



Republic of the Philippines  
Western Mindanao State University  
**COLLEGE OF COMPUTING STUDIES**  
Zamboanga City



**ASSOCIATE IN COMPUTER TECHNOLOGY MAJOR IN APPLICATION DEVELOPMENT**  
**LADDERIZED PROGRAM TO BS IN COMPUTER SCIENCE**

Ladderized Curriculum with 2–year Associate in Computer Technology (ACT) with specialization in Applications Development (AppDev)  
[In compliance with CMO No. 25, s. 2015 and CMO No. 13, s. 2021]  
Effective SY 2023-2024

**PROGRAM CURRICULAR PROSPECTUS**

**FIRST YEAR**

**First Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
CC 100	Introduction to Computing	None	2	1	3
CC 101	Computer Programming 1 (Fundamentals of Programming)	None	3	1	4
DS 111	Discrete Structures 1	None	3	0	3
CAS 101	Purposive Communication	None	3	0	3
MATH 100	Mathematics in the Modern World	None	3	0	3
HIST 100	Life and Works of Rizal	None	3	0	3
US 101	Understanding the Self	None	3	0	3
PATHFIT 1	Movement Competency Training	None	2	0	2
NSTP 1	CWTS 1 / LTS 1 / ROTC 1	None	3	0	3
TOTAL			25	2	27

**Second Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
CC 102	Computer Programming 2 (Intermediate Programming)	CC 101	3	1	4
OOP 112	Object-Oriented Programming	CC 101	2	1	3
WD 114	Web Development 1	CC 101	2	1	3
HCI 116	Human Computer Interaction	CC 101	3	0	3
DS 118	Discrete Structures 2	DS 111	3	0	3
HIST 101	Readings in Philippine History	None	3	0	3
STS 100	Science, Technology and Society	None	3	0	3
PATHFIT 2	Exercise-Based Fitness Activities	PATHFIT 1	2	0	2
NSTP 2	CWTS 2 / LTS 2 / ROTC 2	NSTP 1	3	0	3
TOTAL			24	3	27

\*NOTE: 1 Laboratory Unit = 3 number of contact hours

**SECOND YEAR**

**First Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
CC 103	Data Structures and Algorithms	CC 102	2	1	3
CC 104	Information Management	CC 102, OOP 112	2	1	3
MAD 121	Mobile Application Development	CC 102, OOP 112	2	1	3
WD 123	Web Development 2	WD 114	2	1	3
SIPP 125	Professional Issues in Computing	CC 102	3	0	3
NC 127	Networks and Communications	CC 102	2	1	3
PATHFIT 3	Dance 1 / Sports 1 / Martial Arts 1 / Group Exercise 1 / Outdoor and Adventure Activities 1	PATHFIT 2	2	0	2
TOTAL			15	5	20

**Second Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
CC 105	Applications Development and Emerging Technologies	CC 104	2	1	3
ACTINT 122	ACT Internship (320 hours)	WD 123, SIPP 125	0	6	6
AO 124	Architecture and Organization	DS 111, CC 103	2	1	3
PHILCON	Philippine Constitution		3	0	3
CW 101	The Contemporary World		3	0	3
PATHFIT 4	Dance 2 / Sports 2 / Martial Arts 2 / Group Exercise 2 / Outdoor and Adventure Activities 2	PATHFIT 2	2	0	2
TOTAL			12	8	20

Remarks: Students who completed the first two years of this curriculum, equivalent to 94 units, will be conferred with Associate in Computer Technology (ACT) with specialization in Applications Development (AppDev)



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**PROGRAM CURRICULAR PROSPECTUS**

CMOs for Integration	
CMO No. 1, S. 2015	US 101
CMO No. 1, S. 2019	HIST 101
CMO No. 2, S. 2019	HIST 101

ACT SUMMARY OF UNITS		
CHED Minimum Requirements		Institutional Requirements
<b>A. General Education Courses</b>		
Core Courses	12	18
Rizal Course	3	3
<b>B. Professional Education Courses</b>		
Core Common Courses	15	17
Specialization Courses	18	30
Professional Issues in Computing Courses	3	3
Internship	6	6
<b>C. Courses Mandated by Law</b>		
PATHFit	8	8
NSTP	6	6
<b>D. Institutional Courses</b>		
Philippine Constitution		3
TOTAL	71	94

Prepared by:

**CEED JEZREEL B. LORENZO, MIT**  
Department Head ACT  
*(Signature over printed name)*  
Date: \_\_\_\_\_

Noted by:

