CCIT - AASTMT
Course Plan Document

for

<All Programs>

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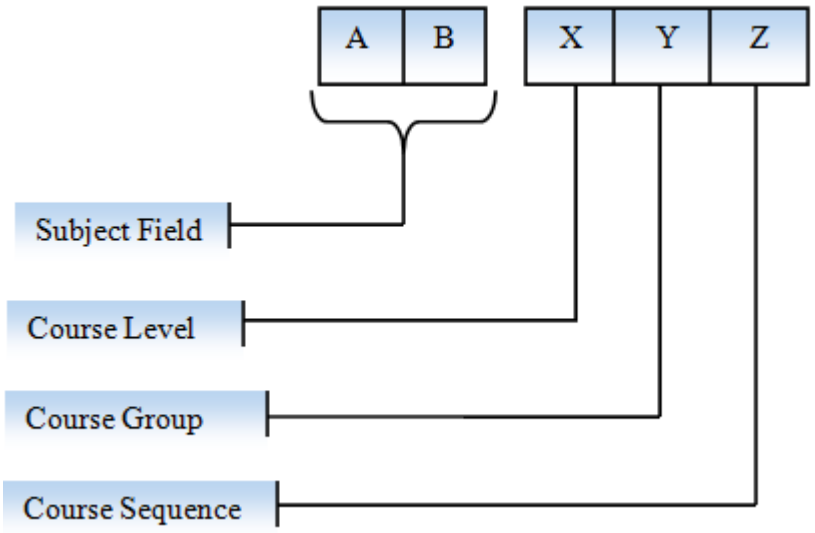
Upon agreement of <Department Heads>

And courses' data entry to the system

Course Coding

Numbering System

The course code consists of five alphanumeric digits, AB XYZ depending on the nature of the course.



The **AB** letters : Represent the abbreviations of the subject field.

The **X** digit : Represents the course level or the year at which the course is offered in the plan of study.

The **Y** digit : Represents the course group.

The **Z** digit : Represents the course sequence number within the group.

Abbreviations of Subject Field

The following abbreviations of subject fields are used in the program detailed structure and Course Description sections of this report; and are listed below:

AR	Architecture	**BA**	Basic and Applied Sciences	**CE**	Computer Engineering
CS	Computer Science	**GM**	Graphics and Multimedia	**IS**	Information Systems
LH	Linguistics and Humanities	**NC**	Non-Computing	**SE**	Software Engineering
EC	Electronics and Communications				

CS Program Detailed Structure

Term I			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH135	English for Specific Purposes I		None
BA101	Calculus I		None
BA113	Physics		None
NC172	Fundamentals of Business		None
CS111	Intro. to Computers		None
IS171	Introduction to Information systems		None
BA003 *	Math 0		None

Term II			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH136	English for Specific Purposes II	**LH135**	English for Specific Purposes I
BA102	Calculus II	**BA101**	Calculus I
GM311	Introduction to Multimedia	**CS111**	Intro. to Computers
EC134	Fundamentals of Electronics	**BA113**	Physics
CS143	Intro. to Problem Solving and Programming	**CS111**	Intro. to Computers
NC133	Communication Skills	**LH135**	English for Specific Purposes I

Term III			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CE216	Digital Logic Design	**CS111**	Intro. to Computers
CS243	Object-Oriented Programming	**CS143**	Intro. to Problem Solving and Programming
BA201	Calculus III	**BA102**	Calculus II
CS202	Discrete Structures	**CS111**	Intro. to Computers
BA203	Probability and Statistics	**BA102**	Calculus II
BA216	Advanced Physics	**BA113**	Physics

(*): *This course is added for students of science section only*

Term IV			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
SE291	Introduction to Software Engineering	**CS243** **IS171**	Object-Oriented Programming Introduction to Information systems
CS212	Data Structures and Algorithms	**CS243**	Object-Oriented Programming
CE243	Intro. to Computer Architecture	**CE216**	Digital Logic Design
CS244	Advanced Programming Applications	**CS243**	Object-Oriented Programming
IS273	Database systems	**CS143**	Intro. to Problem Solving and Programming
CE231	Introduction to Networks	**CS143**	Intro. to Problem Solving and Programming
IT291	Professional Training in Entrepreneurship	-	None

