The program has documented measurable outcomes that are based on the needs of the program’s constituencies.

The program enables students to achieve, by the time of graduation:

(a) An ability to apply knowledge of computing and mathematics appropriate to the discipline;
(b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;
(c) An ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs;
(d) An ability to function effectively on teams to accomplish a common goal;
(e) An understanding of professional, ethical, legal, security, and social issues and responsibilities;
(f) An ability to communicate effectively with a range of audiences;
(g) An ability to analyze the local and global impact of computing on individuals, organizations and society;
(h) Recognition of the need for, and an ability to engage in, continuing professional development;
(i) An ability to use current techniques, skills, and tools necessary for computing practices.

For computer science programs:

(j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;
(k) An ability to apply design and development principles in the construction of software systems of varying complexity.