Course Outcomes of R15 Regulations

I SEM

15DMB01 - ACCOUNTING AND FINANCIAL MANAGEMENT

1. Use of accounting information to managers within the organization
2. Informs the business decision & control the Management Functions

15DHS02 - ENGLISH LANGUAGE COMMUNICATION SKILLS

1. Expose them to different techniques in resume preparation, report writing, format-making etc.
2. Cultivate the habit of reading passages from the computer monitor, thus equip them with the required facility to face computer-based competitive exams such GRE, TOEFL, GMAT etc.

15DHS03 - PROBABILITY AND STATISTICS

1. The student is able to sample the data and analyse it.
2. Able to optimize a function with two or more variables.
3. Student is able to apply suitable tests and evaluate the acceptance of the hypothesis.
4. The student is able to apply different estimations and hypothesis to solve the problems

15DMC04 - PROGRAMMING IN C

1. Develop a program a structured Programming Using C
2. Develop a program using loops and branches
3. Develop a program using Memory Allocation Concepts
4. Develop a program in Data Handling using Files

15DMC05 - COMPUTER ORGANIZATION

1. Able to design digital circuits by simplifying the Boolean functions
2. Able to Understand the organization and working principle of computer hardware components
3. Able to understand mapping between virtual and physical memory
4. Acquire knowledge about multiprocessor organization and parallel processing

15DMC06 – DATA STRUCTURES

1. Understand the Basics of Data Structures
2. Implement and interpret various data structures and its representation.
3. Understand the different sorting and searching techniques.
4. Understand and appreciate the trees and the associated merits of executing different operations on it.

II SEM

15DHS10 - DISCRETE MATHEMATICS
1. Solve problems involving sets, functions, relations, graphs and trees, Boolean algebra.
2. Calculate number of possible outcomes of elementary combinatorial processes such as permutations and combinations

15DMC11 - OBJECT ORIENTED PROGRAMMING WITH C++
1. Understand and implement various class and object
2. Understand about the different types of overloading
3. Understand about virtual function and friend function and its use.
4. Understand about the roles and kinds of classes
5. Understand about application frameworks

15DMC12 – SOFTWARE ENGINEERING
1. An ability to apply knowledge of mathematics, science, and engineering.
2. An ability to function on multi-disciplinary teams.
3. An ability to identify, formulate, and solve engineering problems.
4. An understanding of professional and ethical responsibility.

15DMC13 - OPERATING SYSTEMS
1. Able to understand the operating system components and its services
2. Implement the algorithms in process management and solving the issues of IPC
3. Able to demonstrate the mapping between the physical memory and virtual memory
4. Able to understand file handling concepts in OS perspective

15DME14 - OPERATIONS RESEARCH
1. Helps the managers to take better and quicker decisions
2. Coordinate all the decisions of the organization. It coordinates all the decisions taken by the different levels of management and the various departments of the organization

15DMC15 - DATABASE MANAGEMENT SYSTEMS

1. Understand the basic concepts of the database and data models.

2. Design a database using ER diagrams and map ER into Relations and normalize the relations

3. Acquire the knowledge of query evaluation to monitor the performance of the DBMS.

4. Develop a simple database applications using normalization.

15DMC18 - LINUX PROGRAMMING

1. Understand Linux operating system environment along with other OS
2. Work with Linux utility commands
3. Work with administrative Linux utility commands
4. Implement interactive bash shell programming
5. Work with advanced control elements in bash shell script.

15DMC19 - COMPUTER NETWORKS

1. Defining, using and implementing computer network and types of transmission Media.
2. Understand the Error Detection and Correction codes and MAC Sub Layer.
3. Understand Routing Algorithms and Congestion Control algorithms in network layer
4. Understand the features of Connection-oriented and Connectionless Transport protocols
5. Understand the features of application layer and Cryptographic Algorithms

15DMC20 – SOFTWARE ENGINEERING

1. Know the models involve in Software Engineering
2. Apply the design concepts in system.
3. Found the bugs in code
4. Manage the metrics in software projects.
5. Identity the configuration techniques in Software engineering.

15DMC21 – DATAWAREHOUSING AND MINING

1. Store voluminous data for online processing
2. Preprocess the data for mining applications
3. Apply the association rules for mining the data
4. Deploy appropriate techniques for classification
5. Cluster the high dimensional data for better organization of the data.

