

**B.L.D.E.ASSOCIATION'S**  
**SB ARTS AND K.C.P. SCIENCE COLLEGE, VIJAYAPUR**  
**REACCREDITED AT THE 'A' LEVEL**  
**Department Of M.Sc(CS)**

**PROGRAM OUTCOMES**

<b>Program Outcomes</b>	<b>Description</b>
<b>PO1: Engineering Practices</b>	Apply software engineering practices and strategies in real time software project development
<b>PO2: Enhancement in Trends</b>	Enhancement in contemporary trends in industrial / Research setting and thereby innovate novel solutions to existing problems.
<b>PO3: Develop computer applications</b>	Design and develop computer applications in the different domains.

## PROGRAMME SPECIFIC OUTCOMES

<b>Program Specific Outcome</b>	<b>Description</b>
<b>PSO1:Acquiring fundamental knowledge</b>	Capability to learn basic concepts and methods of various subjects
<b>PSO2:Building skills on Problem solving techniques and methods</b>	Learning programming languages through pseudocode, algorithm and flowchart, decision making techniques and building logical skills
<b>PSO3:Demonstration of experimental methods</b>	Acquiring the knowledge by implementing the algorithms using technologies.
<b>PSO4:Enhancement of skills</b>	Ability to design, develop and integrate the system and application programs through IDE and tools.
<b>PSO5:Project work</b>	Applying the computer science skills like analysis, design, development testing and deployment to produce to computing based solutions
<b>PSO6:Presentation and communication skills</b>	Ability to engage independent and lifelong learning in the broadest context.

# Course Outcomes (CO's)

## Semester - I

Paper :16MScCS11

Subject: Discrete Mathematics

Course Outcome	Description
<b>CO1: Understanding Sets and logics</b>	Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving.
<b>CO2: Learning Proofs and functions</b>	Ability to reason logically and to learn about Mathematical Induction, Functions, Diagraph and lattice.
<b>CO3: Attaining the number theory and counting methods</b>	Ability to understand number representations, pigeonhole principle and recurrence relations,
<b>CO4: Representation of graph and trees</b>	Ability to understand use of graphs and trees, its significance in programming applications.
<b>CO5: Cogitate the groups and coding</b>	Understand use of groups and codes in Encoding-Decoding and Error detection.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	-	1	-	3	3	3	2	-	-
<b>CO2:</b>	-	-	2	3	3	3	3	1	-
<b>CO3:</b>	2	2	3	2	3	2	1	1	2
<b>CO4:</b>	2	2	-	3	3	3	2	2	-
<b>CO5:</b>	1	2	3	2	3	2	2	2	1

**Paper:16MScCS12 Subject: Digital Logic and Computer Design**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Envisioning the digital systems</b>	Understand design constraints of digital systems. And Combinational logic design implementation
<b>CO2: Figuring the design and testability</b>	Sequential logic design implementation and Design for testability.
<b>CO3: Ruminating the control unit</b>	Demonstrate control unit operations and conceptualize instruction level parallelism
<b>CO4: To imbibe memory and addressing modes</b>	Categorize memory organization and explain the function of each element of a memory hierarchy
<b>CO5: Understanding the CPU design</b>	Identify and compare different methods for computer I/O assembly

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	2	1	-	3	2	2	1	1	-
<b>CO2:</b>	1	2	2	1	2	1	3	1	1
<b>CO3:</b>	3	2	2	2	2	3	1	2	-
<b>CO4:</b>	-	1	1	3	2	1	1	1	-
<b>CO5:</b>	2	2	1	3	-	-	1	1	-

Course Outcome	Description
<b>CO1: Fundamental Learning C language Environment</b>	Familiar with programming environment with C Program structure.
<b>CO2: Enhancement Skills in Decision and Control Statements</b>	Ability to understand the Control Structure and function with code example.
<b>CO3: Experimental Learning of structure data types and its programs</b>	Aware about storage class specifier, Arrays and String concepts.
<b>CO4: Dealing with pointers in C</b>	Understand the concepts of pointer, memory allocations techniques, structure and unions.
<b>CO5: Understand and implementation of various file operations</b>	Managing File operations, file handling functions and graphics functions.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	-	1	2	3	1	-	-	-	-
<b>CO2:</b>	1	2	3	1	2	2	2	2	-
<b>CO3:</b>	2	1	3	3	2	3	2	2	1
<b>CO4:</b>	1	2	2	2	3	3	3	2	-
<b>CO5:</b>	1	3	3	-	2	3	2	2	1

