



**Mahatma Gandhi Mission's  
College of Computer Science and Information Technology  
Department of Information Technology**

**BSc Information Technology**

Program Outcomes, Program Specific Outcomes and Course Outcomes

Program Outcomes:

<b>P01</b>	Acquire understanding about Information Technology and its Concepts
<b>P02</b>	Get skills to conduct Programming & analyse the outputs
<b>P03</b>	Study methods to handle Computer and electronics equipment, programming on Microprocessor Architecture and High level and Assembly Languages
<b>P04</b>	Apply the knowledge of mathematics, skill enhancement course and skill development Languages into Software Project Management
<b>P05</b>	To apply know-how about modern computer languages, trends, platforms in creating advanced career paths to be an entrepreneur, and a passion for higher studies.
<b>P06</b>	Study the knowledge for software design and development, practices to develop software applications in emerging areas such as Java and Artificial Intelligence, Business Intelligence and Cyber security.
<b>P07</b>	Supportive for going for higher studies with good knowledge in principal domains of Information Technology, by being informed of modern tools and techniques, and good interactive and social and technical communication skills.
<b>P08</b>	Gain knowledge of recent trends and openings for better placement or Further Higher education
<b>P09</b>	Attain skills to display professionalism, team work, leadership skills and expose to current needs of the IT industry in general.
<b>P10</b>	Gain knowledge, skills and techniques which are emerging in the field of IT, critical thinking, Honesty and Professional Ethics.

Program Specific Outcomes:

<b>PS01</b>	The program will help learners to study and attain ability in different domains of Information Technology, providing them the opportunity to learn new technologies.
<b>PS02</b>	The learners will be able to understand and develop fundamental programming logic and implementation skills and will be able to write programs using existing programming language and techniques as per the IT industry needs and benchmarks.
<b>PS03</b>	The learner will be able to understand and apply essential systems for use of technology and resource sharing. They will also have full knowledge and skills to design databases, software applications, mobile applications and web-based applications

## Course Outcomes:

FY BSc IT Semester 1

<b>Course Name:</b>	<b>USIT Programming Principles with C</b>
<b>Course Code:</b>	<b>USIT101</b>
CO1	Learners will learn basic principles of programming
CO2	Develop of logic using algorithm and flowchart.
CO3	Acquire the information about data types.
CO4	Understanding of input and output functions.
CO5	Enhance advanced concepts using program.

<b>Course Name:</b>	<b>USIT Digital Logic and Applications</b>
<b>Course Code:</b>	<b>USIT102</b>
CO1	Apply number conversion techniques in real digital systems
CO2	Solve Boolean algebra expressions
CO3	Derive and design logic circuits by applying minimization in SOP and POS forms
CO4	Design and develop Combinational and Sequential circuits
CO5	Understand and develop digital applications

<b>Course Name:</b>	<b>USIT Fundamentals of Database Management Systems</b>
<b>Course Code:</b>	<b>USIT103</b>
CO1	Define and describe the fundamental elements of relational database management system.
CO2	To relate the basic concepts of relational data model, entity-relationship model, relational database design, relational algebra and SQL.
CO3	Design ER-models to represent simple database application scenarios.
CO4	Transform the ER-model to relational tables, populate relational database and formulate SQL queries on data. Improve the database design by normalization.
CO5	Understand basic database storage structures and access techniques: file and page organizations, indexing methods and hashing.

<b>Course Name:</b>	<b>USIT Computational Logic and Discrete Structures</b>
<b>Course Code:</b>	<b>USIT104</b>
C01	Use logical notation. Perform logical proofs
C02	Apply recursive functions and solve recurrence relations
C03	Use graphs and trees
C04	Apply basic and advanced principles of counting
C05	Define sets and Relations. Calculate discrete probabilities.

<b>Course Name:</b>	<b>USIT Technical Communication Skills</b>
<b>Course Code:</b>	<b>USIT105</b>
C01	Analyse, synthesize and utilize the process and strategies from delivery to solving communication problem.
C02	Learn the communication methodologies at workplace and learning about importance of team collaboration.
C03	Learn about different technical communication such as presentations and interviews.
C04	Understand and apply the art of written communication in writing reports, proposals.
C05	Ground rules of ethical communication and MIS. Understand the functions of graphs, maps, charts.

## Course Outcomes:

FY BSc IT Semester 2

<b>Course Name:</b>	<b>USIT Object Oriented Programming with C++</b>
<b>Course Code:</b>	<b>USIT201</b>
C01	Understand the concept of OOPs, feature of C++ language. Understand and apply various types of DataTypes, Operators, and Conversions while designing the program.
C02	Understand and apply the concepts of Classes & Objects, friend function, constructors & destructors in program design.
C03	Design & implement various forms of inheritance, String class, calling base class constructors.
C04	Apply & Analyse operator overloading, runtime polymorphism, Generic Programming.
C05	Analyse and explore various Stream classes, I/O operations and exception handling.

