FATIMA COLLEGE (AUTONOMOUS), MADURAI – 625018

NAME OF THE PROGRAMME: M. SC COMPUTER SCIENCE **PROGRAMME CODE: PSCS**

PROGRAMME OUTCOMES:

Students will be able to

PO1: Apply acquired scientific knowledge to solve major and complex issues in the society/industry.

PO2: Attain research skills to solve complex cultural, societal and environmental issues.

PO3: Employ latest and updated tools and technologies to solve complex issues.

PO4: Demonstrate Professional Ethics that foster Community, Nation and Environment Building Initiatives.

PROGRAMME SPECIFIC OUTCOMES:

PSO1: To develop professionally competent citizens by applying the scientific knowledge of Computer Science with the ability to think clearly, rationally and creatively to support in evolving solutions to the social/public/scientific issues with responsible democratic participation.

PSO2: Enterprising resourcefulness to identify, plan, formulate, design and evaluate solutions for complex computing problems that address the specific needs with appropriate consideration for Societal, Cultural, Environmental and Industrial domains.

PSO3: Holistic development to ignite the lateral thinking ability in problem solving, acquisition of new skills, open-minded and organized way of facing problems with self awareness and evolving analytical solutions

PSO4: Create and initiate innovations effectively and communicate efficiently with the computing community and society at large to bridge the gap between computing industry and academia

PSO5: Through Digital Literacy, understand, assess and commit to professional and ethical principles, norms and responsibilities of the cyber world and the ability for work efficacy as a part of a team and engage effectively with diverse stakeholders

PSO6: Ability and willingness to embark on new ventures and initiatives with critical thinking and desire for more continuous learning focusing on life skills.

PSO 7: Use research-based knowledge and research methods to design, analyse, and interpret data and to synthesize information to provide valid findings to serve community.

2019 -2020

COURSE CODE	COURSE TITLE	COURSE OUTCOMES
19PG1B1	Advanced Programming In Java	CO1: Describe client/server applications, TCP/IP socket programming and distributed applications using RMI. CO2: Analyze and design Window based applications using Swing Objects. CO3: Develop and design Java programs using Swing components. CO4: Discuss the various JDBC drivers and demonstrate J2EE application using JDBC connection and server side programs with Servlets. CO5: Write component-based Java programs using JavaBeans.
19PG1B2	Distributed Operating Systems	CO1: Discuss the core concepts of distributed systems. CO2: Analyze various message passing mechanisms with its model.

		CO3: Identify the inherent difficulties that arise due to distribution of computing resources. CO4: Explain migration with the process management policies. CO5: Explain the basic concepts, design and structure of the LINUX operating system.
19PG1B3	Object Oriented Software Engineering	CO1: Differentiate traditional and object oriented software engineering CO2: Explain various SDLC methods of OOSE CO3: Describe techniques used in OOSE CO4: Explain OOSE testing methods CO5: Analyze and choose necessary method for a particular project
19PG1B4	Theory Of Computation	CO1: Demonstrate an in-depth understanding of theories, concepts and techniques in automata and their link to computation. CO2: Develop abstract machines that demonstrate the properties of physical machines and be able to specify the

		possible inputs, processes and outputs of these machines. CO3: Analyze the computational strengths and weaknesses of these machines. CO4: Explain Context-Free Grammar. CO5: Apply automata concepts and techniques in designing systems that address real world problems.
19PG1B5	Lab-I- Advanced Programming In Java	CO1: Implementation of java applications that illustrate professionally acceptable coding and performance standards. CO2: Develop distributed applications using RMI. CO3: Design and develop event-driven programming and graphical user interfaces using Swing-based GUI. CO4: Design and develop Java programs using JDBC connection for data access and also Develop server side programs with Servlets. CO5: Design and develop component-based Java programs

		using JavaBeans.
19PG1B6	Lab-II- Operating System	CO1: Utilize basic LINUX Utilities. CO2: Write different LINUX shell scripts and execute various shell programs. CO3: Apply LINUX system calls. CO4: Compute various file permissions and have a basic understanding of system security. CO5: Demonstrate the basic knowledge of Linux commands and file handling utilities by using Linux shell environment.
19PGBEDC	Web Development	CO1: Define various tags of HTML CO2: Design a web page with attractive display CO3: Create a Layout for a webpage using Block tags CO4: Explain how and where to apply CSS CO5: Design own website