Course Outcome	Description
<b>CO1:Fundamenatls of system software and Architectures</b>	To understand the basics of system software and machine architecture with examples.
<b>CO2:To gain the knowledge of Assemblers</b>	Ability to learn basics Assembler functions, Features and design options (pass-1 and pass-2 algorithms).
<b>CO3: Understand the various concepts of Loader and linkers.</b>	Definition, Functions , machine dependent and independent features.
<b>CO4: Experimental learning of various phases of macro processors.</b>	Descriptions of features with algorithms
<b>CO5: To understand basics of Compilers</b>	Inculcating the knowledge of functions, features and options of compiler

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	-	1	1	3	1	-	2	-	-
<b>CO2:</b>	1	2	3	2	3	2	1	-	1
<b>CO3:</b>	2	2	1	2	2	2	2	-	-
<b>CO4:</b>	1	2	1	2	3	2	3	-	-
<b>CO5:</b>	1	2	3	3	2	3	2	1	-

Course Outcome	Description
<b>CO1: Understand the concept of memory management and algorithm techniques</b>	Understand and remember algorithms and its analysis procedure, methods impact the performance of program and Searching Techniques
<b>CO2: Ability to understand different sorting and searching techniques</b>	Able to understand and analyze elementary algorithms: sorting, searching and hashing
<b>CO3: Understanding the basic data structure and its operations</b>	Introduce the concept of data structures through ADT ,stack,queue,Linear List, Linked List
<b>CO4: Understand and implement the concept of linear Data structure with Pseudo Algorithm</b>	To make students familiar with Design and implement the data structures such as linked list, stack, queue using array and how to work with recursive algorithms
<b>CO5:Understand and implement the concept of Non linear Data structure</b>	To understand the concept of tree and graphs by using C as the programming language using static or dynamic implementations

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	1	2	2	3	2	2	2	2	-
<b>CO2:</b>	2	2	3	2	3	2	3	3	-
<b>CO3:</b>	3	2	3	3	3	3	2	2	-
<b>CO4:</b>	2	2	3	3	2	3	2	2	1
<b>CO5:</b>	2	3	3	3	2	3	2	2	-

Course Outcome	Description
<b>PCO1: Implementation of basic programs</b>	The students will learn about Simple C Programs with basics like data types, functions.
<b>PCO2:An ability to implement conditional and controls statements</b>	Learn the ability to implement various concepts like area of different shapes , quadratic equations and sorting techniques
<b>PCO3:Attain the knowledge of Strings ,pointers and structures.</b>	An ability to implement string functions, pointers and structures
<b>PCO4: Demonstration of pointers with array and files</b>	Learning the program implementation of array of pointers, and Matrices

### Mapping of CO's with PO's and PSO's

PCOS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>PCO1:</b>	1	2	2	2	1	2	2	-	-
<b>PCO2:</b>	2	3	2	3	3	2	2	2	-
<b>PCO3:</b>	3	2	3	3	2	3	3	2	-
<b>PCO4:</b>	3	3	2	3	2	3	2	3	-



<b>Course Outcome</b>	<b>Description</b>
<b>CO1:Ability to implement the basics of Data Structure</b>	Select appropriate data structures as applied to specified problem definition.
<b>CO2: An state of arts to implements the various Data structure operations</b>	Implement operations like searching, insertion, and deletion, traversing mechanism etc. on various data structures.
<b>CO3: Ability to implement on Stack, queues and linked list concepts</b>	Students will be able to implement linear and Non-Linear data structures.
<b>CO4: Implementation of various Searching and sorting techniques</b>	Implement appropriate Insertion sorting/Linear, Sentinel searching technique for given problem.
<b>CO5: Implementation Non Linear Data Structure and its operations</b>	Design advance data structure using Non-Linear data structure like Trees and Graphs.
<b>CO6: implementation of stack applications using stack methods</b>	Design and implement the Application of stack- Reversing a series, conversion from Decimal to Binary, Postfix evaluation, transformation and others.
<b>CO7:State of art to implement Menu Drive Operations</b>	To implement the Menu Driven program for Stack, Linked List, queues, trees, and graph other techniques.
<b>CO8: Understanding the concept of Searching techniques</b>	To implement Different searching techniques like BFS and DFS

