ITM DEVELOPMENT (ITMD)

ITMD 361
Fundamentals of Web Development
This course will cover the creation of Web pages and sites using HTML, CSS, Javascript, jQuery, and graphical applications as well as the client and server architecture of the Internet and related web technologies. The creation and deployment of modern, standards-compliant web pages are addressed. Students create and deploy a Web site with multiple pages and cross-linked structures.
Lecture: 3 Lab: 0 Credits: 3

ITMD 362
Human-Computer Interaction and Web Design
Students in this course will learn the importance of human-computer interaction design and the effectiveness of user-centered design. The course will cover a survey of methods frequently used by the HCI profession, such as usability testing and prototyping, as well as general design principles and how to use design guidelines. A particular emphasis will be placed on usability for Web site engineering, and students will apply knowledge from the field in the design and construction of user-centered Web sites.
Prerequisite(s): ITMD 361
Lecture: 3 Lab: 0 Credits: 3

ITMD 411
Intermediate Software Development
This course covers a broad spectrum of object-oriented programming concepts and application programming interfaces. The student considers the details of object-oriented development in topics of multi-threading, data structure collections, stream I/O and client interfaces. Software engineering topics of packaging and deployment are covered as well. Hands-on exercises reinforce concepts taught throughout the course.
Prerequisite(s): ITM 312 and ITM 311
Lecture: 3 Lab: 0 Credits: 3

ITMD 412
Advanced Structured and Systems Programming
Structured programming continues with advanced concepts including strings, arrays, pointers, data structures, file manipulation, and dynamic memory management. Students create more complex applications that work with user input, manipulate user supplied text or text obtained from a file, apply standard library routines for working with literal text, use pointers to store complex structures within arrays, and read and write data from files, the console, and the terminal. The object-oriented programming (OOP) paradigm is covered in depth including the philosophy of OOP, classes and objects, inheritance, template classes, and making use of class libraries.
Prerequisite(s): ITM 312
Lecture: 3 Lab: 0 Credits: 3

ITMD 413
Open Source Programming
Contemporary open-source programming languages and frameworks are presented. The student considers design and development topics in system, graphical user interface, network, and web programming. Dynamic scripting languages are covered using object-oriented, concurrent, and functional programming paradigms. Concepts gained throughout the course are reinforced with numerous exercises which will culminate in an open-source programming project.
Prerequisite(s): ITMD 411
Lecture: 3 Lab: 0 Credits: 3

ITMD 415
Advanced Software Development
This course considers Web container application development for enterprise systems. The primary focus is on database connectivity (JDBC) integration with Web application programming using an enterprise-level application framework. A Web application term project considers the design and implementation of a database instance that serves as the information tier in a contemporary 3-tier enterprise solution.
Prerequisite(s): ITMD 411
Lecture: 3 Lab: 0 Credits: 3

ITMD 419
Topics in Software Development
This course will cover a particular topic in software development, varying from semester to semester, in which there is particular student or staff interest. This course may be taken more than once but only 9 hours of ITMD 419/519 credit may be applied to a degree.
Credit: Variable

ITMD 421
Data Modeling and Applications
Basic data modeling concepts are introduced. Hands-on database design, implementation, and administration of single-user and shared multi-user database applications using a contemporary relational database management system.
Lecture: 3 Lab: 0 Credits: 3

ITMD 422
Advanced Database Management
Advanced topics in database management and programming including client server application development are introduced. Expands knowledge of data modeling concepts and introduces object-oriented data modeling techniques. Students will learn the use of Structured Query Language in a variety of application and operating systems environments.
Prerequisite(s): ITMD 421
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C)
ITMD 453
Enterprise Intelligent Device Applications
Intelligent device application development is covered with proprietary enterprise and open-source technologies on media device, mobile, and robotic platforms. Utilizing contemporary toolkits, the student considers design and development on simulated and real "smart" devices including smart phones, tablets, sensors, actuators, drones, and robots. Numerous exercises reinforce concepts gained throughout the course. A term project will integrate course topics into a comprehensive intelligent device application.
Prerequisite(s): ITM 311
Lecture: 3 Lab: 0 Credits: 3