19PG2B7	Extreme Programming – Asp.Net	CO1: Explain the important facts of ASP.NET 3.5, analyze and evaluate Web Form processing stages. CO2: Demonstrate web application using different types of Server Controls with input validation. Analysis and Identify state management techniques. CO3: Discuss Data Access Technology using ADO.NET architecture. CO4: Formulate Data Sources using SQL Data Source , Object Data Source and process data with rich data controls. CO5: Discuss and demonstrate Themes and Master pages of Web site .
19PG2B8	Mobile Application Development Using Android Studio	CO1: Design scripts to meet given interface and media control requirements CO2: Utilize variables, properties and other code elements appropriately to implement the code design CO3: Implement and evaluate techniques for the installation of mobile applications

		CO4: Explain the principles of technologies which support media production and delivery on a variety of platforms CO5: Evaluate alternative mobile frameworks, and contrast different programming platforms
19PG2B9	Design And Analysis Of Algorithms	CO1: Analyze the time and space complexity of given Algorithms. CO2: Demonstrate operations like searching, insertion, and deletion on various data structures. CO3: Identify appropriate sorting/searching technique for given problem. CO4: Apply the dynamic programming technique to solve the problems. CO5: Discuss advanced tree and graph applications.
19PG2B10	Lab-III - Extreme Programming - Asp.Net	CO1: Design and develop web applications using different Server Controls. CO2: Implement web applications with different state managements.

		CO3: Create Data Access Technology using ADO.NET architecture. CO4: Design and utilize Data Sources using SQL Data Source , Object Data Source for data manipulation operation. CO5: Design and develop web sites.
19PG2B11	Lab-IV – Mobile Application Development Using Android Studio	CO1: Develop enterprise-level mobile solutions. CO2: Install and configure Android application development tools. CO3: Demonstrate Save State information across important operating system events. CO4: Develop advanced application programs using Android CO5: Design and develop mobile applications.
19PG2BE1	Computational Intelligence	CO1: Demonstrate the fundamental concepts of soft computing and its applications. CO2: Explain the concepts of fuzzy sets, knowledge representation using fuzzy rules, and other machine

		intelligence applications of fuzzy logic. CO3: Discuss the basics of an evolutionary computing CO4: Explain genetic algorithms for practical problems. CO5: Discuss the performance of granular computing in solving specific problems.
19PG2BE2	Neural Networks	CO1: Explain the basic concepts of Neural Networks. CO2: Describe the various Neural Network models. CO3: Explain Learning Rules of Neural Network CO4: Distinguish Feedback and Feed forward networks CO5: Compare Special networks and discuss the applications of Neural Network.
19PG2BE3	Software Testing	CO1: Discuss various software application domains and different process model used in software development. CO2: Demonstrate the basics of software quality assurance and defect prevention. CO3: Compare different testing strategies and tactics.

		CO4: Describe the software testing techniques in different environments. CO5: Explain high performance testing using Jmeter.
19PG2BE4	Embedded Systems	CO1: Explain the concepts of embedded systems CO2: Analyze the architecture of embedded systems CO3: Describe about the processors and memory organization CO4: Distinguish when and where to apply embedded concepts CO5: Describe different embedded system design technologies
19PGBEDC	Web Development	CO1: Define various tags of HTML CO2: Analyze information to provide attractive display CO3: Create clear webpage for given data CO4: Explain how and where to apply CSS CO5: Design own website

COURSE CODE	**COURSE TITLE**	**COURSE OBJECTIVES**
PG3B12	Digital Image Processing	• Explain the representation of digital image and its manipulations • Analyze image sampling and quantization requirements and implications • Describe various Transformation and Filtering Techniques • Demonstrate Restoration And Reconstruction models • Utilize Image Compression And Segmentation for efficient storage.
PG3B13	Data Mining And Data Warehousing	• Explain the fundamental concept of Data Mining and analyze and evaluate the data cleaning, integration , transformation and reduction techniques. • Design multidimensional data using Data Warehouse architecture. • Design and evaluate Classification algorithms.

