

# COMPUTER SCIENCES, B.S.

## LEARNING OUTCOMES

1. Recognize and apply the core principles of Computing (abstractions and algorithms) to solve real-world problems.
2. Describe and apply the theoretical foundations of Computer Science (e.g., complexity analysis) in practical settings.
3. Demonstrate knowledge of key elements of computer systems, e.g., hardware, operating systems, networks.
4. Use fundamental and detailed knowledge, skills, and tools (e.g., specific algorithms, techniques methods, etc.) of computer science and develop the ability to acquire new knowledge, skills, and tools.
5. Design, implement, and evaluate software in multiple programming paradigms and languages.
6. Develop a substantial piece of software, and recognize the challenges of designing and developing software.
7. Exhibit technical (designing, implementing, and testing) and teamwork (communication, collaboration, and professional practice) skills in order to develop solutions as a computer science practitioner.
8. Can solve problems by applying a broad toolbox of knowledge and techniques.