and/or Elective course for A.A. and A.S.

CSC-151   JAVA Programming   3 (2-3)   AND
Prerequisites: MAT-003^L or BSP-4003^L
Corequisites: None
This course introduces computer programming using the JAVA programming language with object-oriented programming principles. Emphasis is placed on event-driven programming methods, including creating and manipulating objects, classes, and using object-oriented tools such as the class debugger. Upon completion students should be able to design, code, test, debug JAVA language programs.(2006 SP) This course has been approved to satisfy the following requirement(s):
- Premajor and/or Elective course for A.A. and A.S.
- Other Gen. Ed. and Premajor Elective Hours course for A.E.

CSC-153   C# Programming   3 (2-3)   Spring
Prerequisites: MAT-003^L or BSP-4003^L
Corequisites: None
This course introduces computer programming using the C# programming
language with object-oriented programming principles. Emphasis is placed
on event-driven programming methods, including creating and manipulating
objects, classes, and using object-oriented tools such as the class debugger. Upon
completion, students should be able to design, code, test, debug, and implement
objects using the appropriate environment at the beginning level.(2006 SP)

CSC-218   Swift Programming II   3 (2-3)   Spring
Prerequisites: CSC-118^S
Corequisites: None
This course introduces advanced iOS application development using the Swift
programming language. Emphasis is placed on navigation, data manipulation, web
services, prototyping, debugging, and project planning. Upon completion, students
should be able to develop advanced multifunctional iOS and Apple applications
using the Swift programming language.(2018 SU)

CSC-253   Advanced C# Programming   3 (2-3)   Fall
Prerequisites: CSC-153^S
Corequisites: None
This course is a continuation of CSC 153 using the C# programming language
with object-oriented programming principles. Emphasis is placed on event-driven
programming methods, including creating and manipulating objects, classes, and
using object-oriented tools such as the class debugger. Upon completion, students
should be able to design, code, test, debug, and implement objects using the
appropriate environment.(2006 SP)

CSC-285Duthe