

INFORMATION TECHNOLOGY (INFO)

INFO 1000 Intro to Information Tech

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides an overview of information technology. Concepts to be covered include: history of data processing, computer hardware, computer software, problem-solving techniques, business use of computers, social aspects, and careers. Fee \$10.

INFO 1010 Microcomputer Applications

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides an interactive study of microcomputer-based productivity tools. Concepts and fundamental skills in the applications of word processing, spreadsheet, database, and Internet search tools will be covered. NOTE: Keyboarding skills or permission of instructor. Fee \$10.

INFO 1025 Operating Systems I

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides the student with a survey and comparison of all major operating systems. Students will install and learn to use current Windows operating systems. Students will learn about the special concerns of Windows on a network, on the Internet, and on notebook computers. They will be introduced to Linux and the Mac OS. This course provides preparation for the current CompTIA A+ Operating System exam. No Prerequisite.

INFO 1030 Database Concepts & Design

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is an introduction to database development and design. In this course, the basics of database design and manipulation will be covered. Topics include relationships, database normalization, integrity constraints, DBMS software and functions, and database administrative functions. Prerequisite: INFO 1010 or permission of instructor. Fee \$10.

INFO 1050 Networking Essentials

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is designed for individuals and information systems professionals interested in learning about networking technologies. Topics include terminology, network design, networking media, network interface cards, networking models, communications and protocols, network architectures, operating systems, networking environments, administration and support, and enterprise and distributed networks. Fee \$10.

INFO 1070 Introduction to Computer Science

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is intended for the serious computer science or computer systems student. An introduction to various aspects of the body of knowledge known as computer science. Topics include concepts of computer hardware and software, CPU concepts, program development and applications, ethics and career opportunities in computer science and computer information systems including an introduction to structured programming using an appropriate state-of-the-art structured language. Prerequisite: MATH 1150 or permission of instructor. Fee \$5.

INFO 1100 Computer Game Design & Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Alice is a modern programming environment designed to be a student's first exposure to programming. Alice is an engaging and fun way to teach fundamental programming concepts. Alice's extensive gallery of 3D objects provides inspiration for students to learn programming through storytelling and video game creation. Fee \$10.

INFO 1150 COBOL Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Structured programming and data processing in a commercial environment. Introduction to the study of the COBOL programming language with business applications. Prerequisite: MATH 1150 or permission of instructor.

INFO 1160 C++ Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is intended for the serious computer science or computer information systems student. The student will be introduced to fundamentals of the C++ language, simple C++ data structures, algorithmic analysis, and C++ functions. Prerequisite: MATH 1150 or its equivalent or permission of instructor.

INFO 1170 Visual Basic Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Introduction to the standards and conventions of programming the graphical user interface (GUI). Emphasis on proper design, placement and coding of the graphical features of the interface. Similarities to and differences from traditional programming languages will be explored. Visual Basic utilized to develop programs that demonstrate GUI design, the use of simple and array variables, database access, animation, sequential and random file access. Prerequisite: MATH 1150 or permission of instructor. Fee \$10.

INFO 1180 Intro to Programming (Python)

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is an introduction to programming with a focus on problem solving, structured programming and algorithm design with a gentle introduction to efficiency. Concepts covered include data types, expressions, variables, assignments, conditional and iterative structures, functions, file input/output, exceptions, namespaces and recursion.

INFO 1200 Fund of Computer Hardware

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Students will be introduced to the physical components of microcomputers, including system components, bus architectures, ports, connectors, and cables. They will examine some of the safety issues and procedures pertinent to working with computers. Physical components, including expansion boards, storage systems, and peripheral devices, which can be used with PCs, will be examined. Portable computing and networking will be explored. Fee \$10.

INFO 1220 PC Troubleshooting /Repair

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is designed to provide the participants with a solid foundation and practice in maintaining, troubleshooting and upgrading computer systems. Topics to be covered include: procedures and techniques for disassembling and inspecting systems; basics of circuitry networking and connectivity, common error messages and what they mean; installing, troubleshooting and servicing major system components from hard drives to CPU's; maximizing system performance - RAM to registry tweaking; hands-on workshop in "tearing down" and rebuilding systems. Prerequisite: INFO 1200. Fee \$10.

INFO 1260 Customer Support/Help Desk

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course includes valuable information and everyday solutions for addressing the attitudes, behaviors, and relationships between customers and the support team. Fee \$10.

INFO 1310 Intro to Multimedia

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is an introduction to the major facets of multimedia design, development, and implementation. Topics include capture, manipulation, and use of various media types.

INFO 1400 Systems Analysis & Design I

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides an in-depth study of the systems development life cycle, including system concepts and terms; need identification, feasibility determination and requirements assessment; goals, tools, and strategies for system and information analysis; interviewing techniques, and specific requirements for a computer system. Prerequisite: INFO 1030. Fee \$10.

INFO 1410 JAVA Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course assumes no prior programming experience from the student. This course teaches object-oriented programming and students will learn how to develop true object-oriented programs. Prerequisite: MATH 1150. Fee \$10.

