

COMPUTER SCIENCE AND INFORMATION SYSTEM (CSIS)

CSIS 1500 Computer Literacy 3 s.h.

A survey of computer concepts and applications. Network access and electronic mail. Emphasis on software applications packages available for microcomputers, including word processing. This course is meant for students with minimal or no background in computers. Credit will not be given for both CSIS 1500 and for either CSIS 1514, CSIS 1525, or CSIS 1590.

CSIS 1510 Global Electronic Information Resources 3 s.h.

A survey of concepts and tools relating to communicating and gathering information on the Internet. Electronic mail, newsgroups, on-line services, and the World Wide Web. Using Internet and web search tools to locate sites, and to retrieve and evaluate information. Creating home pages on the World Wide Web. Basic telecommunication, hypermedia, and ethical concepts.

Prereq.: CSIS 1500.

CSIS 1514 Business Computer Systems 3 s.h.

Hands-on business software, with emphasis on operating systems, word processing, database and spreadsheet applications. This course is not designed for beginning computer users. Beginning computer users should take CSIS 1500: Computer Literacy before taking this course.

CSIS 1525 Survey of Modern Operating Systems 3 s.h.

An introduction to the common operating systems currently used with computers, such as DOS, Microsoft Windows, UNIX, and X-windows. Topics include setting up the user's work environment, file manipulation, and other commands. Not applicable to the CIS or CSCI major. This course is not designed for beginning computer users. Beginning computer users should take CSIS 1500: Computer Literacy before taking this course.

CSIS 1550 Survey of Language Topics 3 s.h.

Introductory language course with emphasis on writing structured programs in a particular computer language. The language topic and special prerequisites are announced in advance. Not applicable to the CIS or CSCI major.

Prereq.: Permission of chair.

CSIS 1560 Basic Programming 3 s.h.

An introduction to computer programming using a visual object-oriented programming tool. Topics include control structures, loops, functions, methods, recursion, array processing, and events. Students will learn to design and implement virtual worlds.

CSIS 1570 Web Systems and Technologies 3 s.h.

Concepts of web-based applications including related software, interfaces and digital media. Foundations of web-site development including design, implementation, and integration. Multimedia integration and security and accessibility issues.

Prereq.: MATH 1505 or MATH 1507 or Math Placement Level 35.

CSIS 1580 Technical Presentation and Communication 3 s.h.

Tools and techniques for presentation of information in a computer-based environment. Introduction to slide making, graphics, and multimedia software. Methods for gathering information and determining requirements, and for designing and critiquing presentations.

Prereq.: CSIS 1500.

CSIS 1590 Survey of Computer Science and Information Systems 3 s.h.

Concepts, theory, and contemporary issues underlying the computing sciences. Introduction to computer applications, the YSU computing environment, the use of communication and information networks, and basic problem solving techniques using computers. This course is not designed for beginning computer users. Beginning computer users should take CSIS 1514: Business Computer Systems before taking this course.

Prereq.: or concurrent MATH 1505 or MATH 1507 or at least Level 30 on the Mathematics Placement Test.

CSIS 1595 Fundamentals of Programming and Problem- Solving 1 3 s.h.

Introduction to concepts, principles, and skills of programming using a high-level programming language. Topics include programming language characteristics, an integrated development environment, algorithms and pseudocode, variables, operators, conditional statements, looping statements, functions, arrays, testing, debugging, documentation and program style. Two hours lecture and two hours lab. Credit will not be given for both CSIS 1595 and CSIS 2610.

Prereq.: CSIS 1590 or MATH 1507 or Level 40 on Math Placement Test.

CSIS 2602 Programming in C 3 s.h.

Programming concepts and techniques, with emphasis on scientific and engineering applications. An accelerated survey of the C programming language and an introduction to the UNIX programming environment. Not applicable to the CIS or CSCI major.

Prereq.: CSIS 1500 and MATH 1513 or Math Placement Level 5 or 50 or higher.

CSIS 2605 Fundamentals of Programming and Problem- Solving 2 3 s.h.

Theory and application of programming principles, data and information structures, simple linked lists, searching, and sorting, software development life cycle. Practice using these concepts in an object-oriented programming language. Two hours lecture and two hours lab. Credit will not be given for both CSIS 2605 and CSIS 2610.

