

MARUDHAR KESARI JAIN COLLEGE FOR WOMEN, VANITYAMBADI

PROGRAM OUTCOMES

COMPUTER SCIENCE

Department of Computer Science: After successful completion of three year degree program in Computer Science a student should be able to;

Programme Outcomes of UG

PO1: To develop problem solving abilities using a computer.

PO2: To build the necessary skill set and analytical abilities for developing computer based solutions for real life problems.

PO3: To create awareness about process and product standards.

PO4: To train students in professional skills related to Software Industry.

PO5: To prepare necessary knowledge base for research and development in Computer Science.

PO6: Develop various real time applications using latest technologies and programming languages.

Programme Specific Outcomes UG:

BSC CS programme has been designed to prepare graduates for attaining the following specific Outcomes:

PSO1: In order to enhance programming skills of the young IT professionals, the program has introduced the concept of project development in each language/technology learnt during semester.

PSO2: Prepares the young professional for a range of computer applications, computer organization, techniques of computer networking, software engineering, Web.

PSO3: An ability to design a computing system to meet desired needs within realistic constraints such as safety, security and applicability in multidisciplinary teams with positive attitude.

PSO4: An ability to apply knowledge of mathematics, computer science and

COURSE OUTCOMES

CLASS	COURSE CODE	OUTCOMES
I.B.SC C.S	CO1	<p>a) To enable the students to write programming in „C" for solving specified Problems.</p> <p>b) To develop a digital logic and apply it to solve real time problems.</p>
	CO2	<p>a) Develops the ability of basic programming skills in C language.</p> <p>b) Able to implement the algorithms and draw flowcharts for solving Mathematical problems.</p>
	CO3	<p>a) To learn the features of C++ and make the students to apply the same for writing programming for solving problem.</p> <p>b) Understand the basic concepts of Oops and data structures to select appropriate data as applied to specified problem definition.</p>
	CO4	<p>a) To practice the fundamental programming methodologies in the C++ programming language using data structure.</p>
II B.SC CS	CO5	<p>a) To analyze the problem and develop the algorithms related to the problems.</p> <p>b) Understand the various techniques of searching, sorting and graph traversal algorithms to representation of the data in the real world.</p>
	CO6	<p>a) Students are able to know about a General-purpose and Purely object-oriented programming language including data types, control statements, and classes.</p>
	CO7	<p>a) To make the students to learn all the database management systems design and implement a database system.</p>
	CO8	<p>a) Design and implement a database schema for given problem.</p> <p>b) Develop simple applications using PL/SQL procedure</p>

	CO9	<p>a) To enable the students to understand arithmetic building blocks, flip-flops, registers and stacks organization, DMA, memory organization.</p>
III B.SC CS	CO10	<p>a) Develops the students to create android project as their own. b) Debug android apps and create UI fragments. c) To develop applications using Google's Android open-source platform Create database and communicate with mobile apps.</p>
	CO11	<p>a) To develop various Android applications related to layouts & rich uses interactive interfaces and related server-less database like SQLITE.</p>
	CO12	<p>a) To enable the students to understand the concepts of operating and their role in implementations for general purpose, real-time and embedded applications.</p>
	CO13	<p>a) To make students able to implement CPU scheduling algorithms and Bankers algorithm used for deadlock avoidance and prevention. b) Develop simple shell programs using simple commands.</p>
	CO14	<p>a) To enable the students to understand the concepts and principles of data communication and networking including topology, protocols, LAN features.</p>
	CO15	<p>a) To enable the students to learn Data Warehouse and Data Mining Principle with dimensional modeling and apply OLAP operations.</p>
	CO16	<p>a) To make the students to learn all the software development approaches & design methodologies and usage of tools in software development process.</p>
	CO17	<p>a) To enable students exploring some important cloud computing driven commercial systems and applications. b) To learn security challenges and preventive measures in cloud computing.</p>

	CO18	a) Ability to build and modify Open Source Software packages.
	CO19	a) To learn about modern multiple access schemes, GSM, CDMA concepts, architecture, frame structure, system capacity.
	CO20	a) Identify the basic components of a multimedia project. b) Identify the basic hardware and software requirements for multimedia development and playback.
	CO21	a) To prepare students to acquire knowledge of creating interactive websites using ASP.Net. b) To train the students to understand the principles and concepts of, ASP.NET, ADO.NET.
	CO22	a) Develop to create user interactive web pages using ASP.Net. b) Students will be able to create database driven ASP.NET web applications and web services
	CO23	a) Create web pages using HTML, DHTML and Cascading Style Sheets. b) Create dynamic web pages using JavaScript, XML. c) Build web applications using PHP.

