

# Ying Wu College of Computing

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The mission of the Ying Wu College of Computing, which was established in 2001, is to bring education in a broad range of computing disciplines to students on campus and at a distance to carry out cutting-edge research while working closely in the industry. Ying Wu College of Computing offers bachelor's, master's and doctoral degrees in multiple fields of computing science, Web and information systems and a multidisciplinary undergraduate degree in information technology.

Ying Wu College of Computing resides on one of the most computing-intensive campuses in the world, helping NJIT educate one of the largest groups of information technology students in the nation in the applications of new technologies as learning tools. Not coincidentally, New Jersey is one of the leading states for computing and high technology businesses. Thirty of the nation's fastest-growing technology companies are based in the state, and New Jersey ranks seventh in the nation as a cyberstate and eighth for venture capital investment—\$3.5 billion—in information technology and software. Additionally, New Jersey offers the second-highest wages in the nation for technology workers. Ying Wu College of Computing graduates frequently land creatively satisfying and intellectually challenging jobs at major companies like IBM, Mercedes-Benz and Pfizer.

## Programs

- Bioinformatics - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/bioinformatics-bs>)
- Business and Information Systems - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/business-information-systems-bs>)
- Computer Science - B.A. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/ba>)
- Computer Science - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/bs>)
- Computing and Business - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/computing-business-bs>)
- Human-Computer Interaction - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/human-computer-interaction-bs>)
- Information Systems - B.A. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/ba>)
- Information Technology - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-technology/bs>)
- Web & Information Systems - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/web-information-systems-bs>)

## Accelerated Programs (<http://catalog.njit.edu/undergraduate/academic-policies-procedures/special-degree-options>)

- Bioinformatics for Honors Premed Students - Accelerated B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/accelerated-bioinformatics-honors-premed-bs>)
- Information Technology - Accelerated B.S. and J.D. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-technology/accelerated-bs-jd>) (with Seton Hall School of Law)

## Double Majors (<http://catalog.njit.edu/undergraduate/academic-policies-procedures/special-degree-options>)

- Computer Science and Applied Physics - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/cs-applied-physics-bs>)
- Computer Science and Mathematical Sciences - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/cs-math-bs>)
- Science, Technology and Society/Business and Information Systems - B.S. (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/science-technology-society-business-information-systems-bs>)
- Computer Science Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/minor>) (not for Computer Engineering majors)
- Computer Science Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/computer-science/minor-computer-engineering>) (for Computer Engineering majors)
- Data Analytics (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/data-analytics-minor>)
- Design of the User Experience Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/human-computer-interaction-minor>)
- Business and Information Systems Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/minor>) (not for Computing Sciences majors)
- Business and Information Systems Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/minor-computing-science-majors>) (for Computing Sciences majors)
- Information Technology Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-technology/minor>) (not for Computing Sciences majors)
- Information Technology Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-technology/minor-computing-science-majors>) (for Computing Sciences majors)

- Mobile and Web Minor (<http://catalog.njit.edu/undergraduate/computing-sciences/information-systems/web-information-systems-minor>)

## Programs

- Bioinformatics - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/bioinformatics-ms>)
- Business & Information Systems - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/information-systems/business-information-systems-ms>)
- Computer Science - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/ms>)
- Computing and Business - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/computing-business-ms>)
- Cyber Security and Privacy - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/cyber-security-privacy-ms>)
- Information Systems - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/information-systems/ms>)
- Information Technology and Administration Security - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/information-technology/administration-security-ms>)
- Software Engineering - M.S. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/software-engineering-ms>)

## Programs

- Computing Sciences - Ph.D. (<http://catalog.njit.edu/graduate/computing-sciences/computer-science/phd>)
- Information Systems - Ph.D. (<http://catalog.njit.edu/graduate/computing-sciences/information-systems/phd>)

## Ying Wu College of Computing Courses

### **BNFO 135. Programming for Bioinformatics. 3 credits, 3 contact hours (3;0;0).**

The ability to use existing programs and to write small programs to access bioinformatics information or to combine and manipulate various existing bioinformatics programs has become a valuable part of the skill set of anyone working with biomolecular or genetic data. This course provides an understanding of the architecture of bioinformatics toolkits and experience in writing small bioinformatics programs using one or more of the scripting ("glue") languages frequently employed for such tasks.

### **BNFO 236. Programming For Bioinfo II. 3 credits, 3 contact hours (3;0;0).**

### **BNFO 330. Princ of Bioinformatics II. 3 credits, 3 contact hours (3;0;0).**

### **BNFO 340. Data Analysis for Bioinformatics II. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: BNFO 240 and R120 101 or equivalent or permission of instructor. Advanced data analysis skills with applications to bioinformatics problems.

### **BNFO 482. Databases and Data Mining in Bioinformatics. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: BNFO 240 or equivalent or permission of instructor. Surveys biological databases and tools for managing them. Covers concepts and principles of data mining in bioinformatics. Hands-on experience for mining genomic data using ORACLE and SQL.

### **BNFO 488. Independent Study. 3 credits, 3 contact hours (0;0;3).**

### **BNFO 491. Computer Science Project. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: CS 490. Restriction: Senior standing in the Honors College and project proposal approval. A course similar to CS 491, with a project of greater depth and scope.

### **CS 100. Roadmap to Computing. 3 credits, 3 contact hours (3;0;0).**

An introduction to programming and problem solving skills using Python or other very high level language. Topics include basic strategies for problem solving, constructs that control the flow of execution of a program and the use of high level data types such as lists, strings and dictionaries in problem representation. The course also presents an overview of selected topics in computing, such as networking and databases.

### **CS 101. Computer Programming and Problem Solving. 3 credits, 3 contact hours (3;0;0).**

An introductory course that is designed for engineering freshman. This course introduces students to the engineering problem solving process in the context of MATLAB. The emphasis is on the logical analysis of a problem and the formulation of a computer program leading to its solution. Topics include basic concepts of computer systems, algorithm design, programming languages and data abstraction. At the end of class, a comparison between MATLAB and C/C++ will be discussed in order to provide students a better understand of general concept of computer programming.

### **CS 103. Computer Science with Business Problems. 3 credits, 3 contact hours (3;0;0).**

An introductory course in computer science, with applications to business and managerial decision making. Topics include basic concepts of computer systems, software engineering, algorithm design, programming languages and abstraction, with applications.