		• Identify the types of data in Cluster Analysis and categorize the Cluster Methods. • Utilize the Data Mining techniques in various real applications and in major issues
PG3B14	Lab-V- Digital Image Processing	• Demonstrate Fundamental Steps involved in Digital Image Processing • Analyze and use Mathematical Tools for Digital Image Processing. • Apply Intensity Transformation functions and Spatial filtering methods • Utilize Color Image Processing with different Color Models • Implement Image Segmentation Techniques and Image Compression Techniques using Huffman , Golomb and Arithmetic coding algorithms
PG3B15	Lab V1- Data Mining And Data Warehousing	• Utilize Weka tool to evaluate Data Mining algorithms. • Demonstrate preprocessing steps involved in different

		datasets. • Analyze Data Mining techniques for realistic data. • Develop the decision tree algorithm using different datasets. • Demonstrate the classification and clusters algorithms using large datasets
PG3B16	Summer Internship/ Training/ Online Certification	• Identify employment contacts leading directly to a full-time job following course completion • Create communication, interpersonal and other soft skills essential for the job interview process. • Analyze the project requirements and engages in continuing professional development. • Analyze a problem and identify the computing requirements appropriate to its solution. • Utilizing a new software tool.
PG3BE5	Mobile Computing	• Determine solutions using problem solving principles, logic and systematic methodologies.

		• Evaluate the architecture and principles of operation of computer systems and networks. • Synthesize principles and theories of computer science and software engineering for application to different computing paradigms. • Design and develop software systems for various application domains. • Manage the development of software systems through a variety of development processes and methodologies.
PG3BE6	Cryptography And Network Security	• Explain the various symmetric encryption techniques and demonstrate the functionalities of DES algorithm. • Analyze public key algorithms. • Evaluate the authentication concept and hash algorithms. • Apply the concepts of key management techniques. • Analyze the vulnerabilities in data communication through networks.

PG3BE7	Distributed Database	• Compare normal and distributed DBMS and to explain various approaches of DDBMS. • Formulate various kinds of retrieving statements to retrieve information from DDB. • Explain multiple processes dealing with distributed database system without clash • Describe the set of protocols used in DDBMS to make effective communication. • Discuss object concepts and object models.
PG3BE8	Compiler Design	• Describe the phases of Compiler. • Explain the role and type of Parser • Analyze and use Intermediate languages • Describe the design of code generation with register utilization. • Demonstrate code optimization techniques.

PG3BE9	Cloud Computing	• Identify and use different cloud computing services. • Explain the basic principles of cloud virtualization. • Prepare the appropriate cloud computing solutions to meet the requirement of specific applications. • Design application by utilizing cloud platforms such as Google app Engine and Amazon Web Services. • Analyze different cloud programming models.
PG3BE10	Advanced Computer Graphics & Animation	• Explain the basic concepts in computer graphics. • Analyze various algorithms and to convert the basic geometrical primitives. • Demonstrate the importance of viewing and clipping. • Discuss the fundamentals of animation • Describe Interpolation-Based Animation
PG3BE11	Big Data Analytics	• Explain Characteristics and challenges of Big Data • Describe Big Data Analytics

		• Utilize Hadoop for Big Data Technologies • Demonstrate MAPREDUCE Programming • Describe types of Recommendation Systems using Big Data Analytics.
PG3BE12	Deep Learning	• Explain Deep learning • Analyze different methods used for modeling • Choose appropriate model according to application • Compare various learning methods • Explain Applications in Object Recognition and Computer Vision
PG4B17	Principles Of Internet Of Things	• Explain the basic concepts of IoT. • Discuss physical and logical design of IoT enabled technologies. • Analyze how and where IoT can be applied. • Compare M2M and IoT.

		• Describe the features of Python used for IoT implementation.
PG4B18	Project	• Discuss project development and the associated business processes. • Analyze problems and formulate solutions. • Communicate with engineers and the community at large in written and oral forms. • Create effective communication skills for presentation. • Plan as an individual or in a team in development of technical projects.

2018 -2019

COURSE CODE	COURSE TITLE	COURSE OBJECTIVES
PG1B1	Advanced Programming In Java	• To understand the Java environment and OOP • To learn Java application development using Swings and JSP • To explore advanced Java concepts and to develop user friendly GUI based web Applications
PG1B2	Distributed Operating Systems	• To provide foundation on Operating Systems Concepts • To stress the importance of client server architecture and how sharing of resources is done using OS
PG1B3	Object Oriented Software Engineering	• The trend being object oriented programming, the focus shifts to object oriented software engineering. • To understand the nuances of object oriented software engineering. • To reduce the academic-industry gap.

