

## BACHELOR OF SCIENCE INFORMATION TECHNOLOGY

2011-2012

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

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

**CORE 42**

___	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
___	PHIL	100	Intro to Philosophy <b>OR*</b>	3
___	PHIL	215	World Religions	3
___	COPA	250	Arts & Human Experience I	3
___	COPA	251	Arts & Human Experience II <b>OR</b>	3
___	CINE	302	Cinema Authors	3
___	HIST	150	Intro Study of History	3
___	MATH	180	College Algebra	3
___	NSET	110	Intro. Natural Sciences I	3
___	NSET	111	Intro. Natural Sciences II	3
___	POLS	102	American National Gov. <b>OR</b>	3
___	POLS	250	Intro Study Gov Systems	3
___	PSYC	150	Psychological Foundations	3
___	SOC	105	Marriage and the Family <b>OR</b>	3
___	SOC	111	World Cultures <b>OR</b>	3
___	SOC	150	Sociological 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 67-72**

___	CMPS	320	Web Design and Development	4
___	CMPS	318	Object Oriented Systems Analy. & Dsg.	3
___	CMPS	321	User Interface Design & Development	4
___	CMPS	330	Electronic Commerce I	3
___	CMPS	322	Introduction to Programming	4
___	CMPS	422	Intermediate Programming	4
___	CMPS	300	Information Technology for Managers	3
___	CMPS	452	Introduction to Network Design	3
___	CMPS	480	IT Senior Project	4
___	CMPS	325	Introduction to Database Systems	4
___	CMPS	425	Advanced Database Systems	4
___	CMPS	444	Security Issues in Info. Tech. Mgt.	3

Choose six to eight courses from the following:

**ACCT, BMGT, CMPS**

___	___	___	_____
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**GENERAL COLLEGE ELECTIVES 6**

___	___	___	_____
___	___	___	_____

**\*Note: Students MUST take at least one of the World Lit courses. They can either take both World Lit courses or one of the World Lit courses and one of the Philosophy courses. If they choose to take both World Lit courses, then a Philosophy course is not needed.**

# Program Objectives

## B.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.