**RODERICK P. GO, PhD**  
College Dean  
*(Signature over printed name)*  
Date: \_\_\_\_\_



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**PROGRAM CURRICULAR PROSPECTUS**

Continuance of the *ACT major in Application Development program*  
towards *Bachelor of Science in Computer Science program*

**Summer**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
AC 128	Algorithms and Complexity	DS 118, CC 103	3	0	3
PL 129	Programming Languages	CC 103	2	1	3
STAT 120	Statistics for Computer Science	MATH 100	3	0	3
TOTAL			8	1	9

**THIRD YEAR**

**First Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
SE 131	Software Engineering 1	CC 105, WD 123	2	1	3
ADS 133	Advanced Database Systems	CC 104	2	1	3
ATFL 135	Automata Theory and Formal Languages	AC 128, PL 129	3	0	3
OS 137	Operating Systems	AO 124	2	1	3
	CS Elective 1		2	1	3
	CS Elective 2		2	1	3
CALC 139	Calculus for Computer Science	None	3	0	0
TOTAL			16	5	21

**Second Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
ES 130	Embedded Systems	OS 137	2	1	3
SE 132	Software Engineering 2	SE 131	2	1	3
IAS 134	Information Assurance and Security	CC 104, OS 137	2	0	2
TW 136	Technical Writing for Computer Science	SE 131, ADS 133	0	1	1
	CS Elective 3		2	1	3
	GE Elective 1	None	3	0	3
	GE Elective 2	None	3	0	3
	GE Elective 3	None	3	0	3
TOTAL			17	4	21

**Summer**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
THESIS 139	CS Thesis 1	SE 132, TW 136	3	0	3
TOTAL			3	0	3

**FOURTH YEAR**

**First Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
THESIS 141	CS Thesis 2	THESIS 139	3	0	3
A&H 100	Art Appreciation	None	3	0	3
TOTAL			6	0	6

**Second Semester**

Code	Descriptive Title	Prereq	Units		
			Lec	Lab	Total
CSPRAC 142	Practicum / Industry Immersion (162 hours)	THESIS 141	0	3	3
ETHICS 101	Ethics	None	3	0	3
TOTAL			3	3	6



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**PROGRAM CURRICULAR PROSPECTUS**

----- Elective Track/s -----

General Education Electives		
Course Code	Course Title	Number of Units
SSP 104	The Entrepreneurial Mind***	3
SSP 103	Gender and Society***	3
MST 101	Environmental Science***	3
MST 102	People and the Earth's Ecosystems	3
A&H 104	Reading Visual Art	3

\*\*\*Highly Recommended \*\*Recommended

Professional Education Electives		
Course Code	Course Title	Number of Units
CSE 131	Computational Science***	3
CSE 132	Intelligent Systems***	3
CSE 133	Parallel and Distributed Computing***	3
CSE 134	Graphics and Visual Computing	3
CSE 135	Systems Fundamentals	3

\*\*\*Highly Recommended \*\*Recommended

CMOs for Integration	
CMO No. 1, S. 2015	US 101: Understanding the Self
CMO No. 1, S. 2019	HIST 101: Readings in Philippine History
CMO No. 2, S. 2019	HIST 101: Readings in Philippine History

TOTAL SUMMARY OF UNITS (ACT to BSCS)		
CHED Minimum Requirements		Institutional Requirements
A. General Education Courses		
Core Courses	24	24
Elective Courses	9	9
Life and Works of Rizal	3	3
B. Professional Education Courses		
Common Courses	18	20
CS Professional Courses	48	50
CS Professional Electives	9	9
Additional Math Requirements	3	3
Additional CS Professional Courses	18	22
C. Mandated Courses		
PATHFit	8	8
NSTP	6	6
D. Institutional Courses		
Philippine Constitution		3
Statistics for Computer Science		3
TOTAL	146	160

Prepared by:

**CEED JEZREEL B. LORENZO, MIT**  
Department Head ACT  
*(Signature over printed name)*  
Date: \_\_\_\_\_

Noted by:

**RODERICK P. GO, PhD**  
College Dean  
*(Signature over printed name)*  
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**PROGRAM CURRICULAR PROSPECTUS**

**DESCRIPTION OF COURSES**

Course Code	CC 100
Course Title	Introduction to Computing
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	NONE
Course Description	This course provides an overview of computers, number system, data types and representations, digital logic systems, assembly and machine language, compilers and translator, operating system, and internet networking

Course Code	CC 101
Course Title	Computer Programming 1 (Fundamentals of Programming)
Units	4 Units (3 units lec and 1 unit lab = 6 hours/week)
Pre-Requisites	NONE
Course Description	This course introduces the students with the fundamental concepts of programming. It focuses on building the logical thinking skills with basic control structures of programming such as sequential, selective, and repetitive structures. Problem solving techniques are emphasized using pseudocode and flowcharts alongside the implemented program in C/C++ language.

