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.