

COMPUTER SCIENCE DEPARTMENT

Program Outcome of Computer Science:

1. Recognition of the need for and ability to engage
2. An understanding of professional like Desktop Publishing, such as Photoshop , PageMaker and Office Package (Word, Excel, PowerPoint etc) and development for website like HTML, C/C++ , and social issues and responsibilities for the computing profession.
3. An ability to use appropriate techniques, skills and tools necessary for computing practices.
4. An ability to identify, formulate and development for computational challenges.

Program Specific Outcomes	BA (Generic Elective) Computer Applications PSO1.: Students will learn different Computer paradigm needed for a proper understanding of Computer Science PSO2.: Students will learn the design and development of software used to solve problems in a selection of business. PSO3.: Students will demonstrate knowledge of Multimedia, animation to apply this knowledge to implement real-life tasks more efficiently PSO4. : Students will show that they have learned programming language such as C and C++ PSO5.: Students will be capable of practical knowledge like DTP, Photoshop, PageMaker for responsibilities computer Profession.
Course Outcomes	GECA1: Computer Fundamentals CO1.: Understand the basics of Computer Fundamentals CO2.: Understand the basics of Operating System and working knowledge of windows, DOS operating systems CO3.: Understand the essentials ideas of Number system(Binary, Decimal , Octal and Hexadecimal) CO4.: Understand the various input and Output devices CO5.: Understand the Computer memory, organization and architecture. CO6.: Understand the emerging technologies like

	<p>Bluetooth, cloud computing, big data, data mining, mobile computing and embedded systems</p> <p>GECA1P(Practical):</p> <p>Students will learn complete the Office package (Word, Excel etc.)</p>
Course Outcomes	<p>GECA2: Multimedia and applications</p> <p>CO1.: Understand the basics of Multimedia</p> <p>CO2.: Understand the file formats of audio and video</p> <p>CO3.: Understands various technologies used to create and manipulate images.</p> <p>CO4.: Develop skill that animation and design</p> <p>CO5.: Making multimedia</p> <p>GECA2P(Practical):</p> <p>Students will learn based on using Flash/ GIMP/ Photoshop/ Animation Tools/ Image Editors/ Video Editors</p>
Course Outcomes	<p>GECA3 : Programming language using C and C++</p> <p>CO1.: Students will learn what is language</p> <p>CO2.: Understand the concepts of Variables and data type</p> <p>CO3.: Understands the Concepts of Functions, Array and Pointers</p> <p>CO4.: Students will ability to learn Class, Inheritance and Polymorphism</p> <p>GECA3P : Programming language using C and C++</p> <p>Students will learn complete programming using software “ C “</p>
Courses Outcomes	<p>GECA4 : Desktop Publishing</p> <p>CO1.: Students will learn about PageMaker</p> <p>CO2.: Students will learn about CorelDraw</p> <p>CO3.: Students will learn about Photoshop</p> <p>CO4.: Students will learn about Printing details like Offset Printing, Screen printing , letterpress printing etc.</p> <p>GECA4P : Desktop Publishing (Practical)</p> <p>Students will learn how to design a book using PageMaker, CorelDraw applications and Design graphics using Photoshop.</p>