Department of Computer Science
Egra S.S.B. College

- Effectively communicating computing concepts and solutions to bridge the gap between computing industry experts and business leaders to create and initiate innovation
- Effectively utilizing their knowledge of computing principles and mathematical theory to develop sustainable solutions to current and future computing problems.
- Exhibiting their computing expertise within the computing community through corporate leadership, entrepreneurship, and/or advanced graduate study
- Developing and implementing solution based systems and /or processes that address issues and/or improve existing systems within in a computing based industry.

Learning outcomes for Computer Science majors:

- **Systems Thinking.** Analyze, design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
- **Problem-Solving.** Identify problems and formulate solutions for systems and organizations while reconciling conflicting objectives and finding compromises.
- **Communication.** Communicate effectively with a range of audiences.
- **Teamwork.** Work effectively as part of a team to develop and deliver quality software artifacts.
- **Context Awareness.** Design solutions using approaches that integrate ethical, social, legal, and economic responsibilities.
- **Cultural and Global Awareness.** Recognize the applicability of computing and evaluate its impact on individuals, organizations, and global society.
- **Professional Practice.** Evaluate and use appropriate methods and professional standards in computing practice.
- **Professional Development.** Explore historical, current, and emerging techniques and technologies, founded on a commitment to lifelong learning and professional development.

- **Technical Expertise.** Apply knowledge of computing and mathematics within technical domains.

- **Pragmatic Approach.** Apply computing theory and programming principles to practical software design and development.