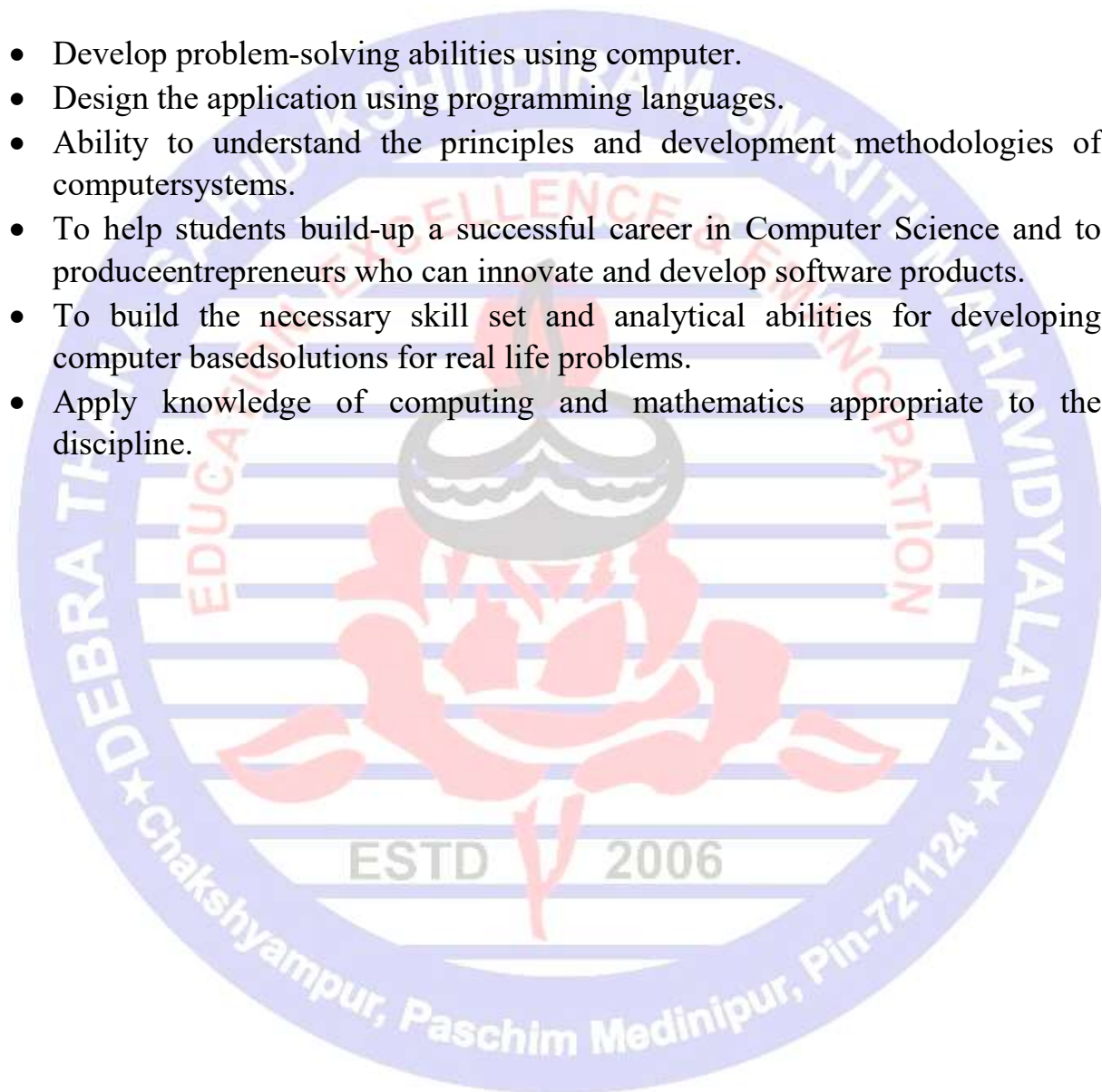


## B. Sc. General in Computer Science

### Programme Specific Outcome (PSO)

By the end of the program B. Sc. General in Computer Science, the student will be able to:

- Develop problem-solving abilities using computer.
- Design the application using programming languages.
- Ability to understand the principles and development methodologies of computersystems.
- To help students build-up a successful career in Computer Science and to produceentrepreneurs who can innovate and develop software products.
- To build the necessary skill set and analytical abilities for developing computer basedsolutions for real life problems.
- Apply knowledge of computing and mathematics appropriate to the discipline.