Term V			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
BA304	Linear Algebra	**BA102**	Calculus II
CS311	Theory of Computation	**CS202**	Discrete Structures
CS321	Systems Programming	**CS243** **CE243**	Object-Oriented Programming Intro. to Comp. Architecture
CS333	Web Programming	**IS273**	Database Systems
CS352	Computer Graphics	**CS212**	Data Structures & Algorithms
BA301	Advanced Statistics	**BA203**	Probability and Statistics
IT321	Professional Training in Programming I (.Net 1)	-	None

Term VI			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS322	Operating Systems	**CE243** **CS212**	Intro. to Comp. Architecture Data Structures & Algorithms
CS366	Introduction to Artificial Intelligence	**CS202** **CS212**	Discrete Structures Data Structures & Algorithms
CS312	Computing Algorithms	**CS212**	Data Structures & Algorithms
CS301	Numerical Methods	**BA304** **CS143**	Linear Algebra Intro. to Problem Solving and Programming
CS305	System Modeling & simulation	**BA203** **CS243**	Probability and Statistics Object-Oriented Programming
	Minor Elective		
	Professional Training *	-	None

Term VII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS481	Computers & Society		96 CR or more
CS445	Structure of programming Languages	**CS311** **CS321**	Theory of Computation Systems Programming
CS401	Project I		GPA>=2.0 & 96 CR or more
	Major Elective		
	Major Elective		
	Minor Elective		
	Professional Training *	-	None

Term VIII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS421	Computer System Security	**CS322** **CE231**	Operating Systems Introduction to Networks
CS451	Human Computer Interaction	**SE291**	Intro. to Software Engineering
CS402	Project II	**CS401**	Project I
	Major Elective		
	Major Elective		
	Minor Elective		
	Professional Training *	-	None

(*): *check the last page of the course plan for the Professional Training instructions.*

Computer Science Department

Courses for Major Electives

Course		Prerequisite	
Code	**Title**	**Code**	**Title**
CS461	Software Agents	**CS366**	Introduction to Artificial Intelligence.
CS425	Distributed Systems	**CS322**	Operating Systems
CS403	Optimization techniques	**CS301**	Numerical Methods
CS432	Network Protocols & Programming	**CE231**	Introduction to Networks
		CS244	Advanced Programming Applications
CS441	Compilers	**CS321**	Systems Programming
		CS445	Structure of programming Languages
CS427	Embedded Systems Programming	**CE243**	Intro. to Computer Architecture
		CS143	Intro. to Problem Solving and Programming
CS453	Virtual Environments	**CS352**	Computer Graphics
CS454	Multimedia Acquisition & Communications	**CS244**	Advanced Programming Applications
		CE231	Introduction to Networks
CS464	Soft Computing	**CS366**	Introduction to Artificial Intelligence.
CS469	Robotics Applications	**CS366**	Introduction to Artificial Intelligence
		CE243	Intro. to Computer Architecture
CS443	Game Programming	**CS243**	Object-oriented Programming
		CS352	Computer Graphics
SE391	Project Management	**SE291**	Introduction to Software Engineering
CS468	Advanced Artificial intelligence	**CS366**	Introduction to Artificial Intelligence
CS475	Information Retrieval	**CS212**	Data Structures & Algorithms
		BA304	Linear Algebra
CS455	Digital Image Processing	**CS212**	Data Structures and Algorithms
		BA201	Calculus III
CS449	Functional Programming	**CS445**	Structure of programming Languages
CS428	Cloud Computing	**CS322**	Operating Systems
		CE231	Introduction to Networks
CS411	Data Compression	**CS212**	Data Structures and Algorithms
		BA201	Calculus III

IS Program Detailed Structure

Term I			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH135	English For Specific Purposes I		None
BA101	Calculus I		None
BA113	Physics		None
NC172	Fundamentals of Business		None
CS111	Introduction to Computers		None
IS171	Introduction to Information systems		None
BA003 *	Math 0		None

Term II			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH136	English For Specific Purposes II	**LH135**	English For Specific Purposes I
BA102	Calculus II	**BA101**	Calculus I
GM311	Introduction to Multimedia	**CS111**	Intro. to Computers
EC134	Fundamentals of Electronics	**BA113**	Physics
CS143	Introduction to Problem Solving and Programming	**CS111**	Introduction to Computers
NC133	Communication Skills	**LH135**	English For Specific Purposes I

