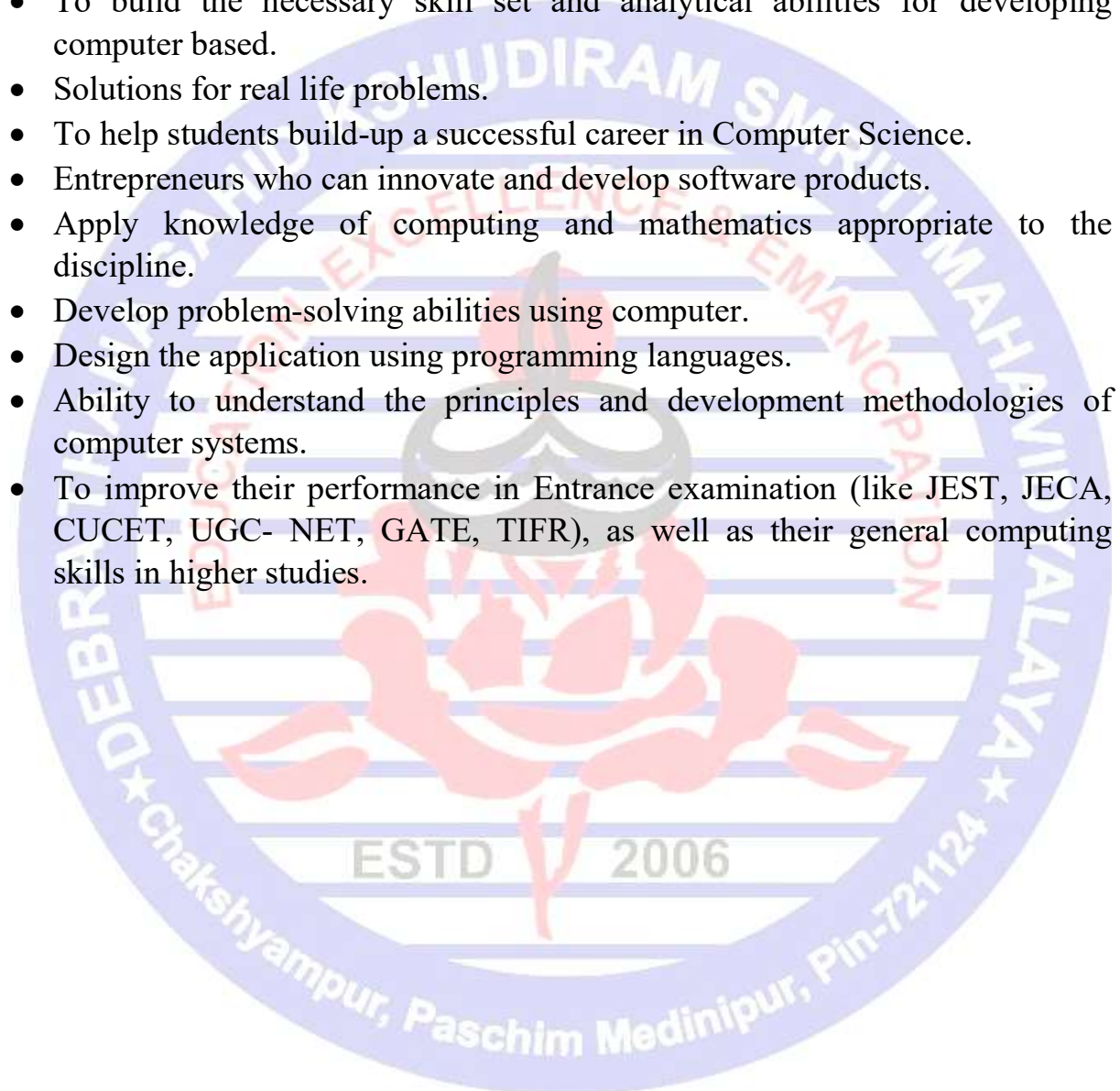


## B. Sc. Honours in Computer Science

### Programme Specific Outcome (PSO)

By the end of the program UG in Computer Science, the student will be able to:

- To build the necessary skill set and analytical abilities for developing computer based.
- Solutions for real life problems.
- To help students build-up a successful career in Computer Science.
- Entrepreneurs who can innovate and develop software products.
- Apply knowledge of computing and mathematics appropriate to the discipline.
- Develop problem-solving abilities using computer.
- Design the application using programming languages.
- Ability to understand the principles and development methodologies of computer systems.
- To improve their performance in Entrance examination (like JEST, JECA, CUCET, UGC- NET, GATE, TIFR), as well as their general computing skills in higher studies.