Course Code	DS 111
Course Title	Discrete Structures 1
Units	3 Units (3 lec hours/week)
Pre-Requisites	NONE
Course Description	Discrete structures provide the basic concepts that serve as the foundation for computer science. This course will teach students how to think logically and mathematically. Students will study discrete or distinct separable elements and structures which are objects made by simpler objects or elements following a definite pattern. It will include topics on functions, sets, relations, basic logic, proof techniques, graphs and trees.

Course Code	CC 102
Course Title	Computer Programming 2 (Intermediate Programming)
Units	4 Units (3 units lec, 1 unit lab = 6 hours/week)
Pre-Requisites	CC 101
Course Description	This course introduces the students with the fundamental concepts of data structure and object-oriented programming. It focuses on building program logic based on object elements within a program. Problem solving techniques are emphasized using object hierarchy structure, relationships, polymorphism and object passing using C/C++ language.

Course Code	OOP 112
Course Title	Object Oriented Programming
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 101
Course Description	This course provides the students with the knowledge on the fundamental concepts of object-oriented programming such as data abstraction, encapsulation, polymorphism, and inheritance. It gives emphasis on the object-oriented approach in the analysis and design of a computing solution following the Unified Modeling language (UML) standards. This course will train students to how to implement UML designs using any object-oriented programming language.



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**PROGRAM CURRICULAR PROSPECTUS**

Course Code	WD 114
Course Title	Web Development 1
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 101
Course Description	This course focuses on web programming fundamentals and the basics of web development. It will enhance the web programming skills of the student. Through this course, student will learn to develop websites, web application and database-driven web applications.

Course Code	HCI 116
Course Title	Human Computer Interaction
Units	3 Units (3 lec hours/week)
Pre-Requisites	CC 101
Course Description	HCI is an interdisciplinary field that integrates theories and methodologies across many domains including cognitive psychology, neuro-cognitive engineering, computer science, human factors, and engineering design. In this course, fundamental theories, and concepts of human-computer interaction (HCI) will be introduced. Students will gain theoretical knowledge of and practical experience in the fundamental aspects of human perception, cognition, and learning as relates to the design, implementation, and evaluation of interfaces. Topics to be covered include interface design, usability evaluation, universal design, multimodal interfaces (touch, vision, natural language, and 3-D audio), virtual reality, and spatial displays. Also, the course will incorporate topics on gender in relation to human computer interaction. In addition to lectures, students will work on individual and team assignments to design, implement, and evaluate various interactive systems and user interfaces.

Course Code	DS 118
Course Title	Discrete Structures 2
Units	3 Units (3 lec hours/week)
Pre-Requisites	DS 111
Course Description	Discrete Structures 2 provide the advance concepts that serve as the foundation for computer science. This course will teach students how to think logically and mathematically. Students will study advance discrete or distinct separable elements and structures which are objects made by simpler objects or elements following a definite pattern. It will include topics on algorithm, cryptography, discrete probability, proof techniques, graphs and trees

Course Code	CC 103
Course Title	Data Structures and Algorithms
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 102
Course Description	This course provides students with a modern introduction to logic design and the basic building blocks used in digital systems, in particular digital computers. It covers a discussion of logic gates, minimization techniques, arithmetic circuits, and modern logic devices. It also deals with sequential circuits such as flip-flops. Different representations including truth table, logic gates, and Karnaugh map will also be discussed.



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Course Code	CC 104
Course Title	Information Management
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 102, OOP 112
Course Description	This course is an introduction to database management system concepts that provides a solid foundation of database technology and its implementation. The course covers fundamental concepts of database technology, such as the different approaches to database application development, conceptual and logical data models, physical database design, and an introduction to the structured query language. The laboratory class also introduces the students to the database management system as a tool that enables them to define, create, maintain, and control access to databases. The course also covers simple database application development using PHP with Database Programming Object-Relational Mapping Framework, and HTML and Web Design Frameworks for the front-end development of the application.

Course Code	MAD 121
Course Title	Mobile Application Development
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 102, OOP 112
Course Description	This course provides the student the essential knowledge on building an android application. Combining idea and practice, this course gives students hands-on experience with the technology, tools, and techniques used to develop data-driven mobile software solutions for enterprise, computer aided instruction and other societal existing problems that needs a technological solution with the use of mobile application.

