

	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	3 SH	
Program SLOs	CDA3101 Computer Org.	CEN3031 Software Eng. I	CEN3032 Software Eng. II	CEN4053 Softw. Eng. Mgmt.	CEN4078 Secure Softw. Dev.	CNT4007 T&F of Netw.	COP3014 Alg. & Prog. Des.	COP3022 Interm. Prog.	COP3530 DS & Alg. I	COP3665 Mobile Prog.	COP3813 Server-side Prog.	COP4610 T&F of OS	COP4710 Database Systems	COP4856 Dist. Soft. Arch.	COP4864 Client-side Prog.	COT3100 Discrete Structures	COT4348 Linux Sys. Adm.	CIS4595C Capstone
Content																		
SLO1		intro	reinf.	reinf.	intro	intro		intro	reinf.	reinf.	reinf.					intro		master/assess
Critical Thinking																		
SLO2	intro	reinf.	reinf.	reinf.		intro	intro	intro	intro	reinf.	reinf.	intro	reinf.	master	reinf.	intro	reinf.	assess
Communication																		
SLO3		intro	reinf.	reinf.	reinf.		intro		intro			intro					reinf.	master/assess
Integrity / Values																		
SLO4		intro	reinf.		reinf.						intro			reinf.			reinf.	master/assess
Project Management																		
SLO5		intro			intro		intro	intro	intro		reinf.			reinf.	reinf.			master/assess

Department Name Computer Science
 Department URL <http://uwf.edu/cse/departments/computer-science/>

Program Name: B.S. in Software Design & Development
 Creation Date: Fall 2018

- SLO1: Identify, analyze, and employ computing concepts and methods in the design, implementation, and evaluation of software.
- SLO2: Employ computing strategies to analyze and solve problems.
- SLO3: Create and deliver effective oral presentations and written reports with appropriate tools and technologies.
- SLO4: Describe ethical issues and responsibilities that relate to a computing professional.
- SLO5: Employ effective project-management skills to develop computing solutions either individually or through interdisciplinary teams within a global and societal context.