

# COURSE OUTCOMES

## BSC – COMPUTER SCIENCE

| F. Y. B.Sc.  |   |
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| SEM-I  |   |
| <b>PAPER 1                      Computer Organization Design                      Course Code: USCS101</b> |   |
| CO1  | To learn about how computer system works , to understand the structure, function and characteristics and underlying principles of computer system   |
| CO2  | To understand the design of the various functional units and components of computers , the basics of digital electronics needed for computers   |
| <b>PAPER 2                      Programming with Python- I                      Course Code: USCS102</b>   |   |
| CO1  | It is designed to provide Basic knowledge of Python. Python programming is intended for software engineers, system analysts, program managers and user support personnel who wish to learn the Python programming language. Learning Outcomes: Problem solving and programming capability   |
| CO2  | Master the fundamentals of writing <b>Python</b> scripts, Learn <b>core Python</b> scripting elements such as variables and flow control structures. Discover how to work with lists and sequence data.<br>Write <b>Python</b> functions to facilitate code reuse.<br>Use <b>Python</b> to read and write files   |
| <b>PAPER 3                      Free Open Source Software                      Course Code: USCS103</b>    |   |
| CO1  | To expose students to free open source software environment and introduce them to use open source packages. Upon completion of this course, students should have a good working knowledge of Open Source ecosystem, its uses, impact and importance.<br>Students will learn some important FOSS tools and techniques for contributing to projects and how to set up their own FOSS projects.                                |
| CO2  | It help to learn Open Source methodologies, case studies with real life examples since it is powerful and robust. Implement various applications using build systems . Understand the installation of various packages in open source operating systems. Create simple GUI applications. Understand various version control systems. Understand the kernel configuration and virtual environment                            |
| <b>PAPER 4                      Database Systems                      Course Code: USCS104</b>             |   |
| CO1  | Effectively explains the basic concepts of databases and data models.<br>Explains the features of database management systems, architecture of database systems, and the role of database users.<br>Defines the basics of the relational data model.  |
| CO2  | Understand database concepts and structures and query language<br>Understand the E R model and relational model<br>To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.<br>Understand Functional Dependency and Functional Decomposition.<br>Apply various Normalization techniques<br>Perform PL/SQL programming |

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| <b>PAPER 5</b>     |   | <b>Discrete Mathematics</b>               | <b>Course code: USCS105</b> |
| CO1                | To provide overview of theory of discrete objects, starting with relations and partially ordered sets. Perform logical proofs.<br>Apply recursive functions and solve recurrence relation   |   |                             |
| CO2                | Study about recurrence relations, generating function and operations on them. Determine equivalent logic expressions.<br>Describe useful standard library functions, create functions, and declare parameters.  |   |                             |
| <b>PAPER 6</b>     |   | <b>Descriptive Statistics Probability</b> | <b>Course code: USCS106</b> |
| CO1                | Enable learners to know descriptive statistical concepts. How to calculate and apply measures of location and measures of dispersion -- grouped and ungrouped data cases. How to apply discrete and continuous probability distributions to various business problems |   |                             |
| CO2                | Calculate probabilities, and derive the marginal and conditional distributions of bivariate random variables. Analyze Statistical data using MS-Excel.  |   |                             |
| <b>PAPER 7</b>     |   | <b>Soft Skills Development</b>            | <b>Course code USCS107</b>  |
| COL1               | To know about various aspects of soft skills and learn ways to develop personality  |   |                             |
| COL2               | Understand the importance and type of communication in personal and professional environment.   |   |                             |
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| <b>SEM-II</b>      |   |   |                             |
| <b>PAPER 1</b>     |   | <b>Programming with C</b>                 | <b>Course Code: USCS201</b> |
| CO1                | Students should be able to write, compile and debug programs in C language.   |   |                             |
| CO2                | Students should be able to use different data types and object oriented functions in a computer program.  |   |                             |
| <b>PAPER 2</b>     |   | <b>Programming with Python– II</b>        | <b>Course Code: USCS202</b> |
| CO1                | Students should be able to understand how to read/write to files using python libraries.  |   |                             |
| CO2                | Students should be able to catch their own errors that happen during execution of programs and can work on any industrial system to manage database.  |   |                             |
| <b>PAPER 3</b>     |   | <b>Linux</b>                              | <b>Course Code: USCS203</b> |
| CO1                | Upon completion of this course, students should have a good working knowledge of Linux operating system, from both a graphical and command line perspective, allowing them to easily use any Linux distribution.  |   |                             |
| CO2                | This course shall help student to learn advanced subjects like Linux Administrative in computer science practically.  |   |                             |
| <b>PAPER 4</b>     |   | <b>Data Structures</b>                    | <b>Course Code: USCS204</b> |
| CO1                | Learn about Data structures, its types and significance in computing program.   |   |                             |
| CO2                | Explore about Abstract Data types and its implementation, various function practically.   |   |                             |
| <b>PAPER 5</b>     |   | <b>Calculus</b>                           | <b>Course code USCS205</b>  |
| CO1                | Understanding of Mathematical concepts like limit, continuity, derivative, integration of functions.  |   |                             |
| CO2                | Ability to appreciate real world applications which uses the concepts of logical mathematics.   |   |                             |

