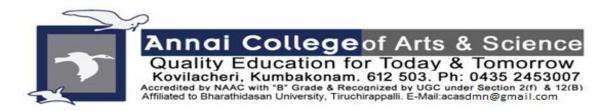


Programme outcome, Programme Specific outcome and Course outcome

HOD IQAC PRINCIPAL



Programme Outcome:

PO1: Able to understand, analyze, understand to implement academic into practical contexts.

PO2: Identify and relate connection between theory and applications.

PO3: Have an appropriate set of practical skills to ensure a positive career.

PO4: Work effectively in a multi-disciplinary environment and scope for endless learning.

PO5: Exhibit positive attitudes and values toward the discipline, so that they can contribute to society.

PO6: Develop effective communication skills for betterment in employability.

PO7: Communication effectively with whom they are communicating and the society to make effective presentations, and deliver clear instructions.

PO8: Function effectively as an individual, and can able to be a member or leader even diverse in teams.

Programme Specific Outcome:

PSO1: Think in a critical manner.

PSO2: Understand the information, and can able to identify, locate, evaluate, and effectively for the issue or problem which arise.

PSO3: Developing algorithm and practical approach in a logical manner.

PSO4: Acquire depth knowledge and can have clear understanding in advanced area of computer learning skills for the chosen course.

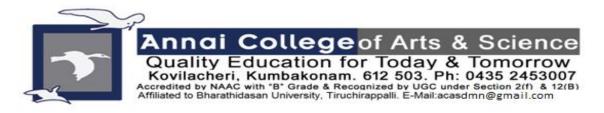
PSO5: Understand, formulate and use live projects like computerization of projects arising in various stages of life.

PSO6: Be able to achieve the tasks using a depth knowledge in software.

PSO7: Encourage his/her creativity for developing new techniques to serve the society.

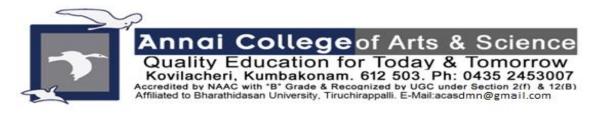
PSO8: Develop an understanding of the precise knowledge of computer application, and able to integrate commercial with their logical skills.

PSO9: Be a life- long learner who can able to develop his/her life skills.



Course Outcomes:

Name of the	Course Outcomes
Course	
With	
Subject Code	
PROGRAMM	CO1: Finding fundamentals like constants, variables and structure of program.
ING IN C -	CO2: Managing input and output operations for the given variables.
16SCCCS1	CO3: Explain conditional, control, and looping structures and knowledge of using them. Find angel of intersection of two curves.
	CO4: Find solution for group of variables shared by the common name ie. Arrays.
	CO5: Finding applications using character strings usages and string arrays with predefined and user defined functions.
	CO6: Define structures and their implications in terms of C.
	CO7: Explain unions and make comparative analysis with structures.
	CO8: Finding solution using pointers and their usage in IT field.
	CO9: Developing the knowledge in handling different types of files and their usages.
	CO10: To inculcate the knowledge to peers by the way of linked list, dynamic
	memory allocation.
	CO11: TO develop knowledge of pre-processor directives and software for societal usage.
PROGRAM	CO1: Explain properties of object oriented programming with base knowledge of C.
MING IN	CO2: To gain knowledge of token, conditional statement and control structure with usage of expressions.
C++ -	CO3: Define functions with their type with examples to cultivate the knowledge to
16SCCCS2	peers. CO4: Explain about classes and objects and their impact on object oriented programming.
	CO5: To gain knowledge about constructors and destructors and with an implication of new operator.
	CO6: Explain about operator overloading and getting knowledge of type casting of different types of data.
	CO7: Solve the problems with oops concepts like poly morphism, virtual functions with the extending of classes with inheritance.
	CO8: Develop software with gained knowledge and also with standard template library with knowledge of file and string handling.



PROGRAMMI NG IN JAVA -16SCCCS3

CO1: To compare the object oriented programming languages

with structure oriented Programming structure with key OOPs Concepts like inheritance, polymorphism and interface and their impact on JAVA to develop creative thinking, innovation, evaluation and implementing the programming knowledge with practical implementation using basic concepts of the software.

CO2: To gain knowledge in basic concepts, wrapper classes, conditional statements, arrays and strings to include effective development of programming knowledge through practical, oral and visual communication.

CO3: Implementing the software with the knowledge of abstract classes, inheritance, and interface with manipulation of different types of data using numerical and character type data resulting coincide with commercial conclusion.

CO4: Identify errors while developing programming phase itself and handling the errors with exception handling and also to handling different types of exception.

CO5: Determine particular logical expression with threads which are multi programs run at same time to find solution with given boundary conditions or initial conditions.

CO6: Analyze real-world problems and knowledge in implementing them in the form of automation using different types of file streams.

CO7: Knowledge of developing applet class and event class and have the knowledge of utilizing them in creation of commercial application

DATABASE SYSTEMS – 16 SCCCS4

CO1: To improve our knowledge for storing data in structured or unstructured pattern in the form of database.