Term III			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CE216	Digital Logic Design	**CS111**	Intro. to Computers
CS243	Object-Oriented Programming	**CS143**	Introduction to Problem Solving and Programming
BA201	Calculus III	**BA102**	Calculus II
CS202	Discrete Structures	**CS111**	Introduction to Computers
BA203	Probability and Statistics	**BA102**	Calculus II
BA216	Advanced Physics	**BA113**	Physics

(*): *This course is added to term I students of science section.*

Term IV			
Course		**Course**	
Code	**Title**	**Code**	**Title**
SE291	Introduction to Software Engineering	**CS243** **IS171**	Object-Oriented Programming Intro. to Information systems
CS212	Data Structures and Algorithms	**CS243**	Object-Oriented Programming
IS273	Database Systems	**CS143**	Intro. to Problem Solving and Programming
CS244	Advanced Programming Applications	**CS243**	Object-Oriented Programming
CE243	Intro. to Computer Architecture	**CE216**	Digital Logic Design
CE231	Introduction to Networks	**CS143**	Intro. to Problem Solving and Programming
IT291	Professional Training in Entrepreneurship	-	None

Term V			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
IS372	Information Systems Theory & Practice	**IS171**	Intro. to Information Systems
CS333	Web Programming	**IS273**	Database Systems
NC283	Introduction to Accounting		None
SE391	Project Management	**SE291**	Intro. to Software Engineering
IS391	Systems Analysis & Design	**IS171** **CS243**	Intro. to Information Systems Object-Oriented Programming
NC252	Principles of Marketing		None
IT321	Professional Training in Programming I (.Net 1)	-	None

Term VI			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS322	Operating Systems	**CE243** **CS212**	Intro. to Computer Architecture Data Structures & Algorithms
CS366	Introduction to Artificial Intelligence	**CS202** **CS212**	Discrete Structures Data Structures & Algorithms
NC275	Global Business		None
IS371	E-business Fundamentals	**IS171**	Intro. to Information Systems
IS374	Advanced Database Systems	**IS273**	Database Systems
	Minor Elective		
	Professional Training *	-	None

Term VII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
IS471	Strategic Planning for IS	**IS391**	Systems Analysis & Design
CS481	Computers & Society		96 CR or more
IS401	Project I		GPA>=2.0 & 96 CR or more
	Major Elective		
	Major Elective		
NC471	Business Process Management		96 CR or more
	Professional Training *	-	None

Term VIII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
IS421	IS Security	**CS322** **CE231**	Operating Systems Introduction to Networks
IS461	Decision Support Systems	**CS366**	Intro. to Artificial Intelligence
IS402	Project II	**IS401**	Project I
	Major Elective		
	Major Elective		
	Minor Elective		
	Professional Training *	-	None

(*): *check the last page of the course plan for the Professional Training instructions.*

Information Systems Department

Courses for Major Electives

Code	Title	Prerequisite	
		Code	Title
BA301	Advanced Statistics	**BA203**	Probability and Statistics
IS477	Geographic Information Systems	**IS273**	Database Systems
IS478	Integrated Information Systems Management	**IS372**	Information Systems Theory & Practice
IS472	E-Learning	**IS372**	Information Systems Theory & Practice
IS479	Digital Libraries	**IS171**	Introduction to Information Systems
IS433	Mobile Computing Applications	**CS244**	Advanced Programming Applications
CS451	Human Computer Interaction	**SE291**	Introduction to Software Engineering
IS473	Multimedia Information Systems	**IS273** **CS212**	Database Systems Data Structures & Algorithms
IS463	Knowledge Management	**CS366**	Introduction to AI
IS465	Data Mining	**IS273**	Database Systems
IS474	Digital Transformation	**IS372**	Information Systems Theory and Practice
IS475	IS Audit	**IS372**	Information Systems Theory and Practice
IS467	Big Data Analytics	**BA203** **CS366**	Probability and Statistics Intro. to Artificial Intelligence

SE Program Detailed Structure

Term I			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH135	English For Specific Purposes I		None
BA101	Calculus I		None
BA113	Physics		None
NC172	Fundamentals of Business		None
CS111	Introduction to Computers		None
IS171	Introduction to Information systems		None
BA003 *	Math 0		None

Term II			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH136	English For Specific Purposes II	**LH135**	English For Specific Purposes I
BA102	Calculus II	**BA101**	Calculus I
GM311	Introduction to Multimedia	**CS111**	Intro. to Computers
EC134	Fundamentals of Electronics	**BA113**	Physics
CS143	Introduction to Problem Solving and Programming	**CS111**	Introduction to Computers
NC133	Communication Skills	**LH135**	English For Specific Purposes I

