**CSE327.​1 Software Engineering Outcomes**

**All CSE327.​1 Software Engineering Outcomes**

5 Outcomes

**CO-1**

**identify** the requirements of a software system, including technical-functional requirements, non-technical requirements, and wider societal impact.

|  | |
| --- | --- |
| **Proficiency Rating** | **Points** |
| Exceeds Expectations | 5 |
| Meets Expectations | 3 |
| Does Not Meet Expectations | 0 |

Mastery at: 3 points

Proficiency Calculation: Highest Score

**CO-2**

**design** an object-oriented software architecture and  
express the architecture using UML or other standard  
tools under a set of requirements and/or constraints.

| **Proficiency Rating** | **Points** |
| --- | --- |
| Exceeds Expectations | 5 |
| Meets Expectations | 3 |
| Does Not Meet Expectations | 0 |

Mastery at: 3 points

Proficiency Calculation: Highest Score

**CO-3**

**choose** an appropriate design pattern for a particular scenario to solve the problem.

| **Proficiency Rating** | **Points** |
| --- | --- |
| Exceeds Expectations | 5 |
| Meets Expectations | 3 |
| Does Not Meet Expectations | 0 |

Mastery at: 3 points

Proficiency Calculation: Highest Score

**CO-4**

**implement** a software system with multiple, possibly heterogeneous, components for a given set of requirements.

| **Proficiency Rating** | **Points** |
| --- | --- |
| Exceeds Expectations | 5 |
| Meets Expectations | 3 |
| Does Not Meet Expectations | 0 |

Mastery at: 3 points

Proficiency Calculation: Highest Score

**CO-5**

**devise** test cases to test functions and/or functionality of software system against a set of requirements.

| **Proficiency Rating** | **Points** |
| --- | --- |
| Exceeds Expectations | 5 |
| Meets Expectations | 3 |
| Does Not Meet Expectations | 0 |

Mastery at: 3 points

Proficiency Calculation: Highest Score