

COMPUTER SCIENCE**Course Outcome (COs)**

SEMESTER	SUBJECT CODE AND NAME	OUTCOMES
SEMESTER-I	USCST01 Paper I – Information and communication technology	After successful completion of the course the students should be able to- <ol style="list-style-type: none">1. Study basic internal diagram of computer, peripherals & its characteristics and Number system.2. Take Knowledge about I/O Devices and storage Devices.3. Study Windows Operating system, control Panel and Windows Accessories.4. Study role of network devices and internet in digitalization.
	USCST02 Paper II – Programming Technique & Introduction to 'C'	After successful completion of the course the students should be able to- <ol style="list-style-type: none">1. Study language evolution of computer and translators.2. Identify problem and process analysis and complexities of algorithm, Flowchart.3. Able to know the concepts of 'C' along with the keywords, datatypes and operator and its expression.4. Know the concept of statements like looping and conditional based on condition.
SEMESTER-II	USCST03 Paper-I Operating system & Linux	After successful completion of the course the students should be able to- <ol style="list-style-type: none">1. Understand the role of operating system as System software.2. Learn what is operating system and various types of operating system.3. Understand the structure of the Linux Operating system, Types of Shells and learn the various File system commands.4. Learn the Shell script, pipes and filters and use of shell script commands.
	USCST04 Paper-II Structured programming with 'C'	After successful completion of the course the students should be able to- <ol style="list-style-type: none">1. Understand the structure of Array and its initialization & its various operations.2. Know what is structure and union and its initialization for better programming.3. Learn the Functions and its categories along with its advantages and basic storage classes.4. Know the concept of pointer and file and how it is implemented.

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SEMESTER-III	USCST05 Paper-I Database management & system analysis	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Know the Data base environment with its components and actual role of DBA in various trades. 2. Understand the Functional dependency and Normalization with 1NF, 2NF, 3NF, 4NF. 3. Learn the system analysis, system development life cycle, information gathering tools and tools of structure analysis. 4. Acquire the knowledge about System Design and its implementation with various levels of testing and the Documentation.
	USCST06 Paper-II Object oriented programming with C++	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Understand the Basic elements of OOP and various functions used in OOP. 2. Learn the concept of object oriented methodology and Creation of classes and objects and its use in OOP. 3. Understand the Constructors, Destructors, Operator Overloading and Inheritance. 4. Study the concept of Pointers, friend functions, File handling and sequential I/O operations.
SEMESTER-IV	USCST07 Paper-I Algorithm & Data structures	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Know what is data structure and Algorithms, Operations on Data structures, Study various sorting and searching methods. 2. Study stack and application of stack and its operations with expressions. 3. Understand the concept of Recursion and Queue. 4. Learn the Linked list, Operations on linked list. 5. Study concept of trees and graphs and various terminology used in Trees and graphs.
	USCST08 Paper-II Visual basic & Introduction to .Net	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Study Integrated Development Environment, Various Programming Constructs like Data types, Variables, Operators, Constants and Control Flow statements. 2. Know various VB controls like forms, labels, textbox, Frame, checkbox etc. and Procedure. 3. Understand Interface, Array and ActiveX data object and its architecture. 4. Study the concept of .NET for web designing, Windows form integration.
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SEMESTER-V	USCST09.1 Paper-I E-commerce & Web designing	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Know what is E-commerce and benefits of E-commerce and its advantages and disadvantages related to E-market. 2. Study Basic of HTML and its tags & its attributes to create & view HTML document and List. 3. Understand Linking in HTML. How the links will work, how to give graphics in webpage, Table tags and Frame tags. 4. Study Advanced HTML with various controls like text control, password field along with that the concept of CSS.
	USCST09.2 Paper-II Database Programming with oracle	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Know what is ORACLE & SQL, components of SQL & study how to write SQL commands in Database. 2. Study SQL languages like DDL, DML, DCL & DRL for performing various Queries in database. 3. Understand SQL functions like character, numeric, date, conversion, conditional function & database objects. 4. Learn PLSQL programming with exception handling & study various packages and triggers.
SEMESTER-VI	USCST11.2 Paper-I Data Communication with cloud computing	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Study the concept data communication & study various data transmissions modes, signal, data link controls and multiplexing. 2. Know the concept of data communication network with various switching principles, LAN and MAN and topologies used in Networks. 3. Learn the Communication Architecture, OSI model and Internetworking. 4. Understand the cloud computing basics, & its characteristics.
	USCST11.4 Paper-II Software Testing	After successful completion of the course the students should be able to- <ol style="list-style-type: none"> 1. Understand the Basic of software Testing, Origins of Defects, defect classes, Defect prevention strategies. 2. Learn the Test case Design Strategies, Black box testing, White box testing, Boundary value Analysis. 3. Study the Levels of testing, Unit test Planning, Integration test, System testing, Acceptance testing, Regression testing, Alpha and Beta tests, Website testing. 4. Know the Test Management, Test services, Test planning, Test Process, Building a Testing Group.