Term III			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CE216	Digital Logic Design	**CS111**	Introduction to Computers
CS243	Object-Oriented Programming	**CS143**	Introduction to Problem Solving and Programming
BA201	Calculus III	**BA102**	Calculus II
CS202	Discrete Structures	**CS111**	Introduction to Computers
BA203	Probability and Statistics	**BA102**	Calculus II
BA216	Advanced Physics	**BA113**	Physics

(*): *This course is added to term I students of science section.*

Term IV			
Course		Course	
Code	Title	Code	Title
SE291	Introduction to Software Engineering	CS243 IS171	Object-Oriented Programming Intro. to Information systems
CS212	Data Structures and Algorithms	CS243	Object-Oriented Programming
IS273	Database systems	CS143	Intro. to Problem Solving and Programming
CS244	Advanced Programming Applications	CS243	Object-Oriented Programming
CE243	Intro. to Computer Architecture	CE216	Digital Logic Design
CE231	Introduction to Networks	CS143	Intro. to Problem Solving and Programming
IT291	Professional Training in Entrepreneurship	-	None

Term V			
Course		Prerequisit	
Code	Title	Code	Title
SE392	Software requirement & Specifications	SE291	Intro. to Software Engineering
BA304	Linear Algebra	BA102	Calculus II
SE391	Project Management	SE291	Intro. to Software Engineering
SE396	Software Engineering Process	SE291	Intro. to Software Engineering
CS333	Web Programming	IS273	Database Systems
BA301	Advanced Statistics	BA203	Probability and Statistics
IT321	Professional Training in Programming I (.Net 1)	-	None

Term VI			
Course		Prerequisite	
Code	Title	Code	Title
CS322	Operating Systems	CE243 CS212	Intro. to Comp. Architecture Data Structures & Algorithms
CS366	Introduction to Artificial Intelligence	CS212 CS202	Data Structures & Algorithms Discrete Structures
CS312	Computing Algorithms	CS212	Data Structures & Algorithms
SE393	Principles of Software Architecture	SE291	Intro. to Software Engineering
CS451	Human Computer Interaction	SE291	Intro. to Software Engineering
CS301	Numerical Methods	BA304 CS143	Linear Algebra Introduction to Problem solving and Programming
	Professional Training *	-	None

Term VII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
SE491	Software component Design	**SE291**	Introduction to Software Engineering
CS481	Computers & Society		96 CR or more
SE401	Project I		GPA>=2.0 & 96 CR or more
	Major Elective		
	Major Elective		
	Minor Elective		
	Professional Training *	-	None

Term VIII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
SE497	Software verification and Validation	**SE291**	Introduction to Software Engineering
CS421	Computer System Security	**CS322** **CE231**	Operating Systems Introduction to Networks
SE402	Project II	**SE401**	Project I
	Major Elective		
	Major Elective		
	Minor Elective		
	Professional Training *	-	None

(*): *check the last page of the course plan for the Professional Training instructions.*

Courses for Major Electives
Software Engineering Department

Code	Title	Prerequisite	
		Code	Title
CS427	Embedded Systems Programming	**CE243** **CS143**	Introduction to Computer Architecture Introduction to Problem Solving
CS428	Cloud Computing	**CS322** **CE231**	Operating Systems Introduction to Networks
SE481	Agile Software Development	**SE291**	Introduction to Software Engineering
SE482	Architecting IOT Solutions	**SE291**	Introduction to Software Engineering
SE483	Engineering AI-enabled Systems	**CS366**	Introduction to Artificial Intelligence
SE484	Engineering for Deployment and Operations		96 Credits Hours or More
SE485	Software Configuration Management	**SE291**	Introduction to Software Engineering
SE486	Software Engineering for Large Scale Systems	**SE291**	Introduction to Software Engineering
SE487	Software Maintenance and Evolution	**SE291**	Introduction to Software Engineering
SE488	Software Product Lines Engineering	**SE393**	Principles of Software Architecture
SE489	Software Risk Management	**SE291**	Introduction to Software Engineering
SE493	Software Quality Assurance	**SE291**	Introduction to Software Engineering
SE494	Formal Methods in Software Engineering	**SE291**	Introduction to Software Engineering
SE495	Security in Software Engineering	**SE291**	Introduction to Software Engineering