## Course Outcome (CO)

### **COSHCC-01: Programming Fundamentals using C/C++ (Theory)**

#### **Outcomes:**

The course is designed to provide knowledge of C & C++. 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 C and C++ concepts.
- Fundamentals of C language & Control Statements.
- Loop Control Structures & Arrays, Strings & Functions.
- Structure, Union, Pointers, File handling.
- Fundamentals of C++.
- Class & Object, Operator Overloading.
- Inheritance & Polymorphism.
- Exception handling & Templates
- Ability to read, write and debug elementary C and C++ code
- Obtain working knowledge of data types, basic operations, portability issues, standard programming

### **COSHCC-01: Programming Fundamentals using C/C++ (Practical)**

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

- Understand the concept of data types, loops, functions, array, pointers, string, structures and files.
- Analyse problems, errors and exceptions.
- Apply programming concepts to compile and debug programs to find solutions.
- Understand the difference between object-oriented programming and procedural-oriented programming language.
- Program using C++ features such as composition of objects, Operator overloading, inheritance, Polymorphism etc.
- Construct appropriate diagrams and textual descriptions to communicate the static structure and dynamic behaviour of an object-oriented solution.

### **COSHCC-02: Computer System Architecture (Theory)**

**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.

### **COSHCC-02: 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, CPU 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.

### **GE-1 (Interdisciplinary for other department)**

#### **GE-1: Computer Fundamentals (Theory)**

#### **Outcomes:**

- Understand basic concepts of computers.
- Understand the role of software and different types of software.
- Understanding hardware components and technology.
- Introduction to computer memory.
- Overview of Emerging Technologies.

#### **GE-1: Computer Fundamentals (Practical)**

#### **Outcomes:**

- Understand basic functioning of computer.
- Practical exercises based on MS Office/ Open Office tools using document preparation and spreadsheet and handling packages.
- Practical exercises based on Excel Sheet.

### **COSHCC-03: Programming in Java (Theory)**

**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.

### **COSHCC-03: 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.

### **COSHCC-04: Discrete Structures**

**Outcomes:** Discrete structure helps to develop logical thinking and its application to computer science. This subject enhances one's ability to reason and ability to present a coherent and mathematically accurate argument. After completion of the course, students will learn the following:

- The basic principles of sets and operations on sets.
- Prove basic set equalities.
- Apply counting principles to determine probabilities.
- Demonstrate an understanding of relations and growth of functions and be able to determine their properties.
- Determine when a function is 1-1 and "onto".
- Demonstrate different traversal methods for trees and graphs.
- Model problems in Computer Science using graphs and trees
- The fundamentals of propositional logic.

### **GE-2 (Interdisciplinary for other department)**

#### **GE2: Introduction to Database System (Theory)**

**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.

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

- Understand basic database concepts, including the structure and operation of the relational data model.
- Understand the role of a database management system in an organization.
- 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 3NF.
- Design and implement a small database project using SQL.

## **GE 2: Database Management Systems (Practical)**

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

- Creating Database  
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.
- Retrieving Data from a Database by using SELECT statement and WHERE clause.

## **COSHCC-05: Data Structures (Theory)**

**Outcomes:**

Data structure is used to organize data in the computer system to perform its task more efficiently. This course helps us to know the various types of abstract data such as queue, stack, list etc.

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

- The concept of Dynamic memory management, data types, algorithms.
- Basic data structures such as arrays, linked lists, stacks and queues.
- The hash function and concepts of collision and its resolution methods.
- Different sorting techniques like mergesort, quicksort, binary search.
- Developing Recursive Definition of Simple Problems and their implementation.
- Solve problems involving graphs, trees and heaps.

## **COSHCC-05: Data Structures (Practical)**

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

- Implement basic data structures such as arrays and linked list.
- Programs to demonstrate fundamental algorithmic problems including Tree Traversals, Graph traversals, and shortest paths.
- Implement various searching and sorting techniques.
- Programs to demonstrate the implementation of various operations on stack and queue.

### **COSHCC-06: Operating System(Theory)**

**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, windows etc.
- The basics of cloud computing on Linux system.
- Policy mechanism, Authentication, Internal access Authorization.

### **COSHCC-06: Operating System(Practical)**

**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.
- Implementations of various system calls.
- Understand different UNIX/LINUX shell scripts and execute various shell programs.

### **COSHCC-07: Computer Networks(Theory)**

**Course outcome:** This course is intended to provide you with an understanding of different components of computer networks, various protocols, modern technologies and their applications. The course provides a solid technical overview of computer networks.

