IT 211 is the prerequisite for this class.

and how they communicate. PREREQUISITE(S): IT 211.

platforms, developing and understanding basic distributed applications oriented programming to integrate systems and applications on multiple

IT 212 | APPLIED OO PROGRAMMING | 4 quarter hours
(Undergraduate)

Using web-services, file processing, databases and application software. Object-based programming. Projects include small-scale applications

INTRODUCTION TO COMPUTATIONAL REASONING
(Undergraduate)

This course enables students to develop computational reasoning skills vital for success across multiple disciplines. Students will apply those skills to analyze and design solutions to problems or to express creative concepts. Students will also use computational tools to manipulate, analyze and visualize data. Topics include the representation of data, the design and understanding of algorithms, programming, and the use of abstraction in designing and analyzing computational solutions.

IT 130 | INTRODUCTION TO APPLIED PROGRAMMING | 4 quarter hours
(Undergraduate)

This course serves as an introduction to programming for students interested in studying audio and sound design for the visual image. Students will learn the importance of coding in audio and video applications, how to create and edit scripts, and how to integrate computer programmers into the workflow.

IT 200 | PUTTING YOUR MAJOR TO WORK | 2 quarter hours
(Undergraduate)

This two credit course is designed to complement the student’s major field of study. Students will explore connections between their academic course of study and internship and career opportunities. Students will refine their skills in networking, interviewing, developing a personal brand and utilization of social media tools. (2 quarter hours)

IT 201 | INTRODUCTORY COMPUTING FOR THE WEB | 4 quarter hours
(Undergraduate)

An introduction to the Internet, the World Wide Web, and web development for students with a strong interest in technology. Students will create interactive web pages by writing HTML and CSS and by programming in JavaScript. Topics include the origins of the web, the roles and operations of web browsers and web servers, interacting with web applications through forms, and using style sheets to separate document structure and document formatting. PREREQUISITE(S): NONE.

Introduction to framework-based web development. Students design and develop web applications supporting social-networking, content-sharing and functionality for business and organizational needs. Web concepts include AJAX, server-side caching, security threats. Application of object-oriented concepts. PREREQUISITE(S): IT 231 and IT 211.

IT 232 | WEB DEVELOPMENT II | 4 quarter hours
(Undergraduate)

Intermediate framework-based web development. Students design and develop web applications using a common web architecture and object-based database access. Programming for web development includes control structures, objects, functions, and use of composite data types. Prerequisite: IT 130.

IT 130 is a prerequisite for this class

IT 230 | WEB DEVELOPMENT I | 4 quarter hours
(Undergraduate)

Introduction to framework-based web development. Students create interactive, dynamic web sites using a common web architecture and object-based database access. Programming for web development includes control structures, objects, functions, and use of composite data types. Prerequisite: IT 130.

IT 130 is a prerequisite for this class

IT 231 | WEB DEVELOPMENT | 4 quarter hours
(Undergraduate)

IT 233 | INTERACTIVE WEB SCRIPTING | 4 quarter hours
(Undergraduate)

Advanced scripting with javascript and the Document-Object Model (DOM) for creating web pages. Object-oriented principles applied to user interfaces and event handling. Application of Ajax. Use of libraries such as jQuery. PREREQUISITE(S): IT 130.

IT 130 is a prerequisite for this class

IT 240 | INTRODUCTION TO DATABASES | 4 quarter hours
(Undergraduate)

This course will introduce students to the design, implementation and use of desktop databases. Major topics include: modeling using ER diagrams, creating and maintaining a database using a PC-based application, composing and using queries in Structured Query Language, creating and customizing forms and reports, and integrating databases with other sources of data and applications. PREREQUISITE(S): NONE.
IT 251 | INTRODUCTION TO MOBILE APPS | 4 quarter hours
(Undergraduate)
This class will introduce students to the world of mobile application design using an open source cross-platform programming language. HTML5-based web application frameworks, API, functional UI, CSS3, cloud services. PREREQUISITE(S): IT 130.

IT 130 is a prerequisite for this class

IT 263 | APPLIED NETWORKS AND SECURITY | 4 quarter hours
(Undergraduate)
This course introduces the networking and security technologies required to build and maintain a home or small-office network. Networking topics will include client/server application software configuration, network connectivity (cabling, switch and router configuration), basic IP addressing, network address translation and options for public Internet access services. Security topics will include typical threats and responses, firewalls, host hardening, password management and virtual private network (VPNs). The course has a lab component where students apply wired and wireless technologies to design and administer a small network with various applications. PREREQUISITE(S): none.

IT 278 | COMMUNITY-BASED TECHNOLOGY PROJECTS | 4 quarter hours
(Undergraduate)
Project development in cooperation with a community service organization. Students will assess urban community Web needs, develop and implement a Web solution. PREREQUISITE(S): ISM 220 or IS 215 or IT 320.

UXD 220 or IS 215 or IT 320 is a prerequisite for this class.

