Macao Polytechnic Institute Bachelor of Science in Computing Program Pre-requisite Module List

Effective for intakes starting from Academic Year 2016/2017

| Module Title | | Pre-requisite(s) | |
|--------------|---|------------------|------------------------------------|
| Year 1 | | | |
| COMP121 | Computer Architecture | MATH111 | Essential Computer Mathematics |
| COMP122 | Data Structures and Algorithms | COMP112 | Programming I |
| MATH121 | Discrete Mathematics | MATH111 | Essential Computer Mathematics |
| MENG121 | English II | MENG111 | English I |
| Year 2 | | | |
| MATH211 | Statistics I | MATH111 | Essential Computer Mathematics |
| MENG211 | English III | MENG121 | English II |
| COMP224 | Database Management Systems | COMP211 | Database Design |
| MENG221 | English IV | MENG211 | English III |
| Year 3 | | | |
| COMP312 | Internet Programming II | COMP113 | Web Technologies |
| MENG311 | English V | MENG221 | English IV |
| COMP321 | Information System Implementation | COMP112 | Programming I |
| | | COMP211 | Database Design |
| COMP323 | Data Warehousing and Data Mining | COMP211 | Database Design |
| COMP324 | Gaming Technology I | COMP316 | Introduction to Gaming Technology |
| MATH321 | Statistics II | MATH211 | Statistics I |
| MATH322 | Mathematics for Gaming Technology | MATH211 | Statistics I |
| MENG321 | English VI | MENG311 | English V |
| Year 4 | | | |
| COMP413 | Enterprise System and Application Development | COMP221 | Object-oriented Technologies |
| COMP414 | Gaming Technology II | COMP316 | Introduction to Gaming Technology |
| COMP424 | Computer Game Design and Development | COMP311 | Multimedia Application Development |
| COMP490 | Final Year Project | COMP223 | Software Engineering |
| | | COMP321 | Information System Implementation |
| COMP403 | Database Administration & Programming | COMP211 | Database Design |
| COMP404 | IP Routing | COMP214 | Computer Networks |
| COMP405 | Mobile Computing & Wireless Networks | COMP123 | Data Communications |

Note:

• In order to enroll in modules with pre-requisite(s), students MUST pass the pre-requisite module(s) first.