## Course Outcome (CO)

### **COSGCC01: Problem Solving using Computers**

**Outcomes:** The course is designed to provide knowledge of Python. Students will be able to develop logics which will help them to create programs, applications.

After the completion of this course, the students will be able to know the following:

- Understand basic planning of the computer program.
- Fundamentals of Python language.
- Loop Control Structures, Functions.
- Basic syntax of Python language.
- Iterations and Recursion.
- Lists, Strings, Dictionary.
- Object oriented programming using python.
- Searching and sorting.
- Ability to read, write and debug programs.

### **COSGCC01: Problem Solving using Computers Lab.**

**Outcomes:** Students will be able to know the following:

- Understand the concept of data types, loops, functions, lists, string.
- Analyse problems, errors and exceptions.
- Apply programming concepts to compile and debug python programs to find solutions.
- Understand the various object oriented programming.

### **COSGCC02: Database Management System**

#### **Outcomes:**

This course is intended to provide you with an understanding of the current theory and practice of database management systems. To help you more fully appreciate their nature, the course provides a solid technical overview of database management systems, using a current database product as a case study. In addition to technical concerns, more general issues are emphasized. These include data independence, integrity, security, recovery, performance, database design principles, and database administration.

At the completion of this course, students should be able to do the following:

- Understand the role of a database management system in an organization.
- Understand basic database concepts, including the structure and operation of the relational data model.
- Construct simple and moderately advanced database queries using Structured Query Language (SQL).
- Understand and successfully apply logical database design principles, including E-R diagrams and database normalization up to BCNF.
- Design and implement a small database project using SQL.
- Understand the concept of a database transaction and related database facilities, including concurrency control, journaling, backup and recovery, and data object locking and protocols.

### **COSGCC02: Database Management System Lab**

**Outcome:** Students will be able to know  
**Structured Query Language**

- Creating a Database  
Creating a Table  
Specifying Relational Data Types  
Specifying Constraints  
Creating Indexes
- Table and Record Handling  
INSERT statement  
Using SELECT and INSERT together  
DELETE, UPDATE, TRUNCATE statements  
DROP, ALTER statements
- 3. Retrieving Data from a Database  
The SELECT statement  
Using the WHERE clause  
Using Logical Operators in the WHERE clause  
Using IN, BETWEEN, LIKE, ORDER BY, GROUP BY and HAVING clause

### **COSGCC03: Operating System**

**Outcomes:** After completion of the course, students will learn the following:

- The basics of operating systems like kernel, shell, types and views of operating systems.
- Describe the various CPU scheduling algorithms and removed deadlocks.
- Explain various memory management techniques and concept of thrashing.
- Use disk management and disk scheduling algorithms for better utilization of external memory.
- Recognize file system interface, protection and security mechanisms.
- Explain the various features of OS like UNIX, Linux, window setc.
- The basics of cloud computing on Linux system.
- Policy mechanism, Authentication, Internal access Authorization.

### **COSGCC03: Operating System Lab**

**Outcomes:**

- Demonstrate the installation process of various operating systems.
- Implement virtualization by installing Virtual Machines software.
- Apply UNIX/LINUX operating system commands.
- Implement various types of scheduling algorithms.
- Implementation of various system calls.

- Understand different UNIX/LINUX shell scripts and execute various shell programs.

### **COSGSEC-1: HTML Programming**

#### **Outcomes:**

Student will learn HTML is the standard markup language for Web pages. With HTML you can create your own Website.

- Use knowledge of HTML and CSS code and an HTML editor to create personal and/or business websites following current professional and/or industry standards.
- Use critical thinking skills to design and create websites.
- Use stand-alone FTP program to upload files to a web server.