PG1B4	Theory Of Computation	• To introduce the mathematical foundation of computation including automata theory, the theory of formal languages and grammars. • To develop ability to understand and conduct mathematical proofs for computation and algorithms.
PG1B5	Lab-I- Advanced Programming In Java	• To understand the Java environment • To learn Java application development using Swings and Middleware technology • To explore advanced Java concepts • To write web based programs using JSP
PG1B6	Lab-II- Operating System	• To familiarize students with the concepts, design and structure of the LINUX operating system. • Understand different LINUX shell scripts and execute various shell programs. • Use the Linux command line interface for basic user, file and system maintenance operations.

		• To manipulate file permissions and have a basic understanding of system security.
PGBEDC1	Web Development	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos, designing cover for books and magazines
PG2B7	Extreme Programming – Asp.Net	• To introduce and form a foundation on .Net platform • To reduce the industry academic gap meeting the industrial demands
PG2B8	Mobile Application Development Using Android Studio	• Develop high-level plans using script solutions for mobile and evaluate the post-production outcome • Design scripts to meet given interface and media control requirements • Devise, carry out and evaluate functional test strategies of mobile design • Implement and evaluate techniques for the installation of

		mobile applications and delivery via various channels • Model and manage mobile application development using a range of methods
PG2B9	Design And Analysis Of Algorithms	• To stress the importance of the efficiency in writing programs • To write algorithms efficient in terms of design and time complexity
PG2B10	Lab-III - Extreme Programming - Asp.Net	• To develop the skill of programming in .Net platform • To develop platform independent web based applications
PG2B11	Lab-IV– Mobile Application Development Using Android Studio	• Develop enterprise-level mobile solutions, by taking full advantage of the capabilities of the adopted platform/framework • Install and configure Android application development tools. • Design and develop user Interfaces for the Android platform. • Save state information across important operating system

		events. • Apply programming concepts to Android application development. • Designing and develop mobile applications using a chosen application development framework
PG2BE1	Computational Intelligence	• Throws light on all categories of Evolutionary Computing • To motivate to pursue research
PG2BE2	Neural Networks	• To introduce and provide a foundation on neural networks • To create interest in research
PG2BE3	Software Quality Assurance & Testing	• To teach the concepts of software quality assurance and testing • To make the students industry ready by giving the knowledge to ensure the quality of the software
PG2BE4	Embedded Systems	• To create interest in low level system programming • To help students venture in to embedded designing

		concepts
PGBEDC2	Web Development	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos, designing cover for books and magazines
PG3B10	Digital Image Processing	• To inculcate ideas and create interest in processing images techniques. • To provide a research orientation inducing them to pursue research.
PG3B11	Data Mining And Data Warehousing	• To explore the concepts and techniques of knowledge discovery and data mining in a multi disciplinary perspective. • To present an organized framework of data mining techniques, applications and research directions. • To understand and implement classification and Clustering algorithms in Data Mining

		• To assess the strength and weakness of various algorithms and to analyze their behaviour.
PG3B12	Cryptography And Network Security	• To know the methods of conventional encryption. • To understand the concepts of public key encryption • To understand authentication and Hash functions. • To know the network security tools and applications. • To understand the system level security used.
PG3B13	Lab-III - Digital Image Processing	• To become proficient at image processing techniques. • Concepts to be implemented using programming language only. No readymade tools to be used.
PG3BE5	Mobile Computing	• To introduce the concept of mobile computing and provide a foundation for research.
PG3BE6	Cloud Computing	• To learn distributed communication • To understand distributed resource management • To study the basics of cloud computing

		• To study about virtualization and cloud resource management
PG3BE7	Advanced Computer Graphics & Animation	• To understand the basics of geometry processing. • To understand the fundamentals of pipelined rasterization rendering of meshed objects and curved surfaces. • To understand and work with advanced rendering methods such as radiosity. • To design programs for advanced animation methods and • To become proficient at graphics programming using OpenGL
PG3BE8	Distributed Database	• To learn the key concepts and techniques for distributed database implementation, such as data storage, indexing, query evaluation, query optimization, transaction management, concurrency control and cash recovery. • To discuss the principles and techniques for database replication and reliability.

