

# COMPUTER SCIENCE (CSC)

## CSC 105 | Computer Literacy

Lecture Credit: 3

Introduces students to current technologies. Special focus on ensuring students become technologically competent and computer literate. Emphasis is placed on technology fundamentals and terminology through the evaluation of hardware and software. Provides students with a working knowledge of operating system use, file management and security. Introduces the internet as a research and communication tool. Application software is covered to ensure the fundamental computer skills for personal, academic and business use are obtained.

## CSC 119 | Introduction to Programming

Lecture Credit: 3

Focuses on a general introduction to computer programming. Emphasizes the design and implementation of structured and logically correct programs with good documentation. Focuses on basic programming concepts, including numbering systems, control structures, modularization, and data processing. A structured programming language is used to implement the student's program designs.

**Prerequisite:** Demonstrated college readiness in math (CCD.edu/CollegeReady)

**Corequisite:** CIS 118 or instructor permission

## CSC 150 | Visual Basic Programming: 6.0

Lecture Credit: 3

Introduces programming and applications development for the Microsoft Windows Programming environment using Visual Basic 6.0.

**Prerequisite:** CSC 119 with a grade of C or better, or instructor permission

## CSC 160 | Computer Science I: (Language)

Lecture Credit: 4

Introduces students to the discipline of computer science and programming. Algorithm development, data representation, logical expressions, sub-programs and input/output operations using a high-level programming language are covered. Intensive lab work outside of class time is required.

**Prerequisite:** Grade of C or better in MAT 121, math assessment score of 63 (CLM) or better, or equivalent ACT/SAT scores

## CSC 161 | Computer Science II: (Language)

Lecture Credit: 4

Continues algorithm development and problem solving techniques not covered in Computer Science I using a high-level programming language. Students are able to gain experience in the use of data structures and the design and implementation of larger software projects. Intensive computer laboratory experience is required for this course.

**Prerequisite:** CSC 160 with a grade of C or better, or instructor permission

## CSC 175 | Special Topics

Lecture Credit: 2-12

Provides students with a vehicle to pursue in depth exploration of special topics of interest.

**Prerequisite:** This course may require prerequisites or permission of instructor

## CSC 217 | Advanced Python Programming

Lecture Credit: 3

Continues program development and problem-solving not covered in CSC119: Introduction to Programming. Students will create larger programs in the areas of advanced expression, iterator objects, parsing, and GUI applications.

## CSC 240 | Java Programming

Lecture Credit: 3

Introduces the Java programming language and covers basic graphics, events/procedures, user interface, and libraries. Enables the student to write and execute a variety of Java programs. Incorporates Java Applets into HTML.

**Prerequisite:** CSC 119 with a grade of C or better, or instructor permission

## CSC 246 | Mobile App Development

Lecture Credit: 3

Learn how to develop mobile apps using key features and frameworks. Students will learn application design and development using a mobile development platform software development kit (SDK) and corresponding programming language. Main features include: handling UI triggered and touch events, data management, simple and complex UI views, drawing, location and application settings.

**Prerequisite:** CSC 119 with a grade of C or better