### **CS 104. Computer Programming and Graphics Problems. 3 credits, 3 contact hours (3;0;0).**

An introductory course in computer science with applications in computer graphics for architecture. Emphasis on programming methodology using a high level language as the vehicle to illustrate the concepts. Topics include basic concepts of computer systems, software engineering, algorithm design, programming languages and data abstraction, with applications.

**CS 105J. Computer Prog-Java. 1 credit, 1 contact hour (1;0;0).****CS 106. Roadmap to Computing Engineers. 3 credits, 3 contact hours (3;0;0).**

An introduction to programming and problem solving skills for engineering majors using Python programming languages. Topics include basic strategies for problem solving, constructs that control the flow execution of a program and the use of high level data types such as lists, strings, and dictionaries in problem representation. The course also presents an overview of selected "big idea" topics in computing.

**CS 107. Computing as a Career. 1 credit, 1 contact hour (1;0;0).**

In this course, students will learn about time management, communication skills, and getting acclimated to NJIT. Through meetings with faculty, upperclassman students and current computing employers, students will explore CCS and learn about many exciting career opportunities within the computing field.

**CS 113. Introduction to Computer Science. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 100 with a grade C or better. Intensive introduction to computer science. Problem solving decomposition. Writing, debugging, and analyzing computer programs. Introduction to arrays and lists. Iteration and recursion. The Java language is introduced and used to highlight these concepts. A student receiving degree credit for CS 113 cannot receive degree credit for CS 115.

**CS 114. Introduction to Computer Science II. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 113 or completion of a required 100 level GUR course in CIS, plus an approved CIS 105. A study of advanced programming topics with logical structures of data, their physical representation, design and analysis of computer algorithms operating on the structures, and techniques for program development and debugging. Course covers program specifications, correctness and efficiency, data abstraction, basic aspects of simple data structures, internal searching and sorting, recursion and string processing. Algorithmic analysis is also discussed. Students receiving degree credit for CS 114 cannot receive degree credit for CIS 335 or CIS 505.

**CS 115. Intro. to CS I in C++. 3 credits, 3 contact hours (3;0;0).**

Fundamentals of computer science are introduced, with emphasis on programming methodology and problem solving. Topics include basic concepts of computer systems, software engineering, algorithm design, programming languages and data abstraction, with applications. The high level language C++ is fully discussed and serves as the vehicle to illustrate many of the concepts. CIS majors should enroll in CS 113.

**CS 116. Intro. to Computer Science II/C++. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 115 or completion of a required 100 level GUR course in CS, plus an approved CS 105. A study of advanced programming topics with logical structures of data, their physical representation, design and analysis of computer algorithms operating on the structures, and techniques for program development and debugging. Course covers program specifications, correctness and efficiency, data abstraction, basic aspects of simple data structures, internal searching and sorting, recursion and string processing. Algorithmic analysis is also discussed. Students receiving degree credit for CS 116 cannot receive degree credit for CS 505.

**CS 207. Computing and Effective Communication. 1 credit, 1 contact hour (1;0;0).**

Prerequisites: CS 107. Through encouraging collaboration and communication, this course addresses how to best present oneself via verbal and nonverbal communication. Students will learn how to effectively network, create resumes, interview and best present ideas. The skills learned in this course prepare students for co-op/internship opportunities as well as future employment.

**CS 241. Foundations of Computer Science I. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: (CS 114 AND MATH 112) OR (CS 114 AND MATH 133). An introduction to the foundations of computer science with emphasis on the development of techniques for the design and proof of correctness of algorithms and the analysis of their computational complexity. Reasoning techniques based on propositional and predicate logic and relational calculus operations with applications to databases will also be introduced. Auxiliary topics such as combinatorics of finite sets, functions and relations, and graph-theory definitions and graph storage alternatives will also be examined.

**CS 252. Computer Organization and Architecture. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 113. An introduction to the organization and architecture of computer systems, including the standard Von Neumann model and more recent architectural concepts. Among the topics covered are numeric data representation, assembly language organization, memory addressing, memory systems, both real and virtual, coding and compression, input/output structures treated as programmed, interrupt, and direct memory access, and functional organization of the CPU and the computer system.

**CS 266. Game Modification Development. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 102 OR IT 114 OR CS 116, OR CS 114. This course introduces students to the basic concepts of game programming and development. Students will learn how to reprogram a professional game engine, or Modification (Mod) development as it is referred to in the industry. Students will work with C extensively. Students will work on their own game projects utilizing the professional game engine.

**CS 276. 2D Game Development. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 265 and CS 266 or IT 265 and IT 266. This course introduces students to the core concepts and skills necessary for the development of games utilizing 2D graphics. Students will learn how to set up and program their own 2D graphics based game engine. The engine will integrate 2D graphics, audio, input handling and network socket programming. Students will learn how to utilize their own custom 2D graphics and sounds into their projects. Once complete, students will have created two fully functional games.

**CS 280. Programming Language Concepts. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 114 OR CS 116 OR IT 114 OR IT 102. Conceptual study of programming language syntax, semantics and implementation. Course covers language definition structure, data types and structures, control structures and data flow, run-time consideration, and interpretative languages.

**CS 288. Intensive Programming in Linux. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 114. The course covers Linux programming with Apache Web and MySQL database using Php/Python and C as primary languages. It consists of four stages: basic tools such as Bash and C programming; searching trees and matrix computing, end-to-end applications such as one that constantly presents top 100 stocks; and extending the applications to run on multiple machines. The course provides students with hands-on experience for programming relatively large applications.

**CS 310. Co-op Work Experience I. 3 credits, 3 contact hours (0;0;3).**

Restriction: completion of the sophomore year, approval of the department, and permission of the Office of Cooperative Education and Internships. Students gain major-related work experience and reinforcement of their academic program. Work assignments facilitated and approved by the Co-op office. Mandatory participation in seminars and completion of a report. Note: Normal grading applies to this COOP Experience.

**CS 332. Principles of Operating Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 114 OR CS 116 OR IT 114 OR IT 102. Organization of operating systems covering structure, process management and scheduling; interaction of concurrent processes; interrupts; I/O, device handling; memory and virtual memory management and file management.

**CS 333. Introduction to UNIX Operating Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 332 or equivalent and knowledge of C language. The course covers the UNIX system kernel including initialization, scheduling, context switching, process management, memory management, device management, and the file system. The course also includes the organization of shells, editors, utilities, and programming tools of the UNIX operating system.

**CS 337. Performance Modeling in Computing. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 114 and (MATH 333 or MATH 341). Introduction to probability models and techniques useful in computer science. Performance evaluation, discrete-event simulation, classification and optimization.