<b>Course Name:</b>	<b>USIT Fundamentals of Micro Processor and Microcontrollers</b>
<b>Course Code:</b>	<b>USIT202</b>
C01	Understand the basic concepts of Micro Computer Systems
C02	Understand the architecture and hardware aspects of 8085
C03	Write assembly language programs in 8085
C04	Design elementary aspects of Micro Controller based systems
C05	Interfacing peripherals using Micro Controller

<b>Course Name:</b>	<b>USIT Web Applications Development</b>
<b>Course Code:</b>	<b>USIT203</b>
C01	Analyse working of Internet. Gain an insight into designing web pages.
C02	Use different ways of styling web pages using CSS.
C03	Implement basic and complex functionalities of JavaScript in a web page.
C04	Employ PHP Scripts to execute dynamic tasks in a web page.
C05	Perform various database tasks using PHP.

<b>Course Name:</b>	<b>USIT Numerical Methods</b>
<b>Course Code:</b>	<b>USIT204</b>
C01	Understand numerical techniques to find the roots of non-linear equations and solution of system of linear equations.
C02	Understand the different operators and the use of interpolation.
C03	Understand numerical differentiation and integration and numerical solutions of ordinary and partial differential equations.
C04	Learn solution of Algebraic and Transcendental equations
C05	Understand Least Square Regression.

<b>Course Name:</b>	<b>USIT Green IT</b>
<b>Course Code:</b>	<b>USIT205</b>
C01	Understand the concept of Green IT and problems related to it. Know different standards for Green IT.
C02	Understand the how power usage can be minimized in Technology.
C03	Learn about how the way of work is changing.
C04	Understand the concept of recycling.
C05	Know how information system can stay Green Information system.

## Course Outcomes:

SY BSc IT Semester 3

<b>Course Name:</b>	<b>Python Programming</b>
<b>Course Code:</b>	<b>USIT301</b>
C01	Learn the basic features variables, operators, Maths related functions, Decision making statement
C02	Absorb different functions & strings
C03	Understand and summarise Lists, Tuples, Dictionaries, File handling
C04	Interpret object oriented programming
C05	Learn GUI applications in Python

<b>Course Name:</b>	<b>Data Structure</b>
<b>Course Code:</b>	<b>USIT302</b>
C01	Understand the basics of algorithm analysis
C02	Understand and describe operations on Linked list
C03	Understand and analyse stack and queue operations
C04	Understand different sorting techniques, trees and AVL tree
C05	Understand and analyse graph and hashing techniques

<b>Course Name:</b>	<b>Computer Network</b>
<b>Course Code:</b>	<b>USIT303</b>
C01	Understand the basics of Computer Networking
C02	Understand different transmission mediums
C03	Understand and analyse wired and wireless networking technologies
C04	Understand functionality of Network layer.
C05	Understand various transportation protocols

<b>Course Name:</b>	<b>Database Management System</b>
<b>Course Code:</b>	<b>USIT304</b>
C01	Understand the basics of relational database management system
C02	Understand different concepts of relational data model, entity relationship model, design and relational algebra and SQL
C03	Understand and design ER Models and transform it to relational tables and formulate SQL queries
C04	To learn basic PL/SQL programming and develop efficient programs, access Oracle database using control structure, exception handling cursors.
C05	To perform the advanced PL/SQL programming

<b>Course Name:</b>	<b>Applied Mathematics</b>
<b>Course Code:</b>	<b>USIT305</b>
C01	Understand the solution of Matrices using methods like polar, exponential form of complex and hyperbolic functions.
C02	Learners will solve differential equations using various methods and differential equations with constant coefficient.
C03	Understand properties of Laplace and integrate Laplace transform and inverse Laplace using differential equation.
C04	Learn to find double and triple integrals in polar coordinates and area, volume using double and triple integrals
C05	Understand the properties of beta, gamma functions and solve error functions.

## Course Outcomes:

SY BSc IT Semester 4

<b>Course Name:</b>	<b>USIT Core Java</b>
<b>Course Code:</b>	<b>USIT401</b>
C01	Understand the basic concepts and terminologies of Java
C02	Learners will be able to develop Java code using control structure, iteration.
C03	Understand and use the advance class features like inheritance, polymorphism and overloading, overriding, interface. Abstract classes and develop efficient and reusable codes
C04	Understand the concepts of multi-threading, IO file handling and exception handling.
C05	Learners will be able to design, develop and execute AWT applications.