**Mapping of CO's with PO's and PSO's**

<b>PCOS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>PCO1:</b>	2	2	2	3	2	3	2	-	-
<b>PCO2:</b>	2	3	2	2	3	3	3	-	-
<b>PCO3:</b>	1	2	3	3	1	3	1	-	-
<b>PCO4:</b>	3	2	3	2	2	3	1	-	-
<b>PCO5:</b>	2	2	3	2	3	3	2	2	-
<b>PCO6:</b>	1	2	3	2	2	3	2	2	-
<b>PCO7:</b>	2	3	3	2	3	2	2	2	-
<b>PCO8:</b>	2	2	3	2	2	2	2	1	-

**Paper:16MScCS18 Subject:Self Study (JavaScript & Web Technology)**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:Understand the java script basics</b>	Ability to understand environment of Java Script
<b>CO2:Embedding the JS in HTML</b>	To understand the java scripts and HTM Documents.
<b>CO3: Learning the significance of Dynamic coding.</b>	An ability to learn Dynamic Documents with JavaScript.
<b>CO4:Understand the knowledge of basics of Internetwork</b>	To understand Environment of Web Foundations, Evolution of the websevers and browsers.
<b>CO5:Learning the basics of XML, CSS and CGI</b>	An ability to understand XML documents with different styles and concepts of Perl and CGI.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	2	2	3	2	2	2	3	2	-
<b>CO2:</b>	3	2	3	2	3	3	2	3	-
<b>CO3:</b>	2	3	2	3	3	3	2	1	-
<b>CO4:</b>	1	1	1	3	1	1	1	2	-
<b>CO5:</b>	2	2	3	3	2	3	2	3	-

## Semester – II

### Paper:16MScCS21 Subject:Object Oriented Programming with C++

Course Outcome	Description
<b>CO1:Ability to learn the concept of OOP's.</b>	Understand the procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects.
<b>CO2:To Deduce the knowledge of memory management functions</b>	Understand dynamic memory management techniques using pointers. Etc
<b>CO3:Attaining the knowledge of Constructor,destructor anfd functions.</b>	Understanding the usage of constructors, destructors, function overloading, operator overloading, virtual functions and polymorphism.
<b>CO4:Implementation of Inheritance, Exception handling.</b>	Classify inheritance with the understanding of early and late binding, usage of exception handling, generic programming and C++ I/O system basics.
<b>CO5:Gain the knowledge of Standard Template library</b>	Ability to learn about Standard Template library and iterators.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	1	1	1	1	2	1	1	1	-
<b>CO2:</b>	1	1	2	2	2	3	2	2	-
<b>CO3:</b>	2	1	2	2	2	1	1	1	-
<b>CO4:</b>	3	3	3	2	3	3	3	2	-
<b>CO5:</b>	1	2	3	1	2	1	2	2	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Deduce the basics of dbms</b>	Understand the fundamental elements of relational database management systems
<b>CO2: Understand the relational model.</b>	Explain the basic concepts of relational data model, entity-relationship model, relational database design, relational algebra and SQL.
<b>CO3: Understand the issues in designing the ER model</b>	Design ER-models and convert the ER-model to relational tables, populate relational database and formulate SQL queries on data.
<b>CO4: An ability to normalize the database</b>	Improve the database design by normalization.
<b>CO5: Understand the database structuring.</b>	Familiar with basic database storage structures and access techniques: file and page organizations, indexing methods including B tree, and hashing.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	3	1	1	1	1	-	-
<b>CO2:</b>	2	2	3	1	1	2	1	-	-
<b>CO3:</b>	1	1	1	2	2	2	2	-	-
<b>CO4:</b>	2	3	3	3	2	3	3	2	-
<b>CO5:</b>	2	2	3	3	3	3	2	3	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:Deduce the basics of OS</b>	Understand the process management policies and scheduling of processes by CPU.
<b>CO2:Understand the process synchronization</b>	Evaluate the requirement for process synchronization and coordination handled by operating system.
<b>CO3:Understand the memory management</b>	Understand and analyze the memory management and its allocation policies.
<b>CO4: Understand the significance of storage management.</b>	Identify use and evaluate the storage management policies with respect to different storage management technologies.
<b>CO5:Ability to manage any OS</b>	Identify the need to create the special purpose operating system.

