

# BSc COMPUTER SCIENCE

## COURSE OUTCOMES (CO)

CODE	COURSE	OUTCOMES
<b>SEMESTER I</b>		
BCS1B01	Computer Fundamentals and HTML	<ul style="list-style-type: none"><li>• To equip the students with fundamentals of Computer</li><li>• To describe the basics of Computer organization</li><li>• To equip the students to write algorithm and draw flow chart for solving simple problems</li><li>• To understand the basics of Internet and webpage design</li></ul>
<b>SEMESTER II</b>		
BCS2B02	Problem Solving Using C	<ul style="list-style-type: none"><li>• To equip the students with fundamental principles of Problem-Solving aspects.</li><li>• To imbibe the concept of programming</li><li>• To understand C language</li><li>• To equip the students to write programs for solving simple computing problems</li></ul>
BCS2B03	HTML and Programming in C (Programming Laboratory I)	<ul style="list-style-type: none"><li>• To design web pages</li><li>• To familiarize programming environments.</li></ul>

		<ul style="list-style-type: none"> <li>• To practice procedural programming concepts.</li> <li>• To equip the students to solve mathematical or scientific problems using C</li> </ul>
<b>SEMESTER III</b>		
A11	Python Programming	<ul style="list-style-type: none"> <li>• Understand various statements, data types and functions in Python</li> <li>• Develop programs in Python programming language</li> <li>• Understand the basics of Object-oriented programming using Python</li> </ul>
A12	Sensors and Transducers	<ul style="list-style-type: none"> <li>• Explain resistance, inductance and capacitance transducers.</li> <li>• Perceive the concepts of temperature and pressure transducers.</li> <li>• Perceive the concepts level transducers such as and flow transducers</li> <li>• Explain Electromagnetic transducers and radiation sensors</li> <li>• Explain force and torque transducers and sound transducers</li> </ul>

BCS3B04	Data Structures Using C	<ul style="list-style-type: none"> <li>• To describe the concept of data structures</li> <li>• To make the students aware of various data structures</li> <li>• To equip the students, implement fundamental data structures</li> </ul>
<b>SEMESTER IV</b>		
A13	Data Communication and Optical Fibers	<ul style="list-style-type: none"> <li>• To expose the students to the basics of network communication and signal propagation through optical fibers</li> <li>• To provide basic knowledge of Data Communication</li> </ul>
A14	Microprocessors- Architecture and Programming	<ul style="list-style-type: none"> <li>• To understand internals of Microprocessor.</li> <li>• To learn architecture of 8085 Microprocessor</li> <li>• To learn instruction set of 8085 Microprocessor</li> <li>• To learn how to program a Microprocessor</li> </ul>
BCS4B05	Database Management System and RDBMS	<ul style="list-style-type: none"> <li>• To learn the basic principles of database and database design</li> <li>• To learn the basics of RDBMS</li> <li>• To learn the concepts of database manipulation SQL</li> <li>• To study PL/SQL</li> </ul>

		language
BCS4B06	Programming Laboratory II (Data Structures and RDBMS)	<ul style="list-style-type: none"> <li>• To make the students equipped to solve mathematical or scientific problems using C</li> <li>• To learn how to implement various data structures.</li> <li>• To provide opportunity to students to use data structures to solve real life problems.</li> </ul>
<b>SEMESTER V</b>		
BCS5B07	Computer Organization and Architecture	<ul style="list-style-type: none"> <li>• To learn logic gates, combinational circuits and sequential circuits</li> <li>• To learn basics of computer organization and architecture</li> </ul>
BCS5B08	Java Programming	<ul style="list-style-type: none"> <li>• To review on concept of OOP.</li> <li>• To learn Java Programming Environments.</li> <li>• To practice programming in Java.</li> <li>• To learn GUI Application development in JAVA.</li> </ul>
BCS5B09	Web programming using PHP	<ul style="list-style-type: none"> <li>• To learn web Programming Environments.</li> <li>• To practice web programming in PHP.</li> </ul>

		<ul style="list-style-type: none"> <li>• To review on concept of OOP.</li> <li>• To learn GUI Application development in JAVA.</li> </ul>
BCS5B10	Principles of Software Engineering	<ul style="list-style-type: none"> <li>• To learn engineering practices in Software development.</li> <li>• To learn various software development methodologies and practices.</li> <li>• To learn and study various Evaluation methods in Software Development.</li> </ul>
<b>SEMESTER VI</b>		
BCS5D02	Android Programming	<ul style="list-style-type: none"> <li>• To have a review on concept of Android programming.</li> <li>• To learn Android Programming Environments.</li> <li>• To practice programming in Android.</li> <li>• To learn GUI Application development in Android platform with XML</li> </ul>
BCS6B12	Operating Systems	<ul style="list-style-type: none"> <li>• To learn objectives &amp; functions of Operating Systems.</li> <li>• To understand processes and its life cycle.</li> <li>• To learn and understand various Memory and Scheduling</li> </ul>

		<p>Algorithms.</p> <ul style="list-style-type: none"> <li>• To have an overall idea about the latest developments in Operating Systems.</li> </ul>
BCS6B13	Computer Networks	<ul style="list-style-type: none"> <li>• To learn about transmissions in Computer Networks.</li> <li>• To learn various Protocols used in Communication.</li> <li>• To have a general idea on Network Administration.</li> </ul>
BCS6B14	Programming Laboratory III (Java and PHP Programming)	<ul style="list-style-type: none"> <li>• To practice client side and server-side scripting.</li> <li>• To practice Java and PHP Programming.</li> <li>• To practice developing dynamic websites.</li> <li>• To practice how to interact with databases through PHP.</li> </ul>
BCS6B15	Programming Laboratory IV (Android and Linux shell programming)	<ul style="list-style-type: none"> <li>• To practice Android programming.</li> <li>• To practice user interface applications.</li> <li>• To develop mobile application.</li> <li>• To practice shell programming</li> </ul>
BCS6B17	Industrial Visit and Project work	<ul style="list-style-type: none"> <li>• To provide practical knowledge on software development process</li> <li>• Develop a quality software solution by following software engineering principles</li> </ul>

		<ul style="list-style-type: none"><li>• and practices.</li><li>• Develop a platform to demonstrate their practical and theoretical skills.</li><li>• Practice knowledge on software development process.</li><li>• Practice basic programming and system development knowledge.</li></ul>
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