| Student Outcome | CS312 | CS340 | CS 360 | CS365 | CS395 | CS 402 |
| --- | --- | --- | --- | --- | --- | --- |
| 1. Analyze a computing problem and apply principles of computing to identify solutions. |  |  |  |  |  |  |
| 2. Design a computing-based solution to meet requirements |  |  |  |  |  |  |
| 3. Communicate effectively |  |  |  |  |  |  |
| 4. Recognize professional responsibilities |  |  |  |  |  |  |
| 5. Function effectively on teams |  |  |  |  |  |  |
| 6. Apply theory and software development fundamentals to produce computing-based solutions. |  |  |  |  |  |  |

**Courses Where CS Student Outcomes Assessed**

**Courses Where CpE Student Outcomes Assessed**

| **Student Outcomes** | **ECE-255** | **ECE-256** | **ECE 351** | **ECE-395** | **ECE-402** |
| --- | --- | --- | --- | --- | --- |
| 1 - solve problems |  |  |  |  |  |
| 2 - design |  |  |  |  |  |
| 3 – communicate |  |  |  |  |  |
| 4 - ethics |  |  |  |  |  |
| 5 - teams |  |  |  |  |  |
| 6 – conduct experiments |  |  |  |  |  |
| 7- life-long learning |  |  |  |  |  |

**Courses Where EE Student Outcomes Assessed**

| **Student Outcomes** | **ECE-255** | **ECE-315** | **ECE 325** | **ECE-335** | **ECE-342** | **ECE 395** | **ECE-402** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1 - solve problems |  |  |  |  |  |  |  |
| 2 - design |  |  |  |  |  |  |  |
| 3 – communicate |  |  |  |  |  |  |  |
| 4 - ethics |  |  |  |  |  |  |  |
| 5 - teams |  |  |  |  |  |  |  |
| 6 – conduct experiments |  |  |  |  |  |  |  |
| 7- life-long learning |  |  |  |  |  |  |  |