Mendocino College
COURSE LEVEL STUDENT LEARNING OUTCOMES

Effective Date: 12/6/2007

Title: Programming and Algorithms II
(limit to 50 characters including spaces)

Discipline/Number: CSC 222

Instructor Contact: Tonia Widler

Date Submitted /Modified: 11/13/2007

Units Min:	3	Units Max:	3	Lecture Hours:	2.5	Lab Hours:	1.5
If this is a variable unit course, the relationship between earned units and any difference in expected SLOs should be explained.							

Student Learning Outcomes:

1. Demonstrate knowledge of disciplined approach to algorithm design and program implementation, fundamental areas of structured problem solving, object-oriented programming, data abstraction, and comparative analysis of algorithms
2. Demonstrate knowledge of the basic principles and techniques in specification, design, implementation, and application of basic data types to real-world problems
3. Demonstrate knowledge of basic tools to develop correct, efficient, and well-structured programs. Build a foundation for further studies in computing sciences.
4. Demonstrate knowledge of object-oriented concepts, terminology, and techniques in conversation and problem-solving.
5. Create procedural and object-oriented algorithms, designs, and specifications for software to achieve a desired result.
6. Use procedural and object-oriented techniques in the C++ language to write programs that fulfill a specification contract.
7. Select the correct data structure for a given application design or implementation, and understand the differences between them.
8. Create and use techniques such as overloading, templates, inheritance, and standard libraries to achieve code reusability
9. Create C++ programs of moderate complexity using object-oriented and procedural techniques.
10. Demonstrate proficiency in use C++ programming tools and debugging techniques.

Instructor(s):

(Signature) *(Date)*

(Signature) *(Date)*