<b>Course Name:</b>	<b>USIT Introduction to Embedded Systems</b>
<b>Course Code:</b>	<b>USIT402</b>
C01	Learners will become familiar with classification, characteristics, core components of embedded system
C02	Learners will be able to understand memory, types of memory, registers.
C03	Acquire skills in 8051 programming in C
C04	Understand the concepts of selecting microcontroller and developing basic applications.
C05	Understand different types of Operating Systems and their characteristics.

<b>Course Name:</b>	<b>USIT Computer Oriented Statistical Techniques</b>
<b>Course Code:</b>	<b>USIT403</b>
C01	Learners will be able to calculate and apply measures of dispersion.
C02	To apply discrete and continuous probability distribution to various problems.
C03	Learners will test the hypothesis as well as calculate confidence interval ad the p-concept.
C04	To learn non-parametric test such as Chi-square test for independence and goodness for fit.
C05	To compute and interpret the results of bivariate regression and correlation analysis and to perform ANOVA



<b>Course Name:</b>	<b>USIT Software Engineering</b>
<b>Course Code:</b>	<b>USIT404</b>
C01	Learners will be able to apply the software engineering life cycle by demonstrating competence in communication, planning, analysis, design and deployment
C02	To have ability to work in one or more significant application domain
C03	To work as individual and as a team member to develop and deliver quality software
C04	Understand and apply current theories, models and techniques that provide basis of software life cycle.
C05	Learners will be able to use the techniques and tools necessary for engineering practices.

<b>Course Name:</b>	<b>USIT Computer Graphics and Animation</b>
<b>Course Code:</b>	<b>USIT405</b>
C01	Learners will be able to apply the concepts of computer graphics.
C02	Learners will be able to understand 2D / 3D transformation and its types
C03	To create 3D objects using lines and colour
C04	To create different objects with different planes, curves.
C05	To do animations through programming

## Course Outcomes:

TY BSc IT Semester 5

<b>Course Name:</b>	<b>Software Project Management</b>
<b>Course Code:</b>	<b>USIT501</b>
C01	Learners will be able to clear the idea about project planning.
C02	Learners will be able to determine Success criteria for a project.
C03	Learners will be able to reduce some risk certain of appropriate prototype
C04	Learners will be able to determine, estimate the overall duration of project.
C05	Learners will be able to Identify the resource requirements.

<b>Course Name:</b>	<b>Internet of Things</b>
<b>Course Code:</b>	<b>USIT502</b>
C01	Learners will be able to Interpret the vision of IoT from a global context
C02	Learners will be able to become familiar with IoT hardware components
C03	Learners will be able to acquire skills to design 3D modules
C04	Learners will be able to determine the Market perspective of IoT
C05	Learners will be able to acquire skills on developing their enterprise level technical strategies

<b>Course Name:</b>	<b>Advanced Web Programming</b>
<b>Course Code:</b>	<b>USIT503</b>
C01	Learners will be able to do programming with C# Language.
C02	Learners will be able to acquire skills to design web page incorporate with different server controls on web pages.
C03	Learners will be able to acquire skills to handle Error Handling, Logging, and Tracing , State Management
C04	Learners will be able to acquire skills to develop dynamic web pages using ADO.NET Fundamentals
C05	Learners will be able to provide interaction between web pages using ASP.NET AJAX.

<b>Course Name:</b>	<b>Artificial Intelligence</b>
<b>Course Code:</b>	<b>USIT504</b>
C01	Learners will be able to understand Foundations of AI, agents and environment, nature of environment, the structure of agents. Problem solving agents, examples problems, searching for solutions, uninformed search, informed search strategies, heuristic functions.
C02	Learners will be able to handle local search algorithms, searching with non-deterministic action, searching with partial observations, online search agents and unknown environments
C03	Learners will be able to configure optimal decisions in games, alpha-beta pruning, stochastic games, partially observable games, state-of-the-are game programs.
C04	Learners will be able to acquire skills to understand Syntax and semantics, using First Order Logic, Knowledge engineering in First Order Logic
C05	Learners will be able to definition of Classical Planning, Algorithms for planning as state space search, planning graphs,

<b>Course Name:</b>	<b>Enterprise Java</b>
<b>Course Code:</b>	<b>USIT506</b>
C01	Learners will be able to create servlet and develop java applications with database connectivity.
C02	Learners will study the fundamentals and core concepts of cookies, session, file uploading, file downloading and request dispatcher
C03	Learners will gain knowledge and experience required to develop and deploy JSP application using JSTL.
C04	Learners will be able to develop and deploy EJB application with concepts of Interceptors, JNDI.
C05	Learners will be familiar with the development of application using concept of Persistence, Object/Relational Mapping, JPA and Hibernate.

