

J.J. College of Arts & Science (Autonomous), Pudukkottai

Department of Computer Science

Course Outcomes

B.Sc. Computer Science – USCS

Course Name - Programming in C		Course Code - U1R1CSCC1
Upon Completion of the course students would be able to		
CO 1	Understand input and output routines	
CO 2	Use control structures efficiently	
CO 3	Understand and use the common data structures typically found in C programs — namely arrays, and strings.	
CO 4	Write and use functions, how stack is used to implement function calls	
CO 5	Efficiently handle pointers, structures and files	
CO 6	Implement, test, debug, and document programs in C.	
Course Name - Programming in C Practical		Course Code - U1R1CSCC2P
Upon Completion of the course students would be able to		
CO 1	Compile and trace the execution of programs in C language.	
CO 2	Use control structures and loops.	
CO 3	Analyze and implement arrays and strings.	
CO 4	Implement user defined functions.	
CO 5	Identify the usage of structures and file operations.	
Course Name – C++ and Data Structures		Course Code – U2R1CSCC3
Upon Completion of the course students would be able to		
CO 1	Design C++ classes for code reuse.	
CO 2	Implement copy constructors and class member functions.	
CO 3	Understand various data structures such as stacks, queues, lists, trees and graphs.	
CO 4	Understand various sorting algorithms.	
CO 5	Understand and apply algorithmic problems including tree traversals, graph traversals and shortest path.	

Course Name - C++ and Data Structures Practical		Course Code – U2R1CSCC4P
Upon Completion of the course students would be able to		
CO 1	Use the characteristics of OOP language in a program.	
CO 2	Use the basic Object Oriented design principles in computer problem solving.	
CO 3	Understand basic data structures such as arrays, linked lists, stacks and queues.	
CO 4	Solve problems involving graphs, trees and heaps.	
CO 5	Apply algorithms for solving problems like sorting, searching.	
Course Name - Java Programming		Course Code – U3R1CSCC5
Upon Completion of the course students would be able to		
CO 1	Program JAVA classes and methods.	
CO 2	Use and manipulate several core data structures.	
CO 3	Construct simple JAVA user interfaces.	
CO 4	Understand and construct simple applets.	
CO 5	Design and develop GUI applications using Abstract Windowing Toolkit (AWT)	
Course Name – Java Programming Practical		Course Code – U3R1CSCC6P
Upon Completion of the course students would be able to		
CO 1	Knowledge achievement through JAVA programming	
CO 2	Analysis and understanding of classes and objects by practice	
CO 3	Understanding the oop concepts	
CO 4	Practice and analysis of threads	
CO 5	Knowledge about applets through practice	

Course Name - Database System Concepts		Course Code – U4R1CSCC7
Upon Completion of the course students would be able to		
CO 1	Understanding difference between traditional file system and DBMS.	
CO 2	Knowledge on Relational database model	
CO 3	A better understanding of different database languages	
CO 4	Ability to write queries mathematically	
CO 5	Design and Analyze database and normalize data	
Course Name - RDBMS Practical		Course Code – U4R1CSCC8P
Upon Completion of the course students would be able to		
CO 1	Achieve knowledge on RDBMS concepts and Programming with Oracle.	
CO 2	Work on DDL and DML commands.	
CO 3	Use queries and aggregate functions hands on.	
CO 4	Analyze and use cursors, procedures and functions through programs.	
CO 5	Connect databases with queries	
Course Name – Dot Net		Course Code – U5R1CSCC9
Upon Completion of the course students would be able to		
CO 1	Gaining of knowledge about .net platform	
CO 2	Build interactive and data-driven websites successfully.	
CO 3	Handling exceptions, and perform validation of data.	
CO 4	Better understanding of the programming basics of VB and C# in .Net	
CO 5	To train the concepts of distributed application development.za555	

Course Name - Dot Net Practical		Course Code – U5R1CSCC10P
Upon Completion of the course students would be able to		
CO 1	Achieve knowledge on RDBMS concepts and Programming with Oracle.	
CO 2	Work on DDL and DML commands.	
CO 3	Use queries and aggregate functions hands on.	
CO 4	Analyze and use cursors, procedures and functions through programs.	
CO 5	Connect databases with queries	
Course Name - Data Communication and Networks		Course Code – U5R1CSCC11
Upon Completion of the course students would be able to		
CO 1	Describe the components of a data communication system.	
CO 2	Identify key considerations in selecting various transmission media in networks.	
CO 3	Describe the various error detection and correction schemes.	
CO 4	Analyze the features and functions of multiplexing and modulation	
CO 5	Identify role of networking devices.	
Course Name - Operating System		Course Code – U5R1CSCC12
Upon Completion of the course students would be able to		
CO 1	Learn different types of operating systems along with concept of file systems and CPU scheduling algorithms used in operating system.	
CO 2	Provide students knowledge of memory management and deadlock handling algorithms.	
CO 3	Implement various algorithms required for management, scheduling, allocation and communication used in operating system.	
CO 4	Understand the design issues associated with operating system	
CO 5	To learn different types of operating systems along with concept of file systems.	