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

- Identify and use various networking components Understand different transmission media and design cables for establishing a network.
- Describe the functions of each layer in OSI and TCP/IP model.
- Explain the functions of Application layer and Presentation layer paradigms and Protocols.
- Describe the Session layer design issues and Transport layer services.
- Classify the routing protocols and analyze how to assign the IP addresses for the given network.
- Describe the functions of data link layer and explain the protocols.
- Explain the types of transmission media with real-time applications
- Implement any topology using network devices.
- Understand the TCP/IP configuration for Windows and Linux.
- Implement device sharing on network.
- Learn the major software and hardware technologies used on computer networks.

### **COSHCC-07: Computer Networks (Practical)**

**Outcomes:**

- Identify and use various networking components Understand different transmission media and design cables for establishing a network.
- Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel.

- Simulate and implement stop and wait protocol for noisy channel.
- Simulate and implement go back n sliding window protocol.
- Simulate and implement selective repeat sliding window protocol.
- Simulate and implement distance vector routing algorithm.
- Simulate and implement Dijkstra's algorithm for shortest path routing.
- Understand the TCP/IP configuration for Windows and Linux.
- Learn the major software and hardware technologies used on computer networks.

### **SEC-1: Android Programming (Theory)**

#### **Outcomes:**

With this course, a new application created for devices running the Android operating system. Student will learn the following:

- Describe Android platform, Architecture and features.
- Design User Interface and develop activity for Android App.
- Use Intent, Broadcast receivers and Internet services in Android App.
- Design and implement Database Application and Content providers.
- Use multimedia, camera and Location based services in Android App.
- Discuss various security issues in Android platform

### **SEC-1: Android Programming (Programming)**

#### **Outcomes:**

- Experiment on Integrated Development Environment for Android Application Development
- Design and Implement User Interfaces and Layout of Android App.
- Use Intents for activity and broadcasting data in Android App.
- Design and Implement Database Application and Content Providers.
- Experiment with Camera and Location Based service.
- Develop Android App with Security features.

### **GE-3 (Interdisciplinary for other department)**

#### **GE-3T: Introduction to C and C++ Programming**

**Outcomes:** The course is designed to provide knowledge of C & C++. 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 C and C++ concepts.
- Fundamentals of C language & Control Statements.
- Loop Control Structures & Arrays, Strings & Functions.
- Structure, Union, Pointers, File handling.
- Fundamentals of C++.
- Class & Object, Operator Overloading.
- Inheritance & Polymorphism.
- Exception handling & Templates
- Ability to read, write and debug elementary C and C++ code

- Obtain working knowledge of data types, basic operations, portability issues, standard programming

### **GE-3P: Introduction to C and C++ Programming Lab.**

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

- Understand the concept of data types, loops, functions, array, pointers, string, structures and files.
- Analyse problems, errors and exceptions.
- Apply programming concepts to compile and debug programs to find solutions.
- Understand the difference between object oriented programming and procedural oriented programming language.
- Program using C++ features such as composition of objects, Operator overloading, inheritance, Polymorphism etc.
- Construct appropriate diagrams and textual descriptions to communicate the static structure and dynamic behaviour of an object oriented solution.

### **COSHCC-08: Design and Analysis of Algorithms (Theory)**

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

- Basic properties of an algorithm.
- Different techniques to implement an algorithm and associated operations
- Compute time and space complexity
- Thoroughly know about iterative technique, dynamic programming, greedy method, searching.
- Different sorting techniques using divide and conquer method like mergesort, quicksort, binary search.
- Different non-linear algorithm like decision tree and red black trees.
- Different graph algorithm implementation like DFS, BFS, MST

### **COSHCC-08: Design and Analysis of Algorithms Lab (Practical)**

Experiments should include but not limited to some conditions of input

- Implementation of sorting like insertion, merge, heap, quick, radix sort with number of comparisons
- Implementation of balanced Red-Black trees with insertion, deletion, searching for a number and report colour node containing this number.
- Implementation of procedure to determine LCS of two given sequences.
- Implementation of graph traversal technique BFS, DFS, MST

### **COSHCC-09: Software Engineering (Theory)**

**Course Outcome:** After

completion for the course, students will learn about implementation of software its characteristics and its risk management and maintenance.

- Evolution of a software, software crisis, its layered architecture, framework and process module



- Needs of software and the requirement analysis and modelling SRS
- Software project planning and management of different criteria of software. Calculator risk identification
- Designing of software architecture and mapping of data flow diagram and quality management of software.
- Different testing strategy like black box testing and white box testing
- Maintenance of software.

