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
21/SP
Instructor
Anderson, Matthew
Location & Meeting Time
Olin Building-306+ M/W/F 12:30PM-01:35PM LEC
Synchronous Online-ONLI T 02:35PM-04:20PM LAB
Hybrid-HYBR LEC
Petition
Y
Credits
1.00
Capacity
24
Total Students
25
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)