

**PUTHANAMPATTI, TRICHY – 621007** 



DEPARTMENT OF COMPUTER SCIENCE UG

**COURSE OUTCOME (COS)** 

Name of the Course	Course outcomes
	<b>Co1:</b> Write programs to solve simple problems
	<b>Co2:</b> Interpret and manipulate the data structures
SOLVING	<b>Co3:</b> Store and manipulate data using file system and
USING PYTHON	handling errors
FIIION	<b>Co4:</b> Solve problems using oops concept
-	<b>Co5:</b> Design gui forms using tkinter
	<b>Co1:</b> Develop and execute programs using operators
	and control structures
CC-II PROPLEM	<b>Co2:</b> Solve programs using sequences, functions and
SOLVING LAB	modules
-	<b>Co3:</b> Design and execute programs using oops
	concepts and tkinter module
	<b>Co 1:</b> Recollect the basic concepts of matrices and
	differentiation.
-	<b>Co 2:</b> Understand the concepts about fundamental
	of ode and characteristic equation of a linear
	transformation and cayley hamilton theorem.
AC-I BASIC MATHEMATICS	<b>Co 3:</b> Solving the differential equations when the rhs is
	of the type $e^{kx} x^k e^{ax} x$ ., , , ,
	<b>Co 4:</b> Demonstrate the laplace transform and the appl
	thedifferential equation and fourier series, finding
	fourier constants for periodic function with period
	$2\pi$ and half range fourier series with period $\pi$ .

	<b>Co 1:</b> Understand linear programs from standard
AC-II	business problems.
	<b>Co 2:</b> Construct a project network and apply program
	evaluation review technique and critical path
RESEARCH	management.
	<b>Co 3:</b> Apply the fundamental concept of sequencing
	problem.
	<b>Co 4:</b> Solve the problems using pert and cpm methods.
	<b>Co1:</b> Understand the basic concepts of c programming
	language
CC- III	<b>Co2:</b> Apply arrays, functions, structures and union
PROGRAMMIN G IN C AND	concepts in solving problems
DATA	<b>Co3:</b> Develop programs using pointers
STRUCTURES	<b>Co4:</b> Design and develop file handling tasks
	<b>Co5:</b> Implement the fundamental data structures using
	c language
CC-IV DATA	<b>Co1:</b> Solve the problems using c language concepts
STRUCTURES	<b>Co2:</b> Implement the data structures using arrays and
USING C LAB	pointers
	<b>Co 1:</b> Understands different methods to solve the non-
ACIII- NUMERICAL	linear equations
AND	<b>Co 2:</b> Acquire the knowledge of regression analysis
METHODS	<b>Co 3:</b> Apply various methods to solve various integrals
	<b>Co 4:</b> Apply various methods to solve various integrals

SKBC - I DATA ANALYTIC LAB	Co1:	Apply built in functions of spread sheet
	Co2:	Prepare charts using the data in the spreadsheet.
	Co3:	To transpose a matrix and use pivot table
	Co4:	Demonstrate the data analysis using data analysis
		toolpak in spreadsheet.
	Co1:	Describe the basic concepts of oop and the syntax
		of c++ language
	Co2:	Apply the knowledge of functions, classes and
		objects to solve problems in the real world.
CC V OB IECT	Co3:	Experiement destruction of objects the concepts of
ODIENTED		initialization and
	Co4:	Test the usage of overloading of unary and binary
C USING C++		operators
d USING CT	Co5:	Demonstrate the usage of
		inheritance and polymorphism while solving
		real time problem
	Соб:	Apply file concepts and solve problems related to
		data files.
CC- VI OOPS	Co1:	Apply the concepts of c++ language to solve
LAB		problems

	Co 1: Students should be able to apply the idea of
	transistors
	Co 2: Students can be evaluating the electronic devices
AC-IV ALLIED	for specific applications.
	Co 3: Students can be able to perform various
1115105 -1	conversion processes in digital electronics.
	Co 4: They can analyze and design various
	combinational and sequential circuits.
	Co 5: We learn the combinational circuits.
SKBC - II	Co1: Apply various animation techniques
IMAGE	Co2: Apply various concepts of image editing using gimp
EDITING LAB	tool
	Co 1: Understand the concepts and use research
	equipment (microscope, oscilloscope, etc.)
AC-V - APPLIED	Co 2: Design and conduct experiments that probe
PHYSICS	materials properties.
PRACTICAL – II	Co 3: Work independently and function as a team.
	Co 4: Develop communication skills (oral, graphic and
	written).

