

## ASSOCIATE IN SCIENCE INFORMATION TECHNOLOGY

2011-2012

Student's Name: \_\_\_\_\_

Entrance Date: \_\_\_\_\_

### CORE 27

___	CMPS	110	Comp. Literacy & Info Tech	3
___	ENGL	150	English Composition I	3
___	ENGL	151	English Composition II	3
___	ENGL	250	World Literature I <b>OR</b>	3
___	ENGL	251	World Literature II	3
___	COPA	250	Arts & Human Experience I	3
___	HIST	150	Intro Study of History	3
___	MATH	180	College Algebra	3
___	NSET	110	Intro. Natural Sciences I	3
___	PSYC	150	Psychological Foundations	3

### DEPARTMENT GENERAL REQUIREMENTS 6/7

**Choose two courses from the following:**

___	PHIL	103	Introduction to Logic	3
___	MATH	175	Elementary Statistics	3
___	MATH	190	Calculus I	4

### DEPARTMENT MAJOR REQUIREMENTS 40

___	CMPS	320	Web Design and Development	4
___	CMPS	318	Object Oriented System Anal. & Dev.	3
___	CMPS	322	Introduction to Programming	4
___	CMPS	321	User Interface Design & Development	4
___	CMPS	422	Intermediate Programming	4
___	CMPS	___	_____	3
			(CMPS - 300 Level)	
___	CMPS	___	_____	4
			(CMPS - 300 Level)	
___	CMPS	___	_____	3
			(CMPS - 300 Level)	
___	CMPS	___	_____	4
			(CMPS - 400 Level)	
___	CMPS	___	_____	4
			(CMPS - 400 Level)	

# Program Objectives

## A.S. in Information Technology

### Upon successful completion of this program, a student will be able to:

1. Work well with others and with a demonstrated appreciation of individual differences and a sensitivity to diversity. (Teamwork)
  - a. Play different team roles: such as, system analyst, database application developer, tester, user interface designer, programmer.
  - b. Work as a team to design and prototype different components of an information system
  - c. Work as a team to research recent developments in the application of computing technology in the business world.
2. Clearly communicate thoughts and ideas both verbally and in writing. (Communication)
  - a. Document process of designing and prototyping the interface, business, and/or database layers of an information system.
  - b. Participate in a formal presentation to the class and answer any questions that arise.
  - c. Write reports that document specific system components and their effects on stakeholders- i.e. network design and its impact to the customer.
  - d. Research developments in the application of computer technology in a business or e-business environment and report the findings.
3. Apply information technology tools and techniques to meet the needs and expectations of the workplace. (Information Technology)
  - a. Demonstrate the ability to assess software and/or hardware needs in a business environment.
  - b. Develop and demonstrate the ability to design and implement the three layers of an Information system.
  - c. Understand the design and implementation of networks and security systems.
4. Analyze, integrate and communicate complex information to facilitate management decision making. (Decision making/ Problem solving/ Critical Thinking)
  - a. Explain and justify designs based on design principles, patterns and heuristics.
  - b. Analyze system requirements and model program domains.
  - c. Analyze the differences between the internal design of different database systems and how the design differences impact performance issues.
5. Apply theory and practice in solving organizational problems. (Theory and Practice)
  - a. Read and write object oriented code, in Java, that uses classes, inheritance, polymorphism, interfaces, and GUI's
  - b. Read and write analysis and design documentation in the Unified Modeling Language.
  - c. Design and write programs to access relational databases using Java and JDBC
  - d. Design both static and dynamic websites that illustrate the nature of client/server software and design techniques.
  - e. Develop online and/or off line training materials for automated systems.
  - f. Design and implement user interface using Visual Basic.NET.