



FATIMACOLLEGE(AUTONOMOUS),MADURAI-625018

COURSEOUTCOMES

NAME OF THE PROGRAMME: B.Sc Computer Science

PROGRAMME CODE:UACS

Academic Year : 2020 -2021

Course Code	Course Title	Course Outcomes
19B1CC1	PROGRAMMING IN C	CO1: Identify the basic concepts needed for program development CO2: Apply the basic concepts and develop program to find solutions for simple problems CO3: Design programs to solve complex problems by using suitable control statements CO4: Analyze the problem and design efficient program using functions CO5: Use array and structure to handle volume of data
19B1CC2	LAB – I (PROGRAMMING IN C)	CO1 : Develop algorithms to find solutions for simple problems CO2 : Analyze the source code and rectify errors if any and bring out necessary solution CO3 : Utilize proper control statements to find solution for a given problem CO4 : Develop source code using arrays to handle volume

		of data CO5 : Design source code for console applications
19B1NME1	ANIMATION TECHNIQUES (NME)	CO1 :Create a movie with simple animation using built-in animation techniques. CO2: Create a movie with improved animation and background using Frame by frame animation. CO3: Design a movie with many scenes using motion tween technique and multilayer concept. CO4: Design a complex movie with more objects and enhanced animation using symbols. CO5: Design a interactive animation using buttons and movie clip symbols.
19B2CC3	PROGRAMMING IN C++	CO1: Compare Procedure-oriented programming and the evolution of Object oriented programming CO2: Identify basic concepts of OOP, benefits and its applications. CO3: Write object oriented programs using classes and objects. CO4: Design object oriented programs that can focus on reusability – Inheritance. CO5: Utilize runtime polymorphism with pointers and virtual functions and File concepts.
19B2CC4	LAB – II (PROGRAMMING IN C++)	CO1: Write programs using Object oriented programming paradigm – Encapsulation (Classes and objects), Polymorphism and Inheritance.

		<p>CO2: Apply various features like constructors and destructors, overloading- function and operators</p> <p>CO3: Utilize different types of inheritance to suit different applications.</p> <p>CO4: Design to write programs using Object oriented programming paradigm that enables runtime polymorphism using pointers and virtual functions.</p> <p>CO5: Apply Object oriented programming paradigm for flat file organization. (Sequential and Random access)</p>
19B2AC2	COMPUTER SYSTEM ARCHITECTURE (ALLIED -II)	<p>CO1 :Outline the structure of a basic computer system and explain the role of functional units</p> <p>CO2 : Explain the instruction cycle according to the type and addressing mode of the instruction</p> <p>CO3 : Design the control logic circuit for various digital circuits such as registers, memory and adder - logic circuit of a basic computer system</p> <p>CO4 :Identify the memory requirement of a CPU, select the memory chips and design a mapping circuit</p> <p>CO5 : Explain the structure and the usage of various interfacing devices needed for connecting peripheral devices with the CPU</p>
19B2NME2	ANIMATION TECHNIQUES (NME)	<p>CO1 :Create a movie with simple animation using built-in animation techniques.</p> <p>CO2: Create a movie with improved animation and background using Frame by frame animation.</p>

		<p>CO3: Design a movie with many scenes using motion tween technique and multilayer concept.</p> <p>CO4: Design a complex movie with more objects and enhanced animation using symbols.</p> <p>CO5: Design a interactive animation using buttons and movie clip symbols.</p>
19B3CC5	DATA STRUCTURES AND ALGORITHMS	<p>CO1 : Identify data structures needed to solve specific problems</p> <p>CO2 : Analyse the data structures for effective use in problem solving</p> <p>CO3 : Design and develop efficient algorithms in terms of Space and Time</p> <p>CO4: Troubleshoot algorithms</p> <p>CO5 : Analyse time complexity of algorithms</p>
19B3CC6	LAB –III (DATA STRUCTURES IN C++)	<p>CO1 : Write efficient programs consuming less memory</p> <p>CO2 : Compile and Execute programs using required data structures</p> <p>CO3 : Implement the algorithms using C++</p> <p>CO4 : Debug programs</p>
19B3SB1	<p>SKILL BASED ELECTIVE-INTERNET PROGRAMMING</p> <p>PAPER:I INTRODUCTION TO INTERNET</p>	<p>CO1: Discuss the way in which internet is used, classify the different types of connections.</p> <p>CO2: Describe the working of web browsers and demonstrate searching the web using effective web browsing tips</p>

		<p>CO3: Design a simple web site and discuss the method for web hosting.</p> <p>CO4: Identify internet addressing and various internet protocols used for the communication.</p> <p>CO5: Explain the tips and techniques for managing the e-mails and protecting the privacy.</p>
19B4CC7	RELATIONAL DATABASE SYSTEM CONCEPTS	<p>CO1: Explain basic architecture, major components behind relational databases, various set operations and their implementation in RDBMS and key advantages of using RDBMS in real world computing.</p> <p>CO2: Assess how SQL evolves as the communication language to access the data.</p> <p>CO3: Discuss functional dependencies and various forms of normalization in maintaining the integrity of data.</p> <p>CO4: Prepare E-R diagram which represents the data their relationship.</p> <p>CO5: Demonstrate implementation of the relational operators in SQL, Boolean and Arithmetic operators, Pattern matching techniques and Utilize group, date and time functions to handle complex queries.</p>
19B4CC8	LAB - IV (VISUAL PROGRAMMING)	<p>CO1 : Write simple programs in VB</p> <p>CO2 : Compile, Debug and Execute programs in VB</p> <p>CO3 : Design and simulate simple game applications</p> <p>CO4: Write programs for the data base applications</p> <p>CO5 : Write programs using menu editors and MDI forms</p>

19B4SB2	SKILL BASED ELECTIVE- INTERNET PROGRAMMING PAPER:II WORD PRESS	CO1 : Create simple web page using physical tags CO2 : Present the information in standard form in a web page using structure tags supported by the browsers CO3 : Design the layout for a web page using browser support tags CO4 : Develop a web site with the provision to go around all pages CO5 : Design layout for a web document using frames
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