

California State University, Sacramento
Department of Computer Science
B.S. in Computer Science

Student Outcomes

Student outcomes describe what students are expected to know and be able to do at the time of graduation. These relate to the knowledge, skills, and behaviors that students acquire as they progress through the program.¹

At graduation, a B.S. in computer science graduate should be able to:

- (a) Apply fundamental knowledge of mathematics, algorithmic principles, computer theory, and principles of computing systems in the modeling and design of computer-based systems that demonstrate an understanding of tradeoffs involved in design choices.
- (b) Analyze a problem, specify the requirements, design, implement, and evaluate a computer-based system, process, component, or program that satisfies the requirements.
- (c) Apply design and development principles in the construction of software systems of varying complexity.
- (d) Use current skills, techniques, and tools necessary for computing practice.
- (e) Function effectively as a member of a team to accomplish a common goal.
- (f) Understand professional, ethical, and security issues and responsibilities.
- (g) Write effectively.
- (h) Give effective oral presentations.

¹ Definition from ABET Computing Accreditation Commission Criteria for Accrediting Computing Programs October 26, 2013.