

Bharathidasan College of Arts and Science, Erode
PG & Research Department of Computer Science
B.Sc (CS) – Programme Outcome and Course Outcome

Program Outcomes (PO)

- To enable graduates to pursue higher education leading to Master and Research Degrees or have a successful career in industries associated with Computer Science or as entrepreneurs
- To enhance communicative skills and inculcate team spirit through professional activities, skills in handling complex problems in data analysis and research project to make them a better team player.
- To embed human values and professional ethics in the young minds and contribute towards nation building.

Program Specific Outcomes (PSO)

- Bachelor of Science (B.Sc) is an undergraduate degree course of three years duration. It is one of the most popular course choices among Science students after Class 12th.
- It is a professional job oriented course which guarantees good jobs after graduation.
- The course is the foundation for the students who want to make career in the field of computers.
- This course offers theoretical as well as practical knowledge about different areas in computer science.

Course Outcomes (CO)

Core 1 : Computing Fundamentals and C Programming

The students will learn the computer fundamentals and the entire concept of C programming. On successful completion of the student will develop the ability to write programs in C languages.

Core 2 : Digital Fundamentals and Computer Architecture

The students will learn the design of the system architecture, circuit designs, interfacing and communication between the peripherals and how memory is organized by the system. On completion student will learn the basic building blocks of a digital system.

Core 3: C++ Programming

The students will learn the object oriented programming concepts with C++ language. On successful the student would have learnt the most powerful programming language better programmer. Student will become more effective at designing and implementing new systems and at maintaining old ones. C++ is used by hundreds of thousands of programmers in essentially every application domain.

Core 4: Data Structures

The students will learn the different storage mechanisms of data for easy access, protecting and managing of data. To introduce various techniques for representation of data in the real world and develop applications, using data structure. The logical ability of the students will be improved by this course.

Core 5: Java Programming

Students will be able to develop application programs in a secured manner based on real time by inculcating java programming concepts. As it is platform independent language it is easy to build software with minimal implementation dependencies.

Core 6: System Software and Operating Systems

It enables the student to get sufficient knowledge on various system resources. It helps the students to gain knowledge on system software and machine architecture. It also helps the students to understand the mechanism of process, storage, memory management, disk scheduling and communication interface within the machines.

Core 7: Linux and Shell Programming

This course will facilitate the students to understand and make use of the effective usage of shell and Linux utilities for better user interaction. Also it makes the student understand the basic concepts of operating system like kernel, files, directories, filters and pipes.

Core 8: RDBMS and Oracle

The subject deals with RDMS concepts using Oracle and PLSQL. The subject includes SQL to perform operations on existing and creating new databases to carry out the needed tasks. It inculcates the concepts of RDBMS in Oracle programming.

Core 9: Visual Basic

Visual Basic can be used to develop windows applications and games. It is able to fix, maintain or enhance an existing application. It is a Graphical User Interface programming and it provides user interface that allows users to interact with electronic devices through graphical icons and visual indicators.

Core 10: Graphics and Multimedia

This subject deals with graphics concepts and multimedia methodologies. The goal of the subject is to provide mathematical knowledge on graphics and provide technical background of multimedia.

Elective:

Elective- I Computer Networks

This subject deals with different concepts of network like layers, wireless concepts, transmission and security. It will also provide the knowledge on computer networks and technologies like broadband and Bluetooth. The objective of this subject is to inculcate knowledge on networking concepts and technologies.

Elective- II Web Technology

On completion of this course the students will get familiar with client server architecture and will be able to develop a web application, dynamic webpage. The objective of this course is to give knowledge to the students on using different web technologies concepts like ASP, JVM, DCOM, XML, WAP and functioning of internet.

Elective - III Mastering LAN & Trouble Shooting

The course will present the details of Local Area Network which will enable the students to learn the internal organization, installation and maintenance of PC. The course will help to understand the types of faults in PC and how it could be solved.

Skill Based Subjects:

Skill – 1 Software Engineering and Software Project Management

Software engineering deals with the concepts like process models, prototyping, analysing model, design, architecture, testing and managing risk and maintaining quality. The knowledge of software engineering will help in estimating the project, reusability, choosing technology, standards and balancing the issues of interface.

Skill – 3 Software Testing

This subject will enable the student to understand the software development life cycle, need for system testing, functional and non-functional testing. This subject will provide the knowledge on how software can be tested at various levels, at each level which type of testing can be used. This will give an idea of how test can be planned, managed, measured based on metric, executed and reported.

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