



Course Competency Report by Code

Code: ANV1

Software I (ANV1)

Course of Study: ANV1 - Software I
Course Level: Undergraduate
Course Division: Upper Division Major
Discipline: Information Technology
Course Type: One Assessment
Department: Information Technology

COMPETENCY #	COMPETENCY NAME	COMPETENCY TEXT
430.2.1	Declaration of Classes, Interfaces, & Variables	The graduate develops and uses classes, interfaces, and variables in code development.
430.2.2	Object-Oriented Development	The graduate uses object-oriented concepts and programming techniques to develop applications that are flexible and maintainable.
430.2.3	Flow of Control	The graduate applies appropriate control structures to develop robust applications.
430.2.4	Strings, Streams, & Parsing	The graduate uses appropriate Application Programming Interface (API) classes and interfaces to perform efficient string, pattern, and stream processing.
430.2.5	Classes and Interfaces	The graduate designs software solutions with appropriate classes, objects, methods, and interfaces to achieve specific goals.
430.2.6	Object-Oriented Principles	The graduate implements object-oriented design principles (e.g., inheritance, encapsulation, and abstraction) in developing applications for ensuring the application's scalability.
430.2.7	Application Development	The graduate produces applications using high-level programming language constructs to meet business requirements.