COURSE OUTCOME

JUNE-2012

CS1B01-PROBLEM SOLVING AND C PROGRAMMING

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems
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CS1B02-LAB I: C PROGRAMMING LAB

- To make the students learn programming environments.
- To practice programming.
- To make the students equipped to solve mathematical or scientific problems using C.

CS2B03- DATA AND FILE STRUCTURE

- To introduce the concept of data structures.
- To make the students aware of various data structures.
- To equip with students implementing fundamental data structures.

CS2B04-LAB II: DATA STRUCTURES THROUGH C LANGUAGE

- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

A06-HISTORY AND PHILOSOPHY OF SCIENCE

- To introduce origin of science and philosophy in ancient times.
- To learn about Science and philosophy in the middle age.

A12-GENERAL INFORMATICS

- To learn about the basic concepts of computer fundamentals
- To learn about knowledge skills for higher education
- To learn about social informatics
- To learn about open source software.

CS3B05- FUNDAMENTALS OF OPERATING SYSTEMS.

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems.

CS3B06-LAB III: WINDOWS, LINUX & SHELL PROGRAMMING

- To have practice in windows OS.
- To have practice in Linux OS and shell.
- To practice various OS Commands.
- To learn shell programming under Linux/Unix.

A13-BASIC NUMERICAL SKILLS

- To learn about the basic concepts of problem solving.
- To learn about various statistical Techniques.

A14 – ENTREPRENEURSHIP DEVELOPMENT

- To identify and develop the entrepreneurial talents of students
- To generate innovative business idea in emerging industrial scenario.

CS4B07- FUNDAMENTALS OF DATABASE MANAGEMENT SYSTEMS

- To understand need and working of DBMS.
- To understand various architectures of DBMS.
- To learn relational model and SQL.
- To learn relational database design.

CS4B08-DBMS LAB

- To learn practical database design.
- To create & manipulate various database objects.
- To practice administration of DBMS through PostgreSQL.
- To practice SQL Commands.

CSS5B09-JAVA PROGRAMMING

- To have a review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

CS5B10-WEB PROGRAMMING

- To learn client side and server side scripting.
- To learn PHP Programming.
- To learn how to develop dynamic websites.
- To learn how to interact with databases through internet.

CS5B11-PRINCIPLES OF SOFTWARE ENGINEERING

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.

CS5B12-LAB V: JAVA PROGRAMMING

- To practice java programming.

CS5B13-LAB VI: WEB PROGRAMMING

- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through internet.

Open Courses (XXX5DXX)

CS5D03| Introduction to Problem solving and C programming

- To Introduce fundamental principle of problem solving aspects
- To learn the concept of programming
- To learn C language

CS5B14-PROJECT WORK

- To provide practical knowledge on software development process

CS6B15-COMPUTER ORGANIZATION AND ARCHITECTURE

- To learn basic Architecture of a Computer
- To learn basic Computer Organization.

CS6B16-MICROPROCESSOR & APPLICATIONS

- To understand internals of microprocessor.
- To learn architecture of 8086 µP.
- To learn instruction set of 8086 µP.
- To learn how to program a µP.

CS6B17-COMPUTER NETWORKS

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

CS6B17-LAB: MICROPROCESSOR PROGRAMMING USING TASM/MASAM/NASAM

- To learn microprocessor programming.

CS6B18-LAB: NETWORK ADMINISTRATION

- To learn network administration.

CS6E01-ELECTIVE COURSE –VISUAL PROGRAMMING

- To get a general understanding on .Net Frame Work
- To get a general understanding on ADO.Net

CS6B20-PROJECT WORK

- To provide practical knowledge on software development process

JUNE-2014

BCS1B01 - Problem Solving Using C

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems

BCS2B02 –OOP CONCEPTS AND DATASTRUCTURES USING C++

- To learn basic concepts of OOPS.
- To learn Object Oriented Programming through C++.
- To introduce the concept of data structures.
- To make the students aware of various data structures.
- To equip the students, implement fundamental data structures.

