

Learning Goals for the Computer Science Major

Computer Science Majors are expected to:

1. Know how to write code in representative high-level programming languages.
 - a) Input and output of data.
 - b) Control structures and procedural programming.
 - c) Object-oriented programming.
2. Know the mathematical foundations of computer science, as well as calculus and the computational mathematical fields which rely on computer programs.
3. Understand the principles of operating systems and data structures.
4. Be able to develop software to solve real-world problems.

Learning Goals for the Information Systems Major

Information Systems Majors are expected to:

1. Know how to write simple code in representative high-level programming languages.
 - a) Input and output of data.
 - b) Control structures and procedural programming.
 - c) Object-oriented programming.
2. Understand techniques and ideas of the mathematics relating to computer and information networks.
3. Understand databases, computer networks, and website design, with the ability to establish and maintain these in an enterprise.
4. Acquire skills needed to manage information systems in an enterprise.

Learning Goals for the Computer Science Minor

Computer Science Minors are expected to:

1. Know how to write code in representative high-level programming languages.
 - a) Input and output of data.
 - b) Control structures and procedural programming.
 - c) Object-oriented programming.
2. Know the mathematical foundations of computer science, as well as some calculus.
3. Understand the principles of data structures.