

Course Number

CSC-105-01

Course Description

Introduction to the field of computer science with a computer games theme. Introduces students to algorithms, basic data structures, and programming techniques. Computer game development is used as an example application area and students implement their own games throughout the course.

Academic Term

20/WI

Instructor

Rieffel, John

Location & Meeting Time

Olin Building-107+ M/W/F 11:45AM-12:50PM LEC

Olin Building-107+ TH 09:00AM-10:45AM LAB

Petition

Y

Credits

1.00

Capacity

24

Total Students

24

Additional Information

<http://cs.union.edu>

Common Curriculum

QMR Quant & Math Reasoning

SET Science, Engineering Tech

Interdisciplinary Programs

Science, Medicine & Tech in Cu

Academic Department

Computer Science

Field Of Study

Computer Science (CSC)