Computer Science Learning Objectives & Assessments

Course		Title	Cr Hrs	Gen Ed?	AS	BS	Minor	1	2	3	4	5	6
					Program			Learning Objective: Program/Assessment Method					
CSCI	100	Computers In Our Society	3	Y									
CSCI	106	Web Page Design I	3	Y									
CSCI	110 & 110L	Beg. Prog.: (Language)	3-1										
CSCI	111	CS1: Foundations of CS	4		R	R		A,B T,H	A,B T,H	A,B T,H			
CSCI	112	CS2: Data Structures	4		R	R		A,B T,H	A,B T,H	A,B T,H	A,B T,H	A,B T,H	
CSCI	130	Intro. To Engineering CS	4		O			A,B T,H	A T,H	A T,H	A T,H		
CSCI	206	Web Page Design II	3		R			A PTH	A PTH	A PRA	A PRA	A PRA	
CSCI	241	Comp. Arch. & Assembly La	4		R	R	O			A,B THR	A,B TH	A,B TH	
CSCI	250	CS3: Intro to Algorithms	3		R	R	R	A,B TH	A,B TH	A,B TH	A,B TH	A,B TH	
CSCI	306	Web Page Design III	3			O	O	B PTH	B PTH	B PRA	B PRA	B PRA	B RA
CSCI	310	Adv. Prog: (Language)	1-3		O	R	O	A,B H	A,B H	A,B H		A,B H	
CSCI	321	Assembly Language Prog. **course to be deleted	3										
CSCI	322	Embedded Systems	3			O	O		B HTP	B HTP	B RA	B HTRAP	

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CSCI	330 Programming Languages	3			R		B PTHRA		B PTHRA	B PTHRA	B P	B PGA
CSCI	333 Unix Operating Systems	3			O	O	B PHRA	B PHRA	B P	B P	B P	
CSCI	337 User Interface Design	3			O	O	B HP	B P	B PT	B PT	B PR	B PGA
CSCI	345 Video Game Design	3			O		B GPH	B GPH	B GPH	B GPHA	B GPH	B GPHA
CSCI	370 Computer Security	3			O				B TH	B TH	B TH	
CSCI	375 Object Oriented Programm	3			O	O	B THP	B THP	B THP	B THP	B THP	
CSCI	380 Operations Research	3			O			B TH	B TH			
CSCI	445 Computer Graphics	3			O		B THP	B THP	B THP	B THP	B THP	
CSCI	450 Compiler Structure	3			O		B HPR	B HPR	B HPR		B PR	B PA
CSCI	460 Database Design	3			O	O	B THP	B THP	B THP	B THP	B THP	
CSCI	470 Operating Systems Design	3			R			B THRP	B THRP	B THRP	B RP	
CSCI	480 Theory of Algorithms	3			O		B TH	B TH	B TH	B TH	B TH	
CSCI	482 Theory of Computation	3			O			B THRA	B THRA	B THRA		

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					AS	BS	Mino r	1	2	3	4	5	6
CSCI	484	Computer Networks	3			R			B THRP	B THRP	B THRP	B RP	
CSCI	486	Artificial Intelligence	3			O		B THR	B THR	B THR	B THR	B THR	
CSCI	490	Software Engineering	3			R			B GPRA	B GPRA	B GPRA	B GPRA	B GPRA
MATH	151	Calculus I	3			R							
MATH	152	Calculus II	3			R							
MATH	369	Discrete Mathematics	3			R							
STAT	200	Probability & Statistics	3			R							
CISB	205	Advanced Business Softwar	3		O								

Key:
R - Required
O - Option in Program Choice List
A# - AS Objective
B# - BS Objective

Assessment Measures Key
G - Group/team work
P - Project (half/full semester projects)
T - Test
H - Homework/Program
R - Reading/ Research
A - Analyze/Present

Computer Science Learning Objectives

The successful A.S. Student will be able to :

A1 Students will have a working knowledge of general purpose programming language.

A2 Given a technical specification, students can develop a software solution to a problem.

A3 Students understand the powers and limitations of basic computer hardware and software.

A4 Students can communicate technical concepts.

A5 Students understand the dynamic nature of computer science.

The successful B.S. Student will be able to :

B1 Students will have a working knowledge of several programming languages, and the ability to translate concepts between languages.

B2 Given a problem, students can research and develop the technical specification, and develop, design and test a software solution.

B3 Students can analyze and measure competing hardware and software components and defend a choice for a given situation.

B4 Students can compare and contrast competing technical methodologies, explaining and defending choices.

B5 Students will independently learn and use new technologies.

B6 Students can work in teams to solve large scale problems.