

# ITM THEORY AND TECHNOLOGY (ITMT)

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## ITMT 430

### System Integration

In this capstone course, students will identify, gather, analyze, and write requirements based on user needs and will then design, construct, integrate, and implement an information system as a solution to a business problem. Students will document integration requirements using business process models and will learn and apply key systems integration architecture, methodologies, and technologies using industry best practices. User needs and user centered design will be applied in the selection, creation, evaluation, and administration of the resulting system. The system design process will take into account professional, ethical, legal, security, and social issues and responsibilities and stress the local and global impact of computing on individuals, organizations, and society. Discussion will also cover the need to engage in continuing professional development.

**Prerequisite(s):** [(ITMD 411, ITMD 421, ITMD 434, ITMD 461, ITMM 471, ITMO 440, and ITMO 456)]

**Lecture: 2 Lab: 2 Credits: 3**

**Satisfies:** Ethics (E)

## ITMT 491

### Undergraduate Research

Undergraduate research. Written consent of instructor is required.

**Credit:** Variable

## ITMT 492

### Embedded Systems and Reconfigurable Logic Design

This course covers reconfigurable intelligent devices programmed with modern high level languages focusing on design and integration to modern environments. The course will also cover the topic and deployment of wireless sensor networks and the use of rapid prototyping for commercial application. Students will discover hardware, software and firmware design trade-offs as well as best practices in current embedded systems development. A final project will integrate course topics into a system using an embeddable single-board microcontroller.

**Prerequisite(s):** [(ITM 311) OR (ITM 312)]

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 495

### Topics in Information Technology

This course will cover a particular topic varying from semester to semester in which there is particular student or staff interest.

**Credit:** Variable

## ITMT 514

### Enterprise Application Architecture

This course examines current enterprise application architectures from the perspective of senior technology planners and managers. Topics such as models and patterns of enterprise application architecture, application virtualization, cloud application architectures, integration of custom application infrastructure with major vendor products, and full systems integration issues will be addressed.

**Prerequisite(s):** [(ITMD 510)]

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 531

### Object-Oriented System Analysis, Modeling, and Design

This course will cover object oriented approaches to system analysis, data modeling and design that combine both process and data views of systems. Emphasis is given to practical problems and the techniques needed to create solutions in systems design.

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 533

### Operating System Design Implementation

This course introduces students to the fundamental principles of operating systems design and gives them hands-on experience with real operating systems installation, design, and implementation. The students apply what they learn about operation systems design to practical implementation by modifying and extending the MINIX Operating System. MS Windows and LINUX are briefly discussed as case studies.

**Prerequisite(s):** [(ITMD 512)]

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 535

### Data Center Architecture

The course deals with building integrated data center information infrastructures, including facility, hardware, software, and network components as solutions to particular enterprise information management needs and requirements. Students will learn critical elements of modern data center design including physical plant construction; network infrastructure; data storage technologies; power provisioning and conditioning; environmental controls and HVAC; system and physical security; modular component use; and planning for growth.

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 537

### Instructional Technologies

In this course students will create, assess, and deploy current technologies used for K-College instruction and corporate training environments. Topics covered include developing training materials, courses, individualized instruction, websites, multimedia projects, and on-line instruction in educational settings. focus will be given to modern programming environments and models for developing instructional materials.

**Lecture: 3 Lab: 0 Credits: 3**

## ITMT 593

### Embedded Systems

This course introduces embedded systems concepts and technology, illustrates the trade-offs which occur as part of embedded systems design, as well as providing practical applications of embedded systems technology. Particular emphasis is given to embedded systems hardware, software and development tools. The course labs include hands-on development of several stand-alone embedded applications using development tools such as compilers, simulators and evaluation boards. Prerequisite: ITM 301 or equivalent computer architecture course; C/C++ programming experience.

**Lecture: 2 Lab: 2 Credits: 3**

**ITMT 594**

**Special Projects in Information Technology**

Special projects.

**Credit:** Variable

**ITMT 595**

**Topics in Information Technology**

This course will cover a particular topic, varying from semester to semester, in which there is particular student or staff interest.

**Credit:** Variable

**ITMT 596**

**Graduate Honors Studies in Information Technology**

Graduate honors project, thesis or whitepaper. Prerequisites:

Graduate honors status and consent of the instructor.

**Credit:** Variable

**ITMT 597**

**Special Problems in Information Technology**

Independent study and project.

**Credit:** Variable