

**New Orleans Baptist Theological Seminary.**

**James Kik (2001). Associate Professor of Computer Science. B.M., Union University; M.M. and M.A., Indiana University; Ph.D., University of Louisville.**

**Haifei Li (2004). Associate Professor of Computer Science. B.E., Xi'an Jiaotong University, Xi'an, China; M.S. and Ph.D., University of Florida.**

**Staff**

**Christa Rod (2006). Academic Secretary—Engineering, Physics, Math, and Computer Science.**

**Student Awards Upon completion of the Computer Science Major, the**

**student will have an understanding of and an appreciation for the interrelation of the main areas of study in Computer Science. The major provides a solid foundation of the concepts while emphasizing practical application; therefore, the graduate will be able to continue study in Computer**



255. Programming (3) S

**Prerequisites:** CSC 115 or EGR 109.

**Introduces the procedural programming paradigm using ANSI C. Must earn a C or higher to apply to CSC major/minor.**

265. Fundamentals of HCI (3) S

**Introduces HCI, including human factors, HCI aspects of application domains, human-centered evaluation, developing effective interfaces, accessibility, emerging technologies, human-centered software development.**

310. Information and Security (3) F

**Corequisites:** CSC 130, 235, and 365.

**Introduces IAS including fundamental aspects, security mechanism, operational issues, policy, attacks, security domains, forensics, information states, security services, threat analysis and vulnerabilities.**

321. Database Management Systems (3) F

**Prerequisites:** CSC 115 and Junior standing.

**Hands-on approach to the design of databases: conceptual design using E-R model and logical design using the relational model and database programming using SQL. The architecture of database application is discussed including the 3-tiered model and web access. Queries, forms, reports and application will be studied by implementing them in a client-server environment.**

335. Computer Graphics (3) F Odd Years

**Prerequisite:** CSC 255.

**Recommended Prerequisite:** MAT 315.

**An investigation of a wide range of computer graphics via programming techniques. Topics include graphic display theory, graphic techniques, applications, and hardware.**

341. Software Engineering (3) F

**Prerequisite:** CSC 125.

**Issues involved with the life cycle of large and complex software systems. Topics include software planning, specifications, coding, testing, and maintenance.**

351. Web Applications (3) S.

**Prerequisite:** CSC 360.

**Recommended Prerequisites:** CSC 125 and 321.  
**Examines the world of server-side web technologies and the development of web application tools. This will be accomplished by exploring methodologies for building web applications; exploring various methods of web data base exchange, and examining the aesthetics of a well-formed application for various applications like content management systems, personalized service centers, and other tools that push the power of databases to the web.**

360. Web Building and Site Management (3) F

**Prerequisite:** CSC 115.

**Fundamentals of web site development and management, graphical web-building tools, multi-level site planning and construction, navigation schemes, client- and server-side**