**CS 341. Foundations of Computer Science II. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: (CS 241 or MATH 226) and CS 280. This course provides an introduction to automata theory, computability theory, and complexity theory. Theoretical models such as finite state machines, push-down stack machines, and Turing machines are developed and related to issues in programming language theory. Also, the course covers undecidability and complexity theory, including the classes P and NP.

**CS 345. Web Search. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 280 and (CS 241 or CS 252). An introductory course on the web searching. The architecture of a search engine. Information vs. data retrieval. Web crawling. Processing text(tokenization, stemming, stopwords, link analysis). The indexing process and inverted indexes. Query processing. Ranking algorithms based on indexes and links (e.g. Kleinberg's HITS, Google's PAGERANK). Retrieval Models. Search engine evaluation. Case studies (e.g. Google cluster architecture).

**CS 356. Introduction to Computer Networks. 3 credits, 3 contact hours (3;0;0).**

Computer Science students should take CS 288 before taking CS 356. This course provides an introduction to computer networks, with a special focus on the Internet architecture and protocols. Topics include layered network architectures, addressing, naming, forwarding, routing, communication reliability, the client-server model, web and email protocols. Besides the theoretical foundations, students acquire practical experience by programming reduced versions of real Internet protocols.

**CS 357. Fundamentals of Network Security. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 356 or IT 120. This course is designed for Computer Science and Information Technology students. They must have a networking course before taking CS 357. IT students take IT 120 and Computer Science students take CS 356. This course offers an in depth study of network security issues, types of computer and network attacks, and effective defenses. It provides both a theoretical foundation in the area of security and hands-on experience with various attack tools, firewalls, and intrusion detection systems. Topics include: network scanning, TCP/IP stack fingerprinting, system vulnerability analysis, buffer overflows, password cracking, session hijacking, denial of service attacks, intrusion detection.

**CS 366. 3D Game Development. 3 credits, 3 contact hours (3;0;0).**

This course introduces students to the core concepts and skills necessary for the development of games utilizing 3D graphics. Students will learn how to set up and program their own 3D graphics based game engine using OpenGL. Students will learn how to load and display custom 3D models created using existing 3D modeling tools. Once complete, students will have created two fully functional 3D games and tools to work with them.

**CS 370. Introduction to Artificial Intelligence. 3 credits, 4 contact hours (3;1;0).**

Prerequisites: CS 114 and (MATH 226 or CS 241). An exploration of concepts, approaches and techniques of artificial intelligence. Emphasizes both underlying theory and applications. Topics include knowledge representation, parsing language, search, logic, abduction, uncertainty, and learning. LISP and Prolog programming languages used extensively. Students are required to do programming assignments, complete a programming term project and review case studies.

**CS 388. Android Application Development. 3 credits, 3 contact hours (3;0;0).**

This course introduces mobile application development for the Android platform. Students will learn skills necessary for creating and deploying applications with the Android Software Development Kit (SDK). The course is designed to introduce and familiarize students with programming in the Android environment. It starts with an examination of the basic components and concepts that define the Android platform, and then moves on to cover the specific structure that comprises an Android application. An overview of the most common tools and techniques for writing Android applications is included. The Android approach to user interfaces is described along with a discussion of some of the more common user interface elements. Storage strategies for persistent information are also covered, including the use of the available SQLite Database features. The unique characteristics of programming for a mobile environment are introduced and explained. Hands on experience in the form of exercises and programming projects are included throughout the course to reinforce material that has been presented in lecture form.

**CS 407. Professional Development in Computing. 1 credit, 1 contact hour (1;0;0).**

Prerequisites: CS 107 and CS 207. This course is designed for final year students to reflect back on the college experience and to help plan for the future as a computing professional. The course will explore transitional issues that occur during the progression from student to professional through reflection on co-op and/or internship experiences. Through collaborative communication, students will reflect on global issues, explore how to best use new communication technologies and effectively communicate in the workplace.

**CS 408. Cryptography and Internet Security. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: MATH 226 or CS 241. Covers security requirements for telecommunication over the Internet and other communication networks, various conventional and public-key encryption protocols, digital encryption standard, RSA and ElGamal cryptographic systems, digital signature algorithm and analysis of its cryptocommunity, and access sharing schemes. Students receiving credit for CS 408 may not enroll in CIS 608.

**CS 410. Co-op Work Experience II. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: CS 310 or its equivalent, approval of the department, and permission of the Office of Cooperative Education and Internships. Provides major-related work experience as co-op/internship. Mandatory participation in seminars and completion of requirements that include a report and/or project. Note: Normal grading applies to this COOP Experience.

**CS 431. Database System Design and Management. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 114 or equivalent. Database system architecture; data modeling using the entity-relationship model; storage of databases; the hierarchical, network and relational data models; formal and commercial query languages; functional dependencies and normalization for relational database design; relation decomposition; concurrency control and transactions management. Student projects involve the use of a DBMS package.

**CS 433. Introduction to Linux Kernel Programming. 3 credits, 3 contact hours (3;0;0).**

An introductory study of how the Linux operating system is built from scratch. As a hands-on course, students will perform intensive programming using Linux kernel. The contents include booting, segmentation and paging, creating and destroying processes, process switching and scheduling, handling exceptions and interrupts, software interrupts, creating system calls, creating file systems, networking with TCP/IP, device driver writing and module programming, etc. At the end of the course, students will be able to modify the Linux operating system to create their own.

**CS 434. Advanced Database Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 431. The course covers the basic concepts of traditional files and file processing, provides a "classic" introduction to the relational data model and its languages, and discusses database design methodology and application developments. Students are expected to learn the design of database application systems through a small project and to get some practical hands-on experience with commercial database management systems (DBMS) by writing application programs using the commercial DBMS query languages.

**CS 435. Advanced Data Structures and Algorithm Design. 3 credits, 4 contact hours (3;1;0).**

Prerequisite: CS 241 and CS 288. Advanced topics in data structures and algorithms, involving sequences, sets, and graphs such as searching, sorting, order statistics, balanced search tree operations, hash tables, graph traversals, graph connectivity and path problems. Algebraic and numeric algorithms. Performance measures, analysis techniques, and complexity of such algorithms.

**CS 438. Interactive Computer Graphics. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: completion of a 100-level course in CIS, plus knowledge of a higher level language. This course introduces fundamental concepts of interactive graphics oriented toward computer-aided design systems. Such systems emerge in engineering, architecture, and manufacturing. Topics include computer data structures for representation of two- and three-dimensional objects and algorithms for definition, modification, and display of these objects in applications. This course will also discuss a selection of special topics in interactive graphics.

