COMPETENCIES

Basic Principles of Information Technology Concepts, Systems, Platforms & Tools	Students can use their understanding of fundamental IT concepts, systems, platforms, tools, and technology to understand the common roles of IT professionals.
Security	Students can use their understanding of malware, firewall, IDS, and IPS to recognize and describe basic threats to networked computers.
Logic & Fundamentals of Computer Languages	Students can use their understanding of how computer languages communicate to build basic mobile and web applications.
Routing & Network Configuration	Students can use their understanding of common networking protocols to explain the purpose of routing, network configuration, and monitoring.
User & Customer Support	Students can use their understanding of the range of services used to provide assistance and technical support to help users implement and solve problems related to information technology.
Basic Principles of Hardware	Students can use their understanding of communication systems hardware to describe the purpose and function of fundamental end user devices, switches, routers, wireless access points, etc.
Risk Management & Information Assurance	Students can use their understanding of the standards and applications needed to protect the confidentiality, integrity, and availability of information and information systems.
Basic Principles of Software Development	Students can use their understanding of designing, writing, testing, and maintaining source code of computer programs to manage and maintain software.
Networks	Students can use their understanding of hardware and software to facilitate communication between people and computer systems.
Basics of Virtualization & Cloud Computing	Students can use their understanding of the features, benefits, and concepts of virtualization and cloud computing to differentiate among types of cloud services.