BS-CS Program Outcomes Check-List (Fall 2011)

Senior Project

Assessment of Student Outcomes of the BS in Computer Science of the

School of Computing and Information Sciences Florida International University

The School of Computing and Information Sciences evaluates the Senior Projects of its graduating seniors for the purpose of assessing the level of attainment of the Student Outcomes of the BS in Computer Science program.

Please complete once per project/team. Your responses to this survey will be used solely to assist evaluators in locating assessment indicators in the documentation of your project.

This survey is expressly NOT for assessment of student performance in the SCIS Senior Project course for assignment of letter grade, nor for assessment of the instructor(s).

Project Title Visual Designer for cloud Solutions
Semester & Year Fall 2011
Advisor (Faculty / Industry Sponsor): Prof. Masoud Sadjadi
ream: Alejandro Fiste
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Group 6
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Student Outcome (a): Demonstrate proficiency in the foundation areas of Computer Science including mathematics, discrete structures, logic and the theory of algorithms

Discrete Mathematics

>	Does the project incorporate elements of mathematical reasoning or proof? E.g. Theorem, Mathematical Induction, Propositional Logic, First Order Logic			
	Mathematical Reasoning / Proof	Deliverable	Page#	
>	Does the project utilize other elements of E.g. Set Theory, Boolean Algebras, Combir			
	Discrete Math	Deliverable	Page#	
<u>Pro</u>	obability & Statistics			
>	Does the project utilize some statistical pr E.g. Mean & Standard Deviation, Stem Plo			
	Data Summary	Deliverable	Page#	
>	Does the project utilize some statistical m E.g. Probability Distributions, Confidence			
	Statistical Measure	Deliverable	Page#	
<u>Th</u>	eory of Algorithms			
>	Does the project utilize finite state diagra	ms to model system behav	ior?	
	Finite State Machine	Deliverable	Page#	
>	Does the project utilize some aspect(s) of E.g. Automata, Turing Machines, Recursiv	formal computer science? e Function Theory, Recursi	ve Unsolvability	
	Automata etc	Deliverable	Page#	

Student Outcome (b): Demonstrate proficiency in various areas of Computer Science including data structures and algorithms, concepts of programming languages and computer systems.

Data Structures & Algorithms

Does the project utilize an advanced data structure, e.g. search tree, hash table, priority queue?		
Data Structure	 Deliverable	Page#
Does the project utilize some gra	ph algorithm, e.g. shortest path, mir	nimum spanning tree
Algorithm	Deliverable	Page#
Does the project implement som		
Interesting Square	s 4	54-56
Influenting Square	Deliverable	Page#
Does the project analyze run-tim	e complexity of any algorithms?	
	. /	55-56
Intracting Squares Algorithm	Deliverable	55 - 56 Page#
Concepts of Programming Language	<u>s</u>	
	ge of programming language syntax/ Parse Trees, Recursive Descent	/parsing?
Parin JON strings		
Pausin JON shings Syntax/Parsing	Deliverable	Page#
	ge of programming language semant preters, Expressions, L- and R- Value	
Semantics	Deliverable	Page#
 Does the project utilize knowled 	ge of design issues such as scoping r	ules, type checking?
Design Issues	 Deliverable	Page#

Computer Systems (Operating Systems)

	Does the project utilize knowledge of memory management techniques?			
	Memory Management	Deliverable	Page#	
>	Does the project utilize knowledge of pro	ocess synchronization?		
	Process Synchronization	Deliverable	Page#	
>	Does the project utilize knowledge of dis	tributed processing?		
	Distributed Processing	Deliverable	Page#	
>	Does the project utilize knowledge of dev	vice management?		
	Device Management	Deliverable	Page#	
<u>Co</u>	mputer Systems (Database Systems)			
>	Does the project utilize knowledge of inf	ormation storage and/or ret	rieval?	
	object creation from storage Apr	sisfance. 4	5 4.	
	Information Management	Deliverable	Page#	
>	Does the project utilize conceptual or rel	ational database schema?		
	Schema	Deliverable	Page#	
>	Does the project utilize a database query	/ language, e.g. SQL?		
	Query Language	 Deliverable	Page#	

Student Outcome (e): Demonstrate understanding of the social and ethical concerns of the practicing computer scientist

	Where does the	project document <u>licens</u>	se/copyright, sources/referer	ices?
	4	82	44	2,
De	liverable	Page#	Deliverable	Page#
>	Where does the	project identify and add	lress any relevant <u>social issue</u>	<u>·s</u> ?
De	liverable	Page#	Deliverable	Page#
>	Where does the	project identify and add	dress any relevant <u>ethical issu</u>	<u>es</u> ?
De	eliverable	Page#	Deliverable	Page#
>	Where does the	project identify and add	dress any relevant <u>legal issues</u>	2
Dε	eliverable	Page#	Deliverable	Page#
>	Where does the	project identify and add	dress any relevant <u>privacy iss</u> i	ues?
De	eliverable	Page#		Page#
>	Where does the	project document any a	anticipated <u>impact on users/c</u>	<u>clients</u> ?
De	eliverable	Page#	Deliverable	Page#
>	Where does the	project document any a	anticipated <u>technology impac</u>	et issues?
	eliverable	Page#	Deliverable	Page#

<u>Program Outcome (h): Have experience with contemporary environments and tools necessary</u> for the practice of computing

Presentation Aids	(MS PowerPoint, Adobe Acrobat, etc	.)	
Domain	Software / Tool		Competency
Presentation	Ms. visio / Ms. PP+ / Ms. Pnict/s		3/3/3/3
Demonstration	Bernet		
Document Preparation	(MS Word, MS Visio, LaTeX, UMLet, e	etc.)	
Domain	Software / Tool		Competency
Document Editing	MS word (MS VISIO PMS. Project	Ra	3/3/3
Diagramming	StarumL		ı
Programming Language		Comp	petency
Domain	Software / Tool	COMP	7
Programming Language	Java		3
IDE or OS	Edipse in windows/OSx.		<u> </u>
Project Management	(MS Project, AtTask, version conti		
<u>Domain</u>	Software / Tool		Competency
Project Management	ms. Project		
<u>Domain</u> UML Modeling	Sfar VMC		Competency 3
Database Management		ne Cas	
<u>Domain</u>	Software / Tool		Competency
DBMS			
Web Servers	(Apache Tomcat, Windows server	, etc.)	
<u>Domain</u>	Software / Tool		Competency
Web Server	Apache Tomest 2.2.21		1
Software Testing Tools	(JUnit, Cobetura, etc.)		
<u>Domain</u>	Software / Tool		Competency
Testing			
Other:			
Domain	Software / Tool chiese physic		Competency
	3rd party 60 agle wel took	;i+	1
	Software/Tool edipse physin 3rd party 65 Google net took "gut - dnd" 2 gud party libra "gut - links" "gut - inwlater"	125	4
	gu (- one) (ava part) (ava	M-J ·	<i>*</i> 1
	"g		<u>-</u>