## Course Outcomes:

TY BSc IT Semester 6

<b>Course Name:</b>	<b>Software Quality Assurance</b>
<b>Course Code:</b>	<b>USIT601</b>
C01	Able to analyse the quality of software product
C02	Understands the Fundamentals of Testing
C03	Understands different testing methodology also analyse the difference between black box and white box testing
C04	Understand different verification and validation techniques and V-test Models
C05	Understand special types of testing and levels of testing

<b>Course Name:</b>	<b>Security in Computing</b>
<b>Course Code:</b>	<b>USIT602</b>
C01	Understands the basics of information security with risk analysis and design principles
C02	Learners will be able to identify some of the factors driving the need for Database and storage security also understands the concept of Authentication and Authorization
C03	Learners will be able to identify some of the factors driving the need for Network security
C04	Learners will be able to gather information about multiple attacks, vulnerabilities and how to detect & prevent them.
C05	Learners will be aware of information about cloud storage, virtualization and how to secure them

<b>Course Name:</b>	<b>Business Intelligence</b>
<b>Course Code:</b>	<b>USIT603</b>
C01	Learners will be able to Identify the major frameworks of computerized decision support: decision support systems (DSS), data analytics and business intelligence.
C02	Learners will be able to analyse data, choose relevant models and algorithms for respective applications
C03	Learners will be able to become familiar with classification methods, clustering methods.
C04	Learners will be able to design application using Business Intelligence techniques.
C05	Learners will be able to ability to design and develop the AI applications in real world

<b>Course Name:</b>	<b>Principles of Geographic Information Systems</b>
<b>Course Code:</b>	<b>USIT604</b>
C01	Understand the concept of GIS, GI Systems, GI Science and GI Applications, Spatial data and Geo-information.
C02	Study of Regular tessellations, irregular tessellations, Vector representations, Topology and Spatial relationships, Scale and Resolution, Representation of Geographic fields, Representation of Geographic objects
C03	Stages of Spatial Data handling, Spatial data handling and Preparation, Spatial Data Storage and maintenance.
C04	Understand Spatial Referencing: Reference surfaces for mapping, Coordinate Systems, Map Projections, Coordinate Transformations
C05	Retrieval, classification and measurement: Measurement, Spatial selection queries, Classification Overlay functions: Vector overlay operators, Raster overlay operators

<b>Course Name:</b>	<b>IT Service Management</b>
<b>Course Code:</b>	<b>USIT606</b>
C01	Make Learner Conversant with Business Process, Principles of Service Management Specialisation and Coordination, The agency principle, Encapsulation, Principles of systems
C02	Service Design Principles: Goals, Balanced Design, Identifying Service requirements, business requirements and drivers, Design constraints, Service oriented architecture, Business Service Management.
C03	Understand Service Transition Principles: Principles Supporting Service Transition, Policies for Service Transition. Service Transition Processes, Service Operation, Achieving balance in service operations.
C04	Make the learners understand CSI Approach, CSI and organizational change, Service Measurement, IT governance, CSI inputs and outputs. CSI Process, CSI Methods and Techniques.
C05	Understand tools to support CSI activities. Implementing CSI: Critical Considerations for implementing CSI, The start, Governance, CSI and organisational change, Communication Strategy and Plan



**Mahatma Gandhi Mission's  
College of Computer Science and Information Technology  
Department of Computer Science**

**BSc (Computer Science)**

Program Outcomes, Program Specific Outcomes and Course Outcomes

Program Outcomes:

<b>P01</b>	To formulate, to model, to design solutions, procedure and to use software tools to solve real world problems.
<b>P02</b>	To design and develop computer programs/computer -based systems in the areas such as networking, web design, security, cloud computing, IoT, data science and other emerging technologies.
<b>P03</b>	To familiarize with the modern-day trends in industry and research based settings and thereby innovate novel solutions to existing problems.
<b>P04</b>	To apply concepts, principles, and theories relating to computer science to new situations.
<b>P05</b>	To use current techniques, skills, and tools necessary for computing practice.
<b>P06</b>	To apply standard Software Engineering practices and strategies in real-time software project development
<b>P07</b>	To pursue higher studies of specialization and to take up technical employment.
<b>P08</b>	To work independently or collaboratively as an effective team member on a substantial software project.
<b>P09</b>	To communicate and present their work effectively and coherently.
<b>P10</b>	To display ethical code of conduct in usage of Internet and Cyber systems.
<b>P11</b>	To engage in independent and life-long learning in the background of rapid changing IT industry.

