

Course Outcomes (CO) - Department of Computer Science Engineering

Course Outcomes are narrower statements that describe what students are expected to know, and be able to do at the end of each course/subject. While the POs define the departmental outcomes, the COs are more oriented towards the subjects and are mostly defined by the faculties consulting higher authorities. The COs are more like statements that relate to the skills, knowledge, and behavior the students acquire as they go through a specific course within a program. They collectively contribute to the program outcomes. They are to be mapped to the POs, and not necessarily to a single one.

Course Outcomes from Semester 3 onwards are mentioned below

II Year/III Semester

Subject Name: Advanced Engineering Mathematics

Subject Code: 3CS1-01

SUBJECT Course Outcomes	
C01	Compute the discrete and continuous random variables, probability distributions, expectations, moments, MGF, mean and variances.
C02	Define and explain the different statistical distributions like Binomial, Poisson, Normal, Uniform, Exponential Distribution and to compute the method of least squares, correlation and regression
C03	To apply the theory of optimization methods to develop and for solving various types of optimization problems.
C04	To make aware of the linear programming problem by solving techniques theoretically as well as applications of Linear Programming problem.
C05	To study the numerical interpolations for equal and unequal intervals, numerical differentiation, integration and solving ordinary differential equations by numerical methods.

Subject Name: Digital Electronics

Subject Code: 3CS4-02

SUBJECT Course Outcomes	
C01	Have a thorough understanding of the fundamental concepts and techniques used in digital electronics
C02	To understand and examine the structure of various number systems and its application in digital design.
C03	The ability to understand, analyze and design various combinational and sequential circuits.
C04	Ability to identify basic requirements for a design application and propose a cost-effective solution.
C05	The ability to identify and prevent various hazards and timing problems in a digital design.

Subject Name: Data Structures & Algorithms

Subject Code: 3CS4-03

SUBJECT Course Outcomes	
C01	Understanding the fundamental analysis and time complexity for a given problem.
C02	Articulate linear & non data structures and legal operations permitted on them.
C03	Applying a suitable algorithm for searching and sorting.
C04	Understanding graph algorithms, operations, and applications and the importance of hashing.
C05	Application of appropriate data structures to find solutions to practical problems.

Subject Name: Object Oriented Programming**Subject Code: 3CS4-04**

SUBJECT Course Outcomes	
C01	Understand the requirement and benefits of object-oriented programming languages.
C02	Understand basic concepts & structure of object-oriented programming language using C++.
C03	Understand the memory management in object-oriented paradigm.
C04	Understand and implement polymorphism using different ways such as function and operator overloading.
C05	Learn and implement exception handling mechanism for robust software development in C++.

Subject Name: Software Engineering**Subject Code: 3CS4-05**

SUBJECT Course Outcomes	
C01	Identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
C02	Apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.
C03	Communicate effectively with a range of audiences.

Subject Name: Linux and Shell Programming**Subject Code: 3CS4-06**

SUBJECT Course Outcomes	
C01	Explain multi user Linux OS and its features
C02	Interpret Linux Commands, Shell basics, and shell environments
C03	Design and develop shell programs, communication, System calls
C04	Handling installation of software for Linux based OS with source code management

Subject Name: Data Structures & Algorithms Lab**Subject Code: 3CS4-21**

SUBJECT Course Outcomes	
C01	Be able to design and analyze the time and space efficiency of the data structure.
C02	Understand the concept of static & Dynamic memory management.
C03	Be capable to identify the appropriate data structure for given problem.
C04	Have practical knowledge on the applications of data structures.

Subject Name: Object Oriented Programming using C++ Lab**Subject Code: 3CS4-22**

SUBJECT Course Outcomes	
C01	Hands on practice of basic C++ syntax
C02	Hands on practice of class, object and abstraction
C03	Hands on practice of inheritance using class hierarchy
C04	Hands on practice of function and operator overloading, Templates
C05	Hands on practice of exception handling mechanism for robust software development in C++

Subject Name: Linux and Shell Programming Lab

Subject Code: 3CS4-23

SUBJECT Course Outcomes	
C01	To experiment with various basic commands, redirection and input/output of UNIX based operating systems
C02	To develop shell scripts for various built-in commands of UNIX
C03	To experiment with fundamental concepts of programming like loops, conditions, operators etc specific to Shell Programming
C04	To develop shell scripts to perform tasks varying from simple to complex level

Subject Name: Digital Electronics Lab

Subject Code: 3CS4-24

SUBJECT Course Outcomes	
C01	Understand different Number systems, Codes, Logic Gates, Boolean laws & theorems
C02	Simplify the Boolean functions to the minimum number of literals
C03	Design & implement different types of combinational logic circuits using Logic gates
C04	Design & implement different types of sequential logic circuits using Flip Flops
C05	Design & implement different types of Counters, Registers, and Programmable Logic Devices

II Year/IV Semester

Subject Name: Discrete Mathematical Structure

Subject Code: 4CS1-01

SUBJECT Course Outcomes	
C01	Understand the language of logic
C02	Understand the concept of sets, relation, function and counting principle
C03	Understand different terminologies and theorem of Graph Theory
C04	Understand Algebraic Structures.

