

**NORCO COLLEGE
SLO to PLO MATRIX**

PLOs

Create structured and Object code in Java for business, gaming, mathematical and scientific problems by identifying the information input requirements, synthesizing the algorithmic steps needed to transform the data input into the required output information, and organizing the output format to facilitate user communication.

Using Java libraries create and run Java programs that incorporate the following:

- Multiprocessors
- Multimedia
- JDBC
- SQL
- Establish client/server relationship.

Using Java libraries create and run Java programs that incorporate data structures.

CERTIFICATE/PROGRAM: Java Programming NCE809				
COURSE: CIS/CSC-5: Fundamentals of Programming Logic using C++				
SLO 1	Create computer programs in C++ using the principles of structured programming.	I		
SLO 2	Apply the principles of logical programming concepts to develop specific solutions for gaming, business, scientific and mathematics problems.	I		
SLO 3	Identify the information input requirements, synthesize the algorithmic steps needed to transform the data input into the required output information, and organize the output format to facilitate user communication.	I		
SLO 4	Demonstrate the use of the C++ IDE and libraries.	I		
COURSE: CIS/CSC-18A: Java Programming: Objects				
SLO 1	Demonstrate an understanding of the Java IDE programming environment sufficient to write small to medium sized programs.	I,D	I	
SLO 2	Demonstrate an understanding of the fundamentals of object-oriented development sufficient to create and use classes as the foundation of Java application programs.	I,D	I	
COURSE: CIS/CSC-18B: Java Programming: Advanced Objects				
SLO 1	Write medium to large Java programs individually and as part of a programming team effort.	I,D,M	I,D	I
SLO 2	Create programs that run in a multiprocessor environment such as but not limited to multimedia components.	I,D,M	I,D	
SLO 3	Use Java database connectivity "JDBC" with basic SQL to maintain and update records.	I,D,M	I,D,M	I

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COURSE:	CIS/CSC-18C: Java Programming: Data Structures			
SLO 1	Analyze and understand the use of data structures in the development of algorithms.	I,D,M	I,D,M	I,D,M
SLO 2	Design and create Java programs using stacks, trees, queues, lists and trees.	I,D,M	I,D,M	I,D,M
SLO 3	Apply practical business processes, theoretical scientific, and mathematical concepts to write and execute computer programs in the Java language using data structures.	I,D,M	I,D,M	I,D,M
COURSE:				
SLO 1				
SLO 2				
SLO 3				
SLO 4				
SLO 5				
SLO 6				
SLO 7				
SLO 8				
SLO 9				
COURSE:				
SLO 1				
SLO 2				
SLO 3				
SLO 4				
SLO 5				
SLO 6				

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SLO 7					
SLO 8					
SLO 9					
SLO 10					
COURSE:					
SLO 1					
SLO 2					
SLO 3					
SLO 4					
COURSE:					
SLO 1					
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SLO 4					
SLO 5					
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COURSE:					
SLO 1	•				
SLO 2	•				
SLO 3	•				
SLO 4	•				

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SLO 6	•				
COURSE:					
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SLO 2	•				
SLO 3	•				
SLO 4	•				
SLO 5	•				
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COURSE:					
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SLO 2	•				

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SLO 1	•				
SLO 2	•				
SLO 3	•				
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SLO 4	•				
SLO 5	•				
SLO 6	•				
COURSE:					
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SLO 4	•				

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SLO 6	•				

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SLO 7					
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