

## Course Outcomes:

Course	Course Outcomes
SY CSE PART-I Engineering Mathematics-III	<ol style="list-style-type: none"> <li>1. Students will be able to understand and proficiently apply the relevant sciences and scientific methods to Engineering Mathematics, to design solutions to complex problems.</li> <li>2. Students will be able to identify, interpret and critically appraise current developments and advanced technologies and apply them to Engineering Mathematics.</li> <li>3. Students will be able to determine analyses and proficiently apply theoretical and numerical analysis of phenomena to conceive, control and optimize the performance of Engineering Mathematics.</li> <li>4. Students will be able to develop and implement creative and innovative approaches to problem solving.</li> </ol>
SY CSE PART-I DMS	<ol style="list-style-type: none"> <li>1. Student will be able to formulate problems precisely and solve the problems.</li> <li>2. Student will be able to apply formal proof techniques, and explain their reasoning clearly.</li> <li>3. Students can analyze basics knowledge gained by mathematical logic and apply them.</li> <li>4. Use algorithms for suitable applications</li> </ol>
SY CSE PART-I CAO	<ol style="list-style-type: none"> <li>1. To train the students with concept of microprocessor and computer architecture and organization.</li> <li>2. To provide the knowledge of instruction set of 8086 and assembly programming.</li> <li>3. To analyze the memory operations</li> </ol>
SY CSE PART –I OOP using C++	<ol style="list-style-type: none"> <li>1. Student will be able to understand the features of C++ supporting object oriented programming</li> <li>2. Student will be able to understand the relative merits of C++ as an object oriented programming language</li> <li>3. Student will be able to understand how to produce object-oriented software using C++</li> <li>4. Student will be able to understand how to apply the major object-oriented concepts to implement object oriented programs in C++, encapsulation, inheritance and polymorphism</li> </ol>
SY CSE PART –I Product Design Engineering	<ol style="list-style-type: none"> <li>1. With the inclusion of concepts of 3D design, sketching.</li> <li>2. Product manufacturing, digital designing, business communications, product design is the application of technology and designing knowledge in different product designing and manufacturing processes..</li> </ol>
SY CSE PART-I Programming in Java	<ol style="list-style-type: none"> <li>1. The students will be able to apply object oriented features to real time entities.</li> <li>2. The students will be able handle exceptions &amp; implement multithreaded programs.</li> <li>3. The students will be able implement database programming.</li> <li>4. The students will be able design &amp; implement GUI with event handling</li> <li>5. The students will be able develop I/O &amp; networking programs.</li> </ol>

SY CSE PART-I Python Programming	<ol style="list-style-type: none"> <li>1. Students will understand Python programming basics and paradigm.</li> <li>2. Students will understand python looping, control statements and string manipulations.</li> <li>3. Students will be made familiar with the concepts of GUI controls and designing GUI applications.</li> <li>4. Students will understand concepts of file handling, exception handling and database connectivity.</li> <li>5. Design and implement a program to solve a real world problem.</li> <li>6. Students will make database connectivity in python programming language.</li> </ol>
SY CSE PART-I HTML & JavaScript	<ol style="list-style-type: none"> <li>1. Students will understand programming in HTML and JavaScript.</li> <li>2. Students will develop web applications using HTML.</li> <li>3. Student will be able to design console websites using HTML and JavaScript.</li> </ol>
SY CSE PART-II Operating System	<ol style="list-style-type: none"> <li>1. Will be able to define, formulate problem definitions for designing various modules of operating system.</li> <li>2. Will be able to design the modules of operating system that meets the realistic constraints such as economic, environmental, health safety &amp; sustainability.</li> <li>3. The student will be able to analyze use of existing OS (platform independent feature of operating system software), as well as design the operating system for multidisciplinary application areas.</li> <li>4. Will be able to analyze the impact of design of operating system on various aspects such as environmental, economic, social environment.</li> <li>5. Will be able to develop the algorithms or modify the existing algorithms to solve the problems in current designs as per the need of application.</li> </ol>
SY CSE PART-II Design and analysis of Algorithms	<ol style="list-style-type: none"> <li>1. The student will be able to define, formulate problem definitions for designing algorithms.</li> <li>2. The student will be able to understand the syntax and design algorithms.</li> <li>3. The student will be able to use the various design methods and skills to solve the problem like TSP, Knapsack.</li> <li>4. The student will be able to describe divide and conquer paradigm and explain when an algorithmic design situation calls for it.</li> <li>5. Will be able to analyze graph algorithms and apply graph concept to model engineering problems.</li> <li>6. Will be able to design the algorithm that meets the realistic constraints such as Economic, Time constraint, Space constraint</li> <li>7. The student will be able to conclude which algorithmic method is better for given problem.</li> <li>8. The student will be able to modify the existing algorithms to solve the problems in current designs as per the need of application.</li> </ol>

