

## Program Outcomes, Program Specific Outcomes & Course Outcomes of B.Sc. IT Program

<b>POs of B.Sc. IT Program</b>	
<b>Programme Outcomes</b>	<p>PO-1: To develop the necessary analytical abilities for developing computer-based solutions for real life problems.</p> <p>PO-2: To inculcate quality practices in Information Technology solutions development.</p> <p>PO-3: To imbibe professional skills in students for their future roles.</p> <p>PO-4: To prepare necessary knowledge base for potential research and development in Information Technology.</p> <p>PO-5: To help students' build-up a successful career in Information Technology and allied fields.</p>
<b>PSOs of B.Sc. IT Program</b>	
<b>Programme Specific Outcomes</b>	<p>PSO-1: Communicate effectively with a range of audiences using a range of modalities including written, oral and graphical.</p> <p>PSO-2: Apply the knowledge of engineering and management principles to manage projects effectively in diverse environments as a member or a leader in the team.</p> <p>PSO-3: Engage in independent and life-long learning for continued professional development.</p>

Course	Course Outcomes (Cos)
<b>B.Sc. IT 1<sup>ST</sup> SEM</b>	
<b>Business Communication Professional Skills (HUM101)</b>	<ol style="list-style-type: none"> <li>1. To improve the students' accuracy and fluency in English through a well-developed vocabulary, and enable them to listen to English spoken at normal conversational speed by educated English</li> <li>2. To enable students face competitive exams such as, GRE, TOEFL, IELTS, UPSC and other Bank examinations</li> <li>3. To enable them communicate their ideas relevantly and coherently in writing</li> <li>4. Students will also exhibit advanced skills of interview, debating and discussion</li> </ol>
<b>Web Design Using HTML (COMP-201)</b>	<ol style="list-style-type: none"> <li>1. Students will be ready to discover how does web works really, what makes web sites work.</li> <li>2. Simple and impressive design techniques, from basics till advanced to focus on goal oriented and user centric designs.</li> <li>3. How to and where to start research, planning for website &amp; actually build excellent web sites.</li> </ol>

	<ol style="list-style-type: none"> <li>4. To create web elements using various tags like buttons, text boxes, checkboxes etc.</li> <li>5. Forms and validations for your website.</li> <li>6. Setting up page layout, color schemes, contrast in the designs.</li> <li>7. Writing valid and concise html code for webpages.</li> </ol>
<b>Introduction to Computer Applications (COMP-101)</b>	<ol style="list-style-type: none"> <li>1. Bridge the fundamental concepts of computers with the present level of knowledge of the students.</li> <li>2. Familiarise operating systems, programming languages, peripheral devices, networking, multimedia and internet.</li> <li>3. Understand binary, hexadecimal and octal number systems and their arithmetic.</li> <li>4. Understand how logic circuits and Boolean algebra forms as the basics of digital computer</li> </ol>
<b>English Literacy and Typewriting Awareness (ENG-105)</b>	<ol style="list-style-type: none"> <li>1. Establish correct posture and fingering at the keyboard and to improve keyboard memorisation</li> <li>2. Develop good proofreading abilities, detect all errors, and acquire a critical attitude towards spelling, punctuation, syllabification, and syntax</li> <li>3. Students can listen to and understand spoken text well and respond or apply the information appropriately with comments and/or questions.</li> <li>4. Students should be able to write cohesion and cohesiveness in writing Essays, Letters and other Literature.</li> </ol>
<b>Business Organization and Management (BC-103)</b>	<ol style="list-style-type: none"> <li>1. Understand the concepts related to Business.</li> <li>2. Demonstrate the roles, skills and functions of management.</li> <li>3. Analyze effective application of PPM knowledge to diagnose and solve organizational problems and develop optimal managerial decisions using IT Tools.</li> <li>4. Understand the complexities associated with management of human resources in the organizations and integrate the learning in handling these complexities also In IT organizations.</li> </ol>
<b>B.Sc. IT 2ND SEM</b>	
<b>Human Values and Professional Ethics (EDU101)</b>	<ol style="list-style-type: none"> <li>1. Students develop the capability of shaping themselves into outstanding personalities, through a value-based life.</li> <li>2. Students turn themselves into champions of their lives.</li> <li>3. Students take things positively, convert everything into happiness and contribute for the happiness of others.</li> <li>4. Students become potential sources for contributing to the development of the society around them and institutions / organisations they work in.</li> <li>5. Students shape themselves into valuable professionals, follow professional ethics and are able to solve their ethical dilemmas.</li> </ol>