Subject Name: Microprocessor and Interfaces

Subject code: 4CS4-02

SUBJECT Course Outcomes	
C01	Basic understanding of 8085 microprocessor, timing diagram and memory mapping.
C02	Understand ISA for 8085 and also How to design ISA for some other microprocessors.
C03	Write basic program in assembly language and concept of other Programmable peripheral devices.
C04	Interface I/O devices, interrupt controller and DMA.
C04	Basic understanding of design ISA and further design their own processor.

SUBJECT Course Outcomes	
C01	Able to classify Language and Grammar in Type0, Type1, Type2 and Type3. Design the Grammar for given string or languages.
C02	Able to design the FA, PDA and TM for given string and languages.
C03	Able to convert PDA to CFG. Able to apply the pumping lemma for regular languages
C04	Able to demonstrate that a grammar is ambiguous. Simplification of the CFG, representations of grammars in CNF and GNF.
C05	Understanding the concepts of LBA, NP Complete and NP Hard.

SUBJECT Course Outcomes	
C01	Describe DBMS architecture, physical and logical database designs, database models, entity-relationship model.
C02	Understand relational algebra, relational calculus importance and query writing
C03	Apply Structured query language (SQL) for database definition, database manipulation, data control.
C04	Understanding of normalization theory and apply it to normalize databases.
C05	Understand various transaction processing, concurrency control mechanisms and database protection mechanisms.

SUBJECT Course Outcomes	
C01	Know the Essential concepts of Python Programming and its real time use
C02	Design algorithms and source code
C03	Use of suitable data structure and logic for problem solving.

SUBJECT Course Outcomes	
C01	Understand the features of Java such as operators, classes, objects, inheritance, packages and exception handling
C02	Learn latest features of Java like garbage collection, Console class, Network interface, APIs
C03	Acquire competence in Java through the use of multithreading, applets
C04	Get exposure to advance concepts like socket and database connectivity

Subject Name: Database Management Systems Lab**Subject Code: 4CS4-21**

SUBJECT Course Outcomes	
C01	Installation of Backend and front end
C02	Writing DDL queries effectively
C03	Writing advance DML queries in MySQL
C04	Writing DCL queries, triggers and views
C05	Developing a web-based or client server-based application

Subject Name: Microprocessor and Interfaces Lab**Subject Code: 4CS4-22**

SUBJECT Course Outcomes	
C01	Ability to write assembly language program for data transfer and control instructions.
C02	Ability to write assembly language program for Arithmetic calculation using register pair
C03	Ability to Write assembly language program for interfacing with Programmable peripheral devices.
C04	Assembly language programming for general purpose problems like traffic light controller, control the speed of step motor etc.
C05	To make live projects using assembly language and interfacing with PPI and see outputs on CRO and other electronic devices.

Subject Name: Python Programming Lab**Subject Code: 4CS4-23**

SUBJECT Course Outcomes	
C01	Demonstrate and understanding of programming language concepts
C02	Identify and abstract the programming task involved for a given problem
C03	Design and develop modular programming skills
C04	Trace and debug a program.

Subject Name: Java Programming Lab**Subject Code: 4CS4-24**

SUBJECT Course Outcomes	
C01	Implement the features of Java such as operators, classes, objects, inheritance, packages and exception handling
C02	Design problems using latest features of Java like garbage collection, Console class, Network interface, APIs
C03	Develop competence in Java through the use of multithreading, Applets etc
C04	Apply advance concepts like socket and database connectivity, and develop project based on industry orientation

III Year/V Semester

Subject Name: Microprocessor & Interfaces

Subject Code: 5CS3-01

SUBJECT Course Outcomes	
C01	Be able to distinguish components of microprocessor and working of 8085 and also memory mapping in microprocessors.
C02	Learn and understand codes and instructions related to microprocessor for programming 8085.
C03	To learn advanced codes and programming styles using different techniques of instruction handling and memory management.
C04	To learn and remember different peripheral devices that connect to 8085 and understand their working with former to get advanced usages.
C05	To learn the applications of microprocessors in different advancements of communication.

