

ESTEBAN FORONDA SIERRA

TRANSCRIPT

COMPUTER SCIENCE SUBJECTS

Subject name	Grade
PROGRAMMING FUNDAMENTALS.	4.4/5.0
PRINCIPLES OF SOFTWARE DEVELOPMENT.	4.3/5.0
PROGRAMMING LANGUAGES.	4.9/5.0
DATA STRUCTURE AND ALGORITHMS I	4.9/5.0
DATA STRUCTURE AND ALGORITHMS II.	4.4/5.0
DATABASES.	4.3/5.0
DIGITAL ELECTRONICS AND CIRCUITS.	4.5/5.0
DIGITAL LOGIC AND MICROCONTROLLERS.	5.0/5.0
FORMAL LANGUAGES AND COMPILERS.	4.2/5.0
SOFTWARE ENGINEERING.	4.1/5.0
TECHNOLOGY INTEGRATION PROJECT I.	4.7/5.0
SYSTEMIC THINKING	4.4/5.0
INFORMATION SYSTEMS.	4.3/5.0
TELEMATICS.	3.8/5.0
COMPUTER GRAPHICS.	5.0/5.0
COMPUTER ARCHITECTURE.	4.3/5.0
NUMERICAL METHODS.	4.2/5.0
SPECIAL TOPICS IN TELEMATICS.	4.8/5.0
SPECIAL TOPICS IN SOFTWARE DEVELOPMENT.	5.0/5.0
SPECIAL TOPICS IN INFORMATION SYSTEMS.	4.1/4.1
OPERATING SYSTEMS.	5.0/5.0
TECHNOLOGY INTEGRATION PROJECT II.	5.0/5.0

MATHEMATICS SUBJECTS:

Subject name	Grade
CALCULUS I.	4.1/5.0
CALCULUS II.	3.1/5.0
CALCULUS III.	3.0/5.0
PHYSICS I.	3.6/5.0
PHYSICS II.	4.0/5.0
PREDICATE AND BOOLEAN LOGIC.	4.0/5.0
DISCRETE MATHEMATICS.	3.5/5.0
LINEAR ALGEBRA.	3.8/5.0
STATISTICS.	3.3/5.0
QUANTITATIVE METHODS.	4.5/5.0