

Program Outcomes

Adopted from ABET

- 1. Apply Knowledge**
An ability to apply knowledge of computing and mathematics appropriate to the discipline;
- 2. Analyze Problems**
An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;
- 3. Develop Solutions**
An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs;
- 4. Work in Teams**
An ability to function effectively on teams to accomplish a common goal;
- 5. Understand Issues**
An understanding of professional, ethical, legal, security, and social issues and responsibilities;
- 6. Communicate Effectively**
An ability to communicate effectively with a range of audiences;
- 7. Analyze Impact**
An ability to analyze the local and global impact of computing on individuals, organizations, and society;
- 8. Continue Development**
Recognition of the need for, and an ability to engage in, continuing professional development;
- 9. Use Current Methods and Tools**
An ability to use current techniques, skills, and tools necessary for computing practices;
- 10. Understand Tradeoffs**
An 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;
- 11. Build Software Systems**
An ability to apply design and development principles in the construction of software systems of varying complexity.