

Computer Science - Student Learning Outcomes

CS 170	Introduction to Unix/Linux	<ol style="list-style-type: none"> 1. Communicate to the Unix/Linux shell (command interpreter), and run commands to 2. Apply Unix/Linux file redirection and pipelining to combine utilities to perform complex tasks. (ILO1,ILO2,ILO4) 3. Create and manage files and directories, set and use file permissions, and navigate the Unix/Linux file system. (ILO1,ILO2,ILO4)
CS 220	Introduction to Object-Oriented Programming Using Java	<ol style="list-style-type: none"> 1. Describe the software development life cycle. (ILO1, ILO2, ILO4) 2. Understand Primitive Data Types, Selection Statements, Loops, Methods, and Arrays and their implementations in the Java Programming Language. (ILO1, ILO2, ILO4) 3. Explain what an algorithm is and its importance in computer programming. (ILO1, ILO2, ILO4) 4. Write a working program utilizing methods and arrays. (ILO1, ILO2, ILO4)
CS 230	Intermediate Object-Oriented Programming Using Java	<ol style="list-style-type: none"> 1. Understand Objects and Classes, and their implementations in the Java language.(ILO1, ILO2, ILO4) 2. Understand Strings and Text IO, and their implementations in the Java language.(ILO1, ILO2, ILO4) 3. Understand Inheritance, Polymorphism, Abstract Classes and Interfaces, and their implementations in the Java language.(ILO1, ILO2, ILO4) 4. Write a complete Java program that declares listener classes and inner classes, registers listener objects, and correctly deals with ActionEvent, MouseEvent, and KeyEvent.(ILO1, ILO2, ILO4)
CS 280	Assembly Language and Machine Organization	<ol style="list-style-type: none"> 1. Correctly describe the internal binary representation of base 10 integer and floating point values, character values, and logical values.(ILO1, ILO2, ILO4) 2. Describe nature and role of the system bus, channels, controllers, interfaces, direct 3. Demonstrate an understanding of all steps involved in the assembly language programming process by writing/editing, assembling, compiling, linking and loading a simple assembly language program.(ILO1, ILO2, ILO4) 4. Demonstrate an understanding of addressing modes by writing/editing, assembling, compiling, linking and loading a simple assembly language program that employs a variety of addressing modes to reference stored scalar variables and array elements.(ILO1, ILO2, ILO4)