GM Program Detailed Structure

Term I			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH135	English for Specific Purposes I		None
BA101	Calculus I		None
BA113	Physics		None
NC172	Fundamentals of Business		None
CS111	Intro. to Computers		None
IS171	Introduction to Information systems		None
BA003 *	Math 0		None

Term II			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
LH136	English for Specific Purposes II	**LH011**	English for Specific Purposes I
BA102	Calculus II	**BA101**	Calculus I
GM311	Introduction to Multimedia	**CS111**	Intro. to Computers
EC134	Fundamentals of Electronics	**BA113**	Physics
CS143	Intro. to Problem Solving and Programming	**CS111**	Intro. to Computers
NC133	Communication Skills	**LH135**	English for Specific Purposes I

Term III			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CE216	Digital Logic Design	**CS111**	Intro. to Computers
CS243	Object-Oriented Programming	**CS143**	Intro. to Problem Solving and Programming
BA201	Calculus III	**BA102**	Calculus II
CS202	Discrete Structures	**CS111**	Intro. to Computers
BA203	Probability and Statistics	**BA102**	Calculus II
BA216	Advanced Physics	**BA113**	Physics

(*): *This course is added for students of science section only.*

Term IV			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
SE291	Introduction to Software Engineering	**CS243** **IS171**	Object-Oriented Programming Introduction to Information systems
CS212	Data Structures and Algorithms	**CS243**	Object-Oriented Programming
CE243	Intro. to Computer Architecture	**CE216**	Digital Logic Design
CS244	Advanced Programming Applications	**CS243**	Object-Oriented Programming
IS273	Database systems	**CS143**	Intro. to Problem Solving and Programming
CE231	Introduction to Networks	**CS143**	Intro. to Problem Solving and Programming
IT291	Professional Training in Entrepreneurship	-	None

Term V			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS333	Web Programming	**IS273**	Database systems
GM315	Digital Audio & Video Fundamentals	**GM311**	Introduction to Multimedia
CS352	Computer Graphics	**CS212**	Data Structures and Algorithms
SE391	Project Management	**SE291**	Intro. to Software Engineering
	Humanities Elective		
GM317	Media Production and Editing	**GM311**	Introduction to Multimedia
IT321	Professional Training in Programming I (.Net 1)	-	None

Term VI			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS322	Operating Systems	**CE243** **CS212**	Intro. to Computer Architecture Data Structures and Algorithms
CS366	Introduction to Artificial Intelligence	**CS202** **CS212**	Discrete Structures Data Structures & Algorithms
CS451	Human Computer Interaction	**SE291**	Introduction to Software Engineering
GM324	3D Modeling	**GM311**	Introduction to Multimedia
CS443	Game Programming	**CS243** **CS352**	Object-Oriented Programming Computer Graphics
	Minor Elective		
	Professional Training *	-	None

Term VII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
GM323	Digital Lighting and Rendering	**GM324**	3D Modeling
CS455	Digital Image Processing	**CS212**	Data Structures and Algorithms
		BA201	Calculus III
GM413	Project I		GPA>=2.0 & 96 CR or more
	Minor Elective		
	Major Elective		
	Major Elective		
	Professional Training *	-	None

Term VIII			
Course		**Prerequisite**	
Code	**Title**	**Code**	**Title**
CS421	Computer System Security	**CS322** **CE231**	Operating Systems Introduction to Networks
GM411	Computer Animation	**GM323**	Digital Lighting and Rendering
GM423	Project II	**GM413**	Project I
	Minor Elective		
	Major Elective		
	Major Elective		
	Professional Training *	-	None

(*): *check the last page of the course plan for the Professional Training instructions.*

Multimedia and Graphics Department

Courses for Major Electives

Code	Title	Code	Prerequisite
GM416	Video Editing	**GM311**	Introduction to Multimedia
CS446	Computer Games programming: Tools and Techniques	**CS443**	Game Programming
GM418	Information Visualization	**CS352**	Computer Graphics
		IS171	Intro. to Information systems
CS466	Machine Learning and AI for Games	**CS366**	Introduction to Artificial Intelligence
		CS443	Game Programming
CS447	Writing Games Analysis – concept art for gaming	**CS443**	Game Programming
		GM324	3D Modeling
GM425	3D animation and Graphics Programming Tools	**GM324**	3D Modeling
GM426	Video Databases	**GM311**	Introduction to Multimedia
		IS273	Database Systems
CS448	Game Modeling Design	**CS443**	Game Programming
GM427	Video Streaming	**GM311**	Introduction to Multimedia
		CE231	Introduction to Networks
CS411	Data Compression	**CS212**	Data Structures and Algorithms
		BA201	Calculus III