IT 280 | TEAM PROJECT DEVELOPMENT WITH AGILE | 4 quarter hours
(Undergraduate)
Developing a software solution requires more than just knowing how to program. Software development includes analysis, design, documentation, testing, debugging, deployment and maintenance. These parts of the development process are integrated by following a methodology. Additionally, software development is a highly collaborative activity, where soft skills like effective communication, teamwork, and the ability to give and receive feedback, are keys to a successful software project. This class will cover the fundamentals of team development and the agile methodology for software project in lectures and hands-on labs. Students will work in teams on project and team-building simulations during the quarter.

IT 281 | IMAGE SCIENCE | 4 quarter hours
(Undergraduate)
The image science course will explore basic operations on images, to include image formation, intensity transformations, filtering, color maps, compression and file representation, and special considerations for video processing. The major goal of the course is to enable non-image experts to understand images in sufficient detail to enable an understanding of and facility with the ways that images are used in all areas of technology, with a focus on media technology. Optional topics may include advanced image transformations, generative image technologies, noise mitigation and in-filling after object removal.

IT 300 | RESEARCH EXPERIENCE | 1-8 quarter hours
(Undergraduate)
This course involves the exploration of a research topic under the supervision of a research advisor. PREREQUISITE(S): Consent of dean. (variable credit)

IT 313 | ADVANCED APPLICATION DEVELOPMENT | 4 quarter hours
(Undergraduate)
Development of complex applications through the use of APIs. Appropriate selection of common data structures (hash tables, trees, stacks, queues, networks) and design patterns for use in API development. PREREQUISITE(S): IT 212.

IT 212 is a prerequisite for this class

IT 320 | CONTENT MANAGEMENT SYSTEMS | 4 quarter hours
(Undergraduate)
Design and use of Content Management Systems (CMSs) to manage unstructured digital media throughout the enterprise, simplify the publication of Web content, and locate and link content at any level of an organization. Discussion will focus on key users, their roles and responsibilities, collaborative workflow, and versioning. Students will become familiar with available CMSs, design a database-driven Website focusing on separation of the content’s semantic layer from its layout, and implement a system using a variety of open-source software. PREREQUISITE(S): (IT 212 or IT 231 or IT 238 or IT 243) and (UXD 215 or UXD 220 or UXD 250).
IT 373 | SYSTEM CONCEPTS | 4 quarter hours (Undergraduate)
Overview of concurrency, memory management and file system concepts for operating systems, and web servers. Application of concepts to system administration. Case studies of common operating systems. Web server operations. Virtualization. PREREQUISITE(S): IT 313 or CSC 300.
IT 313 or CSC 300 is a prerequisite for this class.

IT 390 | TOPICS IN INFORMATION TECHNOLOGY | 4 quarter hours (Undergraduate)
Advanced study focusing on a specific area of information technology each quarter. May be repeated for credit. PREREQUISITE(S): None.

IT 394 | SOFTWARE PROJECTS FOR COMMUNITY CLIENTS I | 4 quarter hours (Undergraduate)
This is the first course in a two-quarter sequence (winter/spring) for CDM students that satisfies both the Senior Year Capstone requirement and the Junior Year Experiential Learning requirement. The second quarter will be IT 395. You will earn four quarter hours of credit for each quarter for a total of eight quarter hours of credit. You must complete both quarters to receive any credit. We work with a community service organization, chosen with help of the Steans Center for Community-based Service Learning. As a community-based service learning course, students will have the opportunity to assess urban community needs in technology, and use problem-solving methods and strategies to make a substantial difference in an inner-city community group, usually by developing an application or a web site.
IT 280 and IT 320 are prerequisites for this class.

IT 395 | SOFTWARE PROJECTS FOR COMMUNITY CLIENTS II | 4 quarter hours (Undergraduate)
This is the continuation of IT 394. IT 394 and IT 395 must be taken as a sequence in two consecutive quarters. PREREQUISITE(S): IT 394.
IT 394 is a prerequisite for this class.

IT 398 | TOPICS IN GLOBAL INFORMATION TECHNOLOGY | 2-32 quarter hours (Undergraduate)
This course focuses on current topics in the information and communications technologies that together support the “networked world.” Sample topics are global software development and deployment, global data and information management, and cross-cultural project management for information systems. The course may be offered for variable (2, 4, 8, 16, and 32) credit hours. (variable credit)

IT 403 | STATISTICS AND DATA ANALYSIS | 4 quarter hours (Graduate)
Introduction to univariate data analysis methods. Descriptive statistics and data visualization methods. Overview of sampling techniques for data collection, and introduction to statistical inference methods for decision making including simple linear regression, estimation procedures using confidence intervals and hypothesis testing. PREREQUISITE(S): None.

IT 411 | SCRIPTING FOR INTERACTIVE SYSTEMS | 4 quarter hours (Graduate)
Introductory scripting for developing interactive web pages. Overview of HTML and CSS. Elementary programming concepts using JavaScript for learning control structures, functions, arrays, and object use. User interface development concepts include event handling and use of JavaScript libraries such as jQuery. Review of web clients, servers and architecture. PREREQUISITE(S): None.