

Program Learning Outcomes Computer Science

1. The ability to work independently.
2. The ability to work on a team.
3. The ability to communicate well via oral presentations.
4. The ability to effectively express ideas through written communication.
5. The ability to apply knowledge of basic science, mathematics and engineering principles to solve computing and information processing problems.
6. The ability to write correct and good programs.
7. The ability to understand the relationship between hardware and software.
8. The ability to understand the tradeoffs in the design of hardware systems, software systems, processes and components.
9. The ability to construct appropriate abstractions to manage complexity and to think creatively about new problems.
10. The ability to use experimental methods on software systems by gathering data to improve the systems.
11. The ability to understand professional ethics and responsibilities.
12. The ability to understand the implications of contemporary computing and information processing issues relative to society.
13. The ability to acquire the foundations to do well in graduate school.
14. The ability to acquire the foundations to be a life-long learner.