PG3B14	Internship	• To enrich them with real time work experience.
PG4B15	Principles Of Internet Of Things	• To understand the fundamentals of Internet of Things. • To apply the concept of Internet of Things in the real world scenario.
PG4B16	Project	• To provide real time work experience and improve communication skills • To develop real time problem solving skills

2017 -2018

COURSE CODE	COURSE TITLE	COURSE OBJECTIVES
PG1B1	Advanced Programming In Java	• To understand the Java environment and OOP • To learn Java application development using Swings and JSP • To explore advanced Java concepts and to develop user friendly GUI based web Applications
PG1B2	Design And Analysis Of Algorithms	• To stress the importance of the efficiency in writing programs • To write algorithms efficient in terms of design and time complexity
PG1B3	Object Oriented Software Engineering	• The trend being object oriented programming, the focus shifts to object oriented software engineering. • To understand the nuances of object oriented software

		engineering. • To reduce the academic-industry gap.
PG1B4	Theory Of Computation	• To introduce the mathematical foundation of computation including automata theory, the theory of formal languages and grammars. • To develop ability to understand and conduct mathematical proofs for computation and algorithms.
PG1B5	Lab-I- Programming In Java	• To understand the Java environment • To learn Java application development using Swings and Middleware technology • To explore advanced Java concepts • To write web based programs using JSP
PGBEDC1	Multimedia Applications - I	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos,

		designing cover for books and magazines
PG2B6	Extreme Programming – Asp.Net	• To introduce and form a foundation on .Net platform • To reduce the industry academic gap meeting the industrial demands
PG2B7	Compiler Design	• To provide knowledge on system oriented concepts • To help them to write efficient programs, understanding the implementation requirements
PG2B8	Distributed Operating Systems	• To provide foundation on Operating Systems Concepts • To stress the importance of client server architecture and how sharing of resources is done using OS
PG2B9	Lab-III - Extreme Programming - Asp.Net	• To develop the skill of programming in .Net platform • To develop platform independent web based applications
PG2BE1	Computational Intelligence	• Throws light on all categories of Evolutionary Computing • To motivate to pursue research

PG2BE2	Neural Networks	• To introduce and provide a foundation on neural networks • To create interest in research
PG2BE3	Software Quality Assurance & Testing	• To teach the concepts of software quality assurance and testing • To make the students industry ready by giving the knowledge to ensure the quality of the software
PG2BE4	Embedded Systems	• To create interest in low level system programming • To help students venture in to embedded designing concepts
PGBEDC2	Multimedia Applications - II	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos, designing cover for books and magazines
PG3B10	Digital Image Processing	• To inculcate ideas and create interest in processing images techniques.

		• To provide a research orientation inducing them to pursue research.
PG3B11	Data Mining And Data Warehousing	• To explore the concepts and techniques of knowledge discovery and data mining in a multi disciplinary perspective. • To present an organized framework of data mining techniques, applications and research directions. • To understand and implement classification and Clustering algorithms in Data Mining • To assess the strength and weakness of various algorithms and to analyze their behaviour.
PG3B12	Cryptography And Network Security	• To know the methods of conventional encryption. • To understand the concepts of public key encryption • To understand authentication and Hash functions. • To know the network security tools and applications. • To understand the system level security used.

PG3B13	Lab-III- Digital Image Processing	• To become proficient at image processing techniques. • Concepts to be implemented using programming language only. No readymade tools to be used.
PG3BE5	Mobile Computing	• To introduce the concept of mobile computing and provide a foundation for research.
PG3BE6	Cloud Computing	• To learn distributed communication • To understand distributed resource management • To study the basics of cloud computing • To study about virtualization and cloud resource management
PG3BE7	Advanced Computer Graphics & Animation	• To understand the basics of geometry processing. • To understand the fundamentals of pipelined rasterization rendering of meshed objects and curved surfaces. • To understand and work with advanced rendering methods such as radiosity.

