

DEPARTMENT OF COMPUTER SCIENCE

COURSE OUTCOME

Sl. No.	Core	COURSE OUTCOME
1	CC - I	It helps students to learn basics of C programming language and To be able to develop logics to create programs/ applications in C.
2	CC - II	It helps students to understand different methods used for the simplification of Boolean functions and binary arithmetic , design and implement combinational circuits, synchronous & asynchronous sequential circuits and to study in detail about Semiconductor Memory Systems.
3	CC - III	It helps to know about the Object Oriented Programming concepts, to learn basics of C++ programming language and to be able to develop logics to create programs/ applications in C++.
4	CC - IV	It helps to learn how the choice of data structures impacts the performance of programs ,to study specific data structures such as arrays, linear lists, stacks, queues, hash tables, binary trees, binary search trees, heaps and AVL trees. And To learn efficient searching and sorting techniques.
5	CC - V	It helps to learn the fundamentals of Object Oriented Programming in Java environment ,to learn the use of Java language and the Java Virtual Machine and to write simple Java programming applications.
6	CC - VI	It helps to learn the fundamental elements of database system,To learn the basic concepts of relational database management systems and To learn various SQL commands.
7	CC - VII	It helps to learn the mathematical foundations for Computer Science and Topics covered essential for understanding various courses.
8	CC - VIII	It helps to understand Operating system structure and services and to understand the concept of a Process, memory, storage and I/O management.
9	CC - IX	It helpsto learn how do computers and terminals actually communicate with each other and to understand the parts of a communication network and how they work together.
10	CC - X	It helpsTo be able to learn the core concepts of Computer Graphics and To be able to create effective programs for solving graphics problems..
11	CC - XI	It helps to learn the fundamentals of web designing , to design and develop standard and interactive web pages and to learn some popular web scripting languages.

12	CC - XII	It helps to learn the way of developing software with high quality and the relevant techniques, to introduce software engineering principles for industry standard and To focus on Project management domain and Software risks management.
13	CC - XIII	It helps to learn the basic concepts of AI principles and approaches and to develop the basic understanding of the building blocks of AI.
14	CC - XIV	It helps to be able to learn design principles and concepts of algorithms and to have a mathematical foundation in analysis of algorithm.
15	DSE - I	It helps to learn various numerical techniques and to be able to implement different numerical techniques using programming language.
16	DSE - II	It helps to learn the basics of UNIX OS, UNIX commands and File system ,to familiarize students with the Linux environment,to learn fundamentals of shell scripting and shell programming and to be able to write simple programs using UNIX.
17	DSE – III	It helps to learn emerging issues related to various fields of data science, to understand the underlying principles of data science, exploring data analysis and tTo learn the basics of R Programming.
18	GE - I	It helps to make the students understand and learn the basics of computer,To make them familiar with the parts and functions of computer and To learn the features of some emerging technologies.
19	GE - II	It helps to learn the basics of C programming language, To understand the fundamentals of linear data structure and to be able write simple C and data structure programs.