

Student Learning Outcomes for the Bachelor of Science in Computer Science

These outcomes describe what students are expected to know and be able to do by the time of graduation. They relate to the skills, knowledge, and behaviors that students acquire in their matriculation through the program.

- a. Students will have the ability to use current techniques, skills, and tools necessary for computing practice.
- b. Students will recognize the need for, and will have the ability to engage in, continuing professional development.
- c. Students will have the ability to analyze the local and global impact of computing on individuals, organizations, and society.
- d. Students will have the ability to communicate effectively with a range of audiences.
- e. Students will have an understanding of professional, ethical, legal, security, and social issues and responsibilities.
- f. Students will have the ability to function effectively on teams to accomplish a common goal.
- g. Students will have the ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
- h. Students will have the ability to analyze a problem and identify and define the computing requirements appropriate to its solution.
- i. Students will have the ability to apply knowledge of computing and mathematics appropriate to the discipline.
- j. Students will have the ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.
- k. Students will have the ability to apply design and development principles in the construction of software systems of varying complexity.