SOFTWARE ENGINEERING

Learning Outcomes
1. KNOW. Graduates will be able to demonstrate mastery of concepts and methods for modeling, designing, developing and testing software solutions using legacy and contemporary environments.
2. CRITICAL THINKING. Graduates will be able to critically and creatively plan and manage development of software intensive systems using project management methods and tools.
3. PROBLEM SOLVING. Graduates will be able to demonstrate proficiency in exploring the trade space within a given set of internal and external constraints for a system under development.
4. COMMUNICATE. Graduates will be able to effectively communicate their ideas within their organization, to other practicing professionals and the general public.
5. TEAMWORK. Graduates will be able to work collaboratively within and with project teams including those that are geographically distributed.