

PROGRAMME OUTCOMES

PO 1 : Ability to apply knowledge in mathematics, science fundamentals to solve problems.

PO 2 : Understand the basic concepts of system software, hardware and computer graphics.

PO 3 : Design, and analyse precise specifications of algorithms, procedures, and interaction behaviour.

PO 4 : Apply the technologies in various fields of IT, including Mobile applications, Website development and management, databases, and computer networks.

PO 5 : Ability to Work in teams as well as individuals to build software systems and to use a range of programming languages and tools to develop computer programs to solve problems effectively.

PO 6 : Ability to communicate effectively in both verbal and writing form in industry and society.

PO 7 : Ability to select appropriate techniques to tackle and solve problems in the discipline of information security management.

COURSE OUTCOMES

Semester I	
Course name	Course outcomes
Programming Principles with C (USIT101)	CO 1: Learn the basic principles of programming. CO 2: Develop of logic using algorithm and flowchart. CO 3: Acquire the information about data types. CO 4: Understanding of input and output functions. CO 5: Enhance advanced concepts using program. CO 6: Develop Applications.
Digital Logic and Applications (USIT102)	CO 1: Apply number conversion techniques in real digital systems CO 2: Solve boolean algebra expressions CO 3: Derive and design logic circuits by applying minimization in SOP and POS forms CO 4: Design and develop Combinational and Sequential circuits CO 5: Understand and develop digital applications
Fundamentals of Database Management Systems (USIT103)	CO 1: Define and describe the fundamental elements of relational database management system. CO 2: To relate the basic concepts of relational data model, entity-relationship model, relational database design, relational algebra and SQL. CO 3: Design ER-models to represent simple database application scenarios. CO 4: Transform the ER-model to relational tables, populate relational database and formulate SQL queries on data. CO 5: Improve the database design by normalization. CO 6: Understand basic database storage structures and access techniques: file and page organizations, indexing methods and hashing.
Computational Logic and Discrete Structures (USIT104)	CO 1: Use logical notation CO 2: Perform logical proofs CO 3: Apply recursive functions and solve recurrence relations CO 4: Use graphs and trees CO 5: Apply basic and advanced principles of counting CO 6: Define sets and Relations CO 7: Calculate discrete probabilities.
Technical Communication Skills (USIT105)	CO 1: Analyse, synthesize and utilize the process and strategies from delivery to solving communication problem. CO 2: Learn the communication methodologies at workplace and learning about importance of team collaboration. CO 3: Learn about different technical communication such as presentations and interviews.

	<p>CO 4: Understand and apply the art of written communication in writing reports, proposals.</p> <p>CO 5: Ground rules of ethical communication and MIS.</p> <p>CO 6: Understand the functions of graphs, maps, charts.</p>
Semester II	
Course name	Course outcomes
Object Oriented Programming with C++ (USIT201)	<p>CO 1: Understand the concept of OOPs, feature of C++ language.</p> <p>CO 2: Understand and apply various types of Datatypes, Operators, Conversions while designing the program.</p> <p>CO 3: Understand and apply the concepts of Classes & Objects, friend function, constructors & destructors in program design.</p> <p>CO 4: Design & implement various forms of inheritance, String class, calling base class constructors.</p> <p>CO 5: Apply & Analyse operator overloading, runtime polymorphism, Generic Programming.</p> <p>CO 6: Analyse and explore various Stream classes, I/O operations and exception handling.</p>
Fundamentals of Micro Processor and Microcontrollers (USIT202)	<p>CO 1: Understand the basic concepts of Micro Computer Systems</p> <p>CO 2: Understand the architecture and hardware aspects of 8085</p> <p>CO 3: Write assembly language programs in 8085</p> <p>CO 4: Design elementary aspects of Micro Controller based systems</p> <p>CO 5: Interfacing peripherals using Micro Controller</p>
Web Applications Development (USIT203)	<p>CO 1: Analyse working of Internet.</p> <p>CO 2: Gain an insight into designing web pages.</p> <p>CO 3: Use different ways of styling web pages using CSS.</p> <p>CO 4: Implement basic and complex functionalities of JavaScript in a web page.</p> <p>CO 5: Employ PHP Scripts to execute dynamic tasks in a web page.</p> <p>CO 6: Perform various database tasks using PHP.</p>
Numerical Methods (USIT204)	<p>CO 1: Understand numerical techniques to find the roots of non-linear equations and solution of system of linear equations.</p> <p>CO 2: Understand the difference operators and the use of interpolation.</p> <p>CO 3: Understand numerical differentiation and integration and numerical solutions of ordinary and partial differential equations.</p>
Green IT (USIT205)	<p>CO 1: Understand the concept of Green IT and problems related to it.</p> <p>CO 2: Know different standards for Green IT.</p> <p>CO 3: Understand the how power usage can be minimized in Technology.</p> <p>CO 4: Learn about how the way of work is changing.</p>

