A. Course Description

Credits:

Lab Hours/ Weeks: Corequisites: None

Lecture Hours/ Week :

MnTC Goals: None

This series of workshops is intended to provide students with hands-on experience with current and emerging technologies and tools. Students will learn design principles and implementation practices on a variety of platforms. Specific topics will vary. **Note: this is a variable credit course with credit range of 1 - 2.

B. Course Effective Dates: 12/17/2007 - Present

C. Outline of Major Content Areas:

See Course Description for major content areas.

D. Learning Outcomes (General)

1. Programming Languages: Install the compiler or interpreter on appropriate platforms Identify problems that are most amenable for solution using the language Design to the language for problems targeted for the language. Write, document, compile, execute, test, and debug programs of varying complexity. Use some of the most common extensions for writing industrial strength applications (example: JDBC for the Java language). Understands any variants in the language across platforms and/or manufacturers.

2. Software products such as DBMS, Operating Systems, etc.: Install the software on appropriate platforms. Configure the software. Fine-tune the software for optimal use. Troubleshoot problems. Know the basic theoretical principles behind the product. Run applications and other appropriate software on/using the product. Aware of different versions of the software and their differences and relative merits.

3. Software Engineering or Other Approaches: Identify situations where the approach can be used. Apply the process in a given setting. Do any associated documentation. Explain why and where the approach performs superior to other approaches. Adapt the approach appropriately as needed

4. Other Technologies: Adapt Appropriately

E. Learning Outcomes (MN Transfer Curriculum)

This contains no goal areas.

G. Special Information

Prerequisites will vary by topic. Instructor permission may be required prior to registration.