CO2: Describe the various form database languages and relational languages and database architecture.

CO3: To find out the structure of the relational databases to formulate the relational algebra operations and modifying databases.

CO4: Develop the knowledge of creating and implementing queries for different conditions.

CO5: Developing knowledge of constraints in creating the database and developing embedded SQL for using in daily operations.

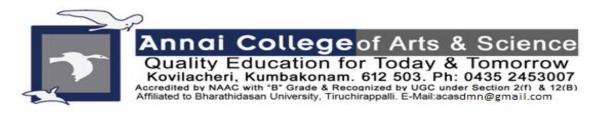
CO6: To design the data in the form of ER model and develop the Knowledge of implementing in creation of banking database.

CO7: To develop implementing skills of the database.

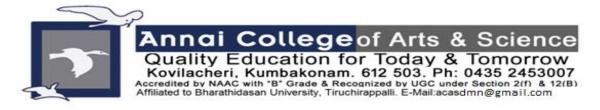
CO8: Database system applications for studies to be improved.



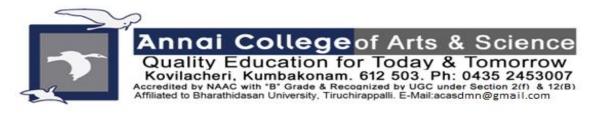
	DEPARTMENT OF COMPUTER SCIENCE
DATA STRUCTURES AND ALGORITHMS -16SCCCS5	CO1: To develop knowledge of data in some presentation like ordered list, stacks and queues. CO2: Explain polynomial addition in the form of data structures. CO3: TO develop different types of trees like binary, threaded binary and representing the data graphically in the form of graphs and to give more examples for representation, spanning trees and transitive closure for visual communication. CO4: Discuss the behavior of heap, merge, quick sort. CO5: Prove theorems of different types of sorting like quick sort and merge sort. CO6: Searching is done with quick search and binary search. CO7: Discuss the algorithm of finding the maximum and minimum of data in the given set of data.
	CO8: TO develop properties of optimal merge pattern. CO9: Verify the given sequence of data by using 8 queen problem and graph coloring.
COMPUTER NETWORKS- 16SCCCS6	CO1: To gain knowledge in physical layer and network types and protocols for bandwidth utilization. To gain knowledge of different type transmission media and bandwidth utilization like multiplexing, spread spectrum. CO2: Develop the knowledge error correction cyclic codes and forward error correction which will help peers to constructs cellular phones and Bluetooth technology and satellite network. CO3: To find the effective best services and packet switching and network layer performance. CO4: Develop the knowledge in transport layers and user datagram protocol. CO5: Expertise the network with presentation and interactive session with peers.
DIGITIAL ELECTRONIC S AND MICROPROCE SSOR-16SCCCS7	CO1:Gain knowledge between different types of number system, and their conversion. CO2: Design various logics gates and simplify Boolean equations. CO3: Design various flip-flops, shift registers and determining outputs. CO4: Design different types of counters. CO5: Differentiate various types of computers and processors. CO6: Knowledge regarding the inner blocks of processor and their specific functions CO7: Knowledge in types of instructions and their usage. CO8: Write different programs using instructions of 8085 µp CO9: Differentiate various interrupts with their priorities



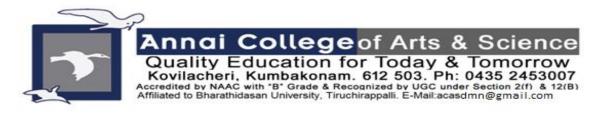
DEPARTMENT OF COMPUTER SCIENCE		
SOFTWARE	CO1: Understand the basic concepts of software engineering	
ENGINEERIN	CO2: Apply the software engineering models in developing software applications	
G-16SMBECS1:1	CO3: Implement the object oriented design in various projects	
	CO4: Knowledge on how to do a software project with in-depth analysis.	
	CO5: To inculcate knowledge on Software engineering concepts in turn gives a	
	roadmap to design a new software project.	
OPERATING	CO1: To develop the knowledge in developing different types of operating	
SYSTEMS -	systems.	
16SCCCS8	CO2: Ability to handle different types of partition systems and their architectural design.	
	CO3 :To develop the knowledge in handling different types of scheduling algorithms and policies which is responsible in wide ranges of disciplines such as parallel processing and multiprocessing.	
	CO4: Ability to handle different types of storage devices like direct access storage devices.	
	CO5 : Ability to apply intuitions gained from linear algebra to other seemingly unrelated areas of mathematics.	
	CO6 : To develop knowledge for types of file system and their access storage time.	
PROGRAMMI NG IN PHP -	CO1: Understand the essentials of PHP and find the importance in web page creation.	
16SCCCS9	CO2: Understand the meaning of derivative of a function.	
100 0000	CO3: Gain knowledge of acquiring data in Web Pages, and PHP Browser and Handling.	
	CO4: Understand the Object Oriented Programming concepts.	
	CO5: Gain Knowledge of advanced Object Oriented Programming.	
	CO6: Knowledge in different file handling.	
	CO7: Understand the concepts of Working with database.	
	CO8: Understand the concept of cookies.	
	CO9: Acquire the idea about File Transfer Protocol.	
	CO10: Understand various theorem using ajax.	



