•	Computer Science Specific Bloom's Taxonomy
A A.1	Computer Science Specific Bloom's Taxonomy Knowledge
A.1.1	Describe
A.1.2	Emerging technologies and research areas relevant to communication and pervasive computing
A.1.3	Components of graphics architectures for given applications
A.1.4	Basic components of a graphics api such as 2d and 3d drawing methods, affine and viewing transformations, colour and lighting models, texture mapping, interactive methods
A.1.5	Common algorithms for clipping, line generation on a pixel-based display, convex full finding, hidden surface removal, rendering and ray tracing
A.1.6	Different artificial intelligence architectures
A.1.7	Issues involved
A.1.8	Basic techniques for representing uncertainty in knowledge
A.1.9	The basic concepts of supervised learning
A.1.10	The impact of relevant codes of ethics and professional conduct
A.1.2	Identify
A.1.2.1	Usability problems
A.1.2.2	Social, economic and ethical issues that arise from the use of communication networks and pervasive computing technology
A.1.2.3	Emerging technologies and research areas relevant to communication and pervasive computing
A.1.2.4	Most appropriate data structure and algorithm to solve a particular problem
A.1.3	Know
A.1.3.1	Advantages and disadvantages
A.1.4	Recognise
A.1.4.1	Importance of identifying and involving users in the design of interactive systems
A.1.5	Record
A.1.5.1	The results of software engineering development work
A.1.6	Select
A.1.6.1	Appropriate style, method and mode of communicating information to different audiences
A.1.6.2	Basic components in the java language Suitable usability evaluation methodologies
A.1.6.3	
A.1.7	Show An understanding of how to plan and manage a project
A.1.7.1 A.1.7.2	An understanding of how to plan and manage a project Awarness of different aspects of mathematics in analysing and understanding important areas of computing
	Awarness of different aspects of mathematics in analysing and understanding important areas of computing
A.1.7.3 A.1.7.4	Fluency in selecting and using basic components in the java language An understanding of the theoretical underpinnings of the java language
A.1.7.4 A.1.7.5	An understanding of the theoretical underpinnings of the Java language Basic understanding of datbase transaction management
A.1.7.5 A.1.7.6	Basic understanding of datbase transaction management Clear understanding of basic matlab programming environment and data structures
A.1.7.6 A.1.7.7	Awareness of legal, social, ethical and professional issues in software development
A.1.7.7 A.1.7.8	How to use them
A.1.7.9	Understanding of the metrics used in comparing different hardware architectures of parallel computers
A.1.7.10	Familiarity with the main causes of inefficiency in parallel programs
A.1.7.11	Understanding of how to design and implement simple parallel programs using shared memory and message passing constructs
A.1.7.12	Appreciation of best practice in solving problems related to the student's degree programme
A.1.7.13	Familiarity with data mining algorithms
A.1.7.14	A range of multimedia formats for text, graphics, animatio, audio, images and video by detailed study of common multimedia formats
A.1.7.15	Familiarity with a range of common data compression methods
A.1.7.16	Understanding of the derivation from mathematical principles of underlying data compression algorithms
A.1.7.17	Familiarity with techniques and concepts for wireless communication
A.1.8	Study
A.1.8.1	Potential problems processing multimedia data and of implications of multimedia formats and types
A.1.8.2	
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	The mathematical bases of derivations of methods and the compression pipelines employed by common compression formats such as GIF, JPEG, MPEG
A.2	Comprehension
A.2 A.2.1	Comprehension Understand
A.2 A.2.1 A.2.1.1	Comprehension Understand What to encounter and expect from degree
A.2 A.2.1 A.2.1.1 A.2.1.2	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3 A.2.1.4	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer Structure of internet and role of main network protocols
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3 A.2.1.4 A.2.1.5	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer Structure of internet and role of main network protocols Legal and ethical constraints on web development
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3 A.2.1.4 A.2.1.5 A.2.1.6	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer Structure of internet and role of main network protocols Legal and ethical constraints on web development Threats to systems on the internet and approaches to security
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3 A.2.1.4 A.2.1.5 A.2.1.6 A.2.1.7	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer Structure of internet and role of main network protocols Legal and ethical constraints on web development Threats to systems on the internet and approaches to security Functionality and foundations of internet search engines
A.2 A.2.1 A.2.1.1 A.2.1.2 A.2.1.3 A.2.1.4 A.2.1.5 A.2.1.6 A.2.1.7 A.2.1.8	Comprehension Understand What to encounter and expect from degree Differences between subjects and disciplines Computing history and internal workings of a computer Structure of internet and role of main network protocols Legal and ethical constraints on web development Threats to systems on the internet and approaches to security Functionality and foundations of internet search engines Basic set theory, counting techniques, graph theory, probability and statistics
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A.2.1.49	The imperatives behind organisational knowledge