**CS 439. Image Processing and Analysis. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 114 and MATH 333. This course is an intensive study of the fundamentals of image processing, analysis and understanding. Topics to be covered include: a brief review of the necessary mathematical tools, human visual perception, sampling and quantization, image transformation, enhancement, restoration, compression, reconstruction, image geometric transformation, matching, segmentation, feature extraction, representation and description, recognition and interpretation.

**CS 440. Computer Vision. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: MATH 333. This course introduces basic concepts and methodologies of computer vision, and focuses on material that is fundamental and has a broad scope of applications. Topics include contemporary developments in all mainstream areas of computer vision e.g., Image Formation, Feature Representation, Classification and Recognition, Motion Analysis, Camera Calibration, Stereo Vision, Shape From X (shading, texture, motion, etc.), and typical applications such as Biometrics.

**CS 441. Database Programming. 3 credits, 3 contact hours (3;0;0).**

Many technologies have been developed due to the interplay between World-Wide Web Development and Databases on one hand and the growth of Database applications in E-Commerce on the other hand. Today, practically every E-Commerce application has at least a Web component and a Database Component. Many languages have been developed in order to deal with these interactions. The proposed course will focus on accessing databases through the web but also mention new developments in the field.

**CS 458. Technologies-Network Security. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 356 or CS 456 or IT 420. This course provides both an in depth theoretical study and a practical exposure to technologies which are critical in providing secure communication over the Internet. Topics include: remote access security, web security, wireless security, e-mail security, spam and spam filtering techniques, computer viruses and internet worms, honeypots and honeynets, security liability issues and compliance.

**CS 482. Data Mining. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 431. The course covers the concepts and principles of advanced data mining systems design; presents methods for association and dependency analysis, classification; prediction; and clustering analysis.

**CS 485. Special Topics in Computer Science/Information Systems. 3 credits, 3 contact hours (3;0;0).**

Restriction: junior standing and/or department approval. The study of new and/or advanced topics in an area of computer science not regularly covered in any other CIS course. The precise topics to be covered in the course, along with prerequisites, will be announced in the semester prior to the offering of the course. A student may register for no more than two semesters of Special Topics.

**CS 486. Topics in Computer Science/Information Systems. 3 credits, 3 contact hours (3;0;0).**

Restriction: junior standing and/or department approval. A continuation of CS 485.

**CS 488. Independent Study in Computer Science. 3 credits, 0 contact hours (0;0;0).**

Restriction: open only to students in the Honors Program who are computer science majors and who have the prior approval of the department and the CIS faculty member who will guide the independent study. Independent studies, investigations, research, and reports on advanced topics in computer science. Students must prepare, in collaboration with their faculty mentor and in the semester prior to enrolling in this course, a detailed plan of topics and expected accomplishments for their independent study. This must have the approval of both the department and the faculty mentor. A student may register for no more than one semester of Independent Study.

**CS 490. Guided Design in Software Engineering. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 280 and CS 288. This course focuses on the methodology for developing software systems. Methods and techniques for functional requirements analysis and specifications, design, coding, testing and proving, integration and maintenance are discussed.

**CS 491. Senior Project. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 490, senior standing and project proposal approval. An opportunity for the student to integrate the knowledge and skills gained in previous computer science work into a team-based project. The project involves investigation of current literature as well as computer implementation of either a part of a large program or the whole of a small system.

**IS 117. Introduction to Website Development. 3 credits, 3 contact hours (3;0;0).**

This course discusses the concepts and skills required to plan, design and build websites. It will be taught in a lab to ensure hands-on experience with each of these tasks. The course begins with an overview of web technologies. Students learn to plan websites, which includes determining the business and end-user requirements for the site. Design includes learning to develop "mockups" of how the site will look and how people will use it. The major tools for building websites will be industry standard HTML and XHTML to describe webpage content, and Cascading Style Sheets (CSS) for flexibly formatting the content. Using entire site, as well as "future-proofs" a website, allowing it to be viewed on every major web browser (such as Firefox or Chrome) and easily adapt to changes in future browser technology. The course features substantial hands-on projects comprising websites of several interlinked pages and images, enabling students to thoroughly learn the course's important concepts and skills.

**IS 218. Building Web Applications. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: (IS 117 or IT 202) and (CS 100, CS 113, or CS 115). This course provides a critical, hands-on introduction to the design of Web-based Information Systems. We will explore and discuss emerging trends, capabilities, and limitations of web technologies used to capture, store, access, and disseminate information for both businesses and online communities. Students, working in groups, will design and develop different types of web applications, which will then be analyzed and critiqued by the students as to their usability in actual public and private settings. An open-source web content management system will be utilized throughout the course.

**IS 219. Adv Website Development. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: (IS 117 or IT 202) and (CS 100, CS 113, or CS 115). This course discusses the concepts and skills required to plan, design and build advanced websites, with a focus on sophisticated user interaction enabled by programming the web browser (such as Internet Explorer or Chrome). Such programming is known as client-side scripting. These interactive websites utilize forms to gather user inputs, and vary both the content and display of the webpages based on the current user tasks and preferences. This includes designing and dynamically changing tabs and menus, as well as expanding and contracting sections of pages. Students will develop a thorough understanding of website usability (designing effective sites that people like, security and user privacy, browser capability (ensuring websites work on every major web browser), and the tools and skills that web developers use to add interactive features to websites. These skills include Javascript (for programming interactive features), the Document Object Model or DOM (specifying the internal structure of web pages), JQuery (to access information utilizing this internal structure, create animations and generally streamline Javascript), browser variables (providing information about the browser characteristics), HTML input forms, form validation (ensuring correctness of user input), securing user input (to ensure user privacy), cookies (tracking user information), basic communication with the web server (which processes the information users input into forms), and AJAX ( which integrates many of these technologies). The course will be taught in a lab to ensure hands-on experience and will include substantial design and development projects.

**IS 245. Information Technology Systems: Hardware/Software. 3 credits, 3 contact hours (3;0;0).**

This course reviews hardware/software technologies in order to enable system developers to understand tradeoffs in the design of computer architectures for effective computer systems. Also covered are operating systems and systems architecture for networked computing systems. Topics include Hardware (CPU architecture, memory, registers, addressing modes, busses, instruction sets, multi processors versus single processors, and peripheral devices), Operating systems (processes, process management, memory and file system management), and Telecommunications (basic network components, switches, multiplexers and media, installation and configuration of multi-user operating systems).