Prereq.: CSIS 1595; prerequisite or concurrent MATH 1511 or MATH 1513 or MATH 1552 or Level 50 on Math Placement Test.

CSIS 2610 Programming and Problem-Solving 4 s.h.

Problem solving methods and algorithms using a high-level programming language. Designing, coding, debugging, and documenting programs using techniques of good programming style. Three hours lecture, two hours lab. Credit will not be given for both CSIS 2605 and CSIS 2610.

Prereq.: MATH 1511 or MATH 1513 or MATH 1552 or Level 50 on Math Placement Test.

CSIS 2615 Information Structures for Information Technology 3 s.h.

Study and application of information structure concepts such as lists, trees, multilevel lists, files, and data-method integration. Practice using these concepts in a 3D animation environment using an object-oriented programming language in the background. Emphasis on algorithm design, object utilization, and storyboarding.

Prereq.: CSIS 1590, and either CSIS 2605 or CSIS 2610.

CSIS 2620 System Configuration and Maintenance 3 s.h.

Theory and practice of installing and maintaining hardware and software for complex systems. Installation of application software, with emphasis on Windows and Mac applications. Essential DOS utilities: formatting, data recovery, protecting data. Printing problems, Windows environment problems, and problems with booting the machine. Small laboratory management.

Prereq.: CSIS 1590.

CSIS 2655 Personal Cyber Security 3 s.h.

PC system security including data assurance, standards and legal issues, and methods and procedures for guarding against potential software attack. Not applicable to the CIS, CSCI, or INFO major. Credit will not be given for 2655 if a student already received credit for CSIS 3755 or its equivalent.

CSIS 2660 Foundations of Electronic Commerce 3 s.h.

Framework of electronic commerce, including e-commerce architecture, infrastructure, technologies, tools, and strategies. Topics include security, environmental, and implementation issues. Includes web site analysis, hardware/software issues, mini-cases, and introduction to site development.

Prereq.: CSIS 1590.

CSIS 2699 Computer Science and Information Systems Internship 1-3 s.h.

Classroom theory applied to on-the-job professional experience related to the student's major. Work for a minimum of 12 hours per week at an approved site, complete a related project, and attend seminars. May be repeated once with the permission of coordinator.

Prereq.: Sophomore in good standing and permission of internship coordinator.

CSIS 3700 Data Structures and Objects 4 s.h.

Program design, style and expression, testing and debugging for larger programs. Introductory concepts of object oriented programming, including classes, methods, encapsulation, and abstract data types. Theory and application of data structures, including linked structures, trees, networks, and graphs. Credit will not be given for both CSIS 2617 and CSIS 3700. Three hours lecture, two hours lab.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3701 Advanced Object-oriented Programming 3 s.h.

Object-oriented design and programming, including classes, inheritance, polymorphism, and exception handling. Introductory software engineering techniques for program development, specification, documentation, verification, and user interface design.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3722 Development of Databases 3 s.h.

The basic structure, design, development, implementation, and modification of databases for use in management of information systems.

Prereq.: CSIS 1590.

CSIS 3723 Networking Concepts and Administration 3 s.h.

Overview of electronic communications concepts and technologies, with emphasis on Local Area Networks. Network topologies, design, administration, installed applications, and performance monitoring. Privacy, ethical and legal concerns.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3726 Visual/Object-Oriented Programming 4 s.h.

Use of one or more visual programming languages in conjunction with the concepts of object-oriented programming. Development of interactive programs using a graphical user interface. Database and Internet programming. Three hours lecture, two hours lab.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3730 Computer Graphics 3 s.h.

Techniques of computer raster graphics, including scan conversion, two- and three- dimensional clipping and windowing, transformations, and viewing in 3D. Algorithms and more advanced topics.

Prereq.: CSIS 3700 and MATH 1572.

CSIS 3731 Human-Computer Interaction 3 s.h.

Concepts of human-computer interaction, including human factors, performance analysis, cognitive processing, usability studies, environment, training, user and task analysis, ergonomics, and accessibility standards.

Prereq.: CSIS 2605 or CSIS 2610 or INFO 2663.

CSIS 3732 Intranet Database Implementation 3 s.h.

Design and implementation of 3NF PC-based databases uploaded to intranet Web sites. Remote database design, development, and updating using SQL within an application development software package. Validating database integrity. Includes site development and projects.