### **Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	1	2	1	1	1	-	-
<b>CO2:</b>	1	1	1	2	1	1	1	-	-
<b>CO3:</b>	2	2	1	2	2	2	2	1	-
<b>CO4:</b>	2	1	2	2	3	2	1	2	-
<b>CO5:</b>	1	2	3	2	2	2	2	3	-

**Paper:16MScCS24 Subject:Data Communications and Networks**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:</b> An ability to learn the basics of a data communications system and network models	Gaining the knowledge of Networks, Internet,OSI and TCP/IP protocols and addressing
<b>CO2:</b> Understand the concepts of Data and signal.	Deduce the Periodic analog and digital signals, Transmission impairments, digital transmission and transmission modes.
<b>CO3:</b> Gaining the knowledge of Physical layers and media.	Learning Analog transmission Signal Conversion and Transmission Media.
<b>CO4:</b> Understand the concepts of Switching and telephone networks.	Describing different types of Switching, telephone networks, Modems, Digital Subscriber Line, Cable – tv networks
<b>CO5:</b> An ability to learn about the various error detection and correction schemes	Getting the knowledge of error detection and correction , Data Link Control and Multiple Access.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	2	2	3	1	1	1	-	-
<b>CO2:</b>	1	1	2	3	1	1	1	1	-
<b>CO3:</b>	1	1	1	2	1	1	2	2	-
<b>CO4:</b>	1	1	2	3	2	2	3	3	-
<b>CO5:</b>	3	2	3	3	3	3	3	3	-

## 16MScCS26 OOP with C++ Programming Lab.

Course Outcome	Description
<b>CO1:Implementaion of class concepts .</b>	An ability to learn the procedural and object oriented paradigm with concepts of control structures, classes, functions, data and objects.
<b>CO2:Implementation of features of OOP's</b>	To understand the concept of function overloading, operator overloading, virtual functions and polymorphism.
<b>CO3:Demonstration of polymorphism</b>	Classify inheritance with the understanding of early and late binding, usage of exception handling, generic programming.
<b>CO4:Demonstration of Templates, I/O files and STL</b>	Demonstrate the use of various OOPs concepts with the help of Templates, IO files and STL.
<b>CO5:Signifince of algorithm with practical approach</b>	To learn about the design and analysis of algorithm

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>PCO1:</b>	1	1	2	3	2	3	2	2	-
<b>PCO2:</b>	2	2	1	2	2	2	2	1	-
<b>PCO3:</b>	1	1	2	2	2	2	2	1	-
<b>PCO4:</b>	2	2	3	3	2	3	2	1	-
<b>PCO5:</b>	3	2	3	3	3	2	3	3	-

**Paper:16MScCS27 Subject: Visual Programming and DBMS Lab.**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:Implementation of GUI controls simple programs</b>	Design and implement simple calculator, color change, word count and word search using various looping statements.
<b>CO2: Implementation of advanced controls through GUI</b>	Design and implement menu function of uploading picture by common dialogue box, Design and implement on conversion Decimal to fraction
<b>CO3: Designing and testing the different validation techniques</b>	Designing page for validation control by declaring various concepts, forms, comments and controls
<b>CO4:Building two tier applications</b>	Expertise the concept by the technology (MySQL/PostgreSQL) and Familiarize the commands under DML and DDL.
<b>CO5: Implementation of integrity constraints through application</b>	Understand the vitality of integrity constraints.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>PCO1:</b>	1	1	1	2	1	1	1	-	-
<b>PCO2:</b>	2	2	2	3	2	2	2	2	-
<b>PCO3:</b>	3	2	3	3	2	3	2	2	-
<b>PCO4:</b>	3	3	3	3	3	3	3	3	-
<b>PCO5:</b>	3	3	3	3	3	2	3	3	-



## 16MScCS28 Self Study: (Statistical Methods and Graph Theory)

Course Outcome	Description
<b>CO1: To understand the Basic Concepts of Graph</b>	An ability to understand the Basic Concept of Graph theory, Connectivity and paths
<b>CO2: State of an arts to understand Real world application</b>	To understand the concepts of graph coloring and real word application.
<b>CO3: To learn about different techniques</b>	To learn about the Description of data, various plots and filtering techniques.
<b>CO4: Understanding the Correlations and regression</b>	An ability to understand Correlations and Regression concepts.
<b>CO5: Understand the Different testing methods</b>	A state of art of sampling methods and Hypothesis testing techniques.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	1	1	2	2	2	1	1	-	-
<b>CO2:</b>	2	2	2	3	2	1	1	2	-
<b>CO3:</b>	2	2	3	3	2	2	2	2	-
<b>CO4:</b>	2	2	2	3	2	2	2	3	-
<b>CO5:</b>	2	3	2	3	3	2	2	2	-

