

North Hennepin Community College

CSCI 2002: Structure of Computer Programming II

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:

This course requires the following prerequisite

CSCI 2001 - Structure of Computer Programming I

Corequisites: None

MnTC Goals: None

This course continues using abstract data types and the concepts presented in CSci 2001 and introduces stacks, queues, linked lists, and trees. This course also covers advanced programming topics of recursion, sorting methods, and complexity measures. The object-oriented language Java will be used. Prerequisite: CSci 2001

B. COURSE EFFECTIVE DATES: 08/27/1997 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Topics studied are: Collection classes, linked lists, stacks, queues, trees and hash tables. The course also covers the advanced programming topics of recursion, searching, sorting methods, and complexity measures.

D. LEARNING OUTCOMES (General)

1. Discipline Goal A: Understand methodical and technical aspects of software design and programming
2. Discipline Goal B: Design, code and test robust, interactive programs conforming to industry standards
3. Discipline Goal C: Understand major abstract data types and the efficient ways to manipulate data
4. Discipline Goal D: Design databases and use Structured Query Language (SQL)

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted