

INFORMATION TECHNOLOGY (IT)

IT-1025 Information Technology Concepts for Programmers 3 Credits

Introduces students to computing including networking, software engineering, databases, web programming, computer architecture, security, ethics, and career awareness through hands-on projects and inquiry.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): None.

IT-1050 Programming Logic 3 Credits

Learn to solve business problems by designing, coding, and testing programming solutions using a current high-level programming language. Learn and apply standard language constructs, control flow, and beginning object-oriented programming concepts.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers, or concurrent enrollment; and MATH-0955 Beginning Algebra; or co-enrollment in a co-requisite pairing of MATH-0930 Essential Skills for Algebraic & Quantitative Reasoning and MATH-1190 Algebraic & Quantitative Reasoning; or qualified Math placement.

IT-1090 Computer Applications 3 Credits

Overview of the computer techniques and skills used in a professional environment. Instruction and hands-on training in file management, word processing, spreadsheet, presentation software, electronic collaboration, and professional Internet usage. Practical applications in researching, creating, editing, saving, presenting, and printing computer generated materials in a professional manner.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): Recommend BT-1001 Keyboarding for students who type less than 25 wpm or have no keyboarding experience.

OAN Approved: Transfer Assurance Guide OBU003.

IT-109H Honors Computer Applications 3 Credits

Overview of the computer techniques and skills used in a professional environment, with an emphasis on problem solving and addressing business needs. Instruction and hands-on training in file management, word processing, spreadsheet, presentation software, database management, electronic collaboration, and professional Internet usage. Practical applications in researching, creating, editing, saving, presenting, and printing computer generated materials in a profession manner.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): MATH-0955 Beginning Algebra, or qualified Math placement; and eligibility for ENG-101H Honors College Composition I.

IT-1200 Introduction to Software Quality Assurance 4 Credits

Introductory course in Software Quality Assurance that provides the fundamentals of software development life cycle, role of a tester, software testing types, methodologies, software testing cycle and testing tools.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): None.

IT-1815 Introduction to Blockchain 3 Credits

Course provides a foundation in Blockchain terminology, concepts and design and development fundamentals.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology for Programmers, IT-1050 Programming Logic, and IT-2351 Enterprise Database Systems.

IT-1816

Special Topics: Introduction to Quality Assurance 3 Credits

Introductory course in Quality Assurance that provides the fundamentals of software testing with exposure to Agile methodologies

Lecture: 2 hours. Laboratory: 2 hours

IT-1819 Special Topics in Machine Learning 4 Credits

To provide a foundation in machine learning by exploring and developing programs that utilize data and statistics to learn and predict outcomes.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT1025: Information Technology Concepts for Programmers, IT1050: Programming Logic and MATH-1000 level or higher.

IT-1820 Independent Study/Research in Information Technology 1-3 Credits

Directed individual study. Study/research title and specific content arranged between instructor and student. May be repeated for a maximum of six credits of different topics.

Lecture: 1-3 hours

Prerequisite(s): Departmental approval, and instructor approval, and ENG-0995 Applied College Literacies, or appropriate score on English Placement Test. Note: ENG-0990 Language Fundamentals II taken prior to Fall 2021 will also meet prerequisite requirements.

IT-2030 ASP.NET Web Programming 4 Credits

Capstone course for Programming and Development majors. Advanced server-side programming course. Create server-side, database-driven websites using the ASP.NET framework in combination with markup, style sheets and client-side scripting.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-2310 Web Programming, and IT-2351 Enterprise Database Systems; and IT-2650 Java Programming.

IT-2070 Introduction to Data Science and Analytics 3 Credits

Broad coverage of topics key to data scientists to convert information to knowledge. Focus is on current data analytics methods to address business problems.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers and IT-1050 Programming Logic.

IT-2080 Data Visualization 4 Credits

Create static and dynamic data visualizations using a current visualization tool. Work with large data sets while learning how to create various charts and graphs.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers, and IT-2070 Introduction to Data Science and Analytics or concurrent enrollment, and IT-2351 Enterprise Database Systems.

IT-2090 Data Analytics Programming

4 Credits

This course covers the fundamental concepts of R and the use of R for effective data analysis. Students will develop skills to develop solutions to complex problems across a variety of disciplines using data and real-world case studies.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Concepts for Programmers, IT-1050 Programming Logic, and IT-2070 Introduction to Data Science and Analytics.

IT-2100 iOS Application Programming

4 Credits

Introduction to iOS application development using Apple's Xcode development environment. Students learn the basics of creating iOS applications using Swift. Covers simple user interfaces, use of library objects, and model-view development using UIKit or SwiftUI. Mac computer required with ability to download, install, and run the latest version of Xcode.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-2650 Java Programming.

