



**COLLEGE OF COMPUTER STUDIES**

**CURRICULUM MAP FOR BACHELOR OF SCIENCE IN COMPUTER SCIENCE**

- PO1** - Apply knowledge in computing fundamentals, knowledge of a computing specialization and mathematics, sciences, and domain knowledge appropriate for the computing specialization to the abstraction and conceptualization of computing models from defined problems and requirements.
- PO2** - Identify, analyze, formulate, research literature, and solve complex computing problems and requirements reaching substantiated conclusions using fundamental principles of mathematics, computing sciences, and relevant domain disciplines.
- PO3** - An ability to apply mathematical foundations, algorithmic principles and computer science theory in the modelling and design of computer based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.
- PO4** - Knowledge and understanding of information security issues in relation to the design, development of information systems.
- PO5** - Design and evaluate solutions for complex computing problems and design and evaluate systems, components or processes that meet specified needs with appropriate consideration for public health and safety, cultural societal, and environmental considerations.
- PO6** - Create, select, adapt and apply appropriate techniques, resources and modern computing tools to complex computing activities, with an understanding of the limitations to accomplish a common goal.
- PO7** - Functions effectively as an individual and as a member leader in diverse teams and in multidisciplinary settings.
- PO8** - Communicate effectively with the computing community and with society at large about complex computing activities by being able to comprehend and write effective presentations, and give an understand clear instructions.
- PO9** - The ability to recognize the legal, social and ethical and professional issues involved in the utilization of computer technology and be guided by the adoption of appropriate, ethical and legal practices.
- PO10** - Recognize the need, and have the ability to engage in independent learning to continual development as a computing professional.

**LEGEND:**

- I** – An introductory course to an outcome  
**E** – A course that strengthens the outcome  
**D** – A course demonstrating the outcome  
Blank if no relation



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<b>PROGRAM OUTCOMES</b>											
<b>1<sup>ST</sup> Year / 1<sup>ST</sup> Semester</b>	<b>COURSE TITLE</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>
CSIT 1101/L	Introduction to Computing - Lec/Lab										
CSIT 1102/L	Computer Programming 1 - Lec/Lab										
FCL 1101	The Perpetualite: Identity and Dignity										
GEC 6000	The Contemporary World										
GEC 8000	Science, Technology, and Society										
GEE 1000/L	Living in the IT Era- Lec/Lab										
NSTP 1101	National Service Training Program 1										
PE 1101	Foundations of Physical Education										

<b>PROGRAM OUTCOMES</b>											
<b>1<sup>ST</sup> Year / 2<sup>ND</sup> Semester</b>	<b>COURSE TITLE</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>
CS 1201	Discrete Structure 1										
CSIT 1203/L	Computer Programming 2 - Lec/Lab										
FCL 1202	The Perpetualite: A Man of God										
GEC 1000	Understanding the Self										
GEC 4000	Purposive Communication										
GEC 5000	Mathematics in the Modern World										
NSTP 1202	National Service Training Program 1										
PE 1202	Foundations of Physical Education										



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<b>PROGRAM OUTCOMES</b>											
<b>2<sup>ND</sup> Year / 1<sup>ST</sup> Semester</b>	<b>COURSE TITLE</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>
CS 2102	Discrete Structure 2	I	I	I		I					
CSIT 2104/L	Object Oriented Programming - Lec/Lab	E	E	E			E	I			
CSIT 2105/L	Data Structures and Algorithm -Lec/Lab	E	E	E		I					
FCL 2103	The Perpetualite: Called to Perfection										
FIL 1000	Komunikasyon sa Akademikong Filipino								I		
GEC 3000	Arts Appreciation										I
GEC 7000	Readings in Philippine History										I
PE 2103	Individual/Dual Sports										
RZL 1000	The Life and Works of Rizal										

<b>PROGRAM OUTCOMES</b>											
<b>2<sup>ND</sup> Year / 2<sup>ND</sup> Semester</b>	<b>COURSE TITLE</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>	<b>PO8</b>	<b>PO9</b>	<b>PO10</b>
CS 2203	Algorithm and Complexity	E	E	E		E					
CS 2204	Calculus										
CSIT 2206/L	Information Management - Lec/Lab	E	E	E	E	E	E	E	E		I
CSIT 2207	Social Issues and Professional Practice							E	E	E	E
ENG 1000	English for the Profession						I				
FCL 2204	The Perpetualite: A Man for Others										
GEC 2000	Ethics										
GEE 2000	Entrepreneurial Mind										
PE 2204	Team Sports										

Prepared by:

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