**IS 247. Designing the User Experience. 3 credits, 3 contact hours (3;0;0).**

This course covers the design and evaluation of the human-computer interface in interactive computer systems. Among the topics covered are approaches to interface design such as menus, commands, direct manipulation; screen layout strategies; metaphor models; models of human information processes; evaluation approaches such as protocol for analysis, interactive monitoring, use of surveys; and requirements for documentation and help. Students are expected to design interface mockups and evaluate them.

**IS 265. Introduction to Information Systems. 3 credits, 3 contact hours (3;0;0).**

Information systems is the study of how organizations use information technology. This course is an overview of the information systems discipline, the role of information systems in organizations, and the changing nature of information technology. Computer tools for analysis and presentation are used.

**IS 270. Designing the Multimedia Experience. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: Completion of 100 level course in the computing sciences: CS 101 or CS 111 or CS 113 or CS 115 or IS 118. Multimedia combines text, graphics, sound, video, and animation in a single application. Preparation for creating multimedia information systems, and understanding the crucial issues involving technology, design and effectiveness of multimedia applications. Programming techniques for integrating video, sound, animation, and graphics, and design strategies for multimedia information systems.

**IS 310. Co-op Work Experience I. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: completion of the sophomore year, approval of the department, and permission of the Office of Cooperative Education and Internships. Students gain major-related work experience and reinforcement of their academic program. Work assignments facilitated and approved by the Co-op office. Mandatory participation in seminars and completion of a report. Note: Normal grading applies to this COOP Experience.

**IS 322. Mobile Applications: Design, Interface, Implementation. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IS 218, IS 219, or IT 202. This course is a practical introduction to building applications for mobile devices. The course combines hands on design and development experience, with a conceptual overview and discussion of design and practical development issues. Taken into account will be constraints and requirements of devices with small screen sizes, limited battery power, limited computational power, etc. Tools used for building an application in the context of a specific device such as iPhone or an Android based device will be discussed. Students build a mobile application to demonstrate their understanding of mobile web constraints and tools.

**IS 331. Database Design Management and Applications. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IS 218 or IT 202. Businesses use databases extensively for analysis and decision-making because they provide efficient, large-scale information storage and rapid retrieval. Databases support the "back end functionality" of most large web systems. This course gives students extensive, pragmatic experience in designing, building, querying, updating, maintaining and managing relational databases, using the Structured Query Language (SQL). Proper database design principles are emphasized throughout the course, beginning with high level descriptions of relational databases using data modeling tools (such as entity-relationship or ER diagrams) and progressing to relational database design principles based on higher order normalizations. We will examine some poorly designed and show how these can be transformed into well designed databases. SQL will be extensively covered, and students will design implement sophisticated SQL queries invoking self-joins, outer joins, correlated subqueries and related concepts. Students will explore and utilize design methodologies for input data validation and maintaining database integrity, and study issues of database privacy and security. Advanced topics to be discussed include the role of the Database Administrator (DBA), database life cycle activities, database denormalization, read-only database and data warehouses. Hands-on experience will be gained by with actual database using industry-standard database management systems such as Oracle.

**IS 333. Social Network Analysis. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: Completion of computing GUR (CS 100, CS 101, CS 103, CS 104, CS 111, CS 113, CS 115 or BNFO 135) AND statistical GUR (MATH 105, MATH 120, MATH 225, MATH 244, MATH 279, MATH 305, MATH 333, IE 331, ECE 321 or MNET 315). In this intensive hands-on course, students will learn how to design computer programs to "grab" information from social networking systems such as Facebook, and analyze this to reveal useful but hidden information about the users and their interconnections. Since math is the only language that computers understand, the goal of this class is to build connections between the human language one finds in social network postings and profiles, and mathematical formulas. The skills and techniques utilized in the course will prepare students for advanced courses in data mining and business analytics. This course requires basic statistical knowledge and Java programming skills.

**IS 344. Computing Applications in Business. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: MIS 245 or IS 265 or Acct 115 or Acct 117 or MGMT 390 A comprehensive overview of the various types of computing applications used by businesses in order to run effectively and efficiently. All the major functional departments within organizations are examined and evaluated to see how applications are integrated to implement "business processes" that flow across department boundaries, and from suppliers to customers. The modeling of business situations and the design of applicable software solutions. A full-semester hands-on student project will provide experience in designing solutions to changes in the business environment.

**IS 350. Computers, Society and Ethics. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: GUR (CS 100, CS 101, CS 103, CS 104, CS 111, CS 113, CS 115, or BNFO 135), AND one basic social science course (STS 201, ECON 201, ECON 265, ECON 266, EPS 202, STS 257 or STS 258), AND HUM 101. Examines the historical evolution of computer and information systems and explores their implications in the home, business, government, medicine and education. Topics include automation and job impact, privacy, and legal and ethical issues. Co-listed as STS 350.

**IS 373. Content Management Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IS 117 or IT 202. This course provides a hands-on introduction to the design and implementation of enterprise-scale web systems built upon web based content management systems (CMS). CMS manage the creation, storage, retrieval, dissemination, and collection of information in order to meet the needs of businesses, organizations and individuals. Students learn to how to create blogs, discussion boards, wiki, intranets, and dynamic websites using popular CMS packages such as Wordpress and Drupal. Throughout the course students learn how to overcome common challenges that impact the design of these systems such as security for multi-user systems, content strategy, marketing and performance.

**IS 375. Discovering User Needs to Enhance User eXperience. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: none What new digital products or services needs to be developed? How do you anticipate someone's needs before they do? How do you understand how people interact with products? These are key questions that both interaction designers and start-up entrepreneurs need to answer. It's all about the understanding the user. We need to work with users to investigate or "research" their needs and how they interact with the product or service. In this course, we take a deep dive into qualitative user experience (UX) research. UX research is the process of understanding why and how people use products and services. This course will teach you a set of research tools to discover user needs, investigate the user experience, and enhance the user experience by deriving design recommendations. We will cover techniques like ethnography, focus groups, interviewing, and analyzing qualitative data. We will be talking with user experience researchers at major companies and getting involved with actual user research. This practical, hands-on course will give you an insight into the psychology of user behavior and lay the foundation for students who are pursuing careers designing, evaluating, or marketing products for people.

