New Orleans Baptist Theological Seminary.

James Kirk **(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 Reed **(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 in C (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. Foundations of Human Computer Interaction (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 Assurance 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