Program Specific Outcomes

<b>PS01</b>	Impart socially adequate technical solutions to complicated computer science problems with the application of appropriate techniques for sustainable development relevant to specialized practice.
<b>PS02</b>	Apply the skills of ethical and management principles required to work in a team as well as to lead a team.
<b>PS03</b>	Figure out and write effective project reports in multidisciplinary environment in the context of changing technologies

## Course Outcomes:

FY BSc CS Semester 1

<b>Course Name:</b>	<b>USCS Digital Systems &amp; Architecture</b>
<b>Course Code:</b>	<b>USCS101</b>
C01	To learn about how computer systems work and underlying principles
C02	To understand the basics of digital electronics needed for computers
C03	To understand the basics of instruction set architecture for reduced and complex instruction sets
C04	To understand the basics of processor structure and operation, how data is transferred between the processor and I/O devices

<b>Course Name:</b>	<b>USCS Introduction to Programming with Python</b>
<b>Course Code:</b>	<b>USCS102</b>
C01	Ability to store, manipulate and access data in Python
C02	Ability to implement basic Input / Output operations in Python
C03	Ability to define the structure and components of a Python program and how to write functions and pass arguments.
C04	Ability to learn how to write loops and decision statements, in Python.

<b>Course Name:</b>	<b>USCS LINUX Operating System</b>
<b>Course Code:</b>	<b>USCS103</b>
C01	Work with Linux file system structure, Linux Environment
C02	Handle shell commands for scripting, with features of regular expressions, redirections
C03	Implement file security permissions and Install software like compilers and develop programs in C and Python programming languages on Linux Platform
C04	Work with vi, sed and awk editors for shell scripting using various control structures

<b>Course Name:</b>	<b>USCS Open Source Technologies</b>
<b>Course Code:</b>	<b>USCS104</b>
C01	Differentiate between Open Source and Proprietary software and Licensing.
C02	Recognize the applications, benefits and features of Open-Source Technologies
C03	Gain knowledge to start, manage open-source projects.
C04	Understanding Open-Source Ecosystem, Case Studies: Example Projects: Apache Web server, BSD, GNU/Linux, Android, Mozilla etc

<b>Course Name:</b>	<b>USCS Discrete Mathematics</b>
<b>Course Code:</b>	<b>USCS105</b>
C01	Define mathematical structures (relations, functions, graphs) and use them to model real life situations.
C02	Understand, construct and solve simple mathematical problems.
C03	Solve puzzles based on counting principles. Develop an attitude to solve problems based on graphs and trees, which are widely used in software.
C04	Provide basic knowledge about models of automata theory and the corresponding formal languages.

<b>Course Name:</b>	<b>USCS Descriptive Statistics</b>
<b>Course Code:</b>	<b>USCS106</b>
C01	Organize, manage and present data.
C02	Analyse Statistical data using measures of central tendency and dispersion.
C03	Analyse Statistical data using basics techniques of R. Concept of dependent (response) and independent (Predictor) variables, concept of regression, Types and prediction.
C04	Study the relationship between variables using techniques of correlation and regression

<b>Course Name:</b>	<b>USCS Soft Skills</b>
<b>Course Code:</b>	<b>USCS107</b>
C01	Learners will be able to understand the importance and types soft skills
C02	Learners will develop skills for Academic and Professional Presentations. Learn about leadership, Creativity at Workplace, Team Building and Decision Making
C03	Learners will able to understand Leadership Qualities and Ethics.
C04	Ability to understand the importance of stress management in their academic & professional life.



## Course Outcomes:

FY BSc CS Semester 2

<b>Course Name:</b>	<b>USCS Design &amp; Analysis of Algorithms</b>
<b>Course Code:</b>	<b>USCS201</b>
C01	Understand and evaluate efficiency of the programs that they write based on performance of the algorithms used.
C02	Appreciate the use of various data structures as per need, Learn Algorithm Design Techniques, Backtracking Programming
C03	To select, decide and apply appropriate design principle by understanding the requirements of any real life problems
C04	To understand Recursion, Recursive Design, Recursion application.

<b>Course Name:</b>	<b>USCS Advanced Python Programming</b>
<b>Course Code:</b>	<b>USCS202</b>
C01	Ability to implement OOP concepts in Python including Inheritance and Polymorphism
C02	Ability to work with files and perform operations on it using Python. Knowledge of working with databases, designing GUI in Python and implement networking in Python.
C03	Ability to implement regular expression and concept of threads for developing efficient program
C04	Ability to implement exception handling in Python applications for error handling.

