



CIT 248: Data Structures in the Game Environment

This is the third of a sequence of programming courses, following CIT 143 and CIT 242. This course focuses on data structures and algorithms commonly used in computer games. Topics include tables, lists, trees, queues, and stacks, as well as algorithm analysis. Prerequisite: CIT 242 or permission of instructor. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students who successfully complete Data Structures in the Game Environment will be able to:

1. Write code that can process data efficiently
2. Recognize what algorithms work best under what conditions and why
3. Understand what data structures can help the processing of game data in certain situations
4. Know how the choice of data structures and algorithms affect the performance of a program.
5. Know how to write several types of data sorting algorithms.

Credits: 3

Program: Computer Information Technology