COMPUTER SCIENCE (CSCI)

CSCI 101. Introduction to Computers
Credits: 3
Typically Offered: FASPSU
Introduces students to general computer concepts such as input and output devices, the computer's impact on society, networks, security and software. Includes hands-on experience in word processing, spreadsheets, data management and presentations.

CSCI 122. Beginning Visual Basic
Credits: 3
Typically Offered: FASPSU
A course in writing programs using the Visual Basic language for students with no previous experience with a programming language, but some experience with a computer. Students learn to design, implement, test, and debug small-scale programs using basic data types and control structures with an emphasis on logical thinking and problem solving.

CSCI 124. Beginning C++/Visual C++
Credits: 3
Prerequisite: CSCI 160.
Corequisite: CSCI 161.
Typically Offered: FALLSPR
Introduction to programming in the C++ language for students with object oriented programming experience in another language.

CSCI 125. Beginning COBOL
Credits: 3
Prerequisite: CSCI 122.
Typically Offered: ONDEMAND
An introduction to computer programming and computer applications.

CSCI 127. Beginning Java
Credits: 3
Typically Offered: ONDEMAND
An introduction to the Java programming language for students with some programming experience in another language. Covers Java syntax, applets, and applications.

CSCI 132. Programming In Progress
Credits: 3
An introduction to programming in the Progress language, an enterprise language used in many large corporations. Includes relational database design, event driven and transactional programming.

CSCI 160. Computer Science I
Credits: 4
Prerequisite: CSCI 122 or equivalent.
Typically Offered: FALLSPR
Systematic development of algorithms and programming structure with an emphasis on problem solving and design. The use of good programming style to aid in designing, coding, and debugging programs. Includes use of a structured high level language. Primarily for those who plan to major or minor in Computer Science.

CSCI 161. Computer Science II
Credits: 4
Prerequisite: CSCI 160.
Typically Offered: FALLSPR
Advanced concepts in computer science, including the Software Life Cycle, data structures, thread processing, and simulations.

CSCI 172. Intermediate Visual Basic
Credits: 3
Prerequisite: CSCI 122.
Typically Offered: ONDEMAND
This course is a continuation of Beginning Visual Basic. Topics include arrays, random-access files, graphics, and database management.

CSCI 174. Intermediate C++/Visual C++
Credits: 3
Prerequisite: CSCI 160.
Corequisite: CSCI 161.
Typically Offered: FALL
Intermediate level programming in the C++/Visual C++ language. Topics include abstract data types and their implementation using the C++ class mechanism; sorting and searching; object-oriented programming and software reuse; and STL container classes and iterators.
CSCI 250. Assembly Language
Credits: 3
Prerequisite: CSCI 160 or departmental approval.
Typically Offered: FALL
This course includes a study of machine and assembly language concepts, programming in assembly language, and assembly subroutines called from a high-level language.

CSCI 270. Computer Organization
Credits: 3
Prerequisite: CSCI 160.
Corequisite: CSCI 161.
Typically Offered: SPRING
The structure and organization of computer hardware, includes creating a simulated digital computer system to illustrate the mechanics of information transfer and control.