CSC2B03- PROGRAMMING LABORATORY I: PROGRAMMING IN C AND DATA STRUCTURE USING C++

- To make the students learn programming environments.
- To practice procedural/OO programming concepts.
- To make the students equipped to solve mathematical or scientific problems using C/C++.
- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

A11-NUMERICAL SKILLS

- To learn about the basic concepts of problem solving
- To learn about various statistical Techniques.

A12-GENERAL INFORMATICS

- To learn about the basic concepts of computer fundamentals
- To learn about knowledge skills for higher education
- To learn about social informatics
- To learn about open source software.

BCS3B04-FUNDAMENTALS OF DIGITAL ELECTRONICS

- To learn number systems and Boolean algebra.
- To learn combinational and sequential circuits
- To learn A/D and D/A converters

BCS3B05- VISUAL PROGRAMMING USING VB.NET

- To get a general understanding on .Net Frame Work
- To get a general understanding on ADO.Net

A13 – Entrepreneurship

- To identify and develop the entrepreneurial talents of students

To generate innovative business idea in emerging industrial scenario

A14 – Basics of Audio & Video Media

- To learn the basics of audio and video recording
- To learn how the human anatomy reacts to sound, music and noise.
- To distinguish between acoustic and sound

BCS4B06-FUNDAMENTALS OF DATABASE MANAGEMENT SYSTEM AND RDBMS

- To learn the basic principles of database and database design.
- To learn the basics of RDBMS.
- To learn the concepts of database manipulation SQL.
- To study PL/SQL language.

BCS4B07- PROGRAMMING LABORATORY I: VB.NET & RDBMS

- To practice Visual Programming using VB.NET.
- To learn practical database design.
- To create & manipulate various database objects.
- To practice SQL Commands.

BCS5B08-COMPUTER ORGANIZATION AND ARCHITECTURE

- To learn basic Architecture of a Computer
- To learn basic Computer Organization.

BCS5B09-JAVA PROGRAMMING

- To have a review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B10-WEB PROGRAMMING USING PHP

- To learn client side and server side scripting.
- To learn PHP Programming.
- To learn how to develop dynamic websites.
- To learn how to interact with databases through internet.

BCS5B11-PRICIPLES OF SOFTWARE ENGINEERING

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.

Open Courses (XXX5DXX)

BCS5D01| Introduction to Computers & Office Automation

- To learn Office Automation.

BCS6B12- ANDROID PROGRAMMING

- To have a review on concept of Android programming.
- To learn Android Programming Environments.
- To practice programming in Android.
- To learn GUI Application development in Android platform with XML

BCS6B13- FUNDAMENTALS OF OPERATING SYSTEM

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems.

BCS6B14- COMPUTER NETWORKS

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

BCS6B15- PROGRAMMING LABORATORY III: JAVA & PHP PROGRAMMING

- To practice Java programming.
- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through PHP.

BCS6B16- PROGRAMMING LABORATORY IV: ANDROID & LINUX SHELL PROGRAMMING

- To practice Android programming.
- To practice user interface applications.
- To develop mobile application.
- To practice shell programming

BCS6B17a-Elective Course: Computer Graphics

- To learn basics of computer graphics

BCS6B18- PROJECT

- To provide practical knowledge on software development process.

JUNE-2017

BCS1B01 – COMPUTER FUNDAMENTALS & HTML

- To equip the students with fundamentals of Computer
- To learn the basics of Computer organization
- To equip the students to write algorithm and draw flow chart for solving simple problems
- To learn the basics of Internet and webpage design

BCS2B02 – Problem Solving Using C

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems

BCS2B03 - Programming Laboratory I: Lab Exam of 1st & 2nd Semester HTML & Programming in C

- To make the students learn web designing
- To make the students learn programming environments.
- To practice procedural programming concepts.
- To make the students equipped to solve mathematical or scientific problems using C

BCS3B04 – Data Structures Using C

- To introduce the concept of data structures
- To make the students aware of various data structures
- To equip the students, implement fundamental data structure

A11-NUMERICAL SKILLS

- To learn about the basic concepts of problem solving
- To learn about various statistical Techniques.

