

SULLAMUSSALAM SCIENCE COLLEGE, AREACODE
DEPARTMENT OF COMPUTER SCIENCE

PROGRAMME: B.Sc. COMPUTER SCIENCE

Programme Outcome (PO)

PO1: Identify strengths and weaknesses in the context of the problem being considered
PO2: Engage their creativity in the quest for novel or elegant solutions
PO3: Develop effective communication skills in English and regional language
PO4: Work effectively in a multi-disciplinary environment
PO5: Communicate effectively with whom they are interacting and the society to make effective presentations, and give and receive clear instruction.

Programme Specific Outcomes(PSOS)

PSOS11: Develop fundamental knowledge of computer and HTML.
PSOS21: Do programs in C language
PSOS22: Develop practical implementation of C programs.
PSOS31: Study fundamental concepts of Data Structures.
PSOS41: Develop RDBMS Concepts
PSOS42: Practical Implementation of RDBMS.
PSOS51: Study organization and architecture of computers.
PSOS52: Do programs in Java language
PSOS53: Develop interactive and dynamic webpages using PHP and MYSQL
PSOS54: Study concepts of Software Engineering.
PSOS61: Study android Programming.
PSOS62: Study concepts of Operating Systems.
PSOS63: Study Networking.
PSOS64: Develop practical implementation of Java and PHP programs.
PSOS65: Develop practical implementation of Android and Linux Shell Programming.
PSOS66: Practical development of software using any of the languages studied.

COURSE OUTCOMES (CO)

Semester I

Course: Computer Fundamentals and HTML

Course Outcome
CO1: To equip the students with fundamentals of Computer
CO2: To describe the basics of Computer organization
CO3: To equip the students to write algorithm and draw flow chart for solving simple problems
CO4: To understand the basics of Internet and webpage design

Semester II

Course: Problem Solving Using C

Course Outcome
CO1: To equip the students with fundamental principles of Problem Solving aspects.
CO2: To imbibe the concept of programming
CO3: To understand C language
CO4: To equip the students to write programs for solving simple computing problems

Course: HTML and Programming in C (Programming Laboratory I)

Course Outcome
CO1: To design web pages
CO2: To familiarize programming environments.
CO3: To practice procedural programming concepts.
CO4: To equip the students to solve mathematical or scientific problems using C

Semester III

Course: Data Structures Using C

Course Outcome
CO1:To describe the concept of data structures
CO2:To make the students aware of various data structures
CO3:To equip the students implement fundamental data structures

Semester IV

Course: Database Management System and RDBMS

Course Outcome
CO1:To learn the basic principles of database and database design
CO2:To learn the basics of RDBMS
CO3:To learn the concepts of database manipulation SQL
CO4:To study PL/SQL language

Course: Programming Laboratory II (Data Structures and RDBMS)

Course Outcome
CO1:To make the students equipped to solve mathematical or scientific problems using C
CO2: To learn how to implement various data structures.
CO3: To provide opportunity to students to use data structures to solve real life problems.

Semester V

Course: Computer Organization and Architecture

Course Outcome
CO1: To learn logic gates, combinational circuits and sequential circuits
CO2:To learn basics of computer organization and architecture

Course: Java Programming

Course Outcome
CO1: To review on concept of OOP.
CO2: To learn Java Programming Environments.
CO3: To practice programming in Java.
CO4: To learn GUI Application development in JAVA.

Course: Web programming using PHP

Course Outcome
CO1: To learn web Programming Environments.
CO2: To practice web programming in PHP.

Course: Principles of Software Engineering

Course Outcome
CO1: To learn engineering practices in Software development.
CO2: To learn various software development methodologies and practices.
CO3: To learn and study various Evaluation methods in Software Development.

Semester VI

Course: Android Programming

Course Outcome
CO1: To have a review on concept of Android programming.
CO2: To learn Android Programming Environments.
CO3: To practice programming in Android.
CO4: To learn GUI Application development in Android platform with XML

Course: Operating Systems

Course Outcome
CO1:To learn objectives & functions of Operating Systems.
CO2:To understand processes and its life cycle.
CO3:To learn and understand various Memory and Scheduling Algorithms.
CO4:To have an overall idea about the latest developments in Operating Systems.

Course: Computer Networks

Course Outcome
CO1:To learn about transmissions in Computer Networks.
CO2:To learn various Protocols used in Communication.
CO3:To have a general idea on Network Administration.

Programming Laboratory III(Java and PHP Programming)

Course Outcome
CO1:To practice client side and server side scripting.
CO2:To practice Java and PHP Programming.
CO3: To practice developing dynamic websites.
CO4:To practice how to interact with databases through PHP.

Programming Laboratory IV(Android and Linux shell programming)

Course Outcome
CO1:To practice Android programming.
CO2:To practice user interface applications.
CO3:To develop mobile application.
CO4:To practice shell programming

Project work

Course Outcome
CO1: Develop a quality software solution by following software engineering principles and practices.
CO2: Develop a platform to demonstrate their practical and theoretical skills.
CO3: Practice knowledge on software development process.
CO4: Practice basic programming and system development knowledge.