

Veterinary Anaesthesia (CSLO 194) NEW

(36 hours)

This course will give the student an introduction to Veterinary Anaesthesia. The topics covered will include basics about equipment, monitoring devices, different methods and tasks involved in preparing animals for anaesthesia, monitoring and the post anaesthetic period. **Prerequisite:** Animal Husbandry I & II, Veterinary Terminology, Veterinary Lab Procedures and Basic Veterinary Pharmacology. **Textbook required.**

Veterinary Lab Procedures (CSLO 185)

(36 hours)

Study a variety of medical procedures that are commonly seen within the veterinary hospital setting. Understand zoonosis, as well as vaccinology and parasitology. **Prerequisite:** Vet Terminology & Basic Animal Husbandry. **Textbook required.**

Veterinary Office Skills & Procedures (CSLO 80)

(42 hours)

Learn administrative and clerical procedures specific to the veterinary medical office practice. Included are reception, appointment scheduling, telephone skills and procedures. This course will stress the importance of proper preparation of veterinary records. Develop an understanding of invoicing, basic computer skill and will learn how to function in a professional manner within a veterinary setting. **Software required:** Word Processor capable of creating RTF files.

Textbook required.

Veterinary Surgical Procedures (CSLO 192)

(36 hours)

This course provides veterinary office staff with the knowledge of surgical procedures. Learn and understand the importance of a sterile surgical technique. Understand the difference between sterile veterinary procedures and clean/dirty procedures, and learn when to implement them. Learn protocols for various veterinary surgical procedures. **Prerequisite:** Vet Terminology, Basic Animal Husbandry & Animal Husbandry 2. **Textbook required.**

Veterinary Terminology (CSLO 94)

(45 hours)

Focus on terminology specific to the veterinary office and develop the necessary language skills to communicate effectively within this setting. Word structure and terminology are studied to ensure that those working in the veterinary profession understand the doctor, their peers and clients. **Software required:** Word Processor capable of creating RTF files.

Textbook required.

Video Games and Online Communities (CSMO 157)

(26 hours)

This course analyzes how video games create a virtual world for players. We will assess current research into the impact of video games on gamers, and explore how online communities form around video games.

Visual Basic Intermediate (CSDU 98)

(42 hours)

This is a continuation of the introductory course. You will learn two major aspects of Visual Basic programming, database and array processing. The database topics include the basic data control, introductory SQL to process multiple tables and adding/deleting/editing records. The Arrays consists of check box, text and label controls with FOR/NEXT processing and storing the data on sequential files. **Prerequisite:** Visual Basic Introduction. **Software required:** Students will require Windows XP, Home or XP Pro or Win 2000 SP4 (service pack 4) and Visual Basic 2008 Express Edition or Standard edition.

Textbook required.

Visual Basic Introduction (CSDU 97)

(56 hours)

This is an introduction to the general principles of computer programming. Topics will include the selection of basic data types, basic I/O, operators, repetition, flow control, decisions, arrays and the use of simple user-defined functions and user-defined classes. This course teaches the student how to write computer programs, using a high level language, to solve typical business problems. A structured programming approach is taken for the majority of the course with an introduction to OOP principles and program design also included. The Visual Basic 2005 programming language has been selected as the language vehicle for the course. **Prerequisite:** Programming in C or knowledge in any programming language. **Software required:** Students will require Windows XP Home or XP Pro or Win 2000 SP4 (service pack 4) and Visual Basic 2008 Express Edition or Standard edition. **Textbook required.**

Visual C++ Intermediate (CSDU 81)

(42 hours)

Building on the fundamentals acquired in the Introduction course, this course will teach you advanced Visual C++ 2005 topics. Students will develop sophisticated Windows applications using the MFC Library, Controls, SDI, MDI, and OLE controls. **Prerequisite:** Visual C++ Introduction. **Software required:** Windows XP, Home or XP Pro or Win 2000 sp4 (service pack 4) and Visual Studio 2008 Standard Edition. **Textbook required.**

Visual C++ Introduction (CSDU 80)

(42 hours)

This course covers the fundamentals of Visual C++ software. The emphasis during the first part of the course is learning the C++ language. Object-Oriented Programming (OOP) language concepts will be introduced. The student will learn to develop applications starting with Console Win32 applications. Students will then proceed on to Windows programming using Microsoft Foundation Classes (MFC), generating XP sp2 compatible applications. Students will explore the

development tools of Visual C++. Students will then proceed on to Windows programming using Microsoft Foundation Classes (MFC), generating XP sp2 compatible applications. Students will explore the development tools of Visual C++.

Prerequisite: Programming experience in any language would be an asset. **Software required:** Windows XP Home or XP Pro or Win 2000 sp4 (service pack 4) and Visual Studio 2008 Standard Edition. **Textbook required.**

Volunteer Management (CSFA 11)

(45 hours)

If we are truly serious about revitalizing a community, volunteerism must be at the core. Students will learn about the uniqueness of volunteerism & the spirit that is created by a strong core of volunteer support, successful components of a volunteer program, and the tools to make one happen. **Software required:** MS Word. **This course has mandatory chats and mandatory group work. Textbook required.**