# CS160 Course Assessment Report

**Author: Semester:**

## Part 1: Assessment Data Collected

### Program Learning Outcome 6: An ability to apply design and development principles in the construction of software systems of varying complexity

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| **Performance Indicator** | **1** | **2** | **3** |
| **beginning** | **satisfactory** | **exemplary** |
| **Given a team course project, formulate a specification, select design methodology suitable for the complexity and nature of the problem, and implement functioning software based on the specification and design (assessed with a team project)** | not able to construct use cases and sequence diagrams to describe the software system in a consistent and unambiguous manner | not able to select the right design for the given problem after the specification is formulated; have trouble identifying suitable design patters for the given system  | Capable of implementing a stable software system based on the specification and the selected design. Perform blackbox and whitebox testing to validate the developed software  |
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## Part 2: Assessment Conclusions, Findings, and Recommendations

### PLO 6 conclusions

### Findings and Recommendations