INFO 1450 JavaScript

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

JavaScript is an easy-to-use programming language that can be embedded in the header of web pages. It can enhance the dynamics and interactive features of a page by allowing users to perform calculations, check forms, write interactive games, and special effects, customize graphics selections, create security passwords and more. This course will present the fundamentals of JavaScript. Students will learn how to write functions, use data from text boxes, create IF-THEN conditionals, program loops, and generally make their web page "smarter."

INFO 1500 Web Development Tools I

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is designed to give students the necessary skills to design, create and enhance a Web site using current Web development tools. Through the use of realistic scenarios, students acquire the ability to develop, plan, and implement a Web site. INFO 1696 is recommended but not required as a prerequisite to the course. (Software use: Flash).

INFO 1520 Web Development Tools II

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is designed to help students learn to enhance a Web site using a variety of authoring tools, scripts and commands. Topics include creating Web pages using advanced tools and techniques such as advanced tables and CSS, modifying client-and server-side scripts, using forms to collect information, accessing a database, understanding Active Server Pages, and publishing a Web site. Prerequisite: INFO 1500.

INFO 1620 Network Administration I

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides support professionals with desktop operating system skills necessary to use the desktop interface and tools necessary for implementing and administrating an industrial strength workstation in a small or large network. Partial preparation for Microsoft certification exam 70-210. Prerequisite: INFO 1050. Fee \$10.

INFO 1695 Web Design I

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is for the beginning web page designer. Students will learn to use hypertext markup language (HTML) to design web pages. Topics include text formatting, linking, lists, images, tables, frames, styles, cascading style sheets, forms and frames. Web site/page design elements and Web publishing/maintenance principles will be presented. Fee \$5.

INFO 1696 Web Design II

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Current state of the art software will be used to explore the dynamics of web page design. Topics including dynamic HTML, rich media such as Flash elements, animation, digital movies, sound, templates, and an introduction to database functionality will be explored. Web site/page design elements and Web publishing/maintenance principles will be reinforced. INFO 1695 is recommended but not required as a prerequisite to this course. (Software used: Dreamweaver). Fee \$5.

INFO 2025 Operating Systems II

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is an introduction to basic administration tasks using command line for Windows operating systems. Students will work with each of these operating systems in both a standalone and a network environment. Prerequisite: INFO 1025 or permission of instructor. Fee \$10.

INFO 2150 Advanced COBOL Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

Study of advanced structured COBOL programming techniques and applications with respect to table handling, sub-programs, sequential files, direct files, and indirect sequential files. Prerequisite: INFO 1150 or permission of instructor.

INFO 2160 Advanced C++ Programming

3.0 credit hours

45.0 Classroom Hours = 45.0 Lecture Hours

This course is intended for the serious computer science or computer information systems student. It is a continuation of the INFO 1160. The fundamental concepts of C++ Object Oriented Programming (OOP) will be the primary focus of the course. Prerequisite: INFO 1160 or permission of instructor.

INFO 2170 Advanced Visual Basic Programming**3.0 credit hours**

45.0 Classroom Hours = 45.0 Lecture Hours

After a brief review of language constructs and intrinsic controls, the course addresses four functional areas: an analysis of ActiveX Data Objects (ADO) and ADO controls; Visual Basic add-in controls including the Windows Common Controls; MDI programming; and accessing the windows API, developing HTML help systems, and program deployment. A large portion of the course is devoted to object-oriented programming in the context of Visual Basic. Prerequisite: INFO 1170. Fee \$10.

INFO 2600 Network Administration II**3.0 credit hours**

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides the core foundation for supporting a server operating system. It provides support professionals with server administration skills necessary to install, configure, customize, optimize, network, integrate, and troubleshoot the current Windows server operating system. It provides students with the knowledge and skills necessary to perform post-installation and day-to-day administration tasks in a network. Partial preparation for Microsoft certification exam 70-215. Prerequisite: INFO 1620. Fee \$10.

INFO 2630 Security +**3.0 credit hours**

45.0 Classroom Hours = 45.0 Lecture Hours

This course provides an in-depth coverage of all the current risks and threats to an organization's data along with a structured way of addressing the safeguarding of critical electronic assets. The theoretical and historical background necessary to understand various types of risks as well as hands on, practical techniques for working in the security field will be provided. Partial preparation for Comp TIA's Security + exam. Prerequisite: INFO 1050.

INFO 2700 Administering Directory Services**3.0 credit hours**

45.0 Classroom Hours = 45.0 Lecture Hours

This course prepares students to have the ability to install, configure, and troubleshoot the Windows 2000 Active Directory™ components, DNS for Active Directory and Active Directory security solutions. In addition, students will gain the skills required to manage, monitor, and optimize the desktop environment by using Group Policy. Partial preparation for Microsoft certification exam 70-217. Prerequisites: INFO 1620 and INFO 2600.

INFO 2900 Internship**3.0 credit hours**

180.0 Classroom Hours = 180.0 Lab Hours

The internship program provides students with the opportunity to apply their knowledge, learn new techniques and get on-the-job training at an approved work site. Prerequisite: Successful completion of thirty (30) credit hours of Information Technology or permission of instructor. Fee \$10.