Table 1

	1	2	3	4	5	6	7	
	Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.	*Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.*	*Communicate effectively in a variety of professional contexts.*	*Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.*	*Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.*	*Apply computer science theory and software development fundamentals to produce computing-based solutions.*	*Be exposed to new technologies, explore these technologies independently, and develop self-learning skills.*	
CS400								0
IT403		x	x					2
CS410/414/415		x						1
CS416/417		x				x		2
CS501			x	x				2
CS515		x				x		2
CS520		x				x		2
CS619		x			x		x	3
CS620		x				x		2
CS659	x							1
CS671		x				x		2
CS758	x	x				x		3
CS791			x		x		x	3
CS792			x		x		x	3
Theory (+)	x							1
Implementation (*)		x						1
CS712 (*)		x				x		2
CS723 (+)						x	x	2
CS725						x	x	2
CS727	x						x	2
CS730 (*)	x	x	x			x	x	5
CS733	x					x	x	3
CS735 (*)		x				x		2
CS745 (+)	x							1
CS750 (+)	x						x	2
CS753	x	x				x		3
CS757 (+)	x						x	2
CS770 (*)	x	x				x		3
CS775	x	x						2
Core	3	10	4	1	3	6	3	
Electives	9	6	1	0	0	8	7	

Students are required to take all courses in the top half ("core" courses), plus 4 courses in the bottom half ("electives"), one of which must be "implementation" (*) and one of which must be "theory" (+).
All "implementation" electives meet outcome 2; all "theory" electives meet outcome 1.