<b>Environmental Studies (EVS301)</b>	<ol style="list-style-type: none"> <li>1. Appreciate the ethical, cross-cultural, and historical context of environmental issues and the links between human and natural systems.</li> <li>2. Understand the transnational character of environmental problems and ways of addressing them, including interactions across local to global scales.</li> <li>3. Apply systems concepts and methodologies to analyze and understand interactions between social and environmental processes.</li> <li>4. Reflect critically about their roles and identities as citizens, consumers and environmental actors in a complex, interconnected world.</li> <li>5. Demonstrate proficiency in quantitative methods, qualitative analysis, critical thinking, and written and oral communication needed to conduct high-level work as interdisciplinary scholars and/or practitioners.</li> </ol>
<b>Digital Electronics (ETE206)</b>	<ol style="list-style-type: none"> <li>1. Understand the concepts of various components to design stable analog circuits.</li> <li>2. Represent numbers and perform arithmetic operations.</li> <li>3. Minimize the Boolean expression using Boolean algebra and design it using logic gates.</li> <li>4. Analyze and design combinational circuit</li> <li>5. Design and develop sequential circuits.</li> <li>6. Translate real world problems into digital logic formulations using VHDL.</li> </ol>
<b>Problem Solving &amp; Programming C Language (COMP-121)</b>	<ol style="list-style-type: none"> <li>1. Illustrate the flowchart and design algorithm for a given problem and to develop IC programs using operators</li> <li>2. Develop conditional and iterative statements to write C programs</li> <li>3. Exercise user defined functions to solve real time problems</li> <li>4. Inscribe C programs that use Pointers to access arrays, strings and functions.</li> <li>5. Exercise user defined data types including structures and unions to solve problems</li> <li>6. Inscribe C programs using pointers and to allocate memory using dynamic memory management functions.</li> <li>7. Exercise files concept to show input and output of files in C.</li> </ol>
<b>Introduction to Information System (CSE107)</b>	<ol style="list-style-type: none"> <li>1. Analyze web information sources for relevance and accuracy; and synthesize, evaluate and communicate the results, demonstrating writing competencies at the college level.</li> <li>2. Describe the general characteristics of a computer system and identify types of computer hardware and software and explain their functions.</li> <li>3. Demonstrate the use of a word processor, spreadsheet, and database application program by completing projects that require students to extend course content to real-world</li> </ol>