**IS 385. Special Topics in IS. 3 credits, 3 contact hours (3;0;0).**

The study of new and/or advanced topics in an area of information systems and the computing sciences not regularly covered in any other IS course. The precise topics to be covered in the course, along with prerequisites, will be announced in the semester prior to the offering of the course.

**IS 390. Requirements Analysis and Systems Design. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: CS 103, CS 113, CS 115, IS 218 or IT 202 A study of the information systems development life-cycle, from the initial stages of information requirements analysis and determination to the ultimate activities involving systems design. Theory, methodologies and strategies for information requirements analysis, including the assessment of transactions and decisions, fact-finding methodologies, structured analysis development tools, strategies of prototype development, and an overview of computer-aided software engineering (CASE) tools. Theory, methodologies and strategies for systems design, including design of user-interfaces, particularly menu-driven and keyword dialogue strategies, and issues in the proper design of computer output.

**IS 392. Web Mining and Information Retrieval. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IS 218, IT 114, or CS 114. This course introduces the design, implementation and evaluation of search engines and web mining applications. Topics include: automatic indexing, natural language processing, retrieval algorithms, web page classification and clustering, information extraction, summarization, search engine optimization, and web analytics. Students will gain hands-on experience applying theories in case studies.

**IS 410. Co-op Work Experience II. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: IS 310 or its equivalent, approval of the department, and permission of the Office of Cooperative Education and Internships. Provides major-related work experience as co-op/internship. Mandatory participation in seminars and completion of requirements that include a report and/or project. Note: Normal grading applies to this COOP Experience.

**IS 421. Advanced Web Applications. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IS 219 and (IS 331 or CS 431). This course focuses on the design, development, and management of cloud-based web information systems, within the context of startup companies and established organizations. Within the course, we examine business, organizational and technical challenges faced by developers, project managers, and the business development professionals that create web-based software products. The course consists of readings, discussions, and a final team project that demonstrates modular design, planned scalability, maintainability, and the creation of a set of organizational processes that supports the continued support and development of the application. Some of the topics covered in the course are: continuous deployment, continuous integration, automated unit testing, modular design, software team management, agile development, Kanban, customer focused development, and the technologies used to scale cloud applications.

**IS 448. Usability & Measuring UX. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: Statistics GUR (MATH 105, MATH 120, MATH 225, MATH 244, MATH 279, MATH 305, MATH 333, IE 331, ECE 321 or MNET 315). User experience research is the process of understanding why and how people use products and services. Usability refers to the ease of use and learnability of such a product or service. The primary function of usability is to be able to measure and assess the optimal use of a product from the perspective of the user. This course will teach students a set of quantitative tools to understand user needs, derive design recommendations, and evaluate the user experience. Students will receive an overview of the different quantitative methods being used in industry and academia, such as eye-tracking, big social media data analysis, and physiological tests. They will then get an in-depth knowledge of how to design, execute, and analyze data from experiments and surveys using both descriptive and inferential statistics. The course will incorporate a hands-on approach and be comprised completely of individual and group project assignments.

**IS 455. IS Mgmt & Business Processes. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IS 344 and (IS 265 or MIS 245). Grade of C or better. This course will emphasize how information systems enable core and supportive business processes, as well as those that interface with suppliers, partners and customers. It will discuss basic administrative, management and policy issues associated with the impact of information systems on the user and organization. The second part of the course looks at business processes in organizations: what the business process view is and why it is important, how information systems can improve processes, and how Enterprise Resource Planning systems help with that improvement. Hands-on use of a major ERP system (SAP) is included.



**IS 461. Systems Simulation. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: completion of a 100-level GUR course in computing; MATH 333. This course introduces computer simulation as an algorithmic problem solving technique. Includes discrete simulation models, elementary theory, stochastic processes, use of simulation languages, random number generators, simulation of probabilistic processes, design of simulation experiments, validation of models, queueing systems, and applications to the design and analysis of operational systems. The GPSS language is covered in detail.

**IS 465. Advanced Information Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: statistical GUR (MATH 105, MATH 120, MATH 225, MATH 244, MATH 279, MATH 305, MATH 333, IE 331, ECE 321 or MNET 315), and (IS 265 or MIS 245) and IS 344, and (IS 331 or CS 431). Design and programming concepts are presented for automation of management information systems. Includes the organization of files and techniques for processing information based upon organizational requirements and available hardware and software. Some case studies are presented.

**IS 485. Special Topics in Information Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: junior standing and/or department approval. The study of new and/or advanced topics in an area of IS not regularly covered in any other IS course. The precise topics to be covered in the course, along with prerequisites, will be announced in the semester prior to the offering of the course. A student may register for no more than two semesters of Special Topics.

**IS 486. Topics in Information Systems. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: Same as for IS 485. A continuation of IS 485.

**IS 488. Independent Study in Information Systems. 3 credits, 0 contact hours (0;0;0).**

Prerequisites: Open only to students in the Albert Dorman Honors College or to any student who intends to apply to the IS Undergraduate Thesis program. Students need approval from the IS department and the IS faculty member who will guide the independent study. Independent studies, investigations, research, and reports on advanced topics in IS. Students must prepare, in collaboration with their faculty mentor and in the semester prior to enrolling in this course, a detailed plan of topics and expected accomplishments for their independent study. This must have the approval of both the department and the faculty mentor. A student may register for no more than one semester of Independent Study.

**IS 489. IS Undergrad Thesis Research. 3 credits, 3 contact hours (3;0;0).**

Students continue their research in preparation for completing a Research Thesis.

**IS 491. Senior Project. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: IS 331, IS 431, or CS 431, and senior standing. Integration of knowledge and skills gained in previous information systems courses into an individual research project. The project entails investigation of current literature and the design, implementation and evaluation of an information system.

**IT 101. Introduction to Information Technology. 3 credits, 3 contact hours (3;0;0).**

The foundations of information technology (IT), including basic computer architecture, various kinds of computer hardware, and networking technology, are introduced. Various data representation schemes, such as the binary number systems, are covered. Different levels of software are examined, including aspects of the operating systems from the perspective of the IT professional. The software development process is discussed. Database management software and SQL are dealt with, as are applications and languages developed around the internet and Web infrastructure. Overall, fundamental knowledge required of today's IT professional is obtained along with an appreciation of IT's impact on business and society. Hands-on experience with some important elements of the IT field is gained through various laboratory assignments.