Prereq.: CSIS 3722 and either CSIS 2605 or CSIS 2610.

CSIS 3737 Game Programming 3 s.h.

Programming and development of computer games using a game programming environment. Software tools for coding 2D and 3D graphics and animation, sprites and other assets, and handling input events, motion, and collisions. Object-oriented programming and AI concepts for game development.

Prereq.: CSIS 1595 or CSIS 2610.

CSIS 3738 Graphics and Animation Gaming 3 s.h.

Design and implementation of animated characters in 3D computer games. Mesh design creation; surface materials, textures, and lighting; skeletal and facial rigging; motion and animation. Underlying physical principle and realistic character design concepts. Use of 3D animation software.

Prereq.: CSIS 1595 or CSIS 2610.

CSIS 3740 Computer Organization 4 s.h.

Basic hardware components, structure, and implementation of computer systems. Assembly language and instruction set architecture. Combinational and sequential digital logic. CPU and control unit design.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3755 Information Assurance 3 s.h.

Confidentiality, integrity, and authenticity of information. Methods of controlling access to electronic data, enforcing security policies, protecting against malicious attacks (including web site attacks), intrusion detection, and disaster recovery.

Prereq.: CSIS 1590.

CSIS 3756 Security Design 3 s.h.

Operating system security concepts, techniques and applications including MS Windows and LINUX/UNIX platforms. Includes a hands-on design project.

Prereq.: Either CSCI 5806 or CSIS 3755 and either CSIS 1525 or CIS 3718.

CSIS 3757 Computer Forensics 3 s.h.

Professional computer forensics, including methods and investigative techniques for the discovery and recovery of digital images and information at all levels, from PCs to large information systems. Chain of evidence and investigative techniques for cybercrime detection.

Prereq.: CSIS 3755.

CSIS 3760 Electronic Commerce Programming 3 s.h.

Programming for client/server systems related to electronic commerce, including server-side languages such as Perl and Client-side languages such as JavaScript. Topics include form validation and parsing, database access and manipulation, and design, networking, and security issues.

Prereq.: CSIS 2605 or CSIS 2610.

CSIS 3761 Electronic Commerce Strategies 3 s.h.

Advanced concepts for development and maintenance of electronic commerce web sites. Topics include e-commerce paradigms, software and programming, and infrastructure issues. Site design, evaluation, deployment, and administration issues, including prototyping and SDLC issues. Building web-based training components. Includes IT project.

Prereq.: CSIS 2660 and INFO 2663.

CSIS 3782 Cisco Networking Academy 1 4 s.h.

Current and emerging networking concepts and technology. Topics include networking standards, terminology, and protocols; LANs and WANs, the OSI and TCP/IP models, network topology and design, physical and logical addressing, subnet masking, router configuration and programming. Includes structured cabling project. Three hours lecture and three hours lab. By permit only.

Prereq.: CSIS 1590, and either CSIS 2605 or CSIS 2610.

CSIS 3783 Cisco Networking Academy 2 4 s.h.

Advanced networking concepts and technology. Topics include LAN switching, VLAN design and implementation, IGRP, Access Control Lists, Novell IPX, Token Ring, Network Management, WAN design, WAN protocols (PPP, Frame Relay, ISDN), CCNA certification review. LAN design project. Three hours lecture and three hours lab.

Prereq.: CSIS 3782.

CSIS 3790 Undergraduate Research 1-3 s.h.

A research experience under the supervision of a faculty mentor. Course may be repeated for a total of up to 6 semester hours.

Prereq.: CSIS 2605 or CSIS 2610, and faculty approval.

CSIS 4804 Programming in Operations Research Applications 3 s.h.

Basic operations research techniques and programming. Linear programming, queuing, mathematical modeling, and network analysis.

Prereq.: CIS 2610 and 3 semester hours of upper-division departmental courses.

CSIS 4819 Parallel and Distributed Computing 3 s.h.

Survey of current development of parallel processing with emphasis on parallel programming. Topics include parallel architecture, interconnection networks for inter-processor communication, parallel sorting/searching algorithms, parallel constructs for parallel programming paradigms, and implementation of the algorithms in a parallel programming language.

Prereq.: CSIS 3700 and CSIS 3740.

