The computer science undergraduate program is accredited by the Computing Accreditation Commission (CAC) of ABET, **https://www.abet.org**.

**Program Educational Objectives**

The program educational objectives state that within a few years after graduation, graduates are expected to:

* be knowledgeable in the fundamental principles of computer science and one or more advanced specialty areas.
* have practical experience with industry-standard tools, languages and systems.
* have practical experience in developing and applying analytical problem solving skills and designing well-crafted software solutions.
* be prepared to be able to pursue graduate studies.
* be able to communicate clearly, both verbally and in writing.
* have the ability to maintain focus on a given task, to be well-organized, whether working individually or in a team.
* be able to understand, articulate and deal with the ethical, societal, and global issues associated with the computing profession.
* be able to recognize the need for lifelong learning and be able to adapt to rapid technological changes.

**Student Outcomes**

*The program must have documented and publicly stated student outcomes that include (1) through (5) below and any outcomes required by applicable Program Criteria. The program may define additional outcomes.*

By the time of graduation, students in the Computer Science program will attain an ability to:

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.
3. Communicate effectively in a variety of professional contexts.

4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.

5. Function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline

6. Apply computer science theory and software development fundamentals to produce computing-based solutions.