IT-2110 Android Mobile Application Development

3 Credits

Introduction to mobile development using the Android Software Development Kit (SDK). Focuses on the skills required to design, develop and publish applications for the Android platform. Covers the fundamentals of Android application development including designing an application, implementing specific framework components, and handling user interaction. Students are required to have a machine capable of downloading, installing, and running the latest version of Android Studio.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-2650 Java Programming.

IT-2200 Software Quality Assurance Techniques

4 Credits

Continuation of Software Quality Assurance process covering testing types, techniques and test management cycle and will also get exposure to Agile Testing. Gain practical experience creating and executing test cases and plans, logging and tracking defects etc.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1200 Software Quality Assurance.

IT-2310 Web Programming

3 Credits

Build web pages using current technologies including but not limited to HTML, Cascading Style Sheets, and JavaScript. Focus is on developing a foundation in web programming.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers, or concurrent enrollment.

IT-2320 Interactive Internet Programming

4 Credits

Introduction to client-side scripting using JavaScript. Covers language fundamentals, interacting with HTML elements, event-driven functions, validating form input, JavaScript Object Notation, and more.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1050 Programming Logic, and IT-2310 Web Programming.

IT-2351 Enterprise Database Systems

4 Credits

Design, develop and normalize a Structured Query Language (SQL) database to 3rd normal form using appropriate diagrams and database objects. Retrieve, insert, update, delete, troubleshoot, and report data from complex SQL databases for data cleansing, mining, and analysis.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers; IT-1050 Programming Logic; and MATH-0955 Beginning Algebra, or MATH-0990 Math Literacy for College Students, or qualified Math placement.

IT-2400 Unity Game Programming

3 Credits

An introduction to scripting with Unity focusing on the programming skills needed to translate game design principles into a fully-functional game.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): VCIM-1400 Game Design II: Game Engines, or departmental approval.

IT-2500 Software Testing Automation

4 Credits

Introduction to software testing using automation tools. Students will learn how to design and setup a testing automation suite and create scripts to automate the testing process. Students will use various tools to test Web UI, Web API, Databases, Responsive web etc. They will also setup Test Automation Reporting and metrics.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1200 Introduction to Software Quality Assurance, and IT-2310 Web Programming, and IT-2351 Enterprise Database Systems.

IT-2600 E-Business Programming Technologies

3 Credits

Exploration and implementation of web programming technologies to design, create, debug and test client/server applications. Technologies include, but are not limited to, PHP, SQL, and a server-side stack or framework.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-2310 Web Programming, and IT-2351 Enterprise Database Systems; and IT-1050 Programming Logic; or IT-2650 Java Programming; or IT-2670 C/C++ Programming Language, or IT-2680 Visual C#.NET.

IT-2650 Java Programming

4 Credits

Introduction to object-oriented programming using the Java programming language. Design, code, and debug Java applications. Other topics include GUI components, event handling, and exception handling.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1050 Programming Logic.

OAN Approved: Transfer Assurance Guide OCS001. CTAN Approved: Career Technical Assurance Guide CTPROG002.

IT-2660 Data Structures & Algorithms

4 Credits

Students implement data structures and algorithms while considering their time and space efficiencies. Data structures include stacks, queues, linked lists, trees, and graphs. Algorithms include sorting, searching, and hashing.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-2650 Java Programming.

IT-2670 C/C++ Programming Language**4 Credits**

Introduction to programming using the C and C++ programming languages, emphasizing program development and design, debugging techniques, and common basics of the C/C++ languages. Topics include Object-Oriented concepts (including classes, objects, attributes, methods and object communication), Structured Programming concepts (including control statements, conditions, loops) and Data Structures (including collections), data types, functions, argument passing, arrays, strings, structures, data files, and classes.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1050 Programming Logic.

IT-2680 Visual C# .NET**4 Credits**

An introduction to object-oriented programming using the Visual C# .NET programming language. Design, code and debug Visual C# .NET applications and objects. Topics include, but not limited to, using methods, creating and using classes, GUI components, the Visual Studio IDE, event handling, using controls and exception handling.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1050 Programming Logic.

IT-2700 Systems Analysis and Design**3 Credits**

Overview of systems development life cycle. Utilize structured tools and object-oriented techniques to analyze and document process flow, data flows, data structures, file designs, input & output designs and program specifications in the systems development life cycle. Examine information gathering and reporting activities. Analyze strategies and techniques for producing logical methodologies which deal with complexity in development of information systems.

Lecture: 3 hours

Prerequisite(s): IT-1050 Programming Logic.

IT-2710 Advanced Topics in Network Security**3 Credits**

Capstone course. Provides in-depth understanding of network security principles and the tools and configurations needed to secure a network.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): ITNT-2370 Network Security Fundamentals.