		• To design programs for advanced animation methods and • To become proficient at graphics programming using OpenGL
PG3BE8	Distributed Database	• To learn the key concepts and techniques for distributed database implementation, such as data storage, indexing, query evaluation, query optimization, transaction management, concurrency control and cash recovery. • To discuss the principles and techniques for database replication and reliability.
PG3B14	Internship	• To enrich them with real time work experience.
PG4B15	Principles Of Internet Of Things	• To understand the fundamentals of Internet of Things. • To apply the concept of Internet of Things in the real world scenario.
PG4B16	Project	• To provide real time work experience and improve communication skills • To develop real time problem solving skills

2016 -2017

COURSE CODE	COURSE TITLE	COURSE OBJECTIVES
PG1B1	Design And Analysis Of Algorithms	• To stress the importance of the efficiency in writing programs • To write algorithms efficient in terms of design and time complexity
PG1B2	Advanced Programming In Java	• To understand the Java environment and OOP • To learn Java application development using Swings and JSP • To explore advanced Java concepts and to develop user friendly GUI based web Applications
PG1B3	Object Oriented Software Engineering	• The trend being object oriented programming, the focus shifts to object oriented software engineering. • To understand the nuances of object oriented software engineering.

		• To reduce the academic-industry gap.
PG1B4	Theory Of Computation	• To introduce the mathematical foundation of computation including automata theory, the theory of formal languages and grammars. • To develop ability to understand and conduct mathematical proofs for computation and algorithms.
PG1B5	Lab-I- Advanced Programming In Java	• To understand the Java environment • To learn Java application development using Swings and Middleware technology • To explore advanced Java concepts • To write web based programs using JSP
PGBEDC1	Multimedia Applications-I	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos,

		designing cover for books and magazines
PG2B6	Extreme Programming – Asp.Net	• To introduce and form a foundation on .Net platform • To reduce the industry academic gap meeting the industrial demands
PG2B7	Compiler Design	• To provide knowledge on system oriented concepts • To help them to write efficient programs, understanding the implementation requirements
PG2B8	Distributed Operating Systems	• To provide foundation on Operating Systems Concepts • To stress the importance of client server architecture and how sharing of resources is done using OS
PG2B9	Lab-II- Extreme Programming	• To develop the skill of programming in .Net platform • To develop platform independent web based applications
PG2BE1	Computational Intelligence	• Throws light on all categories of Evolutionary Computing • To motivate to pursue research

PG2BE2	Neural Networks	• To introduce and provide a foundation on neural networks • To create interest in research
PG2BE3	Software Quality Assurance & Testing	• To teach the concepts of software quality assurance and testing • To make the students industry ready by giving the knowledge to ensure the quality of the software
PG2BE4	Embedded Systems	• To create interest in low level system programming • To help students venture in to embedded designing concepts
PGBEDC2	Multimedia Applications-II	• To offer a job oriented course • To help them design animated applications in Flash • To teach the techniques in Photoshop for editing photos, designing cover for books and magazines
PG3B10	Computer Graphics And Image Processing	• To inculcate ideas and create interest in processing images techniques.

		• To provide a research orientation inducing them to pursue research.
PG3B11	Mobile Computing	• To introduce the concept of mobile computing and provide a foundation for research.
PG3B12	Distributed Database	• To learn the key concepts and techniques for distributed database implementation, such as data storage, indexing, query evaluation, query optimization, transaction management, concurrency control and cash recovery. • To discuss the principles and techniques for database replication and reliability.
PG3B13	Lab-III-Computer Graphics And Image Processing	• To develop the skill of programming in graphics and image processing techniques. • Concepts to be implemented using programming language only. No readymade tools to be used.
PG3BE5	Cryptography	• To introduce the concepts of secure communication • To make them learn through case studies

PG3BE6	Data Mining And Data Warehousing	• To introduce and form a firm foundation in programming • To stress the importance of clarity, simplicity and the efficiency in writing programs
PG3BE7	Distributed Computing	• To introduce the concept of distributed operating systems and their functions
PG3BE8	Modelling And Simulation	• To create interest in modeling and simulation techniques • To motivate them to pursue research
PG3B14	Internship	• To enrich them with real time work experience.
PG4B15	Principles Of Information Security (Self Study)	• To enable students to get sound understanding of Information Security • To equip with knowledge and skills necessary to support for their career in IT • To develop an attitude and interest for acquiring necessary knowledge through self learning
PG4B16	Project	• To provide real time work experience and improve

		communication skills • To develop real time problem solving skills