

## Master of Science in Computer Science Curriculum Map

	SO1. An ability to frame and model real-world problems that can be addressed computationally, and evaluate multiple computational approaches and select the most appropriate one.	SO2. An ability to comprehend and apply the state-of-the-art concepts and design principles in advanced computer architecture.	SO3. An ability to build applications, either individually or in a team, that are robust, reliable, and maintainable.	SO4. A breadth of advanced knowledge and skills in applied areas of computer science.	SO5. An ability of reasoning and problem solving to conduct independent research in the area of specialization.	SO6. An ability to communicate effectively and defend results of research to peers and broader audiences, both in written and verbal formats.
CS525		X				
CS530	X					
CS580			X	X		
CS664						X
CS691					X	
CS695					X	X
CS696					X	X