

COMPUTER TECHNOLOGY (CTC)

CTC 195. Special Topics. (1-3 Units)

Topics in computer technology not covered by current course offerings. May be used for elective credit in departmental programs. Subject to approval.

CTC 218. Digital Logic Design. (3 Units)

Provides students with a basic understanding of digital device and circuit fundamentals. The students should be able to analyze and design both combinational and sequential circuits after completing this course.

CTC 228. Introduction to Operating Systems and Networks. (4 Units)

Course acquaints students with basic networking concepts such as TCP/IP, local/wide area networking as well as emerging industry topics such as Radio Frequency Identification (RFID), Global Information Systems (GIS), Networked Attached Storage (NAS), and WiMAX.

CTC 295. Special Topics. (1-3 Units)

Topics in computer technology not covered by current course offerings. May be used for elective credit in departmental programs. Subject to approval.

CTC 305. Introduction to Game and Mobile Programming. (3 Units)

This course teaches students through lectures, discussions, demonstrations, and classroom labs. Students learn the knowledge, skills, and abilities necessary to create games in the C# programming language using the Microsoft XNA framework and Silver light.

CTC 310. Software Project Management. (3 Units)

Course will focus on the critical aspects of project management, including software project management concepts and case studies, and discuss software project management roadmap, and especially address linear, incremental, iterative, adaptive and extreme effective software project management from the perspectives of project scoping, planning, launching, monitoring, controlling and closing phases.

CTC 316. Operating Systems and Networks Support. (3 Units)

Course provides an introduction to OS and networking support. Topics include user engineering, risk management, mission assurance, software process management, enterprise management tools and processes, disaster recovery, business continuity and information life cycle management.

CTC 328. Computer Forensics and Investigation. (4 Units)

Course presents methods to properly conduct a computer forensics investigation, beginning with a discussion of ethics while mapping to the objectives of the International Association of Computer Investigative Specialists (IACIS) certification.

CTC 362. Communication Systems Security. (3 Units)

Course provides the foundation for understanding the key issues associated with protecting information assets, determining the levels of protection and response to security incidents, and designing a consistent, reasonable information security system, with appropriate intrusion detection and reporting features.

CTC 395. Special Topics. (1-3 Units)

Advanced topics in computer technology not covered by current course offerings. May be used for elective credit in departmental programs. Subject to approval.

CTC 399. IT Practicum. (3 Units)

The technology internship program allows students to gain hands on experience in a technology environment by spending one semester as an intern in the Information Technology Department at CSUDH. The Internship program provides students with the opportunity to gain technical experience related to their studies, and to prepare for future career opportunities. CR/NC grading.

CTC 405. Advanced Game Development. (3 Units)

Prerequisites: Prerequisites: CTC 305 or CSC 123 Students learn the advanced knowledge in game development including Skills, and the abilities necessary to create #D games on multiple platforms. The course includes lectures, discussions, demonstrations, and classroom labs.

CTC 428. Operating Systems Security. (3 Units)

Course takes an in depth look at operating system security concepts and techniques. It examines theoretical concepts that make the world of security unique. Also, this course will adopt a practical hands-on approach when examining operating system security techniques.

CTC 435. Fundamentals of Information Technology. (2 Units)

This course focuses on the introduction to Python programming language, handling data, database, operating systems, and network and security. Students are expected to gain significant theoretical knowledge of information technology, and know how to write Python programs. Restricted to students in the major.

CTC 436. Fundamentals of Networking and Hardware. (2 Units)

This course focuses on the introduction of computer hardware systems, computer network, and wireless networking. Students who enroll and complete this course are expected to gain significant theoretical knowledge and hands-on experience of computer hardware and networking. Restricted to students in the major.

CTC 437. Fundamentals of Information Security. (2 Units)

Introduces students to security, network monitoring and access control, malicious activity detection, cryptography and security function. Students who enroll and complete the course are expected to gain significant theoretical knowledge and hands-on experience of information security. Restricted to students in the major.

CTC 452. Network Security and Hacking Prevention. (3 Units)

Course takes an in depth look at network defense concepts and techniques. It examines theoretical concepts that make the world of networking unique. This course also adopts a practical hands-on approach when examining network defense techniques and strategies.

CTC 454. Wireless Security & Forensics. (3 Units)

Examines fundamental topics in wireless technology in wireless technology, such as planning, designing, installing, securing, using tools, and forensics. Students will also examine the maintenance, security, and business applications for wireless Local Area Networks.

CTC 456. Enterprise System Security. (3 Units)

Prerequisite: CTC 228 is required. Students learn to identify and fix enterprise level network vulnerabilities through the use of existing defense tools. Students also learn the essential skills and techniques needed to develop enterprise level network security skills to protect enterprise's information.

CTC 458. Network Security Through Penetration Testing. (3 Units)

Prerequisite: CTC 228 is required. Students learn how to determine the feasibility of a particular set of attack vectors and identify higher-risk vulnerabilities. students learn through performing penetration tests against the setup environment using existing tools, techniques, and programming languages.

CTC 492. Senior Project. (3 Units)

Intensive study under guidance of a member of the Computer Science Department to complete a project from start to end. Students will study system design and total project planning and management. A formal written report and oral presentation will be required.

CTC 495. Special Topics. (1-3 Units)

Advanced topics in computer technology not covered by current course offerings. May be used for elective credit in departmental programs. Subject to approval.

CTC 496. Internship in Computer Technology. (3 Units)

CTC 497. Directed Studies. (3 Units)

Software Project Management (CTC 310)