Course Name - Microprocessor and Its Applications		Course Code - U6R1CSCC13
Upon Completion of the course students would be able to		
CO 1	Have knowledge on the architecture of 8085.	
CO 2	Analyze instruction set and addressing modes of 8085.	
CO 3	Gain hands on experience in doing experiments on microprocessor(8085).	
CO 4	Illustrate how the different peripherals are interfaced with microprocessor.	
CO 5	Apply various types of microprocessors for real time problems.	
Course Name - Microprocessor Practical		Course Code - U6R1CSCC14P
Upon Completion of the course students would be able to		
CO 1	Expertise assembly language programming.	
CO 2	Write programs to run on 8085 microprocessor based systems.	
CO 3	Program on the peripheral devices with 8085.	
CO 4	Execute programs using subroutines on 8085 microprocessor.	
CO 5	Use applications of microprocessor for real time situations.	
Course Name - Software Engineering		Course Code - MBE1
Upon Completion of the course students would be able to		
CO 1	Define software engineering and explain its importance.	
CO 2	Solve specific problems alone or in teams.	
CO 3	Handle the concepts of software products.	
CO 4	Manage a project from beginning to end.	
CO 5	Handle verification and validation techniques efficiently.	

Course Name - Computer Graphics and Multimedia		Course Code - MBE2
Upon Completion of the course students would be able to		
CO 1	Understand basic concepts used in computer graphics.	
CO 2	Implement various algorithms to scan, convert the basic geometrical primitives, transformations, Area filling, clipping.	
CO 3	Describe the importance of viewing and projections.	
CO 4	Define the fundamentals of animation, virtual reality and its related technologies.	
CO 5	Understand a typical graphics pipeline	
Course Name - Computer Organization and Architecture		Course Code - MBE3
Upon Completion of the course students would be able to		
CO 1	Know number system conversions.	
CO 2	Understand and analyze digital circuits.	
CO 3	Identify the function of flip flops.	
CO 4	Understand the theorems and laws of Boolean Algebra.	
CO 5	Analyze design, develop, debug and document combinational and sequential digital circuits	
Course Name - E-Commerce		Course Code - MBE4
Upon Completion of the course students would be able to		
CO 1	Understand the mechanisms involved in E-Commerce	
CO 2	Define and differentiate various types of E-Commerce	
CO 3	Use of e-mail and its different services in business	
CO 4	Understand the electronic data interchange	
CO 5	Know internet Banking and electronic payment system and describe the process of selling and marketing on web with security using various e-business strategies.	

Course Name - Software Project Management		Course Code - MBE5
Upon Completion of the course students would be able to		
CO 1	Analyze the given problem	
CO 2	Design, develop, debug and document software project.	
CO 3	Know the risk management	
CO 4	Establish project estimates and project schedules	
CO 5	Work on Breakdown Structures (WBS)	
Course Name - Visual Programming		Course Code - SBE1
Upon Completion of the course students would be able to		
CO 1	Have knowledge on Programming and Project Development using Visual Basic and Interpret and report obtaining results	
CO 2	Know about features and properties of VB	
CO 3	Efficiently handle data types and control structures	
CO 4	Achieve knowledge about standard controls of VB and distinguish and compose events and methods.	
CO 5	Handle the advanced controls and Data controls of VB	
Course Name - J2EE		Course Code - SBE2
Upon Completion of the course students would be able to		
CO 1	To provide a sound foundation to the students on the concepts	
CO 2	Understand J2EE design patterns and best practices.	
CO 3	To provide a sound foundation to the students on the concepts, precepts and practices, in a field that is of immense concern to the industry and business.	
CO 4	Work on EJB	
CO 5	Implementing J2EE Applications, Database connection using JDBC API, Servlets, Java Server Pages.	
Course Name - HTML and Web Design		Course Code - SBE3

Upon Completion of the course students would be able to	
CO 1	Understand the basics of internet
CO 2	Know HTML and DHTML as scripting languages
CO 3	Design web applications using HTML and DHTML.
CO 4	Efficiently handle HTML frames.
CO 5	Have a good grounding of web applications, internet tools and other web services.
Course Name - Soft Skills	
Course Code - SBE4	
Upon Completion of the course students would be able to	
CO 1	Gain good inter personal skills which improves their personality
CO 2	Present them well in groups
CO 3	Have enhanced leadership qualities
CO 4	Achieve appreciable presentation skills
CO 5	Ready to face interviews
Course Name - Hardware Troubleshooting	
Course Code - SBE5	
Upon Completion of the course students would be able to	
CO 1	Understand fundamentals of PC
CO 2	Know various I/O devices
CO 3	Understand storage devices.
CO 4	To achieve an understanding about usage of peripherals and storage devices
CO 5	To impart understanding about basic networking concepts using PC
Course Name - PHP Scripting Language	
Course Code - SBE6	
Upon Completion of the course students would be able to	
CO 1	Clearly use fundamental Concepts of PHP
CO 2	Use functions , arrays and control structures in PHP

CO 3	Create interactive, data-driven sites
CO 4	Analyze features of OOP and advanced OOP in PHP
CO 5	Use Database connectivity of PHP.
Upon Completion of the course students would be able to	
CO 1	Understand fundamentals of internet.
CO 2	Describe the internet infrastructures and internet issues.
CO 3	Have knowledge of using online services.
CO 4	Gain understanding of the networking concepts like e-mail and e-marketing
CO 5	Get knowledge on the basics of browsers
CO 6	Work hands on using HTML
Upon Completion of the course students would be able to	
CO 1	Describe the functions of HTML in web applications
CO 2	Create dynamic websites.
CO 3	Have a good grounding of web applications tools.
CO 4	Design and implement websites
CO 5	Use HTML hand on and create web pages.
CO 6	Move a step further and handle Frame Layouts and hyperlinks
Upon Completion of the course students would be able to	
CO 1	Demonstrate the phases of the production cycle and how it relates each area of multimedia.
CO 2	Be aware of the rapid change of technologies in the multimedia environment.
CO 3	Have a good grounding of compression techniques in multimedia.

CO 4	Identify and use the tools of multimedia.
CO 5	Handle the applications of multimedia