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 conning level.(2006