<p>TY CSE PART-I Theory of computation</p>	<ol style="list-style-type: none"> <li>1. Student will be able to define, formulate problem definitions for designing machines</li> <li>2. Student will be able to identify and formulate the problems in a Finite Automata and also verify the performance of a machine by giving the input.</li> <li>3. Student will be able to design Regular Expression for multidisciplinary application areas</li> <li>4. Student will be able to develop and implement creative and innovative approaches to problem solving</li> <li>5. Student will be able to build the techniques and skills to design syntactically correct Regular Languages using Context Free Grammar</li> <li>6. Student will be able to use the techniques and skills to design syntactically correct Regular Languages using Context Free Grammar</li> <li>7. Student will be able to design TM for multidisciplinary application areas.</li> <li>8. Student will be able to build the programming technique for Turing machine</li> </ol>
<p>TY CSE PART-I Database Management System</p>	<ol style="list-style-type: none"> <li>1. Will be able to define, formulate problem definitions for designing various modules database management system.</li> <li>2. Will be able to design the database system that meets the realistic constraints such as Economic, Environmental, Health Safety, and Sustainability.</li> <li>3. The student will be able to analyze existing databases for multidisciplinary application areas.</li> <li>4. Student will be able will be able to analyze the impact of design of database system on various aspects such as environmental, economic, social environment.</li> <li>5. Student will be able will be able to develop and modify the existing database systems to solve the</li> <li>6. Student will be able understand problems in current designs as per the need of application.</li> <li>7. Student will be able Plan, organize and use computer resources as well as manpower efficiently by developing efficient database applications.</li> <li>8. Knowledge of contemporary issues.</li> <li>9. Communicate effectively on both technical and general issues with peers, associates, Clients and the general public to define the problem specification.</li> <li>10.</li> </ol>
<p>TY CSE PART-II Computer Network</p>	<ol style="list-style-type: none"> <li>1. To understand fundamental concepts of computer networking and functionality of layered network architecture.</li> <li>2. To understand wireless and mobile networking concepts</li> <li>3. To apply networking concepts to various situations, classifying networks, analysing performance of computer network infrastructure.</li> </ol>
<p>TY CSE PART-II Compiler Design</p>	<ol style="list-style-type: none"> <li>1. Will be able to define, formulate problem definitions for designing various types of compiler.</li> <li>2. Will be able to design programs using LEX, YACC tools for multidisciplinary application areas and will be able to maintain it on field.</li> <li>3. Will be able to use the techniques and skills to design a program by using compiler.</li> <li>4. Will be able to identify and formulate the problems in a program and also verify the performance of a program.</li> <li>5. Will be able to design the software program for various application areas using compiler construction tools, the computer resources and components, to meet the desired needs.</li> <li>6. Will be able to develop and implement creative and innovative approaches to problem solving.</li> </ol>

<p>Final Year CSE PART-I</p> <p>Digital Image Processing (Elective-VIII)</p>	<ol style="list-style-type: none"> <li>1. Students should be able to understand digital image processing beyond the fundamental level.</li> <li>2. To study complete digital image processing steps.</li> <li>3. Students should be able to choose appropriate image processing algorithm to achieve desired result.</li> <li>4. Students should be able to properly implement DIP algorithms using modern computing tools Such as MATLAB, interpret and present the results.</li> </ol>
<p>Final Year CSE PART –I</p> <p>Elective 9- Cloud Computing</p>	<ol style="list-style-type: none"> <li>1. To learn and understand Cloud Technologies</li> <li>2. To design, develop and deploy Cloud applications</li> <li>3. To get acquainted with the challenges and security aspects of Cloud Computing.</li> <li>4. To study Mobile Cloud Applications</li> </ol>
<p>Final Year CSE PART –II</p> <p>Software Engineering</p>	<ol style="list-style-type: none"> <li>1. Will be able to use OOPS concepts, various computer architectures, languages for programming and UML to design software models.</li> <li>2. Will be able to define, formulate &amp; analyze the problem definition also hardware, software &amp; other computing requirements to design a software solution for it.</li> <li>3. Will be able to design software using software engineering phases to meet the desired needs of a client within the realistic constraints such as environmental ethical, economic, political, manufacturing, and sustainability.</li> <li>4. Will be able to design software projects in various application areas like business, research, commercial, banking internet, mobile applications and maintain it.</li> <li>5. Will develop the software as per software engineering standards, &amp; rules led by the society.</li> <li>6. Will be able to analyze the impact of software on world economy, social aspects.</li> <li>7. Will be able to plan organize software development process so that computer resources efficiently.</li> </ol>

