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| **(COMP B48WE )** | | | | |
| **Student Learning Outcomes or AUO** | **Measure** | **PLO** | **ILO** | **GE** |
| 1. Articulate the specific work experience objectives in Computer Science as described by employer and identify the various skills, knowledge and attitudes necessary to the accomplishment of those objectives. | Discussion | 1, 3 | II, III, IV | N/A |
| 2. Demonstrate the acquisition of the various skills, knowledge and attitudes necessary for the completion of the work experience objectives in Computer Science and the ability to  effectively meet employer’s job expectations. | Discussion | 1, 2, 3 | II, III, IV | N/A |
| 3. Identify and analyze the application of acquired skills, knowledge, and attitudes to career opportunities for Computer Science. | Discussion | 1, 3 | I, II, III, | N/A |
| **PLOs:**  **Associate in Science in Computer Science for Transfer**  **1. Identify the appropriate software development technologies, algorithms, and scientific and mathematical principles to apply to a given program.**  **2. Effectively design and implement programming constructs, including functions, control structures, arrays/lists, classes and objects for a given programming problem.**  **3. Effectively implement the appropriate data structures using the principles and techniques of object-oriented programming for a given programming problem.**  **ILOs:**   1. **Think critically and evaluate sources and information for validity and usefulness.** 2. **Communicate effectively in both written and oral forms.** 3. **Demonstrate competency in a field of knowledge or with job-related skills.** 4. **Engage productively in all levels of society – interpersonal, community, the state and nation, and the world.**   **GELOs:**  **Use the GE categories from the catalog if this is a GE course.**  **A-E** | | | | |