

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 and be aware that they may be required to complete additional lower-division courses to meet specified prerequisite course requirements for their chosen baccalaureate degree program upon Arkansas public university 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. Demonstrate an understanding of application architecting, interface design theories, visual constructs and responsive frameworks.

Students completing the general education core at ASUMH will have demonstrated a proficiency in the following skills:

- 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#	
COURSE	<u>CODE</u>	COURSE NAME	CREDIT HOURS	HOURS COMPLETED
General E	ducation	Requirements (15 credit hours)		
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	
		tive (3 credit hours) (Select 1 course) redit hour course from ECON 2313, GEOG, HIST, POSC, PSY, OR SOC) Principles of Macroeconomics OR GEOG, HIST, POSC, PSY, or SOC course	3	
		puter Core (21 credit hours)		
BUS	2213	Employment Readiness	3	
CIS	1023	Programming Fundamentals/Logic	3	
CIS	1063	Structured Programming/C Language	3	
CIS CIS	1113 2463	A+ Computer Technician I OR Linux	3	
CIS	1503	Introduction to Operating Systems	3	
CIS	1513	Object Oriented Programming	3	
CIS	2723	Cybersecurity Essentials	3	

			CREDIT	HOURS			
COURSE CODE		COURSE NAME	<u>HOURS</u>	<u>COMPLETED</u>			
Programming Content (24 credit hours)							
BUS BUS	2833 2843	Principles of Management OR Project Management	3				
CIS	1133	Mobile Development	3				
CIS	2113	App Deployment	3				
CIS	2433	Back End Programming	3				
CIS	2443	Visual Frameworks	3				
CIS	2453	Database Creation/Interaction	3				
CIS	2553	.NET	3				
CIS CIS	2903 2893	Programming Internship OR CIS Capstone Project	3				

Program Total 60 Hours