A13 – Entrepreneurship

- To identify and develop the entrepreneurial talents of students
  To generate innovative business idea in emerging industrial scenario

A14 – Basics of Audio & Video Media

- To learn the basics of audio and video recording
- To learn how the human anatomy reacts to sound,music and noise.
- To distinguish between acoustic and sound

BCS4B05 – Database Management System and RDBMS

- To learn the basic principles of database and database design
- To learn the basics of RDBMS
- To learn the concepts of database manipulation SQL
- To study PL/SQL language

BCS4B06- Programming Laboratory II: Lab Exam of 3rd & 4th Semester Data Structures & RDBMS

- To make the students equipped to solve mathematical or scientific problems using C
- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

BCS5B07-Computer Organization & Architecture

- To learn logic gates, combinational circuits and sequential circuits
- To learn basics of computer organization and architecture

BCS5B08-Java Programming

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B09-Web Programming using PHP

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B10-Principles of Software Engineering

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.

Open Courses (XXX5DXX)

BCS5D01| Introduction to Computers & Office Automation

- To learn Office Automation.

BCS6B11-Android Programming

- To have a review on concept of Android programming.
- To learn Android Programming Environments.
- To practice programming in Android.
- To learn GUI Application development in Android platform with XML

BCS5B12-Operating Systems

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems

BCS5B13-Computer Networks

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

BCS5B14- Programming Laboratory III: Lab Exam of Vth Semester Java & PHP Programming

- To practice Java programming.
- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through PHP.

BCS5B15-Programming Laboratory IV: Lab Exam of Android & Linux shell Programming

- To practice Android programming.
- To practice user interface applications.
- To develop mobile application.
- To practice shell programming

BCS5B16D-Elective Course: Computer Graphics

- To learn basics of computer graphics

BCS5B17-Project Work

- To provide practical knowledge on software development process

JUNE-2018

BCS1B01 – COMPUTER FUNDAMENTALS & HTML

- To equip the students with fundamentals of Computer
- To learn the basics of Computer organization
- To equip the students to write algorithm and draw flow chart for solving simple problems
- To learn the basics of Internet and webpage design

BCS2B02 – Problem Solving Using C

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems

BCS2B03 - Programming Laboratory I: Lab Exam of 1st & 2nd Semester HTML & Programming in C

- To make the students learn web designing
- To make the students learn programming environments.
- To practice procedural programming concepts.
- To make the students equipped to solve mathematical or scientific problems using C

BCS3B04 – Data Structures Using C

- To introduce the concept of data structures
- To make the students aware of various data structures
- To equip the students, implement fundamental data structure

A11-NUMERICAL SKILLS

- To learn about the basic concepts of problem solving
- To learn about various statistical Techniques.

A13 – Entrepreneurship

- To identify and develop the entrepreneurial talents of students
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A14 – Basics of Audio & Video Media

- To learn the basics of audio and video recording
- To learn how the human anatomy reacts to sound, music and noise.
- To distinguish between acoustic and sound

BCS4B05 – Database Management System and RDBMS

- To learn the basic principles of database and database design
- To learn the basics of RDBMS
- To learn the concepts of database manipulation SQL
- To study PL/SQL language

BCS4B06- Programming Laboratory II: Lab Exam of 3rd & 4th Semester Data Structures & RDBMS

- To make the students equipped to solve mathematical or scientific problems using C
- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

BCS5B07-Computer Organization & Architecture

- To learn logic gates, combinational circuits and sequential circuits
- To learn basics of computer organization and architecture

BCS5B08-Java Programming

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B09-Web Programming using PHP

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B10-Principles of Software Engineering

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.
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Open Courses (XXX5DXX)

BCS5D01| Introduction to Computers & Office Automation

- To learn Office Automation.

