

CPT - COMPUTER TECHNOLOGY (CPT)

CPT 101 Introduction to Computers 3 SHC

This course covers basic computer history, theory and applications, including word processing, spreadsheets, databases and the operating system.

Prerequisites: RDG 100, RWR 100, or appropriate placement test score.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 160 Digital Vector Graphics I 3 SHC

This course is a study of the principles, terminology, techniques and tools used in vector computer graphics software to create and modify electronic art. Topics include selection tools, drawing paths, creating shapes, adding type, applying transformations, and managing layers.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 161 Introduction to Digital Raster Graphics I 3 SHC

This course is a study of the fundamental tools and techniques used in basic digital image creation and manipulation of raster computer graphic files. Topics include selection techniques, adding type, managing layers, applying special effects, and using painting tools.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 169 Industrial Computer Applications 3 SHC

This course is an introduction to the use of computerized coordinate systems of measurement as the basis for graphing, drawing, word processing, and other basic microcomputer functions as used in industrial settings.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 172 Microcomputer Database 3 SHC

This course introduces microcomputer database concepts, including generating reports from database, creating, maintaining, and modifying databases.

Prerequisites: CPT 101.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 186 Visual Basic.NET 1 3 SHC

This course introduces the student to development of Visual Basic Windows applications using the Microsoft.Net framework.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 188 Mobile App Development 3 SHC

This course is a study of mobile app development. Student will learn to develop and test applications designed for mobile devices such as tablet computers and/or smartphones. Topics include building views, program code development, and application testing on a device simulator.

Prerequisites: CPT 186.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 207 Complex Computer Applications 3 SHC

This course covers analyzing, designing, and implementing computerized solutions to realistic business applications areas.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 209 Computer Systems Management 3 SHC

This course examines the methods and procedures used in maintaining microcomputer systems. Topics include hardware and software installation, configuration, operations and troubleshooting.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 232 C++ Programming I 3 SHC

This introductory course in C++ Programming I emphasizes the designing, coding, testing, and debugging of C++ programs involving input/output operations, data types, storage classes, decision structures, looping, functions, arrays, simple pointers, and strings.

Prerequisites: CPT 207.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 236 Introduction to Java Programming 3 SHC

This course is an introduction to java programming. Topics will cover java syntax and classes for use in the development of java applications and applets.

Prerequisites: CPT 207.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 237 Advanced JAVA Programming 3 SHC

This course is a study of advanced topics of the java programming language by building on a basic knowledge of the java language. Topics covered will include multi-threading, swing classes, swing event models, advanced layout managers, the javabean component model, network programming and server-side programming.

Prerequisites: CPT 236.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 242 Database 3 SHC

This course introduces database models and the fundamentals of database design. Topics include database structure, database processing and application programs which access a database.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 247 UNIX Operating System 3 SHC

This course is a study of basic UNIX commands including the vi editor, file structures and shell programming.

Prerequisites: CPT 257.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 257 Operating Systems 3 SHC

This course examines the theory of operating systems and how the operating system theory is implemented in current operating systems.

Lecture Hours: 3

Lab/Clinical Hours: 0



CPT 264 Systems and Procedures 3 SHC

This course covers the techniques of system analysis, design, development and implementation.

Prerequisites: CPT 242.

Lecture Hours: 1

Lab/Clinical Hours: 6

CPT 267 Technical Support Concepts 3 SHC

This course is a study of technical support/help desk concepts and techniques for supporting computer and computer services.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 270 Advanced Microcomputer Applications 3 SHC

This course emphasizes the integration of popular microcomputer software packages using advanced concepts in microcomputer applications software.

Prerequisites: AOT 165 and CPT 172 and CPT 274 or IST 281.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 274 Advanced Microcomputer Spreadsheets 3 SHC

This course emphasizes complex applications of spreadsheet software for the microcomputer using advanced concepts.

Prerequisites: CPT 101.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 282 Information Systems Security 3 SHC

This course is a study of the protection of information and equipment in computer systems. Topics include all aspects of systems protection, including physical security, hardware, software and communications security. Addresses technical, legal and ethical issues.

Prerequisites: IST 220.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 286 Visual Basic.NET II 3 SHC

This course is a study of advanced techniques for Visual Basic Programming using the Microsoft.net framework.

Prerequisites: CPT 186

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 288 Computer Game Development I 3 SHC

This course introduces computer game design and development using the Windows API model. Topics include creating 3D models using matrices, transformation, rotation, texture mapping, 3D lighting, meshes, sprites, particles, special effects, and the application of game math and physics techniques.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 293 Advanced Microcomputer Multimedia Applications 3 SHC

This course covers advanced topics for microcomputer multimedia development utilizing advanced techniques in the use of text, graphics, animations, sound, video and compact disk. Script language programming and its use in the development of interactive multimedia presentations are included.

Lecture Hours: 3

Lab/Clinical Hours: 0

CPT 295 Desktop Publishing Applications 3 SHC

This course is a study of application software used to design, edit, and produce a variety of documents for marketing purposes.

Lecture Hours: 3

Lab/Clinical Hours: 0