Programme Outcomes of PG

PO1: Be technology-oriented with the knowledge and ability to develop creative solutions, and better understand the effects of future developments of computer systems and technology on people and society.

PO2: Gain some development experience within a specific field of Computer Science, through project work.

PO3: Use creativity, critical thinking, analysis and research skill.

PO4: Learn new technology, grasping the concepts and issues behind its use and the use of computers.

PO5: Build up programming, analytical and logical thinking abilities.

Programme Specific Outcomes PG:

PSO1: Design develops and implements inter-disciplinary application software projects to meet the demand of industry requirements using modern tools and technologies

PSO2: Analyze and review literatures to invoke the research skills to design, interpret and make inferences from the resulting data

PSO3: Apply the knowledge of Computer Applications to find solutions for real life application.

PSO4: Utilize skills and knowledge for computing practices with commitment on social, ethical, cyber and legal values.

PSO5: Interact with IT experts & knowledge by IT visits.

PSO6: Get industrial exposure through the 6 months Industrial Internship in IT industry.

Course Outcomes:

I M.Sc CS	CO1	a) Acquire a fundamental understanding of the core concepts in automata theory and formal languages. b) An ability to design grammars and automata (recognizers) for different language classes.
	CO2	a) To enable the students to develop web application using Java Servlet and Java Server Pages technology.
	CO3	a) To enable the students to develop, create and modify multi-page Web Form applications.
	CO4	a) Understand the basic concepts and fundamental elements of relational database management systems.
	CO5	a) To learn the principles and paradigm of Cloud Computing and cloud security issues and solutions.
	CO6	a) To explore the principles, algorithms, and data structures involved in the design and construction of compilers.
	CO7	a) To Learn the access database through Java programs, using Java Data Base Connectivity (JDBC). b) Create dynamic web pages, using Servlets and JSP.

	CO8	a) To enable the students to develop, implement and creating Applications with C#.
	CO9	a) To Understand the functionality of UNIX Operating System Utilities and commands. b) To learn the detailed knowledge of the TCP/UDP Sockets.
	CO10	a) Ability to learn how to implement and deploy web service client and server, application that uses multiple web services in a realistic business scenario.
II M.SC	CO11	a) To get knowledge in distributed architecture, naming, synchronization, consistency and replication, fault tolerance, security, and distributed file systems.
	CO12	a) To enable the Students to develop the skills that are required to ensure successful medium and large scale software projects.
	CO13	a) To develop skills of finding solutions and building software for mobile computing applications.
	CO14	a) Enable the students to design and analyze efficient algorithms using various algorithm designing strategies.
	CO15	a) To understand the importance of standards in the quality management process and their impact on the final product
	CO16	a) To enable the students to plan, analyze, design and implement a software project.
	CO17	a) To Learn about and go through the software development cycle with emphasis on different processes - requirements, design, and implementation phases.

Programme Outcome M.Phil:

PO 1: After successful completion of Master of Philosophy in Computer Science, the students will be able to demonstrate basic knowledge in Computer Science.

PO 2: The scholars will be able to use research tools used by researchers in their chosen area of specialization.

PO 3: Scholars pursuing this course will show ability in the critical evaluation of research

techniques and methodologies.

PO 4: The scholars will acquire basic knowledge of research and skills to solve problems, analyze data and interpret the results.

PO 5: The students will be able to communicate effectively and demonstrate professional and ethical responsibilities.

Programme Specific Outcome M.Phil:

PSO 1: Identify, analyze, and synthesize scholarly literature relating to the field of computer science.

PSO 2: To develop of the skills of writing research proposal through its methodology.

PSO 3: Understand how technological advances impact society and the social, legal, ethical and cultural ramifications of computer technology and their usage

Course Outcomes:

M.Phil	CO1	a) The student should able to understand the objectives of the research and acquire basic concepts on sampling theory and reliability which is required for research understands the literature survey and how to publish the publications. b) To learn the thesis writing procedures.
	CO2	a) To learn the role of the compiler in ensuring the security, privacy and integrity of data, design of a compiler including its phases and components.