

PROGRAM OUTCOMES

DEPARTMENT OF COMPUTER SCIENCE (BSC)

SEMESTER 1:			
S. NO	Course Code	Course Title	Outcomes
1.	BCS 11	Digital Logic and Programming in C	<ul style="list-style-type: none"> • Provide basic knowledge on Digital electronics • To understand the working principles of digital computer • Develop programming skill using C language
2.	BPCS 13	Programming in C Lab	<ul style="list-style-type: none"> • Develop programming skill using c language.
3.	BAMA15B	Mathematical foundation I	<ul style="list-style-type: none"> • To know about the logical operator, sets, binary operation , simple problem and straight.
SEMESTER 2:			
4.	BCS21	C++ and data structure	<ul style="list-style-type: none"> • Perform bottom up solving of problems. • Understand the significance of OOP. • Identify various data structures.
5.	BPCS23	C++ and data structure lab	<ul style="list-style-type: none"> • Develop programming skills using oops concepts. • Understand how several fundamental algorithms work particularly those concerned with Stack, Queues, Trees and various Sorting algorithms.
6.	BAMA25B	Mathematical foundation II	<ul style="list-style-type: none"> • To know matrix , linear equation, integration, planes. • To enable the properties of definite integrals.
SEMESTER 3:			
7.	BCS31	Java programming	<ul style="list-style-type: none"> • To implement Object oriented designs using java • Learn to design a graphical user interface (GUI) with java swing API • Learn how to design applications with threads in java
8.	BPCS35	Java programming lab	<ul style="list-style-type: none"> • How to take the statement of a business problem and able to find the logic for solving the problem. • Use java APIs for program development.
9.	BNCS34	Introduction of information technology	<ul style="list-style-type: none"> • To enable the student to be proficient with information technology. • To enable the better knowledge of computer information technology.
10.	BSCS33	Design and analysis of algorithms	<ul style="list-style-type: none"> • To build a solid foundation in algorithmic techniques • Develop creating thinking in algorithms design and mathematical acumen and programming skills
11.	BACS32	Statistical methods and their applications-I	<ul style="list-style-type: none"> • To understand and computing statistical methods by which to develop the programming skills

SEMESTER 4:

13.	BCS41	Database management system.	<ul style="list-style-type: none"> • Understanding of the architecture and functioning of database management systems as well as associated tools and techniques, principles of data modelling using entity relationship . • To develop a good database design and normalization techniques to normalize a database.
14.	BPCS45	RDBMS lab	<ul style="list-style-type: none"> • Design database and perform SQL queries.
•	BACS42	Statistical methods and their applications-II	<ul style="list-style-type: none"> • To understand and computing statistical methods by which by which to develop the programming skills.

SEMESTER5:

17.	UCS51	Database management system	<ul style="list-style-type: none"> • To incorporate strong knowledge on database. • Data storage techniques and Query processing.
18.	UPCS55	RDBMS lab	<ul style="list-style-type: none"> • Design database and perform SQL queries.
19.	UCS52	Operating system	<ul style="list-style-type: none"> • Enable the student to get sufficient knowledge on various system resources.
20.	UPCS56	VB lab	<ul style="list-style-type: none"> • To create simple applications using visual basic. • To create applications with menus, data control, format dialogs.

SEMESTER 6:

21.	UCS61	Open source software	<ul style="list-style-type: none"> • To learn about tags and cascading style sheet. • To learn about java script to give interaction to the web pages.
22.	UPCS66	Open source software lab	<ul style="list-style-type: none"> • To learn basic idea of open source technology, their software development process.
23.	UCS62	Multimedia	<ul style="list-style-type: none"> • This course presents the introduction to multimedia, images& animations. • To enable the students to learn the concepts of multimedia.
24.	UPCS67	Multimedia lab.	<ul style="list-style-type: none"> • Learn to give photo effects and text effect. • Able to create simple images with photo editing tools. • To create simple animated image and text.
25.	UECS63B	Cryptography	<ul style="list-style-type: none"> • To learning how to think from an adversarial viewpoint. • To familiar with basic techniques to protect data in computer and communication environments against several different varieties of fraud.