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| <b>PAPER 6</b>     |   | <b>Statistics Testing of Hypothesis</b> | <b>Course code USCS206</b>  |
| CO1                | Enable learners to know descriptive statistical concepts and probability.   |   |                             |
| CO2                | Enable study of probability concept required for Computer learners and manage Data science  |   |                             |
| <b>PAPER 7</b>     |   | <b>Green Technologies</b>               | <b>Course code USCS207</b>  |
| CO1                | Learn about green IT can be achieved in and by hardware, software, network communication and data center operations.                                |   |                             |
| CO2                | Understand the strategies, frameworks, processes and management of green IT.<br><b>Enlist different concepts of green technologies in a project</b> |   |                             |
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| <b>SEM-III</b>     |   |   |                             |
| <b>PAPER 1</b>     |   | <b>Theory of Computation</b>            | <b>Course Code: USCS301</b> |
| CO1                | Understand and explain the models of computation, including formal languages, grammars and automata, and their connections.                         |   |                             |
| CO2                | Learn about Automatic theory and its application in Language Designing.   |   |                             |
| <b>PAPER 2</b>     |   | <b>Core JAVA</b>                        | <b>Course Code: USCS302</b> |
| CO1                | Learn Object oriented programming and concepts of using Java.   |   |                             |
| CO2                | Knowledge of input, its processing ,designing graphical user interface  |   |                             |
| <b>PAPER 3</b>     |   | <b>Operating System</b>                 | <b>Course Code: USCS303</b> |
| CO1                | To program a operating system, its structures and functioning   |   |                             |
| CO2                | Developing and understanding of algorithms used by operating systems for various function.  |   |                             |
| <b>PAPER 4</b>     |   | <b>Database Management Systems</b>      | <b>Course Code: USCS304</b> |
| CO1                | Learn stored procedure, functions,SQL and triggers and its uses.  |   |                             |
| CO2                | Learn about using PL/SQL for data management  |   |                             |
| <b>PAPER 5</b>     |   | <b>Graph Theory</b>                     | <b>Course code: USCS305</b> |
| CO1                | Understand the combinatory and how combinatorial problems naturally arise in many settings of program   |   |                             |
| CO2                | Understand the combinatorial features in real world situations and Computer Science applications.   |   |                             |
| <b>APER 6</b>      |   | <b>IoT Programming</b>                  | <b>Course code: USCS306</b> |
| CO1                | Enable learners to understand System On Chip Architectures.   |   |                             |
| CO2                | Introduction and preparing Raspberry Pi with hardware and installation.   |   |                             |
| <b>PAPER 7</b>     |   | <b>Web Programming</b>                  | <b>Course code: USCS307</b> |
| CO1                | To design valid, well-formed, scalable, and meaningful pages using emerging technologies.   |   |                             |
| CO2                | Understand the various platforms, devices, display resolutions, viewports, and browsers that render websites  |   |                             |
| <b>SEM-IV</b>      |   |   |                             |
| <b>PAPER 1</b>     |   | <b>Fundamentals of Algorithms</b>       | <b>Course Code: USCS401</b> |
| CO1                | Understand the concepts of algorithms for designing system program  |   |                             |
| CO2                | Implement algorithms using Python concepts  |   |                             |
| <b>PAPER 2</b>     |   | <b>Advanced JAVA</b>                    | <b>Course Code: USCS402</b> |
| CO1                | Understand the concepts related to Java Technology  |   |                             |
| CO2                | Explore and understand use of Java Server Programming, servlets and applets.  |   |                             |
| <b>PAPER 3</b>     |   | <b>Computer Networks</b>                | <b>Course Code: USCS403</b> |
| CO1                | Learner will be able to understand the concepts of networking, which are  |   |                             |