<b>Course Name:</b>	<b>USCS Introduction to OOPs using C++</b>
<b>Course Code:</b>	<b>USCS203</b>
C01	Work with numeric, character and textual data and arrays.
C02	Understand the importance of OOP approach over procedural language.
C03	Understand how to model classes and relationships using UML. Handle basic file operations.
C04	Apply the concepts of OOPS like encapsulation, inheritance and polymorphism.

<b>Course Name:</b>	<b>USCS Database Systems</b>
<b>Course Code:</b>	<b>USCS204</b>
C01	To appreciate the importance of database design. Create indexes and understands the role of Indexes in optimization search
C02	Analyse database requirements and determine the entities involved in the system and their relationship to one another. Write simple queries to MySQL related to String, Maths and Date Functions.
C03	Create tables and insert/update/delete data, and query data in a relational DBMS using MySQL commands.

C04	Understand the normalization and its role in the database design process. Handle data permissions.
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<b>Course Name:</b>	<b>USCS Calculus</b>
<b>Course Code:</b>	<b>USCS205</b>
C01	Develop mathematical skills and enhance thinking power of learners.
C02	Understand mathematical concepts like limit, continuity, derivative, integration of functions, partial derivatives.
C03	Appreciate real world applications which use the learned concepts.
C04	Skill to formulate a problem through Mathematical modelling and simulation.

<b>Course Name:</b>	<b>USCS Statistical Methods</b>
<b>Course Code:</b>	<b>USCS206</b>
C01	Calculate probability, conditional probability and independence.
C02	Apply the given discrete and continuous distributions whenever necessary. Apply non-parametric test whenever necessary.
C03	Define null hypothesis, alternative hypothesis, level of significance, test statistic and p value. Conduct and interpret one-way and two-way ANOVA
C04	Perform Test of Hypothesis as well as calculate confidence interval for a population parameter for single sample and two sample cases.

<b>Course Name:</b>	<b>USCS E-Commerce &amp; Digital Marketing</b>
<b>Course Code:</b>	<b>USCS207</b>
C01	Understand the core concepts of E-Commerce. Understand the significance of Web Analytics and Google Analytics and apply the same.
C02	Understand the various online payment techniques. Apply digital marketing through different channels and platforms
C03	Understand the core concepts of digital marketing and the role of digital marketing in business.
C04	Apply digital marketing strategies to increase sales and growth of business.

### Course Outcomes:

SY BSc CS Semester 3

<b>Course Name:</b>	<b>USCS Principles of Operating System</b>
<b>Course Code:</b>	<b>USCS301</b>
C01	Work with any type of operating system
C02	Handle threads, processes, process synchronization
C03	Implement CPU scheduling algorithms. Design file system.

C04	Understand the background role of memory management
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<b>Course Name:</b>	<b>USCS Linear Algebra</b>
<b>Course Code:</b>	<b>USCS302</b>
C01	Appreciate the relevance and applications of Linear Algebra in the field of Computer Science.
C02	Understand the concepts through program implementation. Find eigenvalues and corresponding eigenvectors for a square matrix.
C03	Instil a computational thinking while learning linear algebra.
C04	Express clear understanding of the concept of a solution to a system of equations.

<b>Course Name:</b>	<b>USCS Data Structures</b>
<b>Course Code:</b>	<b>USCS303</b>
C01	Create different types of data structures.
C02	Understand which data structure to be used based on the type of the problem.
C03	Apply combined knowledge of algorithms and data structures to write highly effective programs in various domains.
C04	Design Programs using Link Lists, Stack, Queue and Trees

<b>Course Name:</b>	<b>USCS Advanced Database Concepts</b>
<b>Course Code:</b>	<b>USCS304</b>
C01	Master concepts of stored procedure, functions, cursors and triggers and its use.
C02	Learn about using PL/SQL for data management.
C03	Use efficiently Collections and records. Develop programming concepts of database.
C04	Understand concepts and implementations of transaction management and crash recovery.

<b>Course Name:</b>	<b>USCS Java based Application Development</b>
<b>Course Code:</b>	<b>USCS305</b>
C01	Design basic application in java using Graphical User Interface.
C02	Develop applications using swings
C03	Develop web based applications using servlet and jsp. Perform programs using JSON objects
C04	Connect databases with java through

<b>Course Name:</b>	<b>USCS Web Technologies</b>
<b>Course Code:</b>	<b>USCS306</b>
C01	Design valid, well-formed, scalable, and meaningful pages using emerging technologies.

