

## **Program Outcomes for Com S majors**

The curriculum leading up to the baccalaureate degree in computer science is designed to prepare students for positions as computer scientists with business, industry, or government, or for graduate study in computer science. The main objectives are to impart to students an understanding of the basics of computer science, to develop proficiency in the practice of computing, and to prepare them for continued professional development.

The following are the intended learning outcomes for computer science majors. Seniors will assess these outcomes in a survey conducted before they graduate and feedback thus obtained will be used to improve the curriculum. Alums will also be polled on their assessment of these outcomes from time to time.

- A. An ability to apply knowledge of computing and mathematics appropriate to the discipline.
- B. An ability to analyze a problem and identify and define the computing requirements appropriate to its solution.
- C. An ability to design, implement, and evaluate a computer-based system, process, component or program to meet desired needs.
- D. An ability to function effectively on teams to accomplish a common goal.
- E. An ability to understand professional, ethical, legal, security, and social issues and responsibilities.
- F. An ability to communicate effectively with a range of audiences.
- G. An ability to analyze the local and global impact of computing on individuals, organizations, and society.
- H. An ability to engage in continuing professional development.
- I. An ability to use current techniques, skills, and tools necessary for computing practices.
- J. An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems that demonstrate comprehension of the tradeoffs involved in design choices.
- K. An ability to apply design and development principles in the construction of software systems of varying complexity.