COMPUTER SCIENCES, BS

LEARNING OUTCOMES

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- 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.
- 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.