## Semester - III

Paper:17MScCSCS3.1

Subject: Software Engineering

Course Outcome	Description
<b>CO1:Introduction to Software Engineering</b>	To understand the nature of Software Engineering, and software life cycle, Process models & also the emergent and non-emergent properties of the software.
<b>CO2:Gaining the knowledge of requirements System models</b>	Ability to learn about Software Requirements Specification, System Models, Critical systems & formal systems Specification.
<b>CO3:Understand the significance of Software design</b>	To understand the concept & principles of software design & principles of effective user interface.
<b>CO4: Ability to understand Software development methods.</b>	Ability to understand Rapid Software Development, reuse of software, Component based software engineering and software evolution.
<b>CO5:Attain the knowledge of verification , Validation and management.</b>	To know the basics of testing and understanding the concept of software quality management, software cost estimation and software configuration management process.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	3	1	1	3	1	1	1	2	-
<b>CO2:</b>	2	2	1	3	2	2	2	3	-
<b>CO3:</b>	2	2	3	3	1	2	2	3	-
<b>CO4:</b>	3	2	2	3	2	3	2	3	2
<b>CO5:</b>	3	3	3	2	3	3	3	3	-

**Paper:17MScCSCS3.2 Subject:Computer Networks and Security**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: perceive the basics and applications of networking</b>	Understand network architectures and classifications, different networking protocols.
<b>CO2: Learning the vitality of layers in protocol suite</b>	Understand the functions of each layer in OSI and TCP/IP model.
<b>CO3: Learning the network management protocols</b>	Understand various network applications, and network security considerations.
<b>CO4: Ability to understand the routing protocols</b>	Understand network security services and mechanisms and Classify the routing protocols and analyze how to assign the IP addresses for the given network.
<b>CO5:Study the Significance of security</b>	Various network security applications, IPSec, Firewall, IDS, Web security, Email security, and Malicious software etc.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	2	2	1	1	1	-	-
<b>CO2:</b>	1	1	1	3	2	1	1	2	-
<b>CO3:</b>	1	2	1	2	1	2	1	1	-
<b>CO4:</b>	2	1	2	3	3	3	3	2	-
<b>CO5:</b>	2	2	1	3	2	3	2	3	-

**Paper:17MScCSCS3.3 Subject:Object Oriented Programming in Java:**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Ability to understand the environment of Java programming language</b>	Understand how to design, implement, test, debug, and document programs that use basic data types and computation, simple I/O, conditional and control structures, string handling and functions, arrays, different type of methods with implementation.
<b>CO2: To understand the concepts, principles and demonstrations on different methods and packages.</b>	Discuss the principles of inheritance, interface and packages and demonstrate through problem analysis assignments how they relate to the design of methods, abstract classes and interfaces and packages.
<b>CO3: Learning the importance of different Mechanisms</b>	Understand importance of Multi-threading & different exception handling mechanisms.
<b>CO4: Ability to understand Frame work Collections with file operations.</b>	Learn the experience of Frame work collection in java and handling with file operations.
<b>CO5: Ability to learn the real world Applications with different Techniques.</b>	Understand Java Swings for designing GUI applications, container, layout management Java using applet and AWT that respond to different user events.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	2	2	1	2	1	2	2	1	-
<b>CO2:</b>	2	2	2	3	2	2	2	2	1
<b>CO3:</b>	3	2	2	3	2	3	2	2	-
<b>CO4:</b>	3	2	3	3	2	3	3	2	-
<b>CO5:</b>	3	2	3	1	2	2	2	1	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: To understand the basics of webpage development.</b>	Understand, analyze and apply the role of languages like HTML, CSS, XML, JavaScript & protocols in the workings of web and it's applications.
<b>CO2:An ability to learn the concept of PHP and database connectivity.</b>	Creation of server side scripting, Installation of PHP and Using PHP/MYSQL, students will learn about developing web applications.
<b>CO3:To attain the basics of Ruby programs</b>	To learn about Ruby on Rails, it provides a lot of code, making it quick and simple to create skeletal applications that are both highly customizable and extendable.
<b>CO4:Deduce the knowledge of JDBC connectivity</b>	An ability to learn about JDBC implementations, Networking and servelets.
<b>CO5:Learning the simple concept of AJAX</b>	Understand the basics of AJAX and Rails with AJAXand program implementations.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	2	2	3	2	1	1	1	-
<b>CO2:</b>	2	2	3	2	3	3	3	3	-
<b>CO3:</b>	2	2	3	2	3	3	2	3	-
<b>CO4:</b>	3	2	3	2	3	3	3	3	-
<b>CO5:</b>	2	2	3	1	2	2	2	2	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Fundamentals of IoT</b>	Interpret the vision of IoT from a global context.
<b>CO2:Ability to learn the design methodology and application programming</b>	Determine the Market perspective of IoT.Python programming
<b>CO3: Understanding Raspberry-PI</b>	Compare and Contrast the use of Devices, Gateways and Data Management in IoT.
<b>CO4: Understanding the GALILEO/ARDUINO</b>	Implement state of the art architecture in IoT.
<b>CO5: Learning various realtime applications</b>	Illustrate the application of IoT in Industrial Automation and identify Real World Design Constraints.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	2	2	3	2	2	2	2	-
<b>CO2:</b>	1	2	2	3	2	2	2	1	-
<b>CO3:</b>	2	3	3	2	3	3	3	2	-
<b>CO4:</b>	3	2	3	3	2	2	2	3	-
<b>CO5:</b>	3	2	3	2	2	3	2	2	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: To attain the knowledge of webpage development.</b>	An ability to design WebPages or web documents using XHTML,CSS and JavaScript languages.
<b>CO2:To learn the implementation of PHP programs</b>	An ability to learn PHP Programs and maintain database which will help to develop mini projects.
<b>CO3:An ability to learn the basics of servelets and jsp</b>	Understand and implement the advanced concepts of JAVA such as Servelets & JSP to create dynamic Web Pages.
<b>CO4:Understand the concept of JDBC and MYSQL.</b>	An ability to maintain database in application using JDBC and MYSQL.
<b>CO5: To attain the knowledge of Ruby on rails programs</b>	An ability to develop application software using RUBY on Rails.