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### **COSHCC-09: Software Engineering (Practical)**

#### **Outcomes:**

After completion students will learn how to develop software in real world. They will learn how to implement practically using language independent software and its maintenance also.

- Knowledge of basic SW engineering methods and practices, and their appropriate application.
- Describes software engineering layered technology and Process framework.
- A general understanding of software process models such as the waterfall and evolutionary models.
- Understanding of software requirements and the SRS documents.
- Understanding of the role of project management including planning, scheduling, risk management, etc.
- Describes data models, object models, context models and behavioral models.
- Understanding of different software architectural styles.
- Understanding of implementation issues such as modularity and coding standards.
- Understanding of approaches to verification and validation including static analysis, and reviews. Understanding of software testing approaches such as unit testing and integration testing.
- Describes software measurement and software risks.
- Understanding of software evolution and related issues such as version management.
- Understanding on quality control and how to ensure good quality software.

### **COSHCC-10: Database Management Systems (Theory)**

**Course outcome:** 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

ing concurrency control, journaling, backup and recovery, and data object locking and protocols.

### **COSHCC-10: Database Management Systems (Practical)**

**Student will be able to know Structured Query Language (SQL):**

- 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  
Using Aggregate Functions  
Combining Tables  
Using JOINS  
Subqueries
- 4. Database Management  
Creating Views  
Creating Column Aliases  
Creating Database Users  
Using GRANT and REVOKE  
Cursors in Oracle PL/SQL  
Writing Oracle PL/SQL Stored Procedures

### **SEC2: HTML PROGRAMMING (Theory)**

#### **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.

### **SEC2: HTML PROGRAMMING (Programming)**

#### **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.

### GE-3 (Interdisciplinary for other department)

#### GE-4T: Programming in Python

**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.

#### GE-3P: Programming in Python 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.

#### COSHCC-11: Advanced Java (Theory)

**Outcomes:**

Java is the most famous platform, which is used to develop several applications.

After completing this course the student must demonstrate the knowledge and ability to:

- 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.
- Able to understand the use of Collection Framework.
- Able to design GUI based applications and develop applets for web applications.

#### COSHCC-11 Advanced Java (Practical)

- After learning concepts of advance java students are able to make a website which can be connected to the server.
- After learning advance java students can able Servlet Context, Servlet Config, Deployment Descriptor, Request and Response, CRUD Operation with Servlet
- By learning advance java student can move their carrier to different levels as most of the realtime applications( Servlet, JSP, EJB, JPA, JSF....etc) are developed using concepts of advance java.
- Shortcomings of Servlet: Solution in JSP, JSP Scripting Elements, JSPLifeCycle
- After learning advance java student will be able to work with web servers and apps

### **COSHCC-12: Theory of Computation (Theory)**

#### **Outcomes:**

Course should provide a formal connection between algorithmic problem solving and the theory of languages and automata and develop them into a mathematical (and less magical) view towards algorithmic design and in general computation itself. The course should in addition clarify the practical view towards the applications of these ideas in the theoretical computer science. After completing the course, the student will be able to:

- Model, compare and analyse different computational models using combinatorial methods.
- Apply rigorously formal mathematical methods to prove properties of languages, grammars and automata.
- Construct algorithms for different problems and argue formally about correctness on different restricted machine models of computation.
- Identify limitations of some computational models and possible methods of proving them.
- Have an overview of how the theoretical study in this course is applicable to and in engineering application like designing the compilers.

### **DSE-1: Operational research (Theory)**

#### **Outcomes:**

- Student will learn to solve real world problem.
- Students can use their analytical skills and creativity
- Students can learn methodology its limitation and applications
- Simplex method, Linear programming problem and two phase method also they will learn.
- Duality and its definition and strategy of dual simplex method also have introduced here.

### **DSE-1: Operational Research (Practical)**

#### **Outcomes:**

- Using MATLAB or any other software they can develop linear programming problem.
- Simplex method also they will learn.
- Student will be able to solve M-Charnes method
- Two phase method also they will solve.
- Based on problem dual simplex method also they will learn.