	situations and manage and organize files and use data storage devices.
<b>B.Sc. IT 3RD SEM</b>	
<b>Computer Graphics (CSE204)</b>	<ol style="list-style-type: none"> <li>1. To list the basic concepts used in computer graphics.</li> <li>2. To implement various algorithms to scan, convert the basic geometrical primitives, transformations, Area filling, clipping.</li> <li>3. To describe the importance of viewing and projections.</li> <li>4. To define the fundamentals of animation, virtual reality and its related technologies.</li> <li>5. To understand a typical graphics pipeline</li> <li>6. To design an application with the principles of virtual reality</li> </ol>
<b>Software Engineering (CSE205)</b>	<ol style="list-style-type: none"> <li>1. Define various software application domains and remember different process model used in software development.</li> <li>2. Explain needs for software specifications also they can classify different types of software requirements and their gathering techniques.</li> <li>3. Convert the requirements model into the design model</li> <li>4. and demonstrate use of software and user-interface design principles.</li> <li>5. Distinguish among SCM and SQA and can classify different testing strategies and tactics and compare them.</li> <li>6. Justify role of SDLC in Software Project Development and they can evaluate importance of Software Engineering in PLC.</li> </ol>
<b>Operating Systems (CSE211)</b>	<ol style="list-style-type: none"> <li>1. Describe the important computer system resources and the role of operating system in their management policies and algorithms.</li> <li>2. Understand the process management policies and scheduling of processes by CPU</li> <li>3. Evaluate the requirement for process synchronization and coordination handled by operating system.</li> <li>4. Describe and analyze the memory management and its allocation policies.</li> <li>5. Identify use and evaluate the storage management policies with respect to different storage management technologies.</li> </ol>
<b>Computer Programming in C++ (CSE102)</b>	<ol style="list-style-type: none"> <li>1. Understand the Object oriented programming fundamentals</li> <li>2. Develop ability to design algorithms and use functions, strings and pointers</li> <li>3. Write computer programs to solve practical engineering problems</li> <li>4. Design efficient computer programs to solve practical engineering problems</li> </ol>
<b>B.Sc. IT 4TH SEM</b>	

<b>Emerging Technologies (COMP-321)</b>	<ol style="list-style-type: none"> <li>1. Identify and analyze various emerging technologies.</li> <li>2. Identify and analyze various factors that affect business strategy with emerging technologies.</li> <li>3. Understand the impact of emerging technologies in a global context.</li> <li>4. Understand the impact of emerging technologies on society as a whole</li> </ol>
<b>Core PHP (COMP-221)</b>	<ol style="list-style-type: none"> <li>1. Write PHP code to produce outcomes and solve problems.</li> <li>2. Display and insert data using PHP and MySQL.</li> <li>3. Test, debug, and deploy web pages containing PHP and MySQL.</li> </ol>
<b>System Analysis &amp; Design (CSE215)</b>	<ol style="list-style-type: none"> <li>1. Define and describe the five phases of the system development life cycle.</li> <li>2. State at least five expected benefits from systems projects.</li> <li>3. Explain at least three ways in which information systems support business requirements.</li> <li>4. Describe how systems analysts interact with users, management, and other information systems professionals.</li> <li>5. Develop data flow diagrams and decision tables.</li> </ol>
<b>Workshop on E-Accounting and E-filing of Returns (BC209)</b>	<ol style="list-style-type: none"> <li>1. Student must become familiar with the mechanism for conducting business transactions through electronic means.</li> </ol>
<b>Multimedia Technologies (CSE312)</b>	<ol style="list-style-type: none"> <li>1. Describe different realisations of multimedia tools and the way in which they are used.</li> <li>2. Analyse the structure of the tools in the light of low-level constraints imposed by the adoption of various QoS schemes (i.e bottom up approach)</li> <li>3. Identify and describe the function of the general skill sets in the multimedia industry.</li> <li>4. Identify the basic components of a multimedia project.</li> <li>5. Identify the basic hardware and software requirements for multimedia development and playback.</li> </ol>
<b>B.Sc. IT 5TH SEM</b>	
<b>Computer Networks (CSE301)</b>	<ol style="list-style-type: none"> <li>1. Students will be able to implement the terminology and concepts of the OSI reference model and the TCP-IP reference model.</li> <li>2. To master the concepts of protocols, network interfaces, and design/performance issues in local area networks and wide area networks.</li> <li>3. To be familiar with wireless networking concepts.</li> <li>4. To be familiar with contemporary issues in networking technologies.</li> <li>5. To be familiar with network tools and network programming</li> </ol>