**Mapping of CO's with PO's and PSO's**

<b>PCOS/PO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>PCO1:</b>	1	2	2	3	2	1	1	1	-
<b>PCO2:</b>	3	2	3	2	3	3	3	3	-
<b>PCO3:</b>	2	2	2	2	3	3	2	2	-
<b>PCO4:</b>	3	2	3	2	3	3	3	3	-
<b>PCO5:</b>	2	2	3	3	2	2	2	2	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Understand the basics</b>	Expertise the basics of programming construct.
<b>CO2:Ability to learn best programming practices</b>	Understand the significance of overloading and overriding.
<b>CO3:Gaining the knowledge of GUI</b>	Understand the significance of exception handling and exercising the skills of GUI in java.
<b>CO4: Ability to build network applications</b>	Upgrade the skills of networking (TCP and UDP).
<b>CO5: Ability to develop Network management protocols.</b>	Simulate the network protocols (PING, ARP, ECHO etc.) and Implementation of File server.

**Mapping of CO's with PO's and PSO's**

<b>PCOS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>PCO1:</b>	2	2	1	3	1	1	1	2	-
<b>PCO2:</b>	2	1	3	2	3	3	2	2	-
<b>PCO3:</b>	3	2	3	2	2	2	3	3	-
<b>PCO4:</b>	3	2	2	3	2	3	2	2	-
<b>PCO5:</b>	3	2	3	2	3	3	3	2	-



## Semester - IV

Paper:17MScCSCS4.1

Subject: Optimization Techniques

Course Outcome	Description
<b>CO1: Understand the operational research models.</b>	Identify and develop operational research models from the verbal description of the real system.
<b>CO2: An ability to solve optimization problems</b>	Understand the mathematical tools that are needed to solve optimization problems.
<b>CO3:To familiarize the SPSS software</b>	Use mathematical software to solve the proposed models.
<b>CO4: Understand and analyze the network models</b>	Develop a report that Understands the network model using solving technique like CPM andPERT
<b>CO5: Understand and analyze the results and ability to make decisions</b>	Develop a report that Understands the model and the solving technique, analyse the results and propose recommendations in language understandable to the decision-making.