ITMD 454
Mass-Market Intelligent Device Applications
Intelligent device application development is covered with leading mass-market and open-source technologies on media device, mobile, and robotic platforms. Utilizing contemporary toolkits, the student considers design and development on simulated and real "smart" devices including smart phones, tablets, sensors, actuators, drones, and robots. Numerous exercises reinforce concepts gained throughout the course. A term project will integrate course topics into a comprehensive intelligent device application.
Prerequisite(s): ITM 312
Lecture: 3 Lab: 0 Credits: 3

ITMD 455
Open-Source Intelligent Device Applications
Intelligent device application development is covered with various technologies on mobile and robotic platforms. Utilizing contemporary toolkits, the student considers design and development on emulated and real "smart" devices including smart phones, personal digital assistants, sensors, actuators, and robots. Numerous exercises reinforce concepts gained throughout the course. A term project will integrate course topics into a comprehensive intelligent device application.
Prerequisite(s): ITM 311
Lecture: 3 Lab: 0 Credits: 3

ITMD 460
Fundamentals of Multimedia
Students are introduced to computer-based multimedia theory, concepts, and applications. Topics include desktop publishing, hypermedia, presentation graphics, graphic images, animation, sound, video, multimedia on the World Wide Web and integrated multimedia authoring techniques.
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C)

ITMD 462
Web Site Application Development
Programming the Common Gateway Interface (CGI) for Web pages is introduced with emphasis on creation of interfaces to handle HTML form data. CGI programming is taught in multiple languages. Security of Web sites is covered with an emphasis on controlled access sites. Setup, administration and customization of content management systems including blog and portal sites is introduced. Students design and create a Web site including basic CGI programs with Web interfaces and process data flows from online forms with basic database structures.
Prerequisite(s): ITM 361
Lecture: 3 Lab: 0 Credits: 3
Satisfies: Communications (C)

ITMD 463
Intermediate Web Application Development
In-depth examination of the concepts involved in the development of Internet applications. Students will learn the differences and similarities between Internet applications and traditional client/server applications. A discussion of the technologies involved in creating these Internet applications is included, and students will learn to use these technologies to create robust server-side applications.
Prerequisite(s): ITM 361
Lecture: 3 Lab: 0 Credits: 3

ITMD 464
Advanced Web Application Development
Strategies for management of electronic commerce allow students to learn to re-engineer established business processes to increase enterprise competitive advantage, provide better customer service, reduce operating costs, and achieve a better return on investment. Students will learn to evaluate, use, and deploy state-of-the-art tools and techniques needed to develop a reliable e-commerce offering on the Web. The course will cover state-of-the-art programming and development tools. This class will provide students with hands-on exposure needed to design and build a fully functional e-commerce Web site.
Prerequisite(s): ITM 463
Lecture: 3 Lab: 0 Credits: 3

ITMD 465
Rich Internet Applications
Students learn to create interactive rich internet applications using web development frameworks, applications, and techniques that primarily operate on the client-side. These applications often exhibit the same characteristics as desktop applications and are typically delivered through a standards-based web browser via a browser plug-in or independently via sandboxes or virtual machines. Current software frameworks used to download, update, verify, and execute these applications are addressed as well as writing applications for deployment in these frameworks.
Prerequisite(s): ITM 361
Lecture: 3 Lab: 0 Credits: 3
ITMD 466  
**Service-Oriented Architecture**  
This course covers IT enterprise systems employing web services technologies in SOA and ESB architectural patterns. The student considers SOA which defines and provisions IT infrastructure and allows for a loosely-coupled data exchange over disparate applications participating in business processes. The simplification of integration and flexible reuse of business components within SOA is greatly furthered by ESB. Lab exercises using contemporary toolkits are utilized to reinforce platform-agnostic course topics.  
**Prerequisite(s):** ITMD 411 and ITMD 361  
**Lecture:** 3 **Lab:** 0 **Credits:** 3

ITMD 467  
**Web Systems Integration**  
In this project-based course, student teams will build an enterprise-grade website and web infrastructure integrating server-side applications, databases, and client-side rich internet applications as a solution to a defined business problem.  
**Prerequisite(s):** ITMD 465 and ITMD 462  
**Lecture:** 3 **Lab:** 0 **Credits:** 3

ITMD 469  
**Topics in Application Development**  
This course will cover a particular topic in application development, varying from semester to semester, in which there is particular student or staff interest. This course may be taken more than once but only 9 hours of ITMD 469/569 credit may be applied to a degree.  
**Credit:** Variable