

CHEG 4483. Senior Design and Professionalism II. (1-4) Credit 3 semester hours. A continuation of CHEG 4473 with required design modifications of the team projects necessary to produce a working prototype of the designs initiated in Senior Design and Professionalism I. Design results are presented in a formal, final oral presentation as well as a final report. Professionalism elements reinforce the importance of professional ethics, corporate culture, life-long learning, and globalization. Prerequisite: CHEG 4473. Course equivalents: CVEG 4483, ELEG 4483 or MCEG 4483.

CHEG 4991-4992-4993. Independent Study. (1, 2 or 3-0) Credit 1, 2, or 3 semester hours. Readings, research and/or field work on selected topics. This course is intended as a curriculum supplement for highly motivated students with special areas of interest. An individualized course of study, planned by student and advisor, is executed under the direction of the advisor. Prerequisite: consent of advisor and department head approval.

COMP 1003. Introduction to Computer Education. (3-0) Credit 3 semester hours. Emphasis on microcomputer applications such as word-processing, spreadsheets, presentation managers, E-mail, and the world-wide web to enable students to communicate ideas in written documents and presentations, to retrieve and process data, and to share information and technologies with others. Provide students with the fundamentals of computer hardware and information processing. Expose to basic programming, current software and Internet applications.

COMP 1011. Introduction to Basic Engineering, Computer Science and Technology Concepts. (1-0) Credit 1 semester hour. Students will become aware of the various disciplines of engineering, computer science and technology, ethical and professional responsibilities in these fields, creativity and design. Co-requisite: COMP 1021.

COMP 1013. Introduction to Computer Science. (3-0) Credit 3 semester hours. Fundamentals of computer science and programming to include algorithm definition, concepts, semantics and logic, fundamental data types (character, integer, and floating-point) and their binary representations and limits, arithmetic and logical operators and precedence, program structure and flow, branching and looping, functions and parameters, and basic input and output methods, emphasizing modular design and implementation of an object-oriented language such as C++.

COMP 1021. Introduction to Computer Science Laboratory. (0-1) Credit 1 semester hour. This lab component will cover the overview of the current job opportunities and some hands-on exercises to understand the current topics. Co-requisite: COMP 1011.

COMP 1133. Visual Basic Programming. (3-0) Credit 3 semester hours. Fundamentals of programming in Visual Basic including an extensive examination of Graphical User Interface programming, creating classes, Dynamic Data Exchange, Object Linking and Embedding (OLE) and creating OLE Servers. The course also covers client/server development using the built-in database jet engine and using Open Database Connectivity (ODBC) to access other popular database systems.

COMP 1211. Computer Science Lab I. (0-2) Credit 1 semester hour. A laboratory course in programming for computer science or related fields, utilizing the concepts introduced in COMP 1213, including language concepts of input/output, constants, data types, arrays and strings, variables, expressions, statements, iterations and selections. Pre-requisite: (COMP 1013 or Equivalent) AND ((MATH 1113 and MATH 1123) or (MATH 1115)). Co-requisite: COMP 1213.