

B.SC COMPUTER SCIENCE

COURSE OUTCOME

No	Course code And Nature of course	Course title	Course outcome and objectives
1	BCS1B01 (Core)	Computer fundamentals and HTML	<ul style="list-style-type: none"> • 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
2	BCS2B02 (core)	Problem Solving Using C	<ul style="list-style-type: none"> • 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
3	A11 (Common course)	Python Programming	<ul style="list-style-type: none"> • Understand various statements, data types and functions in Python • Develop programs in Python programming language • Understand the basics of Object oriented programming using Python
4	A12 (Common course)	Sensors and Transducers	<ul style="list-style-type: none"> • Explain resistance, inductance and capacitance transducers. • Perceive the concepts of temperature transducers. • Perceive the concepts level transducers and pressure • Explain flow transducers, electromagnetic transducers, radiation sensors and sound transducers
5	BCS3B04 (core)	Data Structures Using C	<ul style="list-style-type: none"> • To introduce the concept of data structures • To make the students aware of various data structures • To equip the students implement fundamental data structures
6	A13 (common)	Data Communication and Optical Fibers	To expose the students to the basics of network communication and signal propagation through optical fibers
7	A14 (common)	Microprocessors- Architecture and Programming	To understand internals of Microprocessor. To learn architecture of 8085 Microprocessor To learn instruction set of 8085 Microprocessor To learn how to program a Microprocessor
8	BCS4B05 (core)	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
9	BCS5B07 (core)	Computer Organization and Architecture	<ul style="list-style-type: none"> • To learn logic gates, combinational circuits and sequential circuits • To learn basics of computer organization and architecture
10	BCS5B08 (core)	Java Programming	<ul style="list-style-type: none"> • To review on concept of OOP. • To learn Java Programming Environments. • To practice programming in Java. • To learn GUI Application development in JAVA.
11	BCS5B09 (core)	Web Programming Using PHP	<ul style="list-style-type: none"> • To familiar with the concept HTML,CSS,Javascript, Server Side Scripting • To learn PHP Programming Environments. • To practice programming in PHP. • To learn Application development in PHP.with Database and AJAX

12	BCS5B10 (core)	Principles of Software Engineering	<ul style="list-style-type: none"> • 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.
13	BCS6B11 (core)	Android Programming	<ul style="list-style-type: none"> • 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
14	BCS6B12 (core)	Operating Systems	<ul style="list-style-type: none"> • 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
15	BCS6B13 (core)	Computer Networks	<ul style="list-style-type: none"> • To learn about transmissions in Computer Networks. • To learn various Protocols used in Communication. • To have a general idea on Network Administration.
16	BCS6B16A (Elective)	System Software	<ul style="list-style-type: none"> • To build fundamental knowledge in system software. • To learn functions of various system software. • To learn specifically learn compilation process of a program.
17	BCS6B17	Industrial Visit and Project Work	To provide practical knowledge on software development process
18	BCS2B03 (practical)	Programming Laboratory I: HTML and Programming in C	<ul style="list-style-type: none"> • 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
19	BCS4B06 (practical)	Programming Laboratory II: Data Structures and RDBMS	<ul style="list-style-type: none"> • 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.
20	BCS6B14 (practical)	Programming Laboratory III: Java and PHP Programming	<ul style="list-style-type: none"> • 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.
21	BCS6B15 (practical)	Programming Laboratory IV: Android and Linux Shell Programming	<ul style="list-style-type: none"> • To practice Android programming. • To practice user interface applications. • To develop mobile application. • To practice shell programming
22	ELE1C01 (complementary)	Electronic Devices	To equip the students with basic components in electronics, identifying and testing them, various measuring and testing instruments, assembling of electronic circuits and basic Techniques of troubleshooting.