

COMPUTER ENGINEERING, M.S.

Learning Outcomes

1. Graduates should demonstrate the skills to develop and implement information security and information assurance policies and procedures.
2. Graduates should demonstrate the ability to identify technical solutions to meet information security requirements.
3. At the time of graduation a Master of Science/Engineering student should be able to describe the techniques and principles for the development of high performance computer systems, describe the details of extant computer architectures, and quantitatively analyze aspects of computer architecture and draw conclusions about performance.
4. At the time of graduation a Master of Science/Engineering student should be able to use models of languages, such as regular expressions and context-free grammars, to develop parsers for specific languages and construct intermediate representations such as abstract syntax trees.
5. At the time of graduation a Master of Science/Engineering student should be able to work with basic aspects of discrete math related to the analysis of algorithms and data structures, e.g., sums, probability, basic properties of trees and graphs, asymptotic analysis and amortized analysis.
6. At the time of graduation a Master of Science/Engineering student should be able to integrate components to form coherent well designed system.