C02	Understand the various platforms, devices, display resolutions, viewports, and browsers that render websites. Design and apply XML to create a markup language for data and document centric applications.
C03	Develop and implement client-side and server-side scripting language programs.
C04	Develop and implement Database Driven Websites.

<b>Course Name:</b>	<b>USCS Green Technologies</b>
<b>Course Code:</b>	<b>USCS307</b>
C01	Explain drivers and dimensions of change for Green Technology
C02	Appreciate Virtualization; smart meters and optimization in achieving green IT
C03	Gain knowledge about green assets, green processes, and green enterprise architecture
C04	ISO 14001 and related standards for Audit for Green Compliance

### Course Outcomes:

SY BSc CS Semester 4

<b>Course Name:</b>	<b>USCS Theory of Computation</b>
<b>Course Code:</b>	<b>USCS401</b>
C01	Understand Grammar and Languages
C02	Learn about Automata theory and its application in Language Design
C03	Learn about Turing Machines and Pushdown Automata. Learn about finite state machines to solve problems in computing
C04	Understand Linear Bound Automata and its applications

<b>Course Name:</b>	<b>USCS Computer Networks</b>
<b>Course Code:</b>	<b>USCS402</b>
C01	Learn basic networking concepts and layered architecture.
C02	Understand the concepts of networking, which are important for them to be known as a networking professionals.
C03	Network layer performance, IPv4 addressing, forwarding of IP packets
C04	Transport Layer Protocol, User Datagram Protocol

<b>Course Name:</b>	<b>USCS Software Engineering</b>
<b>Course Code:</b>	<b>USCS403</b>
C01	Plan a software engineering process life cycle, design, implementation, and testing of software systems that meet specification, performance, maintenance and quality requirements

C02	Analyse and translate a specification into a design, and then realize that design practically, using an appropriate software engineering methodology.
C03	Know how to develop the code from the design and effectively apply relevant standards and perform testing, and quality management and practice
C04	Able to use modern engineering tools necessary for software project management, time management and software reuse.

<b>Course Name:</b>	<b>USCS IoT Technologies</b>
<b>Course Code:</b>	<b>USCS404</b>
C01	Understand SoC and IoT
C02	Use different types of IoT Platforms and interfaces
C03	Understand and implement an idea of various types of applications built using IoT
C04	Interfacing various types of devices using different protocols with IoT

<b>Course Name:</b>	<b>USCS Android Application Development</b>
<b>Course Code:</b>	<b>USCS405</b>
C01	Build useful mobile applications using Kotlin language on Android
C02	Install and configure Android Studio for application development. Master key Android programming concepts
C03	Master basic to intermediate concepts of Kotlin required for mobile application development. Deploy the application on Google Play
C04	Use built-in widgets and components, work with the database to store data

<b>Course Name:</b>	<b>USCS Advanced Application Development</b>
<b>Course Code:</b>	<b>USCS406</b>
C01	Store the data in NoSQL, document-oriented MongoDB database that brings performance and scalability
C02	Use Node.js and Express Framework for building fast, scalable network applications
C03	Use AngularJS framework that offers declarative, two-way data binding for web applications.
C04	Integrate the front-end and back-end components of the MEAN stack. Develop robust mobile applications using Flutter.

<b>Course Name:</b>	<b>USCS Management &amp; Entrepreneurship</b>
<b>Course Code:</b>	<b>USCS407</b>
C01	Understand the meaning of management, functions, administration and its process.
C02	Understand the foundation of entrepreneurship and its theory, types and its process.
C03	Identify the steps involved in an entrepreneurial venture (SSI).

C04	Understand an entrepreneur is converting his business ideas into running concern by selecting the project.
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### Course Outcomes:

TY BSc CS Semester 5

<b>Course Name:</b>	<b>USCS Artificial Intelligence</b>
<b>Course Code:</b>	<b>USCS501</b>
C01	Learner should get a clear understanding of AI and different search algorithms used for solving problems.
C02	The learner should also get acquainted with different learning algorithms and models used in machine learning.
C03	Theory of Learning, Regression and Classification with Linear Models, Artificial Neural Networks, Nonparametric Models, Support Vector Machines, Ensemble Learning, Practical Machine Learning
C04	Statistical Learning, Learning with Complete Data, Learning with Hidden Variables: The EM Algorithm.
C05	Passive Reinforcement Learning, Active Reinforcement Learning