	DEFINITION COMPOTENTIAL
COMPUTER	CO1: Discuss about computer graphics systems like video display devices, raster and
GRAPHICS	random scan systems, graphics monitors.
	CO2: Discuss about line drawing algorithm the linear transformations, rank nullity.
- 	CO3: To gain the knowledge for loading line, circle generation and area filling
16SMBECS2:1	attributes drawing functions.
	CO4: To learn the basic transformation and matrix transformation and different
	types of transformation like composite transformations, window to view port co-
	ordinate transformations.
	CO5: To learn the different types of clipping like point line, Cohen Sutherland Liang
	Barks' line clipping, polygon, curve and text clipping.
	CO6: To develop the employment skills using competitive exam.
CORAL	CO1: Can able to acquire the concept of user interface, geometric figures.
DRAW –	CO2: Coral draw is a vector based applications.
16RSBE4:2	CO3: Can understand the layers concept well.
1011022112	CO4: Will have a knowledge of working with bitmap and vector.
DREAM	CO1: Can able to use adobe dream weaver to create personal and professional
WEAVER-	website.
	CO2: Can able to develop a design and create the basic multipage website.
16RSBE4:3	CO3: Will develop standalone FTP program to upload files to web servers.
	CO4: Able to become a better professional in website development and design.
PROGRAMM	CO1: Finding fundamentals like constants, variables and structure of program.
ING IN C(P)	CO2: Managing input and output operations for the given variables.
-16SCCCS1P	CO3: Explain conditional, control, and looping structures and knowledge of using
-105000011	them. Find angel of intersection of two curves.
	CO4: Find solution for group of variables shared by the common name i.e. Arrays.
	CO5: Finding applications using character strings usages and string arrays with
	predefined and user defined functions.
	CO6: Define structures and their implications in terms of C.
	CO7: Explain unions and make comparative analysis with structures.
	CO8: Finding solution using pointers and their usage in IT field.
	CO9: Developing the knowledge in handling different types of files and their usages.
	CO10: To inculcate the knowledge to peers by the way of linked list, dynamic
	memory allocation.
	CO11: TO develop knowledge of pre-processor directives and software for societal
	usage.



BE	PARTMENT OF COMPUTER SCIENCE
PROGRAMMING IN	CO1: To impart the basic concepts of Java Programming and to develop
C++(P) - 16SCCCS2P	understanding about Basic Objected Oriented Design.
	CO2: Explain about classes and objects and their impact on object
	oriented programming.
	CO3: key structured programming constructs: declarations, sequence,
	selection, repetition, evaluating expressions.
	CO4: Be familiar with using C++ functions and the concepts related to
	good modular design.
	CO5: C++ using one-dimensional and two-dimensional arrays
	CO6: Be familiar with using C++ structures, pointers and reference
	parameters, and text file input/output.
PROGRAMMING IN	CO1: TO impart the basic concepts of Java Programming and to develop
JAVA(P) -16SCCCS3P	understanding about Basic Object Oriented Design using UML and
	Applet.
	CO2: Understands fundamental constructs of OOP.
	CO3: Get the knowledge of UML with skills to draw UML diagrams.
	CO4: Gets the knowledge of different forms of OOP implementation
	CO5: Apply object oriented programming concepts in problem solving
	through JAVA.
	CO6: Design and implement Applet and event handling mechanisms in
	programs.
DATABASE	CO1: Students learn how to design and create a good database and use
SYSTEMS(P) -	various SQL operations.
16SCCCS4P	CO2: Able to master the basic concepts and understand the application of database system.
	CO3: Able to construct an Entity-Relationship (E-R) model from
	specifications and to transform to relational model.
	CO4: Able to construct unary /binary /set /aggregate queries in
	Relational Algebra.
	CO5: Understand and apply database normalization principles.
	CO6: Able to construct SQL queries to perform CRUD operations on
	database.(Create, Retrieve ,Update ,Delete)
	CO7: Understand principles of database transaction management,
	database recovery, security.



DIGITAL ELACTRONICS
AND
MICROPROCESSOR(P) -
16SCCCS5P

CO1: To gain knowledge between different types of number system, and their conversion.

CO2: Design various logics gates, flip-flops, shift registers, counters and determining outputs.

CO3: Differentiate various types of computers, processors and interrupts with their priorities

CO6: Knowledge regarding the inner blocks of processor and their specific functions

CO7: Write programs using instructions of 8085 μp

CO8: using $8085 \, \mu p$ to gain knowledge in types of instructions and their usage.

PROGRAMMING IN PHP (P)-16SCCCS6P

CO1: Can able to develop simple web application using server side PHP programming and Database Connectivity using MYSQL.

CO2: Build well-formed XML Document and implement Web Service using Java script.

CO3: Have a knowledge of AJAX and the scripting language to develop the attractive web site.

CO4: Can able to design graphics using the PHP scripts.

CO5: Will have the knowledge using the PHP scripts.

CO6: Will have the knowledge to develop the application development environment.