

## PROGRAMME DESCRIPTION

Our Diploma in Computer Science programme has been designed to help the students to acquire knowledge related to computer applications. Our well versed academicians also impart knowledge in other subject areas, related to it. This programme also focuses on the computer programming and computer development skills of the students. Students after completing this programme would possess in-depth knowledge on this subject, which would help them to excel in the professional field. After the completion of this programme students can either pursue higher degree or can start their career at the entry level.

## PROGRAMME AIM

This programme aims to produce graduates, who will have the ability to write computer applications to aid day-to-day operations of organizations, maintain computing environments effectively as well as efficiently and develop automated procedures for routine or ganizational tasks. Our primary objective is to provide the students with an understanding of all the aspects related to technology and also help the students to learn about the new technological developments. The duration of this programme is two and a half years and it covers technology appreciation in the first year and focus on the understanding of modern computing applications in the second year.

## PROGRAMME DURATION

Maximum Duration: 30 Months

## INTAKE AND ENTRY REQUIREMENTS

1. January. 2. May. 3. September.

### Entry Requirements:

- ▶ Pass SPM or SPMV with at least 3 credits including Math subject credit; or
- ▶ Other qualifications recognized by the Government of Malaysia.

## LIST OF COURSE/MODULE OFFERED IN THE PROGRAMME

NO.	COURSE NAME
1.	English I
2.	Internet Fundamentals and Applications
3.	Fundamental Computer Principle and Programming
4.	Malaysian Studies 2
5.	Malay Language Communication 2
6.	Bahasa Kebangsaan A (National Language A)
7.	Web Design and Publishing
8.	Computer Related Mathematics & Statistics
9.	Business Data Communication
10.	Operating System
11.	Organizational Behaviour
12.	Creative Problem Solving

NO.	COURSE NAME
13.	E-Commerce
14.	Software Engineering
15.	C Programming
16.	Constitution and Society
17.	Introduction to C++ Language
18.	Calculus
19.	System Analysis and Design
20.	Multimedia Management System
21.	Visual Programming
22.	Community Service
23.	Quantitative Methods
24.	Database System
25.	Java Programming
26.	Data Structure and Algorithm

NO.	COURSE NAME
27.	English II
28.	Management Information System
29.	Object Oriented Programming
30.	Computer Security
31.	Computing Project
32.	Computer Ethics
33.	Human Computer Interaction
34.	Public Relation



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