IT-2720 Ethical Hacking and Systems Defense**3 Credits**

Combines an ethical hacking methodology with the application of security tools to better help students secure systems. Includes an introduction to common countermeasures that effectively reduce and/or mitigate attacks.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): ITNT-2370 Network Security Fundamentals, and ITNT-2320 Network Administration I, and ITNT-2380 Linux Administration.

IT-2730 Intrusion Detection/Prevention Systems Fundamentals**3 Credits**

Covers the design, implementation, and administration of Intrusion Detection/Prevention Systems. Includes practical, hands-on experience working with these systems and analysis various attack signatures and the network traffic these systems collect.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): EET-2303 Cisco II and ITNT-2370 Network Security Fundamentals.

IT-2740 Fundamentals of Client Operating Systems and Hardware for Cybersecurity**4 Credits**

Provides an introduction to and basic technical understanding of the function and operation of operating systems and computing hardware with consideration given to relevant security best practices.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers.

IT-2750 Scripting Fundamentals for Cybersecurity**3 Credits**

Introduction to concepts important for popular cybersecurity scripting languages, including basic data types, control structures, regular expressions, input/output, and textual analysis. One or more common scripting languages relevant to the field of cybersecurity will be utilized in the course.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1025 Information Technology Concepts for Programmers

IT-2760 Introduction to Digital Forensics**3 Credits**

Introduction to Digital Forensics introduces the legal and technical aspects of digital forensics, including general forensic processes, imaging, hashing, file recovery, file system basics, identifying mismatched file types, reporting, and laws regarding computer evidence.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): ITNT-2380 Linux Administration.

IT-2802 Special Topics in Hybrid Mobile App Development**4 Credits**

Develop multi-platform mobile applications from a single codebase using Google's Flutter SDK and the Dart programming language. Students must have a computer or resource they can use to install the Flutter SDK. Must meet Flutter SDK minimum requirements found at <https://docs.flutter.dev/get-started/install>.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-2320 Interactive Internet Programming and IT-2650 Java Programming

IT-2812 Special Topics in Machine Learning**4 Credits**

To provide a foundation in machine learning by exploring and developing programs that utilize data and statistics to learn and predict outcomes.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT1025: Information Technology Concepts for Programmers, IT1050: Programming Logic and, Math 1000 or higher

IT-2815 Special Topics: Blockchain Applications**3 Credits**

Continuation of IT-1815 Special Topics: Introduction to Blockchain where students will continue to discover the building blocks of Blockchain and then extend their learning to examine and create Blockchain applications.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): IT-1815 Special Topics: Introduction to Blockchain.

IT-2816 Special Topics: QA-2 - Software Testing**3 Credits**

This is a continuation of IT1816 Introduction to Quality Assurance. In this course, students will learn SDLC process, testing types, techniques and test management cycle and will also get exposure to Agile Testing.

Lecture: 2 hours. Laboratory: 2 hours

Prerequisite(s): None.

IT-2818 Special Topics: Server-side Web Programming

4 Credits

This is an advanced web programming course where we use Node.js framework to build web applications. Students will learn full stack web development including asynchronous processing, routing and accessing data in Node.js framework using Javascript, Express and MongoDB.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-2320 Interactive Internet Programming

IT-2819 Special Topics: Python Programming

4 Credits

Python is a widely used general-purpose, high-level programming language. Its design philosophy emphasizes code readability, and its syntax allows programmers to express concepts in fewer lines of code than would be possible in languages such as C# or Java. The language provides constructs intended to enable clear programs on both a small and large scale.

Lecture: 3 hours. Laboratory: 2 hours

Prerequisite(s): IT-1050 Programming Logic or departmental approval: equivalent industry experience.

IT-2820 Advanced Independent Study in Information Technology

1-3 Credits

Directed individual advanced study. Study/research title and specific content arranged between instructor and student. May be repeated for a maximum of six credits of different topics.

Lecture: 1-3 hours

Prerequisite(s): Departmental approval, and instructor approval, and ENG-0995 Applied College Literacies, or appropriate score on English Placement Test. Note: ENG-0990 Language Fundamentals II taken prior to Fall 2021 will also meet prerequisite requirements.

IT-2830 Cooperative Field Experience

1-3 Credits

Open to students eligible for the Cooperative Education Program. Employment in an approved training facility under College supervision. Requirement for one credit is 180 hours of approved work. Students may earn up to three credits in one semester. May be repeated for an accrued maximum of nine credits.

Other Required Hours: 180 clock hours of approved work per credit hour.

Prerequisite(s): See campus CO-OP Advisor for the Cooperative Education Program application.