Subject Name: Compiler Design

Subject Code: 5CS4-02

Compiler Design Course Outcomes	
C01	Discuss the major phases of compilers and use the knowledge of the Lex tool
C02	Develop the parsers and experiment with the knowledge of different parsers design without automated tools.
C03	Describe intermediate code representations using syntax trees and DAG's as well as use this knowledge to generate intermediate code in the form of three address code representations.
C04	Classify various storage allocation strategies and explain various data structures used in symbol tables
C05	Summarize various optimization techniques used for dataflow analysis and generate machine code from the source code of a novel language.

Subject Name: Operating System

Subject Code: 5CS4-03

Operating System Course Outcomes	
C01	Able to understand the fundamental concepts of operating system
C02	Describe and analyze the memory management and its allocation policies
C03	Apply different deadlock management techniques to handle the basic operating system resources
C04	Understand file concepts, file structures and file management techniques
C05	Able to understand and analyses the concept of Linux, Unix and time operating system.

Subject Name: Computer Graphics and Multimedia

Subject Code: 5CS4-04

SUBJECT Course Outcomes	
C01	Be able to understand the scan conversion of mathematical objects like line, circle, ellipse and curve.
C02	Be able to apply color fill algorithms on user defined objects that are modeled using polygons
C03	Be able to implement two dimensional transformation operation on user defined objects
C04	Be able to implement three dimensional transformation operations on user defined objects
C05	Be able to understand basic illumination model and color models along with their suitable use

Subject Name: Analysis of Algorithms**Subject Code: 5CS4-05**

SUBJECT Course Outcomes	
C01	Learn to prove the correctness, using running time of algorithms in research and able to implement divide and conquer method with its complexity analysis.
C02	Be able to understand concept of and implement greedy method and dynamic programming and use for problem solving.
C03	Learn to use backtracking and branch & bound algorithms and various pattern matching algorithms implementation and their complexity analysis.
C04	Be able to understand assignment problems and randomized algorithms and explore their applications.
C05	Study and understand about problem classes and understand their concept for proving NP Complete problems and use it in research work.

Subject Name: Computer Graphics and Multimedia Lab**Subject Code: 5CS4-21**

SUBJECT Course Outcomes	
C01	Be able to understand the scan conversion of mathematical objects like line, circle, ellipse and curve.
C02	Be able to apply color fill algorithms on user defined objects that are modeled using polygons
C03	Be able to implement two dimensional transformation operation on user defined objects
C04	Be able to implement three dimensional transformation operations on user defined objects
C05	Be able to understand basic illumination model and color models along with their suitable use

Subject Name: Analysis of Algorithms Lab**Subject Code: 5CS4-23**

SUBJECT Course Outcomes	
C01	Implement sorting algorithms using divide & conquer approach
C02	Implement problems using dynamic programming approach
C03	Implement problems using greedy approach
C04	Implement graph traversal algorithms
C05	Learn & implement backtracking algorithm

Subject Name: Advanced Java Lab**Subject Code: 5CS4-24**

SUBJECT Course Outcomes	
C01	Be able to apply swing technology for development of Graphical User Interface
C02	Be able to examine the JDBC code
C03	Be able to write a code to perform communication between two java applications running on different system using RMI technology
C04	Be able to use Apache tomcat server for running the JSP and servlet programs
C05	Be able to implement and modify JSP and Servlet Programs which run on server side.

SUBJECT Course Outcomes	
C01	To enable students to learn basic concepts of project and production management
C02	Demonstrate the interpersonal, communication skills and awareness in field related to the subject
C03	Discussion & critical thinking about the topic of current intellectual importance
C04	Develop interest towards research oriented field with ability to search the literature and brief report preparation
C05	Demonstrate professionalism with ethics

III Year/VI Semester

SUBJECT Course Outcomes	
C01	Remember the fundamental concepts of digital image processing such as image acquisition, representation and image transform.
C02	Apply different image enhancement techniques such as image transformation and histogram processing.
C03	Understand and review image transform model, image restoration and applications of image filters.
C04	Analyze the basic algorithms used for image processing and image compression.
C05	Recapitulate the technique of edge detection, boundary descriptors, and regional descriptors.

SUBJECT Course Outcomes	
C01	Able to remember basic terminologies of machine learning
C02	Able to understand workflow to apply machine learning algorithm
C03	Able to apply supervised & unsupervised algorithm
C04	Able to analyze or interpret results of algorithms output
C05	Able to evaluate algorithms performance based on different datasets

SUBJECT Course Outcomes	
C01	Explaining the basic of computer architecture- classification, Basic computer data types and representation, micro-operations, Registers, Instructions, instruction cycle and design of basic computer.
C02	Apply the basic concept of Assembly Language and understand Micro programmed control.
C03	Outlining the organization of CPU, concept of instruction and arithmetic pipeline, vector processing including the RISC/CISC Architecture.
C04	Checking how computer perform arithmetic operation. Demonstrate the basic knowledge of I/O mechanism, interfacing of I/O device with computer.
C05	Identify the concept of memory organization and multiprocessors.