### **DSE-2: Machine Learning (Theory)**

**Outcomes:**

Man machine interaction is necessary. Machine learning is a subfield of artificial intelligence (AI). The goal of machine learning generally is to understand the structure of data and fit that data into models that can be understood and utilized by people. Although machine learning is a field within computer science, it differs from traditional computational approaches. In traditional computing, algorithms are sets of explicitly programmed instructions used by computers to calculate or problem solve

- Student will learn the concept of machine learning, difference between AI and Machine learning and its steps and its application.
- Different types of learning technique has been introduced here like supervised, unsupervised, reinforcement method. Statistical, bayes theorem, and naive bayes classifier they will learn.
- Some programming code has been introduced in theoretical paper.
  - Classification of data using linear regression with one and multiple variable and logistic regression they will learn. Also here introduced feature reduction and selection and their difference
- Regularization, overfitting problem application of regularization its bias and variance also they will learn.
- Basic neural network has been introduced single layer, multi-layer, backpropagation algorithm they will learn

**DSE2: Machine Learning (Practical)****Outcomes:**

Based on theory here students may use MATLAB/R/Python software to develop some limited number of exercise based on the availability of dataset\* provided by the syllabus.

- Student can perform basic arithmetic operation like addition, multiplication etc and some logical operation AND, OR, NOT like operation
- Creation of array using some conditions and also some matrix operation
- Creation of data and using that data create plot/chart, subplot
- Implementation of linear regression using house dataset and predict the value of house after training the data
- Implement logistic regression based on some dataset.
- Neural network backpropagation algorithm they will implement using the help of internet
  - All program of machine learning will be completed based on free dataset availability on internet.

**COSHCC-13: Artificial Intelligence (Theory)**

**Outcomes:** Students will be able to:

- Demonstrate knowledge of the building blocks of AI as presented in terms of intelligent agents.
- Analyze and formalize the problem as a state space, graph, design heuristics and select among different search or game based techniques to solve them.
- Develop intelligent algorithms for constraint satisfaction problems and also design intelligent systems for Game Playing
- Attain the capability to represent various real life problem domains using logic based techniques and use this to perform inference or planning.
- Formulate and solve problems with uncertain information using Bayesian approaches.
- Apply concept Natural Language processing to problems leading to understanding of cognitive computing.

### **COSHCC-13: Artificial Intelligence (Practical)**

**Outcomes:** Artificial Intelligence Program using PROLOG .

Students will be able to write the following programs using PROLOG:

- Solve a program to solve 8-queens problem.
- Solve any problem using depth first search.
- Solve any problem using best first search.
- Solve 8-puzzle problem using best first search.
- Solve Robot (traversal) problem using means End Analysis.
- Solve Traveling Salesman problem.

### **COSHCC-14: Computer Graphics (Theory)**

**Outcomes:**

Students will be able to learn:

- To introduce the use of the components of a graphics system and become familiar with building approach of graphics system components and algorithms related with them.
- To learn the basic principles of 3-dimensional computer graphics.
- Provide an understanding of how to scan convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition.
- Provide an understanding of mapping from a world coordinate to device coordinates, clipping, and projections.
- To be able to discuss the application of computer graphics concepts in the development of computer games, information visualization, and business applications.

### **COSHCC-14: Computer Graphics (Practical)**

**Outcomes:**

- Student will learn library based command to draw some object like bus, rectangle Using DDA, Bresenham linedrawing, Bresenham circledrawing, midpoint circledrawing algorithm student can improve their knowledge.
- Drawing ellipse will enhance their power using previous knowledge.
- Some filling programme of object is introduced here.
- Using Cohen and Sutherland clipping students are able to clip some object.
- Applying 2D operation like translation, rotation, reflection and also some 3D operation will learn.

### **DSE-3 Digital Image processing (Theory)**

**Outcomes:**

Students will be able to:

- Remember the fundamental concepts of image processing.
- Explain different image enhancement techniques.
- Understand and review image transforms.
- Analyse the basic algorithms used for image processing & image compression with morphological image processing.
- Contrast Image Segmentation and Representation. Design & Synthesize Colour image processing and its real world applications.

### **DSE-3 Digital Image processing (Practical)**

#### **Outcomes:**

To understand better image processing using MATLAB or SCILAB it is necessary to implement hands on experience.

- Display digital image, resize, convert colour.
- Some image processing programs like negative image, contrast stretching etc.
- Image logical operations like AND, OR, EX-OR, NOT operation
- Image geometric operation
- Image noise models and remove noise using spatial filters
- Some frequency domain filtering like FFT, IFFT operation.

### **DSE-4 Project work/Dissertation**

#### **Outcomes:**

- Project will be assigned to students under the supervision of internal faculty members.
- The students will prepare a project report in consultation with the supervisor allotted by the department committee which will be presented by the student in front of faculty members of college and after successful presentation they will present same project to the University.

