

Learning Outcomes of the Computer Engineering (Computer Engineering) curriculum

Learning Outcomes (critical units of competence)	
LO 1.	Able to communicate effectively with diverse audiences and express ideas in Uzbek, Russian, and foreign languages. Able to make informed decisions using philosophical, historical, and debate methods and function effectively in leadership teams.
LO 2.	Able to make decisions based on engineering psychology, pedagogy, ecology, health, safety, and workplace environment, ensuring the well-being of individuals and society.
LO 3.	Able to apply fundamental and advanced knowledge in mathematics, natural sciences, and technical sciences to complex engineering problems, and solve computational problems using modern scientific advancements.
LO 4.	Able to develop and manage projects, study digitalization methods of production covering all technological and business processes of a company, analyze data, conduct research, analyze economic calculations, and develop database systems while ensuring data integrity.
LO 5.	Able to develop data structures and algorithms in programming, possess web programming skills, perform network programming and effectively work with network communication protocols, and prevent cyber attacks occurring through networks.
LO 6.	Able to work with geoinformation technologies, perform visualization using QGIS (Quantum Geoinformation System) and ArcGIS (Arc Geoinformation System) software environments, apply computational modeling methods for real engineering problems, develop 3D (three-dimensional) models, and organize their motion animation.
LO 7.	Able to understand digital systems, computer hardware, processors, memory devices, input/output devices, information transmission systems, operating systems, and eliminate issues within them.
LO 8.	Able to apply artificial intelligence principles, design multi-agent systems, use AI capabilities in computer graphics and social media marketing, and extract meaningful insights from large datasets to solve complex engineering problems.
LO 9.	Able to analyze and process signals using digital techniques, work with the Arduino platform and machine learning tools, write necessary code for software, and test embedded systems for real-time applications by integrating hardware and software components.
LO 10.	Able to understand the legal foundations of information security and cybersecurity, analyze the regulatory framework in the field of cybersecurity, and assess risks in information processing within cyberspace.