	CO 5: Understand the concept of recycling. CO 6: Know how information system can stay Green Information system.
Semester III	
Course name	Course outcome
Python Programming (USIT301)	CO 1: To understand Basics of Python programming CO 2: Describe the numbers, Math functions, Strings, List, Tuples, & Dictionaries in Python. CO 3: To learn how to design and program Python applications. CO 4: To learn how to use lists, tuples, and dictionaries in Python programs. CO 5: To learn how to identify Python object types. CO 6: To learn how to use indexing and slicing to access data in Python programs. CO 4: To learn decision making statements in python. CO 5: Understand the different file handling operations. CO 7: Design and develop client server network applications using python.
Data Structures (USIT302)	CO 1: Select appropriate data structures as applied to specified problem definition. CO 2: To Implement operations like searching, insertion, and deletion, traversing mechanism on various data structures. CO 3: To Implement appropriate sorting/searching techniques for given problems. 4: To Design advance data structure using nonlinear data structure like hashing and graph. CO 5: Determine and Analyse the complexity of given Algorithms
Computer Networks (USIT303)	CO 1: Understand the basic protocols of computer networks, and how they can be used to assist in network design and implementation. CO 2: Understand the concept of subnetting and routing mechanisms in network configuration. CO 3: Familiarize the student with the basic taxonomy and terminology of the comp CO 4: Design and setup a simple organization network using packet tracer simulator. CO 5: To understand a theoretical concepts of data communication and computer networks CO 6: Built and understanding of the fundamental concepts of computer networking.
Database Management Systems (USIT304)	CO 1: To identify the basic concepts and various data model used in database design, modelling concepts and architecture CO 2: To understand designing of relational model and applying normalization steps and to demonstrate use of the relational algebra

	<p>and calculus operations from mathematical set theory (union, intersection, difference, and Cartesian product) and the relational algebra operations developed specifically for relational databases (select (restrict), project, join, and division).</p> <p>CO 3: The learner will be able to execute SQL queries for defining and manipulating database information.</p> <p>CO 4: To understand transaction management, concurrency control techniques and data recovery methods.</p> <p>CO 5: To identify the extensions that PL/SQL offers to SQL.</p> <p>CO 6: Demonstrate basic PL/SQL code using programming constructs and control statements and to apply advanced concepts like triggers , cursors , stored procedures</p>
Applied Mathematics (USIT305)	<p>CO 1: To enable learners to apply the matrix techniques to reduce the quadratic forms to canonical forms, finding solutions of systems of linear equations in the different areas of Linear Algebra.</p> <p>CO 2: Enable learners to perform basic operations to understand geometric interpretation, to find the nth root and logarithm of complex numbers</p> <p>CO 3: Enable learners to apply various methods of the differential equation to solve first-order linear and higher order ODE and its applications to various fields</p> <p>CO 4: Enable learners to apply Laplace transform to determine general or complete solutions to linear ODE applications</p>
Semester IV	
Course name	Course outcome
Core Java (USIT401)	<p>CO 1: To study and use of various object oriented features in java programming language.</p> <p>CO 2: To understand the importance of Classes & objects along with constructors, Data Types.</p> <p>CO 3: To understand the concept of inheritance, interface and packages and demonstrate through problem analysis assignments how they relate to the design of methods, abstract classes and interfaces and packages.</p> <p>CO 4: Understand the different Control Flow Statements, Iterations to implement looping in the programs.</p> <p>CO 5: To understand the importance of multi-threading, different exception handling mechanisms, Arrays and Byte Stream Classes.</p> <p>CO 6: To learn experience of designing, implementing, testing, and debugging graphical user interfaces in Java using AWT that respond to different user events.</p>

