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**CSC-151      JAVA Programming      3 (2-3)    AND**
**Prerequisites:** MAT-003<sup>L</sup> or BSP-4003<sup>L</sup>
**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<sup>L</sup> or BSP-4003<sup>L</sup>
**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<sup>S</sup>
**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<sup>S</sup>
**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-289      Programming Capstone Project      3 (1-4)    Spring**
**Prerequisites:** CTI-110<sup>S</sup>, CTI-120<sup>S</sup>, and CTS-115<sup>S</sup>
**Corequisites:** None

This course provides an opportunity to complete a significant programming project from the design phase through implementation with minimal instructor support. Emphasis is placed on project definition, testing, presentation, and implementation. Upon completion, students should be able to complete a project from the definition phase through implementation.(2016 FA)