SUBJECT Course Outcomes	
C01	Explain the basic concept and evolution of artificial intelligence and intelligent agents
C02	Formulate a problem as a particular type such as defining a state space for a search problem
C03	Identify and distinguish problems that are amenable to solution by AI methods and which ai methods may be suited in solving a given problem
C04	Analyze and apply different machine learning algorithms according to the type of problem.
C05	Explain pattern recognition techniques and apply them for solving parametric and non-parametric problems

SUBJECT Course Outcomes	
C01	Understand various terminologies, system concept and architecture of distributed system.
C02	Understand concurrent processes and programming and interprocess communication.
C03	Understand distributed process scheduling and distributed file system
C04	Understand concept of distributed shared memory
C05	Understand distributed agreement and replicated data management.

SUBJECT Course Outcomes	
C01	To learn and understand the basics of Cloud computing.
C02	Understanding the cloud Design and Infrastructure. Cloud computing service and deployment models. Programming languages and software used for developing cloud applications.
C03	To understand virtualization and its role in cloud computing.
C04	To understand the Cloud Computing Services and security issues.
C05	To Study popular Cloud Platforms Available in market. Advance topics in Cloud computing.

SUBJECT Course Outcomes	
C01	Understand the basic concepts and technologies used in the field of E-Commerce and analyze the impact of ecommerce business models and strategy.
C02	Have the knowledge of the different types of E commerce activities.
C03	Understand the use of Internet in developing E commerce facilities.
C04	Understanding the use of portals and online publishing and advertising in ecommerce
C05	Have the knowledge and understanding the use of XML and E-marketing tools and strategies.

IV Year/VII Semester

Subject Name: Big Data Analytics

Subject Code: 7CS4-01

SUBJECT Course Outcomes	
C01	C01: Able to define the concept of Big Data and their challenges with solutions.
C02	C02: Able to explain and Analyze the Big Data using Map-reduce programming in Hadoop framework.
C03	C03: Able to Understand the Hadoop data type for big data.
C04	C04: Analyze pig architecture to made easier Hadoop programming
C05	C05: Able to apply structure to Hadoop data with hive

Subject Name: Big Data Analytics Lab

Subject Code: 7CS4-21

SUBJECT Course Outcomes	
C01	Understand and implement basic data structure like linked list, stack, queue, set and map in java
C02	Demonstrate knowledge of big data analytics and implement different file management task in Handoop
C03	Understand map reduce paradigm and develop data applications using variety of systems
C04	Analyze and perform different operations on data using Pig Latin Scripts
C05	Illustrate and apply different operation on relations and databased using Hive

Subject Name: Seminar

Subject Code: 7CS4-40

SUBJECT Course Outcomes	
C01	Ability to choose latest & trending topics in field of engineering
C02	Demonstrate the interpersonal, communication skills and awareness in the field to the subject.

IV Year/VIII Semester

Subject Name: Internet of Things

Subject Code: 8CS4-21

SUBJECT Course Outcomes	
C01	Explain the concept and application of internet of thing
C02	Illustrate key technologies, protocol & standards in internet of things
C03	Analyze trade offs in interconnected wireless embedded device network
C04	Application of IOT in automation of commercial & real world examples
C05	Design a simple IOT System comprising sensors, edge devices & wireless network connections involving prototyping, programming, and data analysis

Subject Name: Software Testing & Validation Lab

Subject Code: 8CS4-22

SUBJECT Course Outcomes	
C01	Understand & automation testing approach using JABuTi tool.
C02	Analyse & discuss performance of different website using Jmeter
C03	Describe & Calculate mutation score for various programs using jumble testing tool
C04	Calculate the coverage analysis of programs using Eclemma tool
C05	Generate test sequence and compare using Selenium tool for different websites.

SUBJECT Course Outcomes	
C01	To be able to understand disaster related social issues.
C02	Able to assess risk and vulnerability factors.
C03	Understand various aspects of natural disasters.
C04	Understand issues involved in manmade disasters.
C05	Understand the role of management and production people in mitigating disaster.

SUBJECT Course Outcomes	
C01	Present effective communication skills and relate engineering issues to broader societal content
C02	Get capable of self education and clearly understand the value of achieving perfection in project implementation and completion
C03	Ability to apply and explain basic concepts and broad principles of engineering project and production management
C04	Able to write effective reports and design documents
C05	Demonstrate professionalism with ethics and punctuality throughout project life cycle