Introduction to Embedded Systems (USIT40)	<p>CO 1: To Understand embedded system concepts and architecture of embedded systems</p> <p>CO 2: Understand the concepts of Microcontroller and microprocessor architecture.</p> <p>CO 3: Describe the architecture of 8051 microcontroller and write embedded program for 8051 microcontroller.</p> <p>CO 4: Design the interfacing for 8051 microcontroller.</p> <p>CO 5: The learner will be able to analyse various embedded system techniques.</p>
Computer Oriented Statistical Techniques (USIT403)	<p>CO 1: Enable learners to know descriptive statistical concepts</p> <p>CO 2: Enable study of probability concept required for computer learners, Concept about Samples, Sampling theory, Calculating statistics and probability from samples.</p> <p>CO 3: To gain insight into consequences of plan by probability techniques and processing samples.</p> <p>CO 4: Enable learners to measure experimental results based on hypothesis using chi square techniques</p> <p>CO 5: To learn techniques correlating the relationship between multiple variables</p>
Software Engineering (USIT404)	<p>CO 1: Knowledge of basic SW engineering methods and practices, and their appropriate application.</p> <p>CO 2: To understand Layered technology and Process frame work Describe software engineering.</p> <p>CO 3: A general understanding of software process models such as the waterfall and evolutionary models.</p> <p>CO 4: Understanding of software requirements and the SRS documents.</p> <p>CO 5: The learner will be able to write software project synopsis and design UML diagrams.</p> <p>CO 6: Understanding of the role of project management including planning, scheduling, risk management, etc.</p>
Computer Graphics and Animation (USIT405)	<p>CO 1: To identify and the use of components and basic concepts of graphics systems.</p> <p>CO 2: To implement various algorithms to scan, convert the basic geometrical primitives, transformations, Area filling, clipping.</p> <p>CO 3: To describe the importance of viewing and projections.</p> <p>CO 4: To define the fundamentals of animation, virtual reality and its related technologies.</p> <p>CO 5: To understand a typical graphics pipeline</p> <p>CO 6: The learner will be able to create graphics and animations</p>
Semester V	
Course name	Course outcome
Software Project Management (USIT501)	CO 1: Define various software application domains and remember different process model used in software development.

