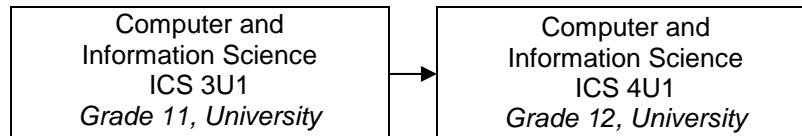


# COMPUTER STUDIES

## Prerequisite Chart for Computer Studies

This chart maps out all courses in this discipline and shows links between courses and possible prerequisites for them. It does not attempt to depict all possible movements from course to course.



### **Introduction to Computer Science ICS 3U1 (UNIVERSITY)**

This course introduces students to computer science. Students will design software independently and as part of a team, using industry-standard programming tools and applying the software development life-cycle model. They will also write and use subprograms within computer programs. Students will develop creative solutions for various types of problems as their understanding of the computing environment grows. They will also explore environmental and ergonomic issues, emerging research in computer science, and global career trends in computer-related fields. (May be combined with ICS 3C1). Available through eLearning.

**Prerequisite:** None

### **Computer Science ICS 4U1 (UNIVERSITY)**

This course enables students to further develop knowledge and skills in computer science. Students will use modular design principles to create complex and fully documented programs, according to industry standards. Student teams will manage a large software development project, from planning through to project review. Students will also analyse algorithms for effectiveness. They will investigate ethical issues in computing and further explore environmental issues, emerging technologies, areas of research in computer science, and careers in the field. (May be combined with ICS 3U1 or ICS 4C1). Available through eLearning.

**Prerequisite:** ICS 3U1