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|   | issues of Web Services   |
| <b>PAPER 7                      Game Programming                      Course code: USCS5507</b>       |  |
| CO1   | Learner should study Graphics and gaming concepts with present working style of developers where everything remains on internet and they need to review it   |
| CO2   | Understand and learn to develop Andriod applications.  |
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| <b>SEM-VI</b>   |  |
| <b>PAPER 1      Wireless Sensor Networks and Mobile Communication</b><br><b>Course Code: USCS601</b>  |  |
| CO1   | Understand the concepts of algorithms for designing mobile programming, networking program   |
| CO2   | Implement algorithms using Python libraries for networking   |
| <b>PAPER 2                      Cloud Computing                      Course Code: USCS602</b>         |  |
| CO1   | Understand the concepts related to Java Technology to create cloud computing concepts  |
| CO2   | Explore and understand use of Java Server Programming and learn to develop cloud server.   |
| <b>PAPER 3                      Cyber Forensics                      Course Code: USCS603</b>         |  |
| CO1   | Learner will be able to understand the concepts of networking, which are important for them to be known as a ‘networking professionals’ which will be used for security.   |
| CO2   | Understand to Analysis data to identify evidence, Technical Aspects & Legal Aspects related to cyber crime.  |
| <b>PAPER 4                      Information Retrieval                      Course Code: USCS604</b>   |  |
| CO1   | Understand common text compression algorithms and their role in the efficient building and storage of inverted indices   |
| CO2   | Become familiar with difference between Information retrieval and data Base Management Systems. Students will be able to learn different indexing techniques to apply data Base systems. students will be able to understand various searching techniques to retrieve data from databases and ware houses. |
| <b>PAPER 5                      Digital Image Processing                      Course code USCS605</b> |  |
| CO1   | Understand the need for image transforms different types of image transforms and their properties, develop any image processing application.   |
| CO2   | understand the need for image compression and to learn the spatial and frequency domain techniques of image compression.   |
| <b>PAPER 6                      Data Science                      Course code USCS606</b>             |  |
| CO1   | Students will <b>develop relevant programming abilities</b> . Students will demonstrate proficiency with statistical analysis of data. Students will develop the ability to build and assess data-based models.  |
| CO2   | Students will execute statistical analyses with professional statistical software.   |
| <b>PAPER 7                      Ethical Hacking                      Course code USCS607</b>          |  |
| CO1   | Understand Identify footprinting techniques and tools. Recognize the characteristics of the enumeration phase of an attack and effective countermeasures. .  |
| CO2   | Learn to Determine the techniques and tools used in system <b>hacking</b> . Describe the characteristics of trojans, worms, and malware.   |