	<p>CO 2: Explain needs for software specifications also they can classify different types of software requirements and their gathering techniques.</p> <p>CO 3: Convert the requirements model into the design model and demonstrate use of software and user interface design principles.</p> <p>CO 4: Distinguish among SCM and SQA and can classify different testing strategies and tactics and compare them.</p> <p>CO 5: To understand the role of SDLC in Software Project Development.</p> <p>CO 6: Generate project schedule and can construct, design and develop network diagram for different type of Projects.</p>
Internet of Things (USIT502)	<p>CO 1: To understand the basic concept of Internet of Things and apply design principles for connected devices with the help of different protocol suites.</p> <p>CO 2: To identify the different technologies of IOT</p> <p>CO 3: To understand steps for prototyping embedded platforms.</p> <p>CO 4: To identify techniques for writing embedded code and understand different business models.</p> <p>CO 5: To understand manufacturing activities and ethical concerns to be considered while designing IOT applications.</p>
Advanced Web Programming (USIT503)	<p>CO 1: Learn about the MS.NET framework developed by Microsoft.</p> <p>CO 2: Use the features of .NET Framework along with the features of C#.</p> <p>CO 3: Be able to understand use of C# basics, Objects and Types, Inheritance.</p> <p>CO 4: Create Web forms and use Web controls.</p> <p>CO 5: Design the web pages using Styles, Themes, and Master Pages.</p> <p>CO 6: Make use of ADO .Net for Application and Database Connectivity.</p> <p>CO 7: To design the web application by using XML, AJAX with collaborating Security aspects.</p>
Linux System Administration (USIT504)	<p>CO 1: Learner will be able to develop Linux based systems and maintain.</p> <p>CO 2: Learner will be able to install appropriate service on Linux server as per requirement.</p> <p>CO 3: Learner will have proficiency in Linux server administration.</p>

Enterprise JAVA (USIT506)	CO 1: To understand the concept of and develop applications using servlets and database connectivity. understand Enterprise Application and demonstrate working with servlets. CO 2: Identify advanced concepts of java programming with database connectivity. CO 3: Design and develop platform independent applications using a variety of component based frameworks CO 4: To understand the concepts of persistence, Hibernate and develop JPA applications, Hibernate applications. CO 5: To understand the concept of and design applications using Java server pages
Semester VI	
Course name	Course outcomes
Software Quality Assurance (USIT601)	CO 1: Understand the importance of Software Project Management. CO 2: Implement Project Evaluation and Programme Management along with Project Planning. CO 3: Estimate the cost of Software and its process and to understand principles behind testing software and why software should be tested. CO 4: Understand testing processes and be able to identify when to begin testing during the software development lifecycle. CO 5: Understand the verification and validation processes of testing.
Security in Computing (USIT602)	CO 1: To understand the various communications networks and their main components. CO 2: Develop a networking plan for yourself or a client. 3. Distinguish and explain the concepts of: authentication; authorization, and attacks. CO 4: Identify the function of a firewall, and how it keeps a computer secure and safe from viruses. CO 5: Prepare a security plan for organization. CO 6: To understand the Intrusion detection and prevention, concepts of VoIP, Operating systems models
Business Intelligence (USIT603)	CO 1: To make student familiarize with concepts and various mathematical model related to business intelligences and decision support systems. CO 2: To demonstrate concept of decision making process and decision support system CO 3: Demonstrate an understanding of the importance of data mining and the principles of business intelligence CO 4: To demonstrate the concept of classification and clustering of data and to also make students familiarize with various methods for classification and clustering. CO 5: To understand data warehouses, design methods (dimension modeling), data extracting, transforming and loading processes and OLAP systems.

	<p>CO 6: To demonstrate the knowledge management and role of people in knowledge management</p> <p>CO 7: To demonstrate the Concepts and Definitions of Artificial Intelligence and Expert systems.</p>
<p>Principles of Geographic Information Systems (USIT604)</p>	<p>CO 1: To understand the nature of GIS and to identify geographic information phenomena and demonstrate the concept of Spatial database and temporal dimensions.</p> <p>CO 2: To understand stages of spatial data handling and to illustrate the concept of spatial databases.</p> <p>CO 3: To apply mathematical concepts, including statistical methods, to data to be used in geospatial analysis</p> <p>CO 4: To classify spatial data analysis capabilities.</p> <p>CO 5: To describe and apply data visualization techniques.</p>
<p>IT Service Management (USIT606)</p>	<p>CO 1: To understand the principles of IT service management.</p> <p>CO 2: To understand the important processes of IT service management.</p> <p>CO 3: Demonstrate the comprehension of a framework of IT service management.</p> <p>CO 4: Discuss the roles involved in IT service management.</p> <p>CO 5: To Analyse an IT service organization in terms of processes and functions.</p>