

1. Course number and name
CMP 397 – Professional Training in Computer Science

2. Credits and contact hours
0 credit hours, 0 contact hours

3. Instructor's or course coordinator's name
Dr. Tamer Shanableh

4. Textbook, title, author, and year
None

Other supplemental materials
None

5. Specific course information

a. Brief description of content of the course (catalog description)

Requires a minimum of five weeks of approved professional experience. Work undertaken must be documented in a formal report to the department by the beginning of the following term. Graded as Pass/Fail.

b. Prerequisites or co-requisites

Prerequisites: Junior II standing and approval of internship coordinator of for the major.

c. Indicate whether a required, elective, or selected elective course in the program

Required

6. Specific goals for the course

a. Specific outcomes of instruction

This course requires the student to demonstrate the following:

1. Develop an understanding of computer engineering practices and interpersonal skills by interacting with supervisors and colleagues.
2. Apply knowledge of mathematics, science, and engineering to solve assigned problems in the workplace.
3. Learn independently and see the value of continuous learning in order to maintain technical and professional competency.
4. Use available company resources to understand technical, economic, environmental, and safety information related to the company.
5. Observe and practice professional ethics.
6. Write a professional reports including a daily/weekly journal

b. Explicitly indicate which of the student outcomes listed in Criterion 3 or any other outcomes are addressed by the course

This course contributes in a significant way to the accomplishment of the following program outcomes:

Program outcome	Emphasis in this course
(a) an ability to apply knowledge of computing and mathematics appropriate to the discipline	
(b) an ability to analyze a problem, and identify and define the computing requirements appropriate to its solution	
(c) an ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs	
(d) an ability to function effectively on teams to accomplish a common goal	●
(e) an understanding of professional, ethical, legal, security and social issues and responsibilities	●
(f) an ability to communicate effectively with a range of audiences	●
(g) an ability to analyze the local and global impact of computing on individuals, organizations, and society	●
(h) recognition of the need for and an ability to engage in continuing professional development	●
(i) an ability to use current techniques, skills, and tools necessary for computing practice	◐
(j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices	
(k) An ability to apply design and development principles in the construction of software systems of varying complexity	

Emphasis: ● High; ◐ Medium; ○ Low; Blank – Nothing Specific Expected

7. Brief list of topics to be covered

None