	Co1:	Understand the fundamentals of database system
	<b>Co2:</b>	Design and create tables in database and execute
		queries.
	Co3:	Have knowledge about file system.
DATABASE	Co4:	Design a database based on a dat
SISTEMS		models using normalization.
	Co5:	Have knowledge in network and hierarchical
		database system.
	Co1:	Design and implement database schema for the
		given problem
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~	<b>Co2:</b>	Populate and query using ddl,dml,dcl,tcl
CC - VIII	Co3:	Prepare sql reports.
RDBMS LAB	Co4:	Create implicit and explicit cursor.
	Co5:	Capable to create triggers, procedures and
		function.
	Co 1:	Understand the basic working of 8051, which is
		the basic of all microcontroller
AC-VI	Co 2:	Know the working nature of microcontroller
		architecture, and programming techniques.
APPLIED	Co 3:	Know the fundamentals of port programming and
PHYSICS –II		interfacing techniques
	<b>Co 4</b> :	Learn the techniques of serial port programming
		in 8051 and on interrupts.
	Co 5:	To apply 8051 interrupts for the programming.

NMEC - I INTERNET AND WEB DESIGN	<ul> <li>Co1: Design and develop a static web page using html</li> <li>Co2: Create an user interface using html forms</li> <li>Co1: Evaluate research and using measurement tools for quality and safety.</li> </ul>
NMEC - I INTERNET AND WEB DESIGN	<ul> <li>Co1: Design and develop a static web page using html</li> <li>Co2: Create an user interface using html forms</li> <li>Co1: Evaluate research and using measurement tools for quality and safety.</li> </ul>
INTERNET AND	<ul><li>Co2: Create an user interface using html forms</li><li>Co1: Evaluate research and using measurement tools for quality and safety.</li></ul>
, ,	<b>Co1:</b> Evaluate research and using measurement tools for quality and safety.
,	for quality and safety.
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	<b>Co2:</b> Access the skills in managing across boundaries - and evaluate how high quality services can best be designed, configured and delivered
NMEC-I BPO	<b>Co3:</b> Effectively manage people, finances and
AND HEALTH	organizational resources
CARE	<b>Co4:</b> Describe the opportunities and challenges in Indian context
	<b>Co5:</b> Carry out an organizational development project, demonstrate skills in learning from reflection of this experience and the skills to disseminate their projects.
	<b>Co1</b> : Identify the distinct properties and features of
	object orientations using java
	<b>Co2</b> : Analyze the name space, exception conditions
CC - IX	package and exception handling and thread.
PROGRAMMIN G IN JAVA	<b>Co3</b> : Discuss input/output functions with file
G IN OAVA	manipulations using i/o streams.
	<b>Co4</b> : Analyze gui programming applications using and packages.
	<b>Co5</b> : Plan to develop java based applications using gui
	and user interface and database connectivity.

	Co1:	Understand the types, design, implementation of
		operating system and i/o programming concepts
CC - X	Co2:	Recognize the management of main and virtual
PRINCIPLES OF		memory schemes.
OPERATING	Co3:	Work out different scheduling algorithms.
SYSTEM	Co4:	Analyze the management of devices.
	Co5:	Understand and analyze the information management.
CC- XI	Co1:	Understand the basics of computer arithmetic
COMPUTER SYSTEM	<b>Co2</b> :	Know the importance and functions of cpu, alu
ARCHITECTUR	Co3:	Understand the memory and input-output
E		organization
	Co1:	Implement simple softwares using java
AND SYSTEM	Co2:	Install linux operating system
ADMINISTRATI	Co3:	Apply basic commands and solve simple
ON LAB		administrative tasks using linux
	Co1:	Understand the wap architecture
	<b>Co2:</b>	Analyze the wap gateway
EC-I WAP and WML	Co3:	Demonstrate the wml concepts
	Co4:	Solve problems using wml script
-	Co5:	Apply the methodologies for securing applications
	Co1:	Design two dimensional graphics.
EC-II	<b>Co2:</b>	Apply two dimensional transformations.
PRINCIPLES OF	<b>Co3</b> :	Design three dimensional graphics.
COMPUTER	<b>Co4</b> :	Apply three dimensional transformations.
GRAPHICS	Co5:	Apply clipping techniques to graphics.