### **COSGSEC-1: HTML Programming (Lab)**

#### **Outcomes:**

- Completion of a multi-page website
- Use knowledge of HTML and CSS code and an HTML editor to create personal and/or business websites following current professional and/or industry standards.
- Use critical thinking skills to design and create websites.
- Use stand-alone FTP program to upload files to a web server.

### **COSGCC-04: Computer System Architecture**

#### **Outcomes:** Students will be able to know the following

- Computer architecture helps to understand the basic concepts and structure of computers.
- After completion of the course, students will learn the following:
  - Understand the theory and architecture of central processing unit.
  - Analyse some of the design issues in terms of speed, technology, cost, performance.
  - Design a simple CPU with applying the theory concepts.
  - Use appropriate tools to design, verify and test the CPU architecture.
  - Learn the concepts of parallel processing, pipelining and inter-processor communication.
- Understand the architecture and functionality of central processing unit.
- Exemplify in a better way the I/O and memory organization.
- Define different number systems, binary addition.

### **COSGCC-04: Computer System Architecture (Practical)**

#### **Outcomes:**

- Minimize the Boolean algebra and design it using logic gates.
- Analyse and design combinational circuit.
- Realize given function using combinational circuit.
- Design and develop sequential circuits
- Students will be able to understand the organizational concept of a CPU and its components.
- Students will be able to use the concept of registers, set, counters and many memory elements with the application of memory organization.
- Students will be able to learn the concept of addressing, instruction sets, machine cycle, C

- PU to memory fetching, bus organization etc.
- Students will be able to learn about the instruction format and instruction module.
- Students will be able to understand the overall concept of CPU and its essential components mainly ALU, Registers, CU and their sub components.

## **COSGSEC-2: PHP Programming**

**Outcomes:** After successful completion of this course, students will be able to:

- Write PHP scripts to handle HTML forms.
- Write regular expressions including modifiers, operators, and Metacharacters.
- Create PHP programs that use various PHP library functions, and that manipulate files and directories.
- Analyze and solve various database tasks using the PHP language.
- Analyze and solve common Web application tasks by writing PHP programs.

## **COSGDSE-01: Programming in Java**

**Outcomes:** Java is the most famous platform, which is used to develop several applications for the systems as well as embedded devices like mobile, laptops, tablets and many more. It is an object oriented programming language. There is huge scope for this programming language.

After completion of the course, students will be able to understand the following:

- Able to understand the use of OOPs concepts.
- Able to solve real world problems using OOP techniques.
- Able to understand the use of abstraction.
- Able to understand the use of Packages and Interface in java.
- Able to develop and understand exception handling, multithreaded applications with synchronization.

## **COSGDSE-01: Programming in Java (Practical)**

**Outcomes:** Students will be able to know the following:

- Implement Object Oriented programming concept using basic syntaxes of control Structures, strings and function for developing skills of logic building activity.
- Identify classes, objects, members of a class and the relationships among them needed for finding the solution to specific problem.
- Demonstrate how to achieve reusability using inheritance, interfaces and packages and describes faster application development can be achieved.
- Demonstrate understanding and use of different exception handling mechanisms and concept of multithreading for robust faster and efficient application development.
- Identify and describe common abstract user interface components to design GUI in Java using Applet & AWT along with response to events.
- Identify, Design & develop complex Graphical user interfaces using principal Java Swing classes based on MVC architecture.

## **COSGDSE-02: E-Commerce Technologies**

**Outcomes:** After successfully completing this course, students should be able to:

- Demonstrate an understanding of the foundations and importance of eCommerce
- Demonstrate an understanding of the impact of eCommerce on business models and strategy
- Describe Internet trading relationships including Business to Consumer, Business-to-Business, Intra-organizational.
- Describe the infrastructure for eCommerce
- Demonstrate an understanding of eCommerce related programming, database, and networking issues.
- Recognize legal, global, privacy, security and risk management issues in eCommerce