BCS6B11-Android Programming

- To have a review on concept of Android programming.
- To learn Android Programming Environments.
- To practice programming in Android.
- To learn GUI Application development in Android platform with XML

BCS5B12-Operating Systems

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems

BCS5B13-Computer Networks

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

BCS5B14- Programming Laboratory III: Lab Exam of Vth Semester Java & PHP Programming

- To practice Java programming.
- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through PHP.

BCS5B15-Programming Laboratory IV: Lab Exam of Android & Linux shell Programming

- To practice Android programming.
- To practice user interface applications.
- To develop mobile application.
- To practice shell programming

BCS5B16D-Elective Course: Computer Graphics

- To learn basics of computer graphics

BCS5B17-Project Work

- To provide practical knowledge on software development process

JUNE-2019

BCS1B01 – COMPUTER FUNDAMENTALS & HTML

- To equip the students with fundamentals of Computer
- To learn the basics of Computer organization
- To equip the students to write algorithm and draw flow chart for solving simple problems
- To learn the basics of Internet and webpage design

BCS2B02 – Problem Solving Using C

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems

BCS2B03 - Programming Laboratory I: Lab Exam of 1st & 2nd Semester HTML & Programming in C

- To make the students learn web designing
- To make the students learn programming environments.
- To practice procedural programming concepts.
- To make the students equipped to solve mathematical or scientific problems using C

BCS3B04 – Data Structures Using C

- To introduce the concept of data structures
- To make the students aware of various data structures
- To equip the students, implement fundamental data structure

A11 – Python programming

- Understand various statements, datatypes and functions in Python.
- Develop programs in Python Programming Language
- Understand the basics of OOP Using Python.

A12 – Data communication and Optical Fibres

- To learn various Protocols used in Communication
- To learn A/D and D/A converters

BCS4B05 – Database Management System and RDBMS

- To learn the basic principles of database and database design
- To learn the basics of RDBMS
- To learn the concepts of database manipulation SQL
- To study PL/SQL language

A13- Microprocessor Architecture and Programming

- To understand internals of microprocessor.
- To learn architecture of 8085 µP.
- To learn instruction set of 8085 µP.
- To learn how to program a µP.

A14-Sensors and Transducers

The students will be able to

- Explain resistance, inductance and capacitance transducers.
- Perceive the concepts of temperature and pressure transducers.
- Perceive the concepts level transducers such as and flow transducers
- Explain Electromagnetic transducers and radiation sensors
- Explain force and torque transducers and sound transducers

BCS4B06- Programming Laboratory II: Lab Exam of 3rd & 4th Semester Data Structures & RDBMS

- To make the students equipped to solve mathematical or scientific problems using C
- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

BCS5B07-Computer Organization & Architecture

- To learn logic gates, combinational circuits and sequential circuits
- To learn basics of computer organization and architecture

BCS5B08-Java Programming

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B09-Web Programming using PHP

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

BCS5B10-Principles of Software Engineering

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.

Open Courses (XXX5DXX)

BCS5D01| Introduction to Computers & Office Automation

- To learn Office Automation.

BCS6B11-Android Programming

- To have a review on concept of Android programming.
- To learn Android Programming Environments.
- To practice programming in Android.
- To learn GUI Application development in Android platform with XML

BCS5B12-Operating Systems

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems

BCS5B13-Computer Networks

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

BCS5B14- Programming Laboratory III: Lab Exam of Vth Semester Java & PHP Programming

- To practice Java programming.
- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through PHP.

BCS5B15-Programming Laboratory IV: Lab Exam of Android & Linux shell Programming

- To practice Android programming.
- To practice user interface applications.
- To develop mobile application.
- To practice shell programming

BCS5B16D-Elective Course: Computer Graphics

- To learn basics of computer graphics

BCS5B17-Project Work

- To provide practical knowledge on software development process