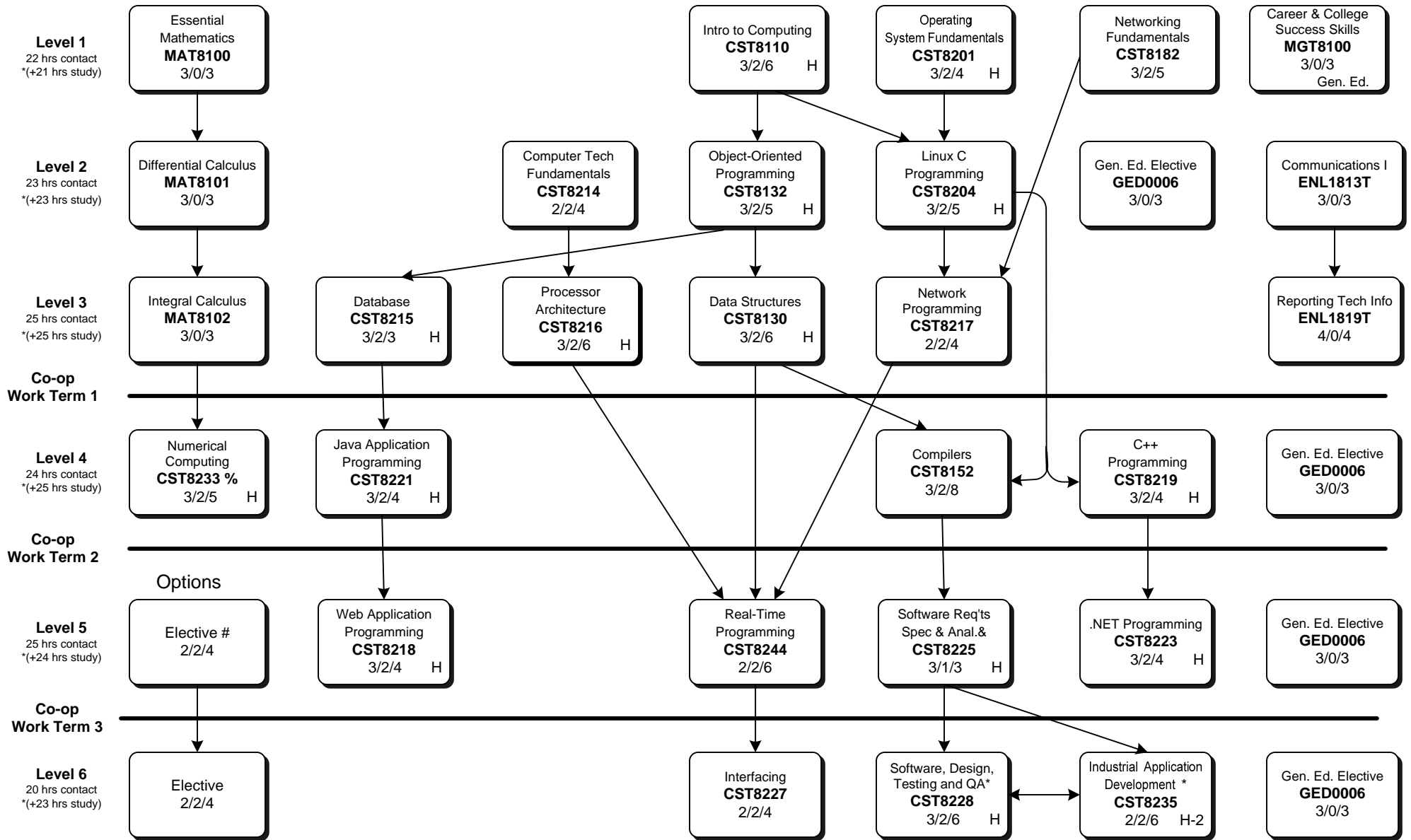


Computer Engineering Technology – Computing Science – 0006X 2009-2010



Course Name
Course Number
Hours
(theory/lab/study*)
* - recommended number of study hours per week; this amount may vary depending on the individual.

Please note that whatever elective you choose in level 5, you must take the follow-on course in level 6.

Options for Electives: (one of two):

- Graphics (CST8236) followed by Game Programming (CST8237)
- Database Programming (CST2355d) followed by GUI Programming (DAT2335)

* Failure of either course requires re-taking Software Req'ts Spec & Anal. and **both** level six follow-on courses again.
& Prerequisite – ENL1819T
Must not be missing more than 1 core subject in levels 1 to 4.
H Hybrid Course
% Prerequisites for CST8233 are CST8204 and MAT8102
All courses offered Fall and Winter only
Coop option progression pattern subject to change

This document is intended for guidance only. Please refer to the college calendar for current status.
Revised February 24, 2009