



## THE ASSOCIATE OF APPLIED SCIENCE (A.A.S.)

The Associate of Applied Science Degree is designed for employment purposes, and it should not be assumed that the degree or the courses in the degree can be transferred to another institution. While a few institutions have recently begun to accept some courses in A.A.S. programs, the general rule is that courses in the A.A.S. degree are not accepted in transfer toward bachelor's degrees. Students to whom transfer is important should get assurance in writing in advance from the institution to which they wish to transfer.

### ATTENTION STUDENTS: PLEASE SEE CURRENT CATALOG FOR ALL FEES AND CHARGES ASSOCIATED WITH THIS DEGREE.

#### DEGREE PLAN

#### ASSOCIATE OF APPLIED SCIENCE IN PROGRAMMING/MOBILE DEVELOPMENT

**Degree Code: 1182 CIP Code: 11.0202**

The Associate of Applied Science in Programming and Mobile Development has been designed to prepare graduates for entry-level employment and advancement in the fields of programming and mobile development. Students receive a solid foundation in the fundamental concepts of programming, including problem solving, logic, program design, and will be exposed to a wide variety of programming and development technologies to provide them with the tools they will need to be successful either in the job market or in furthering their academic careers.

#### Student Learning Outcomes for Programming/Mobile Development Program

1. Be employable in an entry-level computer programmer or mobile developer position.
2. Apply classroom theory with practical application through job-related experiences.
3. Demonstrate foundational programming skills of organization, logic, analytical thinking, and problem solving.
4. Demonstrate sufficient understanding of various industry-recognized computer programming, object oriented, and scripting languages.
5. Develop an understanding of application architecting, interface design theories, visual constructs and responsive frameworks.

In addition to these program-specific outcomes, the following general outcomes should apply:

6. Applications of Math and the Natural Sciences appropriate to degree or field of study.
7. Composition and Oral Communication.
8. Evaluation of diverse perspectives and cultures through Arts, Humanities, and Social Sciences.
9. Utilization of technology appropriate to degree or field of study.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Advisor: \_\_\_\_\_

Student ID# \_\_\_\_\_

<u>COURSE CODE</u>	<u>COURSE NAME</u>	<u>CREDIT HOURS</u>	<u>HOURS COMPLETED</u>
<b>General Education Requirements (15 credit hours)</b>			
CIS 2503	Microcomputer Business Applications	3	_____
ENG 1003	Composition I (must earn a "C" or better)	3	_____
ENG 1013	Composition II (must earn a "C" or better)	3	_____
MATH 1113	Applied Math or higher-level mathematics course	3	_____
<b>Social Science Elective (3 credit hours) (Select 1 course)</b> (Choose any three credit hour course from ECON 2313, GEOG, HIST, POSC, PSY, OR SOC)			
ECON 2313	Principles of Macroeconomics <b>OR</b> GEOG, HIST, POSC, PSY, or SOC course	3	_____
<b>Business and Computer Core (21 credit hours)</b>			
BUS 2213	Employment Readiness	3	_____
CIS 1023	Programming Fundamentals/Logic	3	_____
CIS 1063	Structured Programming/C Language	3	_____
CIS 1113	A+ Computer Technician I <b>OR</b>		
CIS 2463	Linux	3	_____
CIS 1503	Introduction to Operating Systems	3	_____
CIS 1513	Object Oriented Programming	3	_____
CIS 2723	Cybersecurity Essentials	3	_____

<u>COURSE CODE</u>	<u>COURSE NAME</u>	<u>CREDIT HOURS</u>	<u>HOURS COMPLETED</u>	
<b>Programming Content (24 credit hours)</b>				
BUS	2843	Project Management	3	_____
CIS	1133	Mobile Development	3	_____
CIS	2113	App Deployment	3	_____
CIS	2433	Back End Programming	3	_____
CIS	2443	Visual Frameworks <b>OR</b>		
CIS	2663	Advanced Website Design	3	_____
CIS	2453	Database Creation/Interaction	3	_____
CIS	2553	.NET	3	_____
CIS	2903	Programming Internship <b>OR</b>		
CIS	2893	CIS Capstone Project	3	_____

**Program Total 60 Hours**