**IT 114. Advanced Programming for Information Technology. 3 credits, 3 contact hours (3;0;0).**

Prerequisites CS 113 or CS 115. Problem solving techniques and program design knowledge are expanded with an eye toward IT-related applications. Various kinds of data structures are introduced, including classic containers such as lists, stacks, queues, and trees. Sorting and searching techniques are examined. The fundamentals of client/server programming and the use of sockets are covered. Recursion and its various applications are studied. The built-in class library features of an object-oriented programming language are exploited throughout.

**IT 120. Introduction to Network Technology. 3 credits, 3 contact hours (3;0;0).**

An introduction to the basics of networking in a modern operating system environment. Emphasis is placed on the application and management of networking technology. Topics to be covered include: the OSI model, network hardware and technologies, network protocols, wired and wireless networks, TCP/IP. Whenever possible, concepts will be explained through the use of hands-on exercises that reinforce the lecture material.

**IT 201. Information Design Techniques. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 101. This course presents an introduction to the theory and practice of information design. Topics covered include the theoretical foundations of information design, graphic design, content design, interaction design, usability, multimedia design, sound and video, animation, and an introduction to 3D modeling.

**IT 202. Internet and Applications. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 100 or CS 113 or CS 115 or a course in a high-level programming language as approved by department. This course presents the concepts and software technologies that underlie web-oriented, three-tier software architectures and applications. The enabling software mechanism include the markup languages (HTML5 and CSS3) used by browsers, client-side scripting languages and libraries (Javascript and AJAX), web servers and server-side-scripting languages (Apache, PHP, HTTP protocol), and background databases (SQL, MySQL). The course uses a hands-on, guided development approach with substantial assignments to illustrate the fundamental computing concepts systems, and technologies considered and to provide direct experience in their use.

**IT 220. Wireless Networks. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 120. This course introduces the students to the applied topic of Wireless Networks, focusing on applied methods, tools and technologies, as well as practical experience in designing & implementing wireless networks. Topics include hardware, software, data, applications, communication, design & installation of wireless networks, together with the implementation, performance, security and limitations of such systems.

**IT 230. Computer and Network Security. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 120. This course introduces the applied topic of Computer Security, presenting the evolution of computer security, the main threats, attacks & mechanisms, applied computer operations & security protocols, main data transmission & storage protection methods via cryptography, ways of identifying, understanding & recovery from attacks against computer systems, various methods of security breach prevention, network systems availability, applications security, recovery & business continuation procedures and counter systems penetrations techniques and the role of the US Government in security of national computer infrastructure.

**IT 240. Scripting for System Administration. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: CS 113 or CS 111 or CS 115. This course will introduce task automation using shell scripting in a multi-OS environment using the Shell and the Perl programming languages. Topics covered will include scripting commands, control structures, functions, scalar data and lists, regular expressions, hashing, automating administration functions and debugging. Lessons will be enhanced through the use of hands-on exercises to strengthen comprehension.

**IT 265. Game Architecture and Design. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 201 or equivalent. Course introduces students to the core concepts and design methodologies integral to designing and developing games and other Entertainment Software.

**IT 266. Game Modification Development. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 102 or IT 114 or CS 116 or CS 114. This course introduces students to the basic concepts of game programming and development. Students will learn how to reprogram a professional game engine, or Modification (Mod) development as it is referred to in the industry. Students will work with C intensively. Students will work on their own game projects utilizing the professional game engine.

**IT 276. Game Development. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 265 and IT 266, or, CS 265 and CS 266. This course introduces students to the core concepts and skills necessary for the development of games utilizing 2D graphics. Students will learn how to set up and program their own 2D graphics based game engine. The engine will integrate 2D graphics, audio, input handling and network socket programming. Students will learn how to utilize their own custom 2D graphics and sounds into their projects. Once complete, students will have created two fully functional games.

**IT 286. Foundations of Game Production. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 202 and IT 265. This class introduces students to many of the tools and design methodologies needed for electronic game production. This class will focus heavily on scripting, level design and content control as applied to game development. Students will learn a few scripting languages that are used in the games industry such as Unreal Script and Python. Students will work on projects to develop the levels, controls and scripts in order to create a new game experience with a professional game.

**IT 287. Advanced Game Production. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 286 or COM 266. This course will build on tools and techniques presented in Foundations of Game Production and guide students through the development cycle of game levels. This will be a hands-on class that will teach students the development styles and revision techniques used in the professional game industry. Upon completion of the course, students will have first hand experience producing professional quality content for electronic games and a portfolio of work.

**IT 302. Advanced Internet Applications. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 202 or IS 217. This course covers Internet-related software technologies in a more comprehensive, in-depth manner than IT 202. Topics considered include: client-side technologies like HTML5 and jQuery, jQuery UI (user interface) library, jQuery Mobile, CSS3 (transitions, animations), feature detection and polyfills using jQuery UI and Modernizr, advanced Javascript DOM and JSON (Javascript Object Notation), basic web services applications, JSONP. Advanced PHP topics considered include: sessions, cookies, HTTP exchanges, encryption, graphics library (CAPTCHA), and as time permits regular expressions and remote file access. An introduction to the Model-View-Controller (MVC) paradigm is presented using Ruby-on-Rails environment. Programming assignments are required which provide experience with the concepts covered.

**IT 303. Model View Controller Software Architecture. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 202 or instructor approval. The Model View Controller(MVC) software architecture or pattern separates the concerns of application or domain logic, interface design, and the view of the system presented to the user, with the objective of more effective design, development and testing. This course covers environments and frameworks for modeling, developing and programming Internet Applications with emphasis on the Model View Controller paradigm. Design and development, applicability of principles, integrated test-driven development applicability of major external libraries like JQuery and Prototype, deployment, scaling and security issues will be examined. Case studies will be used to illustrate the concepts and frameworks considered. A substantial development project will be required.

**IT 310. E-commerce Technology. 3 credits, 3 contact hours (3;0;0).**

An overview of the technologies relevant to electronic commerce. Communications and networking, web authoring tools, system security, databases and archiving, EDI, transaction processing, and factory/warehouse data networks. Provides competency to appraise tools such as HTTP servers, secure transaction software and firewalls, low and high-end database systems, heterogeneous networks, NNTP Servers, client software, procurement systems, and intelligent agents. Covers e-commerce models including agent-based and Java-based, electronic contracts and the electronic exchange of technical data, electronic cash systems and user security.

**IT 311. Co-op Work Experience I. 3 credits, 3 contact hours (0;0;3).**

Prerequisite: Completion of the sophomore year, approval of the program coordinator, and permission of the Office of Cooperative Education and Internship. Students gain major-related work experience and reinforcement of their academic program. Work assignments facilitated and approved by the Co-op office. Mandatory participation in seminars and completion of a report. Note: Normal grading applies to this COOP Experience.

