B.S. in Computer Science

Learning Outcomes

Students will be able to:

- Interpret the informal description of an algorithm and translate the description to a program and write tests to determine whether a program solves the intended problem.

- Analytically determine the running time of a program and validate the analysis experimentally; select an appropriate combinatoric or statistical technique to solve an analytic problem; analyze and select an algorithm based on systems effects.

- Solve a specific problem by selecting appropriate data structures and algorithms and customize them to the problem.

- Correlate the input of a compiler and its assembly language output.

- Write programs that interact with other processes and with databases.

- Implement systems that run across several distributed computers.

- Criticize a program on the basis of its maintainability and suggest improvements; interpret new APIs and use them in developing computer applications.

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