**IST - Software Development Specialization**

**Catalog Year: 2024-2025**

**Developmental Requirements: Satisfy/Finish MDE 10 AND Satisfy/Finish EDE 11**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Grade/Semester  Completed |  | Course # |  | Course title | Credits |
| **First Semester** |  |  |  |  |  |
| / |  | AST 114 |  | Keyboarding for Information Processing *1* | 2 |
| / |  | ENG 131 |  | Technical Report Writing I | 3 |
| / |  | HLT/PED |  | Wellness Elective | 1 |
| / |  | ITE 120 |  | Principles of Information Systems | 3 |
| / |  | ITP 100 |  | Software Design | 3 |
| / |  | ITP 120 |  | Java Programming I | 4 |
| / |  | SDV 100 |  | College Success Skills | 1 |
|  |  |  |  | **Total** | **17** |
| **Second Semester** |  |  |  |  |  |
| / |  | ECO 120 |  | Survey of Economics | 3 |
| / |  | BUS 100 |  | Introduction to Business | 3 |
| / |  | ITP 220 |  | Java Programming II | 4 |
| / |  | ITP 258 |  | Systems Development Project | 3 |
| / |  | MTH 130 |  | Fundamentals of Reasoning (or approved sub) | 3 |
|  |  |  |  | **Total** | **16** |
| **Third Semester** |  |  |  |  |  |
| / |  | ITP 136 |  | C# Programming I | 4 |
| / |  | ITD 132 |  | Structured Query Language | 3 |
| / |  | ITE 150 |  | Desktop Database Software | 4 |
|  |  | ITP 246 |  | Java | 4 |
| / |  | BUS 204 |  | Project Management | 3 |
|  |  |  |  | **Total** | **18** |
| **Fourth Semester** |  |  |  |  |  |
| / |  | BUS 236 |  | Communication in Management | 3 |
| / |  | ITP 244 |  | ASP.NET Server Side Programming | 4 |
| / |  | ITN 109 |  | Internet and Network Foundations | 3 |
| / |  | ITP 170 |  | Project Management (IT) | 3 |
| / |  |  |  | Humanities Elective | 3 |
|  |  |  |  | **Total** | **16** |
|  |  |  | | |  |
| **Total Completed** |  |  | | | **67** |

**Total Minimum Credits for the A.A.S. Degree in Information Systems Technology - Gaming and Mobile Application Development Specialization………………………………………………………………………………………...67**

**NOTE:**

*1Students having prior keyboarding experience may request testing out.*