### Mapping of CO's with PO's and PSO's

COS/PO'S PSO'S	PO1	PO2	PO3	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
<b>CO1:</b>	2	1	-	3	3	2	3	-	-
<b>CO2:</b>	3	2	-	3	3	3	2	-	-
<b>CO3:</b>	3	3	3	1	2	3	2	3	-
<b>CO4:</b>	2	2	1	1	1	2	1	-	-
<b>CO5:</b>	2	1	1	-	2	2	2	2	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Learning the basic concept of Data Mining.</b>	Understand the functionality and related technologies of the various data mining techniques, Knowledge representation methods and its application.
<b>CO2:Understand the concept of Data warehouse, OLAP and Preprocessing</b>	Appreciate the strengths and limitations of various data mining and data warehousing models, Data Pre-Processing and Data mining Representation.
<b>CO3:Learning the Attribute-oriented analysis.</b>	Explain the analyzing techniques and algorithms of various data
<b>CO4: Attaining the knowledge of algorithms with WEKA Tool</b>	Understand different methodologies used in data mining and data ware housing with different algorithms and its prediction.
<b>CO5:The concept of evaluations and Experiments' with techniques</b>	Compare and evaluate different approaches of data ware housing and data mining with experiments, methods and technologies.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	1	3	1	1	1	-	-
<b>CO2:</b>	1	2	1	3	2	2	1	1	-
<b>CO3:</b>	1	2	3	1	3	3	2	3	-
<b>CO4:</b>	2	3	2	3	2	2	2	3	-
<b>CO5:</b>	2	3	2	1	2	2	3	3	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: To understand the Digital Image Fundamentals.</b>	Review the fundamental concepts of a digital image processing system.
<b>CO2: Ability to learn Image Enhancement in Spatial Domain</b>	Analyze images in the spatial domain using various transforms.
<b>CO3: Ability to understand &amp; learn Image Enhancement in Frequency Domain</b>	Understand the concepts of images in the Frequency domain using various transforms.
<b>CO4: To attain the Knowledge of image restoration</b>	Evaluate the techniques for image enhancement and image restoration and color processing.
<b>CO5: To understand the Concept and techniques of Image Segmentation</b>	Evaluate the techniques for image enhancement and image segmentation and morphological processing.

### Mapping of CO's with PO's and PSO's

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	2	1	3	1	1	1	-	-
<b>CO2:</b>	2	2	2	2	2	2	3	3	-
<b>CO3:</b>	3	3	3	1	3	3	2	3	-
<b>CO4:</b>	3	3	3	1	2	3	2	2	-
<b>CO5:</b>	1	2	3	-	2	2	2	3	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: An ability to learn the basic concepts of Computer graphics.</b>	To provide comprehensive introduction about Computer Graphics System, different design algorithms.
<b>CO2: Understand 2D transformations and clipping algorithm.</b>	To make the students familiar with 2D Graphics transformations, 2D viewing techniques of clipping algorithms.
<b>CO3: To attain the concept of 3D Concepts.</b>	To provide detail knowledge about 3D object representation with different surfaces and 3D Geometric transformation.
<b>CO4: An ability to learn visible surface detection methods</b>	Understanding of visible surface detection methods like classification, back-face detection, depth-buffer, scan-line etc.
<b>CO5: To understand the computer animation.</b>	The Computer Graphics course prepares students for activities involving in animation.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	1	3	3	1	1	1	-
<b>CO2:</b>	2	2	3	2	3	3	3	3	2
<b>CO3:</b>	2	2	3	2	3	3	3	3	2
<b>CO4:</b>	2	3	1	2	3	1	3	2	-
<b>CO5:</b>	2	2	3	1	2	3	2	3	-

**Paper:17MScCSCS4.5 Subject: Object Oriented Analysis and Design using UML:**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:To understand the basic concept of OOPS.</b>	An ability to apply knowledge of OOPs concepts in Object Oriented Design.
<b>CO2: Learn to apply the UML notations and different types of diagrams.</b>	An ability to analyze the case study and apply the UML notations and also apply a class diagram, object diagram, activity diagram and state for user requirements.
<b>CO3:An ability to learn diagrams and developing components.</b>	To understand and learn about Architecture diagram, deployment diagrams and Interface diagrams to develop components of applications.
<b>CO4:To learn the significance of encapsulation and Cohesion.</b>	An ability to get the knowledge of Encapsulation Cohesion which will help to develop Software.
<b>CO5:To understand the significance of diagrams</b>	Apply component and deployment diagram for based on Requirements

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	1	1	1	3	1	1	1	-	-
<b>CO2:</b>	1	1	2	2	1	2	2	2	-
<b>CO3:</b>	2	2	3	1	2	2	2	2	-
<b>CO4:</b>	1	1	2	2	2	1	1	2	-
<b>CO5:</b>	2	1	1	3	2	3	2	1	-

