Department of CS & IT

Sr. no	Course Name	Course Objective	Course Outcome
1.	**Programming Languages (C, C++, JAVA, Python, HTML)**	To create programs to solve problems of real world by developing computer software or applications.	Students can write computer software, automate manual tasks, make things faster and easier for users or solve almost any problem of real world.
2.	**Database & Oracle, Distributed Computing, Distributed Databases**	1. To store, retrieve, define, and manage data in databases using Oracle. 2. To provide the backend for other software. 3. To allow different users of computers to share information for remote locations.	It enables the students to be database administrator, system analyst, software developer, security analyst, programmer and Market Research Analyst.
3.	**Computer Fundamentals**	To explain how to handle software and hardware that can be utilized to solve problems in different areas like home, business etc.	Students understand the field of computer world. It provides an overview of functions and working of central processing unit, motherboard and other peripherals devices of computer.
4.	**MS-Office**	To explain computer programmes designed primarily used for business and office usage.	Students use this for documenting, preparing presentations, processing data and organizing information for office related purposes.
5.	**Internet Applications, Web Technologies & Web Designing, E-Commerce**	To develop freelancing projects and creating static and dynamic websites for electronic business.	It lets the students to create websites, web based applications, and understands the concepts for electronic business and its trends in market.
6.	**Data Structure**	To explain the usage inoperating systems, compiler design, artificial intelligence, graphics, and many more applications.	It enables the students to understand the concepts to create algorithms and implement then in different programming languages.
7.	**System Software**	1. To explain understanding about how to controls and manages the operations of computer hardware. 2. To allow the proper execution of application programmes.	It helps the software engineers to access a problem and design a new system or to solve the problem of existing system.
8.	**Computer Graphics, Image Processing**	To qualify drawing geometrical shapes, apply mathematical functions to draw curves, colour patterns, and simple animation programmes like bouncing balls, moving vehicles etc.	It helps the students to use their creative skills like drawing or animate images as graphic designer.
9.	**Computer Networks, Network Design and Performance Analysis, Network Protocols, Network Security**	1. To empower students about the World Wide Web, digital video, digital music, shared usage of application and storage servers, printers, and fax machines, and use of email and instant messaging programmes are all supported via computer networks. 2. To measure the performance of network system too and also used for a successful communication between networks using network protocols.	It helps the students to understand the communication system across the network. Network engineers or computer systems engineers are able to design networks of all sizes.
10.	**Software Engineering & SAD**	To able to understand the study and practice of engineering to build, design, develop,	Students can be software engineers and they are able to design software programs

		maintain, and retire software.	and participate in development of software.
11.	**Information System**	To understand the Inter organizational supply chains and electronic markets are run using information systems.	It helps the students to understand the importance of information in business, government, non-profit organizations, and education.
12.	**Computer Architecture, Advanced Computer Organization and Architecture**	To give knowledge of designing computers, data storage devices, and communication between networking components, interactions between computers, across networks.	It lets the students toexperience how software, hardware, and network technologies come together to create computers and systems.
13.	**Operating System, Network Operating Systems, Linux Administration**	To explain how to manage the resources of computers, such as the central processing unit, memory, disk drives, and printers, establish a user interface, and execute and provide services for applications software.	It enables the students to controls the backing store and peripherals devices, transfer of programs and use of memory. It also help to understand how to deals with errors and user instructions and how to maintains security and access rights of users.
14.	**Numerical Methods**	To explain the mathematical tools designed to solve numerical problems.	It enables the students to solve certain mathematical problems using programming languages like C/C++.
15.	**Discrete Mathematics**	To explain the work for data science, machine learning, and software engineering.	It lets the students to design efficient algorithms in the practical fields of mathematics and computer science.
16.	**Analysis & Design of Embedded Systems, Microprocessor and Its Applications**	To gives the knowledge of Microprocessor/Microcontroller architecture.	It helps the students to develop office automation, telecommunication, home appliances, and banking, finance related projects. It also enabled the students to manage personal computers, laptops, mobiles etc.
17.	**Mobile Computing**	To explain transmission of data, voice and video via a computer or any other wireless devices.	It is helpful for students to transports data, voice, and video over a network via a mobile device and develops facilities for entertainment, educational, emergency like services.
18.	**Fuzzy Systems**	To give knowledge of Fuzzy logic system that works on the principle of assigning a particular output depending on the probability of the state of the input.	It enables students to solve problems related to neural networks and fuzzy logics.
19.	**System Simulation**	To explain techniques that uses computers to imitate the operations of various real-world tasks or processes through simulation.	It enables the students for re-creation of real world by creating video games, safety tests in scientific areas.
20.	**Artificial Neural Network**	To understand the piece of a computing system designed to simulate the way the human brain analyzes and processes information.	It is used to enable students about translating languages in real time, accelerate comprehension, create smart content and can access e-learning resources e.g using alexa.