COURSES

In addition to completing an internship for practical experience, our program’s curriculum includes core courses from computer science and related disciplines for a solid foundation in computer science. Here’s a sample of what you can expect to learn and do:

Introduction to Programming
This course is an introduction to concepts and terminology in computer programming, including interface building and problem-solving techniques in various programming environments. Emphasis is placed on the basics of software design and on elementary applications to mathematics and other disciplines.

Computer Graphics
This course covers basic to advanced concepts of 2D and 3D graphics design and animation techniques. Topics include vector and matrix manipulations, 3D transformations, rendering, shading, and clipping.

Data Structures & Algorithms
This course covers the basics of data structures, such as abstract data types, linked lists, stacks, queues, trees, and graphs. Applications to a number of problems, both practical and theoretical, are studied, including sorting, searching, and changing from recursion to iteration.

Programming Languages
This course explores the design and implementation of procedural, object-oriented, and logic programing language paradigms in modern computer systems. Topics include parameters, data types, abstraction, storage issues, and static/dynamic attributes.