Where does software come from?  
How is it created?  
What makes one program different than another?  

All these questions and more are answered in 
LIS 3003 Object Oriented Information Systems!

Become familiar with basic information systems concepts and components. Learn basic concepts and methods of object-oriented programming. This course will provide demonstrations & practice through labs, video cases, web research, & team projects.

Catalog Description:  
3003 Object-Oriented Information Systems.  
Prerequisite: junior standing. Data and information structures; information architecture; information representation; information needs assessment; flow analysis; programming concepts and languages. (Sp)

Course Objectives  
• To familiarize students with basic information systems concepts and components.  
• To teach the basic concepts and methods of object-oriented programming.  
• To use practical problems to illustrate object-oriented concepts.  
• To understand the use of object modeling in information systems design.  
• To provide an introduction to Object-Oriented programming and Object-Oriented information system tools, processes, and modeling.  
• To introduce students to the Object-Oriented information design principles and techniques.  
• To improve students’ logical and critical thinking skills for Information Technology related careers.