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A.3.2.3	Appropriate documents and citation to support the construction of own arguments
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A.3.4.1	Implications of using outsourcing or virtual enterprises to address the pressure of globalisation
A.3.5	Employ
A.3.5.1 A.3.6	For simple algorithm design Establish
A.3.6.1	Personal learning environment and PDP
A.3.7	Exhibit
A.3.7.1	Sound knowledge in the subject area related to the project
A.3.7.2	Understanding of data mining
A.3.8.1	Basic database concepts and systems architectures
A.3.8.2	These with examples
A.3.9	Implement
A.3.9.1 A.3.9.2	Simple algorithms expressed in pseudocode Software system based on a design
A.3.9.3	Fundamental data structures and algorithms
A.3.9.4	Range of image processing and computer vision algorithms
A.3.10	Use
A.3.10.1 A.3.10.2	HTML, CSS, Javascript, PHP and databases Python and common modules
A.3.10.2 A.3.10.3	O-notation
A.3.10.4	Recursion
A.3.10.5	Variety of tools for professional communicate
A.3.10.6 A.3.10.7	A variety of tools and techniques for planning and managing a project Models to meet a given problem
A.3.10.7	UML models
A.3.10.9	Basic components in the java language
A.3.10.10	Standard c, standard c++, cocoa and gnustep libraries effectively
A.3.10.11 A.3.10.12	Common software development tools aimed at different developement approaches and stages Standard graphics api
A.3.10.12	To discuss the trade-offs between different designs
A.3.10.14	Range of forensic tools and techniques
A.3.11 A.3.11.1	Write Programs in c, c++, objective c and opencl/cuda
A.3.11.1 A.3.11.2	Graphics programs in c, c++, objective c and openci/cuda Graphics program for creating images of 2d and 3d scenes and user interaction
A.4	Analysis
A.4.1	Analyse
A.4.1.1 A.4.1.2	Software system and functionality Efficiency of algorithms
A.4.1.2 A.4.1.3	Important areas of computing using mathematics
A.4.1.4	Existing definitions techniques for querying, transforming and assuring quality of information
A.4.1.5	Resources requirements of various algorithms and data structures
A.4.1.6 A.4.2	The professional requirements of a computer forensics practitioner Contrast
A.4.2 A.4.2.1	Different searching algorithms
A.4.2.2	Alternative management schemes
A.4.2.3	Implementation of commonly used operating systems
A.4.2.4	Different approaches towards programming of c, c++, objective c and opencl/cuda Operation of local area, wide area, personal area, adhoc and sensor networks
A.4.2.5 A.4.2.6	Operation of local area, wide area, personal area, adnoc and sensor networks Most common models used for structured knowledge representation
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A.4.2.7	Basic techniques for representing uncertainty in knowledge
A.4.3 A.4.3.1	Distinguish Between the properties of the specialised indexing methods used to access spatial and temporal data
A.4.4 A.4.4.1	Divide Programs into subtasks by the appropriate definition of functions and or modules
A.4.5 A.4.5.1	Investigate Familiarity with a range of multimedia formats for text, graphics, animatio, audio, images and video by detailed study of common multimedia formats
A.4.5.2 A.4.6	How they are utilised in practical compression formats Relate
A.4.6.1 A.4.7	Knowledge to individual application domains such as health informatics, bio informatics, geoinformatics and business informatics Solve
A.4.7.1	Simple problems
	Problems Simple problems in curve, surface and solid modelling
A.4.8 A.4.8.1	Specify Appropriate functional and non-functional requirments
A.4.9 A.4.9.1	Utilise A range of design patterns
A.4.9.2 A.5	Hardware resources such as memory and processing cores efficiently Synthesis
A.5.1 A.5.1.1	Construct Software system and functionality
A.5.1.2 A.5.2	Website Create
A.5.2.1	A prototype system
A.5.3 A.5.3.1	Design Websites
A.5.3.2 A.5.3.3	A system Relational database system conceptually, logically and physically
A.5.3.4 A.5.4	Software systems to meet given requirements Develop
A.5.4.1 A.5.4.2	Informal algorithms Ability to plan, integrate and monitor personal, academic and career development
A.5.4.3	A set of test cases
A.5.4.4 A.5.4.5	Visual java program that has input and output functionality that is event driven Relational database queries using structual query language
A.5.4.6 A.5.5	Understanding of how information is captured, shared and exploited in organisations Discuss
A.5.5.1 A.5.5.2	Legal requirements relevant to a given context of the development and use of information systems, with particular focus on data protection, intellectual property rights and the computer misuse act The nature of digital evidence and the interpretations of that evidence obtained from computer forensics investigations
A.5.5.3 A.5.6	The challenges facing the computer forensics practitioner Explain
A.5.6.1 A.5.6.2	The need for process and memory management in an operating system The process of and the issues involved in database design and implementation
A.5.6.3 A.5.6.4	Basic object-oriented principles A range of design patterns
A.5.6.5	Difference between various fundamental algorithmic techniques
A.5.6.6 A.5.6.7	How to apply them How certain problems can be solved by searching
A.5.6.8 A.5.6.9	Distinction between them How they differ from classical search techniques
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A.5.6.10 A.5.6.11	Amdahl's law, parallel efficiency and scalability Issues involved in designing and implementing a data warehouse
A.5.6.10	Amdahl's law, parallel efficiency and scalability
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