<b>Course Name:</b>	<b>USCS Software Testing and Quality Assurance</b>
<b>Course Code:</b>	<b>USCS503</b>
C01	Understand various software testing methods and strategies.
C02	Understand a variety of software metrics, and identify defects and managing those defects for improvement in quality for given software.
C03	Design SQA activities, SQA strategy, formal technical review report for software quality control and assurance.
C04	Formal Technical Reviews, Formal approaches to SQA
C05	The ISO 9000 Quality Standards, , SQA Plan , Six sigma, Informal Reviews

<b>Course Name:</b>	<b>USCS Information and Network Security</b>
<b>Course Code:</b>	<b>USCS504</b>
C01	Understand the principles and practices of cryptographic techniques.
C02	Understand a variety of generic security threats and vulnerabilities, and identify & analyze particular security problems for a given application.
C03	Understand various protocols for network security to protect against the threats in a network.
C04	Digital Signatures, Authentication Protocols, Digital Signature Standard
C05	Firewall Design Principles, Types of Firewalls

Course Name:	<b>USCS Web Services</b>
Course Code:	<b>USCS506</b>
C01	Emphasis on SOAP based web services and associated standards such as WSDL. Design SOAP based / RESTful / WCF services Deal with Security and QoS issues of Web Services.
C02	Understand the details of web services technologies like SOAP, WSDL, and UDDI.
C03	The design principles and application of SOAP and REST based web services (JAX-WS and JAX-RS).
C04	Design secure web services and QoS of Web Services
C05	Learn how to implement and deploy web service client and server.

Course Name:	<b>USCS Game Programming</b>
Course Code:	<b>USCS507</b>
C01	Learner should study Graphics and gaming concepts with present working style of developers where everything remains on internet and they need to.
C02	Learner should get the understanding computer Graphics programming using DirectX or OpenGL.
C03	Along with the VR and AR they should also aware of GPU, newer technologies and programming using most important API for windows.
C04	The Trigonometric Ratios, Inverse Trigonometric Ratios, Trigonometric Relationships
C05	Review Gaming Concepts, understand, be a part of community and learn

### Course Outcomes:

TY BSc CS Semester 6

Course Name:	<b>USCS Wireless Sensor Networks and Mobile Communication</b>
Course Code:	<b>USCS601</b>
C01	After completion of this course, learner should be able to list various applications of wireless sensor networks, describe the concepts, protocols, design, implementation and use of wireless sensor networks.
C02	Implement and evaluate new ideas for solving wireless sensor network design issues.
C03	Learner should be able to conceptualize and understand the framework.
C04	Learners will be able to have a firm grip over this very important segment of wireless network
C05	Mobile services, System architecture, Radio interface, Protocols, Localization And Calling, Handover, security, New data services

Course Name:	<b>USCS Cyber Forensics</b>
Course Code:	<b>USCS603</b>
C01	The student will be able to plan and prepare for all stages of an investigation - detection, initial response and management interaction, investigate various media to collect evidence, report them in a way that would be acceptable in the court of law.
C02	Understand the procedures for identification, preservation, and extraction of electronic evidence, auditing and investigation of network and host system intrusions, analysis and documentation of information gathered
C03	Introduction to Network Forensics and tracking network traffic, Acquisition Procedures for Cell Phones and Mobile Devices
C04	Wide Web Threats, Hacking and Illegal access.
C05	Laws & regulations, Information Technology Act, Giving Evidence in court.

Course Name:	<b>USCS Information Retrieval</b>
Course Code:	<b>USCS604</b>
C01	Learner should get an understanding of the field of information retrieval and its relationship to search engines.
C02	Learner will get an understanding to apply information retrieval models.
C03	Overview of the important issues in classical and web information retrieval.
C04	Up-to- date treatment of all aspects of the design and implementation of systems for gathering, indexing
C05	Searching documents and of methods for evaluating systems



Course Name:	<b>USCS Data Science</b>
Course Code:	<b>USCS606</b>
C01	Understanding basic data science concepts. The students should be able to understand & comprehend the problem
C02	Learner should be able to define suitable statistical method to be adopted.
C03	Learners should be able to detect and diagnose common data issues, such as missing values, special values, outliers, inconsistencies, and localization.
C04	Make aware of how to address advanced statistical situations
C05	Modelling and Machine Learning.

Course Name:	<b>USCS Ethical Hacking</b>
Course Code:	<b>USCS607</b>
C01	Learner will know to identify security vulnerabilities and weaknesses in the target applications.
C02	They will also know to test and exploit systems using various tools and understand the impact of hacking in real time machines.
C03	To understand the ethics, legality, methodologies and techniques of hacking
C04	White Hat (Ethical) hacking, Why is Ethical hacking needed? How is Ethical hacking different from security auditing and digital forensics?
C05	Gaining and Maintaining Access, Additional security mechanism