	Co1:	Understand the software architecture, so
		evolution enterprise wide soa and its
		applications.
	Co2:	Analyze the design and technologies of soa
ORIENTED	Co3:	Identify the related technologies and
ARCHITECTUR		implementation basics of soa.
E	Co4:	Understanding of the meta data management and
		web services security.
	Co5:	Recognize the transaction processing and
		specifications
	Co1:	Create documents, apply formatting, editing text
		and paragraphs
NMEC II -	Co2:	Create document with tables
OFFICE	Co3:	Create a document with mail merge
AUTOMATION	Co4:	Use spreadsheet for calculations and apply
LAB		formatting
	Co5:	Apply macro concept
	Соб:	Prepare a presentation for a seminar
NMEC-II IMAGE	Co1:	Apply various animation techniques
EDITING	Co2:	Apply various concepts of image editing using gimp

	Co1:	Comprehend the basic types of networks, its
		classifications and properties of osi and tcp/ip
		reference models
	<b>Co2</b> :	Recognize the guided and unguided media for
		communication
CC - XIII	Co3:	Acquire the design of the data link layer with data
COMPUTER		link layer protocols.
NETWORKS	Co4:	Create the shortest paths between two nodes using
		various routing algorithms.
	Co5:	Recognize the transport layer with tcp/ip and udp
		protocols.
	Соб:	Ability to know the application layer using
		protocols like snmp, www, ftp, mime and security
	Co1:	Demonstrate the ability to develop a high quality
		software system while working in a project group
	<b>Co2:</b>	Design architectural design for different
CC - XIV		environment
SOFTWARE	Co3:	Produce software solution efficient, reliable, robust
ENGINEERING		and cost effective
	Co4:	Expose the realities involved in developing software
		products for clients
	Co5:	Design, build and maintain large software systems

	Co1:	Design a static web page using html
EC-IV WEB	Co2:	Validate the html form data using javascript
TECHNOLOGY	Co3:	Develop server side scripts using php
	Co4:	Communicate with mysql database from php
	Co1:	Understand the structure of ruby programs and
		various data types, expression and operators
	Co2:	Use the control structures to solve simple and
EC-V RUBY ON		complex problems
RAIL	Co3:	Demonstrates oop concepts
	Co4:	Develop networking applications
	Co5:	Solve the concurrency issues and understand the
		concept of security
	Co1:	Understand the architecture of android software
		stock.
FC VI MODII F	Co2:	Get the exposure of different types of project
ADDI ICATION		resources
APPLICATION DEVELOPMENT	Co3:	Create their own application.
DEVELOPMENT	Co4:	Enhance the application with lbs, network
		features, etc.
	Co5:	Generate the apk and market it in

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CC - XV -	Co1:	Develop applications using two software packages
APPLICATION	Co2:	Solve simple and complex problems by the
DEVELOPMENT		software's choosen
LAB		
	Co1:	Understand the .net framework
EC- VII .NET	Co2:	Understand the basics of vb.net programming
PROGRAMMIN	Co3:	Design and develop distributed problems
G	<b>Co4</b> :	Develop web applications using asp.net
	Co5:	Interact with databases using ado.net
	Co1:	Use a strongly functional programming language
EC-VIII FUNCTIONAI	Co2:	Analyze the basic functional programming and use
		json data
G USING	Co3:	Identify various built in functions
HASKELL	Co4:	Formulate various concept in pattern matching
IIAGIALL	Co5:	Identify and analyze data structures
	Co1:	Understand the basics of r programming
	Co2:	Work with vectors, matrices and data frames
EC- IX R	<b>Co3</b> :	Acquire the knowledge of various control
		structures
PROGRAMMING	<b>Co4</b> :	Parse data files using built-in functions
	<b>Co5</b> :	Apply the various statistical functions and produce
		high quality graphics