FATIMA COLLEGE(AUTONOMOUS), MADURAI–625018
COURSE OUTCOMES

NAME OF THE PROGRAMME : B.Sc INFORMATION TECHNOLOGY PROGRAMMECODE:USIT

COURSE CODE	COURSE TITLE	COURSE OUTCOMES
19I1CC1	FUNDAMENTALS OF COMPUTING	CO1 : Understand the basic concepts in Computer & C Programming. CO2: Identify and Apply different construct available for iteration such as 'for', 'while' and 'do-while'. CO3: Understand various storage concepts. CO4: Develop C programs using functions. CO5: Summarize the concepts of Pointers and Files.
19I1CC2	LAB I - PROGRAMMING IN C	CO1: Know the concept of Problem solving. CO2: Implement various concepts in C CO3: Apply the concepts of Functions, Structures and Unions in C program

		CO4: Make use of pointers using C programs. CO5: Apply and Use the fileconcepts in C programs
19I1NME1	MULTIMEDIA APPLICATIONS	CO1: Construct simple vector graphics using basic drawing elements and shape commands. CO2: Apply basic shape commands and image effects in processing raster format pictures CO3:Understand the basic tools for editing images. CO4: Develop effective graphics for both web and print media. CO5: Apply layer features and layer management techniques for creating Web pages and Invitations.
19I2CC3	DATA STRUCTURES USING C++	CO1: Understand how to apply the major OOPs concepts to implement encapsulation, inheritance and polymorphism

		CO2: Implement an achievable practical application and analyse issues related to object-oriented techniques in the C++ programming language CO3: Handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures. CO4: Use linear and non-linear data structures like Stacks, Queues, and Linked List. CO5: Analyse various Searching and Sorting Techniques using C++.
19I2CC3	LAB -II - DATA STRUCTURES USING C++	CO1: Implement an achievable practical application on object-oriented techniques in the C++ programming language CO2: Implement linear and non-linear data structures like Stacks, Queues, linked list. CO3: Demonstrate the concept of classes and their types by using C++ objects. CO4: Apply the concept of polymorphism and inheritance in C++

		CO5: Implement practical applications by applying Searching and Sorting Techniques using C++
19I2NME2	MULTIMEDIA APPLICATIONS	CO1: Construct simple vector graphics using basic drawing elements and shape commands. CO2: Apply basic shape commands and image effects in processing raster format pictures CO3: Understand the basic tools for editing images. CO4: Develop effective graphics for both web and print media. CO5: Apply layer features and layer management techniques for creating Web pages and Invitations.
19I3CC5	DATABASE MANAGEMENT SYSTEM	CO1: Explain the structure and model of the relational database system. CO2: Design multiple tables and use group functions, sub queries. CO3: Design a database based on a data

		model considering the normalization to a specified level. CO 4: Develop E- R model-based tables. CO 5: Evaluate different PL/SQL blocks.
19I3CC6	LAB III: RDBMS LAB	CO1: Explain Various SQL Commands. CO2: Write SQL queries to user specifications CO3: Design database schema considering normalization and relationships within database. CO 4: Develop PL/SQL Programs. CO5:Develop triggers, procedures and Cursors.
19I3AC3	DIGITAL PRINCIPLES AND COMPUTER ARCHITECTURE	CO1: Explain about digital logic circuits. CO 2: Compute simple arithmetic operations for fixed-point and floating-point addition and subtraction. CO3: Understand various digital components. CO4: Construct an instruction set capable of performing a specified set of operations.

		CO5: Demonstrate a memory system for a given set of specifications.
19I3SB1	OFFICE AUTOMATION	CO 1: Use Word to prepare organizational documents. CO2: Design financial & other business applications requiring mathematical calculations using spread sheet software. CO3: Develop various charts--pie, bar, line, column, & area using spread sheet software. CO4: Create Dynamic presentations with animation. CO5: Demonstrate presentations with narration and images.
19I4CC7	PROGRAMMING IN JAVA	CO1:Understand the concepts of Object-Oriented Programming & Java Programming Constructs. CO2: Understand basic concepts of Java such as operators, classes, objects, inheritance, packages, Enumeration and various keywords. CO3: Understand the

		concept of exception handling and Input/output operations. CO 4: Design Java & Java applet-based applications. CO 5: Analyse& Design the concept of Event Handling and Abstract Window Toolkit.
19I4CC8	LAB IV: PROGRAMMING IN JAVA	CO1:Implement Object Oriented programming concept using operators and control Structures. CO2: Design java programs using inheritance, interfaces and packages. CO3: Implement exception handling mechanism and multithreading concept. CO4: Design Java applet-based applications. CO5: Design applications to Handle Events using AWT components.
19I4AC4	OPERATING SYSTEMS	CO1:Describe the evolution, types, structure and Understand the process management policies and scheduling of

		processes by CPU CO 2: Evaluate the requirement for process synchronization and coordination handled by operating system CO3: Describe and analyze the memory management and its allocation policies. CO 4: Identify use and evaluate the storage management policies with respect to different storage management technologies. CO 5: Identify the need to create the special purpose operating system.
19I4SB2	QUANTITATIVE APTITUDE	CO 1: Understand the short cut methods. CO2:Apply general mathematical techniques. CO 3: Develop their critical thinking. CO 4: Recall the formulas. CO 5: Solve the sums by applying shortcut methods with time management