

ASSOCIATE IN ARTS

Computer Science

CSC.AA

FIRST YEAR/FIRST SEMESTER			
Course #	Course Name	Credits	Notes
ENG-101	English Composition I	3	Must test into ENG-101 or complete all appropriate prerequisites
CSC-121	Structured Programming (C++)	4	
HIS-101	World Civilization I	3	
MTH-140	Calculus I	4	Must test into MTH-140 or complete all appropriate prerequisites
ELECTIVE	Social Science General Education Elective	3	
FIRST YEAR/SECOND SEMESTER			
ENG-102	English Composition II	3	Prerequisite: ENG-101
CSC-122	Computer Science I	4	Prerequisites: CSC-121 and MTH-100
HIS-102	World Civilization II	3	
MTH-129	Discrete Mathematics	4	Prerequisite: MTH-140
ELECTIVE	Social Science General Education Elective	3	
SECOND YEAR/FIRST SEMESTER			
CSC-223	Computer Science II	4	Prerequisite: CSC-122, Co-requisite: MTH-129
ELECTIVE	Diversity General Education Elective	3	
ELECTIVE	Laboratory Science General Education Elective	4	
ELECTIVE	Language General Education Elective	3	Must take six credits in one language.
SECOND YEAR/SECOND SEMESTER			
CSC-226 or CSC-240	Programming Languages Computer Organization	3	CSC-226 Prerequisite: CSC-22 CSC-240 Prerequisite: CSC-121
SPE-102	Public Speaking	3	
ELECTIVE	Language General Education Elective	3	Must take six credits in one language.
ELECTIVE	Humanities General Education Elective	3	
TOTAL CREDITS		60	

PROGRAM DESCRIPTION

The program is designed to match the first two years of a Bachelor of Art (B.A.) in computer science degree at a baccalaureate institution by providing a seamless transition to upper-division computer science coursework. The curriculum emphasizes the theoretical foundations of computing, data structures and algorithms, object-oriented software design and programming, computer architecture and the study of high-level language paradigms. Students practice analysis, design implementation, and testing of software solutions. Students graduating from the program will be awarded an associate in arts degree.

PROGRAM STUDENT LEARNING OUTCOMES

At the end of the program, the graduate will be able to:

1. Analyze, design, develop and test computer-based applications using problem solving and analytical skills developed throughout the program.
2. As part of a team, develop software applications that meet program requirements including the production of design and formal test plan documentation.
3. Demonstrate social awareness and analyze the global impact of computing on individuals, organizations and society.

CONTACT PERSONS

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