**Paper:17MScCSCS4.6 Subject: Computer Graphics Lab:**

<b>Course Outcome</b>	<b>Description</b>
<b>CO1:An ability to learn to implement simple interaction programs</b>	Understand and learn about drawing the basic primitives, mouse interaction events and line and ellipse drawing algorithms.
<b>CO2:To deduce the different algorithms of filling</b>	An ability to learn about filling algorithms like flood fill and boundary fill.
<b>CO3: Understanding the 2D program implementations.</b>	To learn about area filling algorithms, and 2d transformations.
<b>CO4: To learn the curve generations and clipping.</b>	Understand to implement curve Generation and clipping algorithms
<b>CO5:to learn the vitality of animation and 3D Transformations.</b>	An ability to implement 3D transformations, Fractal Generations and program for Animation.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S PSO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>CO1:</b>	2	3	3	1	2	3	2	2	-
<b>CO2:</b>	2	3	2	2	3	3	3	2	-
<b>CO3:</b>	3	3	2	2	3	3	2	2	-
<b>CO4:</b>	2	3	3	2	3	3	2	3	-
<b>CO5:</b>	3	3	3	1	3	3	3	3	-

<b>Course Outcome</b>	<b>Description</b>
<b>CO1: Review the literature and develop solutions for framed problem statement.</b>	Plan, analyze, design and implement a software project or gather knowledge over the field of research and design or plan about the proposed work.
<b>CO2: Implement hardware and/or software techniques for identified problems.</b>	Demonstrate the ability to locate and use technical information and hardware requirement from multiple sources.
<b>CO3: Test and analyze the modules of planned project.</b>	Ability to implement the project, and apply testing methods to different modules.
<b>CO4: Write technical report and deliver presentation.</b>	Learn to work as a team and to focus on getting a working project done on time with each student being held accountable for their part of the project.
<b>CO5: Apply Software Engineering and management principles to achieve project goal.</b>	Learn about and go through the software development cycle with emphasis on different processes - requirements, design, and implementation phases.

**Mapping of CO's with PO's and PSO's**

<b>COS/PO'S</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>
<b>PSO'S</b>									
<b>PCO1:</b>	2	3	-	3	2	1	-	1	2
<b>PCO2:</b>	2	2	2	1	3	-	-	2	-
<b>PCO3:</b>	3	2	3	1	3	2	2	2	-
<b>PCO4:</b>	2	-	-	-	-	-	1	3	3
<b>PCO5:</b>	3	3	3	-	2	3	1	3	-

# Evaluation Mapping -Theory

**Evaluation Pattern :** 20 Marks Internal Assessment Test  
80 Marks University End Examination

**Question Paper Pattern:** 16 Marks Each, questions of any of these Combinations like  
2, 4,5,6,8,12,16 Marks  
2 Marks(Objective)  
5 Marks(Descriptive)  
4,8,10,12,18 Marks(Numerical/Analytical/Descriptive and Programs)

**Parameters of Patterns:**

1. Skill Based
2. Understanding
3. Logical Ability
4. Numerical/Analytical
5. Descriptive/Diagram
6. Programming Skills

## **Evaluation Mapping**

Sl.No	Parameter	Percentage
1	Skill Based	10%
2	Understanding	15%
3	Logical Ability	5%
4	Numerical/Analytical	15%
5	Descriptive/Diagram	20%
6	Programming Skills	35%
		100%



## Evaluation Mapping – Practical

**Evaluation Pattern:** 20 Marks Internal Assessment Test  
80 Marks University End Examination

Writing of Programs : 30 Marks ( Each Program carries 15 Marks)

Execution of programs: 30Marks (Each program carries15 marks)

Viva-Voce : 10Marks

Journal / Laboratory Report: 10Marks

Total : 80Marks

### **Evaluation Mapping:**

Sl.No	Parameter	Percentage
1	Skill Based	10%
2	Understanding	15%
3	Logical Ability	5%
4	Numerical/Analytical	15%
5	Descriptive/Diagram	20%
6	Programming Skills	35%
		100%

## Evaluation Mapping – Project Work

**Evaluation Pattern:** 20 Marks Internal Assessment Test  
80 Marks University End Examination

**Question Paper Pattern:** Dissertation : 35 Marks  
S/W Demo/Presentation : 35 Marks  
Viva – Voce : 10 Marks  
Total Marks : 80 Marks

**Parameters of Patterns:** 1. Skill Based  
2. Understanding  
3. Logical Ability  
4. Numerical/Analytical  
5. Descriptive/Diagram  
6. Programming Skills

**Evaluation Mapping:**

Sl.No	Parameter	Percentage
1	Skill Based	25%
2	Understanding	15%
3	Analytical / Logical Ability	10%
4	Descriptive/Diagram	15%
5	Programming Skills	35%
		100%

  
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