<b>Essential of E-Commerce (BC304)</b>	<ol style="list-style-type: none"> <li>1. Explain various aspects of E-Commerce.</li> <li>2. Understand the dynamics of fourth channel</li> <li>3. Appreciate the internet technology and its infrastructure.</li> <li>4. Understand the methodology for online business dealings using E-Commerce infrastructure</li> </ol>
<b>Data Structure (CSE201)</b>	<ol style="list-style-type: none"> <li>1. Student will be able to choose appropriate data structure as applied to specified problem definition.</li> <li>2. Student will be able to handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures.</li> <li>3. Students will be able to apply concepts learned in various domains like DBMS, compiler construction etc.</li> <li>4. Students will be able to use linear and non-linear data structures.</li> </ol>
<b>Microprocessors &amp; Its Applications (ETE301)</b>	<ol style="list-style-type: none"> <li>1. Students will be able to program a microcontroller to perform various tasks.</li> <li>2. An ability to interface a microcontroller to various devices.</li> <li>3. An ability to effectively utilize microcontroller peripherals.</li> <li>4. An ability to design and implement a microcontroller-based embedded system.</li> <li>5. Introduction to the Architecture and programming of the microprocessor 8085.</li> </ol>
<b>Java Programming (CSE304)</b>	<ol style="list-style-type: none"> <li>1. To gain knowledge of the structure and model of the Java programming language.</li> <li>2. Students will be able to use the Java programming language for various programming technologies.</li> <li>3. To develop software in the Java programming language.</li> <li>4. Students will evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements.</li> <li>5. To propose the use of certain technologies by implementing them in the Java programming language to solve the given problem.</li> </ol>
<b>Visual Basics Programming (CSE318)</b>	<ol style="list-style-type: none"> <li>1. Demonstrate knowledge of programming terminology and how applied using Visual Basic (e.g., variables, selection statements, repetition statements, etc.)</li> <li>2. Develop a Graphical User Interface (GUI) based on problem description</li> <li>3. Develop an Event Planning Chart based on problem description so as to define the processing that is to occur based on specific events</li> <li>4. Develop an Algorithm to verify processing is accurate</li> <li>5. Develop programs that retrieve input from a file as opposed to input only provided by user</li> </ol>
<b>B.Sc. IT 6TH SEM</b>	

<b>Next Generation Technologies (CSE218)</b>	<ol style="list-style-type: none"> <li>1. Purpose and implement a network which is capable of handling very high data rate especially multimedia data providing qos and backward compatible with old networks.</li> </ol>
<b>Database Management System (CSE213)</b>	<ol style="list-style-type: none"> <li>1. Master the basic concepts and appreciate the applications of database systems.</li> <li>2. Master the basics of SQL and construct queries using SQL.</li> <li>3. Be familiar with a commercial relational database system (Oracle) by writing SQL using the system</li> <li>4. Be familiar with the relational database theory, and be able to write relational algebra expressions for queries</li> </ol>
<b>Cryptography &amp; Internet Security (CSE314)</b>	<ol style="list-style-type: none"> <li>1. This course builds on the overview about information security, which includes an overview of public and secret key cryptosystems.</li> <li>2. Students will be able to comprehend and apply authentication services and mechanisms.</li> <li>3. Students will be able to apply the knowledge and skills obtained to study further concepts in information security</li> </ol>
<b>Computer Architecture (CSE214)</b>	<ol style="list-style-type: none"> <li>1. Students will study basic computer organization, design and micro-operations.</li> <li>2. Understanding of CPU functioning and computer arithmetic.</li> <li>3. Learning various methods and techniques of memory organization</li> <li>4. Ability to design memory organization that uses banks for different word size operations.</li> <li>5. Ability to understand the concept of I/O organization.</li> </ol>
<b>Artificial Intelligence (CSE305)</b>	<ol style="list-style-type: none"> <li>1. Students will be able to identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.</li> <li>2. Formalise a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, etc).</li> <li>3. Implement basic AI algorithms (e.g., standard search or constraint propagation algorithms).</li> <li>4. Design and perform an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.</li> </ol>