Courses for Minor Electives

Computer Science

Code	Title	Prerequisite	
		Code	Title
CS301	Numerical Methods	**BA304**	Linear Algebra
		CS143	Introduction to Problem Solving & Programming
CS445	Structure of Programming Languages	**CS311**	Theory of Computation
		CS321	Systems Programming
CS305	System Modeling & Simulation	**BA203**	Probability and Statistics
		CS243	Object-Oriented Programming
CS321	Systems Programming	**CS243**	Object-Oriented Programming
		CE243	Introduction to Computer Architecture
CS352	Computer Graphics	**CS212**	Data Structures & Algorithms
CS311	Theory of Computation	**CS202**	Discrete Structures
CS443	Game Programming	**CS243**	Object-oriented Programming
		CS352	Computer Graphics

Information Systems

Course		Prerequisite	
Code	**Title**	**Code**	**Title**
IS372	Information Systems Theory & Practice	**IS171**	Introduction to Information systems
IS391	Systems Analysis & Design	**IS171**	Introduction to Information systems
		CS243	Object-Oriented Programming
IS371	E-business Fundamentals	**IS171**	Intro. to Information Systems
IS374	Advanced Database Systems	**IS273**	Database Systems
IS461	Decision Support Systems	**CS366**	Introduction to Artificial Intelligence
IS471	Strategic Planning for IS	**IS391**	Systems Analysis & Design
IS467	Big Data Analytics	**BA203**	Probability and Statistics
		CS366	Intro. to Artificial Intelligence

Software Engineering

Course		Prerequisite	
Code	**Title**	**Code**	**Title**
SE392	Software Requirements & Specifications	**SE291**	Introduction to Software Engineering
SE393	Principle of Software Architecture	**SE291**	Introduction to Software Engineering
SE491	Software Component Design	**SE291**	Introduction to Software Engineering
SE492	Software Verification	**SE291**	Introduction to Software Engineering
SE493	Software Quality Assurance	**SE291**	Introduction to Software Engineering

Multimedia and Graphics

Course		Prerequisite	
Code	**Title**	**Code**	**Title**
GM323	Digital Lighting and Rendering	**GM324**	3D Modeling
GM324	3D Modeling	**GM311**	Introduction to Multimedia
CS352	Computer Graphics	**CS212**	Data Structures & Algorithms
GM411	Computer Animation	**GM323**	Digital Lighting and Rendering
GM317	Media Production and Editing	**GM311**	Introduction to Multimedia
GM315	Digital Audio & Video Fundamentals	**GM311**	Introduction to Multimedia

Humanities Elective Courses (GM and SE only)

Course		Prerequisite	
Code	**Title**	**Code**	**Title**
NC215	Theory of Colors		None
NC252	Principles of Marketing		None
NC262	Scientific Thinking		None
NC263	Environmental Science & Technology		None
NC264	Principle of Microeconomics		None
NC275	Global Business		None
NC282	Financial Accounting		None
NC283	Introduction to Accounting		None

Professional Training Courses in CCIT

All students MUST complete professional training requirements before graduation.

At term 4, the student is expected to register Professional Training in Entrepreneurship followed by Professional Training in Programming I, at term 5. Then, at term 6, the student chooses one of the three currently available tracks (*Networking*, *Database*, or *Multimedia*), where he or she has to cover three Professional Training courses in the chosen track in terms 6, 7, and 8 respectively.
The following tables show the distribution of Professional Training courses in each track.

Networking

Term	Course Code	Course Title
Term 6	IT331	Professional Training in Networking I
Term 7	IT332	Professional Training in Networking II
Term 8	IT431	Professional Training in Networking III

Database

Term	Course Code	Course Title
Term 6	IT371	Professional Training in Database I
Term 7	IT372	Professional Training in Database II
Term 8	IT471	Professional Training in Database III

Multimedia

Term	Course Code	Course Title
Term 6	IT382	Professional Training in Multimedia I
Term 7	IT481	Professional Training in Multimedia II
Term 8	IT482	Professional Training in Multimedia III