

Programme Specific Outcomes for B.Sc. (Computer Science)

PSO1	Apply fundamental principles and methods of Computer Science to a wide range of applications.
PSO2.	Design, correctly implement and document solutions to significant computational problems.
PSO3	Impart an understanding of the basics of our discipline.
PSO4.	Prepare for continued professional development.
PSO5.	Develop proficiency in the practice of computing.

Course Outcome for B.Sc. (Computer Science)

Programming in C

CO1	Explain about the basic concepts of program development statements and its syntax.
CO2.	Explain the various types of arrays and its structure.
CO3	Discuss about the various types of Functions and String handling mechanisms.
CO4.	Explain the Concepts of structures and Unions.
CO5.	Illustrates the various operations performed on different types of files.

Object Oriented Programming with C++

CO1	Explain the top-down and bottom-up programming approach and apply bottom up approach to solve real world problems.
CO2.	Explain the difference between static and dynamic binding. Apply both techniques to solve problems.
CO3	Describe the concept of inheritance and apply real world problems.
CO4.	Discuss the generic data type for the data type independent programming which relate it to reusability.
CO5.	Explain to design of handling large data set using File I/O.

JAVA PROGRAMMING

CO1	Explain about basic Java language syntax and semantics to write Java programs.
CO2.	Describe the concepts of variables, conditional and iterative execution methods etc.
CO3	Discuss the the fundamentals of object-oriented programming in Java, including defining classes, objects, invoking methods
CO4.	Explain the various methodologies to handle the exception mechanisms and the principles of inheritance, packages and interfaces
CO5.	Demonstrate the programming concepts for applet and graphics.

WEB DESIGN TECHNOLOGY

CO1	Describe the concepts of markup languages, un order list, table, formatting, liking and frames.
CO2.	Discuss about the creation of cascading style sheets, backgrounds, media types and building a dropdown menu.
CO3	Explain the JavaScript, control structure, if structure, switch, do-while and logical operators.
CO4.	Describe the javascript functions, javascript arrays and javascript objects.
CO5.	Discuss the DOM, javascript events and XML.

OPERATING SYSTEM

CO1	Describe the basic components of an operating system and their role in implementations for general purpose, real-time and embedded applications.
CO2.	Define the concepts of processes, threads, asynchronous signals and competitive system resource allocation.
CO3	Explain what multi-tasking is and outline standard scheduling algorithms for Multi-tasking.
CO4.	Discuss mutual exclusion principles and their use in concurrent programming including semaphore construction and resource allocation.
CO5.	Expose the details of major operating system concepts, overview of system memory management and the implementation of file systems.

VISUAL BASIC

CO1	Explain the basic Concepts of Program building block control statements and the basic concepts of function and procedure.
CO2.	Describe the functionality and properties of GUI based ActiveX Control with example programs
CO3	Discuss about graphics handling related control and properties.
CO4.	Discuss about the fundamental functions and properties of Advanced ActiveX Control.
CO5.	Describe the concepts of database handling using DAO, ADO and RDO control with data report concepts.

DATA MINING AND DATA WAREHOUSE

CO1	The fundamental concepts of data warehouse, delivery process, system process and process architecture.
CO2.	Explain the the system and data warehouse, process managers, capacity planning, tuning and testing.
CO3	Describe the the basics of data mining, data mining metrics and social implications of data mining
CO4.	Discuss about the implementation of data ware housing techniques
CO5.	Explain the association rules, basic algorithms, advanced association rules techniques and measuring the quality of rules.

Database Management System

CO1	Describe the fundamentals of File processing and database processing system.
CO2.	Explain the various data model and its application.
CO3	Explain the various normal forms and its role in DBMS.
CO4.	Explain the fundamental concepts of SQL programs.
CO5.	Describe the concepts of function, procedure, package, trigger and exception handling.

COMPUTER NETWORK

CO1	Explain the local, metropolitan and wide area networks using the Standard OSI reference model.
CO2.	Discussion of various networking technologies.
CO3	Explain the concepts of protocols, network interfaces and design of performance issues in local area networks and wide area networks.
CO4.	Describe about wireless networking concepts, contemporary issues in networking technologies, network tools and network programming.
CO5.	Explain the analysis of different types of protocol and the comparison of number of data link, network and transport layer protocols.

SOFTWARE ENGINEERING

CO1	Explain the fundamental knowledge in science, mathematics, fundamentals of computer science, software engineering and multidisciplinary engineering to begin in practice as a software engineer.
CO2.	Explain to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, manufacturability, sustainability, ethical, health and safety.
CO3	Describe the techniques, skills, and modern engineering tools necessary for engineering practice.
CO4.	Explain the early careers will be capable of team and organizational leadership in computing project settings, and have a broad understanding of ethical application of computing-based solutions to societal and organizational problems.
CO5.	Discuss about analyze, design and manage the development of a computing-based system, component or process to meet desired needs within realistic constraints in one or more application domains.

C#.NET PROGRAMMING

CO1	Create, compile and run object-oriented C# programs using Visual Studio.
CO2.	Explain the C# language constructs, syntax and semantics.

CO3	Describe the reusable .NET components via interface realization and standard design patterns.
CO4.	Discuss about the major namespaces and classes of the .NET Framework.
CO5.	Explain the Access databases using Language Integrated Query (LINQ).

Programming in C LAB

CO1	Explanation of design and algorithmic solution for a given problem.
CO2.	Construction of flowchart for the computer programs.
CO3	Explains the program using Control Statements
CO4.	Explains the program using Arrays and Functions.
CO5.	Explain the program using file handling with structure.

Data Structure Lab Using C++

CO1	Explain the features of C++ using object oriented programming.
CO2.	Describe the relative merits of C++ as an object oriented programming language.
CO3	Describe the major object-oriented concepts to implement object oriented programs in C++ Using encapsulation and inheritance.
CO4.	Describe the major object-oriented concepts to implement object oriented programs in C++ Using polymorphism.
CO5.	Explain the advanced features of C++ specifically stream I/O, templates and operator overloading.

JAVA PROGRAMMING LAB

CO1	Explain the programming language design, syntax and semantics.
CO2.	Describe the critical thinking skills through solving programming problems.
CO3	Explain the standard syntax for java programs and other programming Tools.
CO4.	Describe the animation and events based advanced java program concepts (Applet)
CO5.	Explain the java programs using object oriented class with parameters, constructors, utility, calculations, methods including inheritance, test classes and exception handling.

WEB DESIGN TECHNOLOGY LAB

CO1	Explain the fundamental tags used in HTML.
CO2.	Develop the web page in various applications.

CO3	Develop the web page using various ordered and unordered listing commands
CO4.	Develop the web page using frame concepts with multi-media handling.
CO5.	Develop the web page using java script.

VISUAL BASIC and ORACLE LAB

CO1	Explain the simple programs using basic control statement.
CO2.	Explain the GUI based program using Basic ActiveX Control.
CO3	Explain the different advanced ActiveX control with example application programs.
CO4.	Explain the various types of data base handling with MS-Access and Oracle
CO5.	Describe the concepts of data report for an organization.

C#.NET PROGRAMMING LAB

CO1	Explain the fundamentals of developing modular application by using object oriented methodologies
CO2.	Discuss about programming environment and configuration for C#.net programs using standard .net controls.
CO3	Describe the console applications using C#.NET
CO4.	Explain the design of web oriented applications using C#.NET
CO5.	Explain the data driven web application, Connecting and managing to data sources.