CSIS 4822 Database Applications 3 s.h.

Design and development of applications using database languages.

Prereq.: CSIS 3722.

CSIS 4823 Data Communications Networking 3 s.h.

Study of present methods for design and evaluation of information networks, LAN and WAN. Includes queuing, routing, security, reliability, error detection and correction, and distributed processing.

Prereq.: CSIS 3723.

CSIS 4831 Virtual Reality Systems 3 s.h.

An investigation into the use, design, implementation, and evaluation of virtual reality interfaces. Experiences with VR systems using both 2D projections and stereoscopic display and other systems. Students work in multidisciplinary groups.

Prereq.: CSIS 3730.

CSIS 4870 Web Communications Capstone 3 s.h.

A project course requiring the integration of website development tools and techniques, database development, effective writing for the web, and audience analysis, to produce a website of substantial depth and breadth. Oral and written presentations of final project. Listed also as ENGL 4870.

Prereq.: Senior standing and permission of instructor.

Gen Ed: Capstone.

CSIS 4878 Mobile Application Development 3 s.h.

Principles of designing and developing cross-platform mobile applications. Techniques for designing, developing, testing, packaging, and publishing cross-platform mobile apps. Client- and server-side programming theories and practices regarding mobile app development.

Prereq.: CSIS 3722, INFO 3776, and CSIS 3701.

CSIS 4893 Computer Science and Information Systems Advanced Internship 2-4 s.h.

An industrial/academic experience in information systems/technology. Employment for 15 to 20 hours per week. May be repeated once with the permission of internship supervisor.

Prereq.: 16 s.h. of department courses (at least 3 hours upper-division) and permission of department internship supervisor.

CSIS 5824 Applied Artificial Intelligence 3 s.h.

Study of artificial intelligence software related to decision making. Topics may include robotic control, expert systems, automated knowledge acquisition, or logic programming.

Prereq.: CSIS 3700 and 3 s.h. of upper-division departmental courses, or CSIS 6901.

CSIS 5828 Computer Network Security 3 s.h.

Overview of security issues that arise from computer networks, including the spectrum of security activities, methods, methodologies, and procedures. Intrusion detection, firewalls, threats and vulnerabilities, denial of service attacks, viruses and worms, encryption, and forensics.

Prereq.: CSIS 3723 or equivalent.

CSIS 5837 Artificial Intelligence in Game Design 3 s.h.

Artificial intelligence techniques for designing and programming intelligent non-player characters for a variety of different types of game genres. Finite and fuzzy state machines, terrain analysis and path planning, board games, language understanding, and learning.

Prereq.: CSIS 3700 or CSIS 3701 or CSIS 3726 or CSCI 6901.

CSIS 5838 Graphics and Animation for Gaming 3 s.h.

Design and implementation of animated characters in 3D computer games. Surface creation and effects; skeletal and facial rigging; motion and animation; basic game physics. Use of 3D animation software and scripting languages for game engine programming.

Prereq.: CSIS 2605 or CSIS 2610 and at least 3 s.h. of upper division CSIS courses, or CSCI 6901.

CSIS 5883 Remote Access and Multilayer Switched Networks 4 s.h.

Advanced WAN connectivity, including Frame Relay, ATM, ISDN, DSL, and modems; IP address scaling techniques; advanced access control; core issues in network design and management, focusing on multilayer switched networks and emerging multi-service networks. Will incorporate CCNP Cisco Academy curriculum. Three hours lecture, three hours lab.

Prereq.: CSIS 3783.

CSIS 5884 Building Scalable Networks and Advanced Internetwork Troubleshooting 4 s.h.

Designing scalable networks; advanced routing protocols; VLSM and route aggregation; management and diagnostic tools; troubleshooting tools and methodology for TCP/IP, Novell, and AppleTalk connectivity, VLANs, routers, and switches; Frame Relay and ISDN connectivity. Will incorporate CCNP Cisco Academy curriculum. Three hours lecture, three hours lab.

Prereq.: CSIS 3783.

CSIS 6975 Ethics, Legal Issues, Privacy and Information Security 3 s.h.

A comprehensive study of the principles and practices of computer systems security, information security management, privacy, ethics, legal issues, and compliance. This course covers the foundations for the policy, law, regulatory, and ethical accountability frameworks that information security managers work within.