**IT 320. Virtual Instrumentation. 3 credits, 3 contact hours (3;0;0).**

Cross-listed with OPSE 310. Prerequisite: CS 113 or CS 115. Covers the basics of virtual instrumentation including use of IEEE GPIB, RS232 interfaces, and data acquisition boards. Interface a computer to various instruments for data acquisition and instrument control using a state-of-the-art software platform such as National Instrument's LABVIEW. Emphasis is on the practical aspects of interfacing a computer to various instruments including timing issues, real-time data acquisition and instrument control, instrument status, and acquisition speed.

**IT 330. Computer Forensic. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 230. This course introduces students to the applied topic of Computer Forensic, the study of obtaining and analyzing digital information from computers that have been used to commit illegal actions (computer crime), for use as evidence in civil, criminal, or administrative cases.

**IT 331. Privacy and Information Technology. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: Computing GUR. This course will introduce the legal, social and technical issues involving information privacy. Topics covered will include the historical development of information privacy law; law enforcement, technology and surveillance; government databases and records; privacy and business records and financial information; privacy and the media; health and genetic privacy and international privacy law.

**IT 332. Digital Crime. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: Computing GUR. Comprehensive, multidisciplinary overview of the methods and means by which technology is used by the criminal in today's society. An examination of the historical, legal, technological and sociological aspects of cybercrime. The course covers the challenges of a new era of technology has brought to combating crime of all types, including terrorism. Topics covered will include: the sociology of the white collar criminal, the criminal justice system and law enforcement, computer security and deterrence/prevention.

**IT 335. Introduction to .NET Framework. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 202 or equivalent. This course introduces students to .NET Framework, a new computational environment that supports more than 25 programming languages and is platform and device independent. Problem solving and system development topics are integrated into the course by using C# languages as a vehicle to illustrate the concepts.

**IT 340. Introduction to System Administration. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 120. This course will introduce the tasks and techniques required to perform as a system administrator of Linux systems. Topics to be covered include: booting, process control, the file system, managing users and resources, backups, configuration management, networking, the network file system, email servers, security, hardware devices, interoperability and daemons. Whenever possible, lectures will be augmented with hands-on exercises.

**IT 360. Programming for Computer Graphics. 3 credits, 3 contact hours (3;0;0).**

Introduction to programming graphics and animation through the use of an appropriate application interface such as OpenGL. Topics include 2D and 3D graphics with mappings from the real world coordinates to graphics display. Perspective display will be provided by an interface. Basic vector and matrix operations which underlie the concepts of perspective will be covered.

**IT 380. Educational Software Design. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 201. Educational Media Design employs the instructional principles of constructivist pedagogy as the process used to develop a solution to develop courseware for K-12 audience. The course builds on the participatory design model of software engineering in order to develop integrated learning environments that support visual and verbal literacy; enables student to be able to plan, organize, and systematically develop instructional materials. This course implements instructional design theory and pedagogy in order to create an actual application for a computer-based environment. Same as STS 318.

**IT 386. 3D Modeling and Animation. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 201. This class introduces students to the concepts of 3D modeling and animation, and putting those concepts into action by working with software. This class will be a hands-on, project focused course, using 3D modeling packages, taking students from design to final render.

**IT 400. Information Technology and the Law. 3 credits, 3 contact hours (3;0;0).**

This course will provide an introduction to legal concepts, principles and terminology as applied to modern information technology. The historical background and foundations of the various principles of U.S. Statutory and Common Law will be considered and will be used to explore how such principles may be applied to encompass and govern modern legal interactions in the U.S. and internationally. Through assignments and class discussion, which will often involve the Socratic Method, students will be expected to spot potential legal issues and make logical arguments for and against various legal propositions.

**IT 411. Co-op Work Experience. 3 credits, 3 contact hours (0;0;3).**

Prerequisite: Completion of the sophomore year, approval of the program coordinator, and permission of the Office of Cooperative Education and Internship. Students gain major-related work experience and reinforcement of their academic program. Work assignments facilitated and approved by the Co-op office. Mandatory participation in seminars and completion of a report. Note: Normal grading applies to this COOP Experience.

**IT 420. Computer Systems and Networks. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: IT 120 and either CS 113 or CS 115. This course provides students with an understanding of methods, tools and technologies required to work with computer systems and networks. It includes a detailed discussion of Internet/intranet issues, including standards, connectivity, performance, protocols, network configurations, network design, wireless technology, management and simulation through practical cases, covering both hardware and software systems.

**IT 430. Ethical Hacking for System Administrators. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 340 or equivalent. This course will explore the various means that an intruder has available to gain access to computer resources. Traditional security analysis often falls short due to the rapidly evolving threats that exist. The course was developed to teach how system and network vulnerabilities are found and exploited and what steps can be taken to mitigate the risk.

**IT 485. Special Topics in Information Technology I. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: junior standing and/or advisor approval. The study of new and/or advanced topics in an area of information technology and its application not regularly covered in any other IT course. The precise topics to be covered, along with prerequisites, are announced in the semester prior to the offering of the course. A student may register for no more than two semesters of special topics courses.

**IT 486. Special Topics in Information Technology II. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: same as for IT 485. A continuation of IT 485.

**IT 488. Independent Study in Information Technology. 3 credits, 3 contact hours (0;0;3).**

Prerequisites: open only to Information Technology majors who have the prior approval of the program director and the IT faculty who will guide the independent study taking the form of investigations, research, and reports on advanced topics in information technology. Students must prepare, in collaboration with their faculty mentor and in the semester prior to enrolling in this course, a detailed plan of topics and expected accomplishments for their independent study. This must have the approval of both the program director and the faculty mentor. A student may register for no more than one semester of independent study.

**IT 490. Systems Integration. 3 credits, 3 contact hours (3;0;0).**

Prerequisite: IT 420. The course will introduce the major design, implementation & distributed deployment issues regarding system integration, Network Operating Systems (NOS), cross platform database integration, e-commerce and e-business applications implementation, cross-servers & multiple locations e-sessions migration and the related communications security.

**IT 491. IT Capstone Project. 3 credits, 3 contact hours (3;0;0).**

Prerequisites: senior standing. An opportunity for students to integrate the knowledge and skills gained in previous information technology work into a team research project. The project involves investigation of current literature as well as implementation of either a part of a large application or the whole of a small system.