Course Code	WD 123
Course Title	Web Development 2
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	WD 114
Course Description	This course focuses on web programming fundamentals and the basics of web development. It will enhance the web programming skills of the student. Through this course, student will learn to develop websites, web application and database-driven web applications. Also, they will be introduced to web design and other web technologies that is essential to their growth as a web developer.

Course Code	SIPP 125
Course Title	Social Issues and Professional Practice
Units	3 Units (3 lec hours/week)
Pre-Requisites	CC 102
Course Description	This course is an introduction to the theories and issues of ethical behavior as they relate to the demands of a rapidly changing information-oriented society. In particular, this course emphasizes ethical issues in business and information systems. It covers many aspects of ethical behavior in the workplace, including special issues encountered by computer users who are faced with challenges and behavioral interpretations never encountered prior to this new technology. Various ethical theories are introduced and discussed to provide a framework for understanding specific applications of ethics in information systems, and to give the students an opportunity to explore their ethical beliefs.

Course Code	NC 127
Course Title	Networks and Communications
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 102
Course Description	The course introduces the fundamental concepts on data communication and the design, deployment, and management of computer networks. Upon completion, students should be





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**PROGRAM CURRICULAR PROSPECTUS**

	able to perform tasks related to networking mathematics, terminology, and models, media, Ethernet, and TCP/IP Protocols.
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Course Code	CC 105
Course Title	Applications Development and Emerging Technologies
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 104
Course Description	This course is intended for third year BS Computer Science student who has completed or passed the Information Management course. This course focuses on developing the skills of the students in machine learning, one of the top emerging technologies for the recent years. The course starts with developing the data engineering skills and the skills for designing machine learning models. This course will specifically use Python programming language and scikit-learn, the machine learning toolkit. The machine learning model will be deployed using Python Flask framework, a web framework that will create the front-end application.

Course Code	ACTINT 122
Course Title	ACT Internship (320 hours)
Units	6 Units (18 lab hours/week)
Pre-Requisites	WD 123, SIPP 125
Course Description	An immersion program wherein the students will have a chance and opportunity to be with the IT Industry. Students will have the chance to apply the skills, knowledge and attitude learned, and at the same time, can experience the corporate environment.

Course Code	AO 124
Course Title	Architecture and Organization
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	DS 111, CC 103
Course Description	This course provides an overview of the architecture and organization of a computer, how it is built. It includes a discussion of the CPU, memory, I/O organization, and peripherals and also the internal number representation and arithmetic; computer structure and machine language; assembly language concept and assembly language instructions

Course Code	CALC 126
Course Title	Calculus for Computer Science
Units	3 Units (3 lec hours/week)
Pre-Requisites	MATH 100
Course Description	A course covering the concepts of functions, limits, and derivatives, including the differentiation of algebraic functions. This also covers topics on integration of mathematical expressions, including logarithms, exponents, trigonometric and inverse trigonometric identities.

Course Code	AC 128
Course Title	Algorithms and Complexity
Units	3 Units (3 lec hours/week)
Pre-Requisites	DS 118, CC 103
Course Description	A study on the design and analysis of algorithms, which introduces students to the techniques in basic algorithmic analysis, algorithmic strategies, graph algorithms, and geometric algorithms.





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**PROGRAM CURRICULAR PROSPECTUS**

Course Code	PL 129
Course Title	Programming Languages
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 103
Course Description	This course will provide the students a solid foundation for understanding the fundamental concepts of programming languages. It introduces students to the main constructs of contemporary programming languages and critically evaluate existing and future programming languages. Students will be presented design issues for various language constructs, examining the design choices for these constructs in some of the most common languages, and critically comparing the design alternatives.

Course Code	STAT 120
Course Title	Statistics for Computer Science
Units	3 Units (3 lec hours/week)
Pre-Requisites	MATH 100
Course Description	

Course Code	SE 131
Course Title	Software Engineering 1
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 105, WD 123
Course Description	This course provides an overview of the software engineering processes. Topics include project management and selection, feasibility study, requirement analysis, analysis modeling, project risk analysis, and software design fundamentals. This course also introduces students to project proposal guidelines and ethical issues in the IT field corresponds to the client needs

Course Code	ADS 133
Course Title	Advance Database Systems
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	CC 104
Course Description	This course covers modern database and information systems as well as research issues in the field. It will cover selected topics on the traditional and object-oriented databases. It will also discuss the different database architectures such as client-server and distributed databases.

Course Code	ATFL 135
Course Title	Automata Theory and Formal Languages
Units	3 Units (3 lec hours/week)
Pre-Requisites	AC 128, PL 129
Course Description	This course introduces the formal models of computing and their relation to formal languages. The course will cover circuits in which the output depends not only on the input, but also on the state of the system at the time the input is introduced. These circuits, called sequential circuits, have memory and the state of the system is determined by previous processing. They are important in computer design. The course will discuss in detail finite-state machine, finite-state automata, and languages.



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Course Code	OS 137
Course Title	Operating Systems
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	AO 124
Course Description	This course provides an overview of the internal operation of modern computer operating systems- the major components of most operating systems with emphasis on the four major operating system subsystem managers: Processor Management, Memory Management, Device Management, and File Management. The course covers the overall function of an OS – what they do, how they do it, how their performance can be evaluated, and how they compare with each other. A brief history of operating systems and their design and development will be discussed as well.

Course Code	ES 130
Course Title	Embedded Systems
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	OS 137
Course Description	

Course Code	SE 132
Course Title	Software Engineering 2
Units	3 Units (2 units lec, 1 unit lab = 5 hours/week)
Pre-Requisites	SE 131
Course Description	This course is the continuation of Software Engineering 1 and focuses on system construction and testing. Topics include System Construction and Implementation, UI/UX Principles, Change Management, Version Control, Process Improvement, System Testing and Debugging, Quality Management, Software Evolution, System Operation and Management, and System Dependability and Security.

Course Code	IAS 134
Course Title	Information Assurance and Security
Units	2 Units (2 lec hours/week)
Pre-Requisites	CC 104, OS 137
Course Description	Discusses the set of controls and processes intended to protect and defend information and systems by ensuring their availability, integrity authentication and confidentiality.

Course Code	TW 136
Course Title	Technical Writing for Computer Science
Units	1 Unit (3 lab hours/week)
Pre-Requisites	SE 131, ADS 133
Course Description	



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Course Code	THESIS 139
Course Title	CS Thesis 1
Units	3 Units (3 lec hours/week)
Pre-Requisites	SE 132, TW 136
Course Description	<p>The subject focuses on providing the students with the proper foundation to propose and conduct theoretical and empirical research to answer a broad array of questions related to the focused on the theories and concepts of computer science such as the development of software technologies in support of other computing solutions. The proposed development of the software system should involve algorithm- based research and development and anchored on computer science principles. Software systems include, but are not limited to:</p> <ul style="list-style-type: none"><li>• mobile computing systems</li><li>• software extensions or plug-ins</li><li>• expert systems</li><li>• decision support systems</li><li>• game development</li><li>• computer vision</li><li>• image/signal processing</li><li>• natural language processing</li><li>• pattern recognition and data mining</li><li>• bioinformatics</li><li>• modelling and simulation</li><li>• software extensions or plug-ins</li><li>• expert systems</li><li>• decision support systems</li><li>• Intelligent Systems</li><li>• graphics applications</li><li>• human-computer interaction/ affective computing/emphatic computing</li><li>• cloud computing</li><li>• parallel computing</li><li>• embedded systems</li><li>• emerging technologies</li></ul>

Course Code	THESIS 141
Course Title	CS Thesis 2
Units	3 Units (3 lec hours/week)
Pre-Requisites	THESIS 139
Course Description	



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Zamboanga City



**ASSOCIATE IN COMPUTER TECHNOLOGY MAJOR IN APPLICATION DEVELOPMENT**  
**LADDERIZED PROGRAM TO BS IN COMPUTER SCIENCE**

Ladderized Curriculum with 2–year Associate in Computer Technology (ACT) with specialization in Applications Development (AppDev)  
*[In compliance with CMO No. 25, s. 2015 and CMO No. 13, s. 2021]*  
*Effective SY 2023-2024*

**PROGRAM CURRICULAR PROSPECTUS**

Course Code	CSPRAC 142
Course Title	Practicum / Industry Immersion (162 hours)
Units	3 Units (9 lab hours/week)
Pre-Requisites	THESIS 141
Course Description	This is a 3-unit laboratory course for the BS Computer Science program that is designed to provide students work experience in order to develop the necessary skills and work ethics in the actual field of work as well as train students on the importance of efficiency and productivity. This course program allows student to apply their knowledge of the concepts and theories in an actual working environment. It will not only focus on the development of information systems, web applications, or instructional content, specifically in the following areas of development: Requirements Definition and Analysis, System Design or Instructional Design, Program Design and Implementation (Coding), Software Quality Assurance or System Testing, and System Delivery and Maintenance inclusive of Training & Delivery of Manuals but also in the maintenance of an existing systems in the workplace where they are, or assisting in the preparation/dissemination of information regarding the institution where they are.