15DMC22 - PRINCIPLES OF PROGRAMMING LANGUAGES

1. Use of preliminary concepts in programming environment.
2. Analyze semantic issues associated with function implementations, including parser tree grammars and semantics
3. Use different data types and type checking conversions in programming language.
4. Inscribe Expression and Statements for various programming languages and use exception handling.
5. Introduce modularity using subprograms

15DMC23 – ORGANIZATIONAL STRUCTURE AND PERSONNEL MANAGEMENT

1. To able to get analytical skills in Business
2. To get confident level and gaining technology levels in business
3. To get human behaviors and mental skills in marketing management
4. Gaining a knowledge about man power and its development.
5. To get human behavior and its knowledge using technique.

15DMC26 – WEB TECHNOLOGIES

1. Understand and Develop a Static Web Documents
2. Develop a Web Document with validation using Java Script
3. Understand the functionality of XML and XML Parsers
4. Develop server side programs using Servlet.
5. Develop a dynamic web Documents using JSP

15DMC27 – MULTIMEDIA AND APPLICATION DEVELOPMENT

1. Understand core multimedia technologies and standards
2. Develop the application using Flash and Action Script
3. Develop application using reusability concepts with exception handling
4. Apply the Lossless and Lossy Compression Techniques.
5. Compress audio and videos using MPEG

15DMC28 – PROFESSIONAL ETHICS

1. Identify the multiple ethical interests at stake in a real world situation
2. Analyze and manage about intellectual property rights.
3. Analysis the various issues involved in hacking
4. Demonstrate the knowledge of work environment
5. Gain the knowledge of social networking and digital management.

15DMC29 – BIG DATA ANALYTICS

1. Identify the need for big data analytics for a domain
2. Use Hadoop, Map Reduce Framework
3. Apply big data analytics for a give problem
4. Suggest areas to apply big data to increase business outcome
5. Contextually integrate and correlate large amounts of information

15DMC30 – E-COMMERCE

1. Understand about E-commerce and its applications
2. Be aware of ethical, social and security issues in Internet
3. Deploy E-payment system in real time situations.
4. Use Internal Information System and Supply chain management
5. Do online marketing in Internet.

15DMC31 – NETWORK SECURITY AND CRYPTOGRAPHY

1. Understand different types of attacks
2. Apply encryption and decryption techniques and improve security through Hash functions.
3. Deploy public key cryptographic principles and employ various authentication services.
4. Comprehend and apply Email Security services and IP Security.
5. Comprehend and apply Web Security services like SSL, TLS, SNMP, etc,.

15DMC32 – ARTIFICIAL INTELLIGENCE

1. Identify problems that are amenable to solution by AI methods, and with AI methods may be suited to solving a given problem.
2. Formalize the given problem in the language/ framework of different AI methods
3. Understand first order logic.
4. Describe and list the key aspects of planning in Artificial Intelligence.
5. Acquire an Understanding of capabilities and limitations of Expert System.

15DMC33 – SOFTWARE PROJECT MANAGEMENT

1. Understand Software development life cycle.
2. Implement various cost controlling techniques in project management.
3. Gain knowledge in software development process and quality models
4. Implement various measurable techniques to achieve quantifying results
5. Implement project plans through managing people, communication and change

15DMC34 – SCRIPTING LANGUAGES

1. Understand the Preliminary Concepts of Programming Language & syntax and Semantics methods
2. Understand the Strings, Lists, Functions & methods
3. Create a Software Systems using Python Scripts
4. Apply Exception handling Techniques in Real Programming Environment
5. Develop skills to use Python with Object Oriented Concepts

15DMC35 – ADVANCED LINUX PROGRAMMING

1. Work with Linux POSIX APIs for accessing Linux File System
2. Create, Control Processes using fork, vfork and exec System calls and also control asynchronous events occur at runtime using signals.
3. Implement Inter process Communication using pipes, named pipe(FIFO), message queues, shared memory and semaphores.
4. Build Multi-Tasking Processes using POSIX Thread APIs
5. Build Connection oriented/ Connectionless Client – Server communication using sockets.

15DMC38 - ANDROID APPLICATION DEVELOPMENT

1. Understand how Android applications works and to develop mobile application
2. Understand the various Android View Controls and Layouts in Android.
3. Comprehend and apply menus and indicators.
4. Implement Event Handling procedures to develop interactive Applications.
5. Develop Applications using Animation Techniques

15DMC39 – C# Programming

1. Develop fundamental programs in C#
2. Understand the Syntax and use of C# Object Oriented classes
3. Display proficiency in C# by building standalone applications in .NET framework
4. Create distributed data driven applications using .NET framework, C#, SQL Server and ADO.NET
5. Utilize XML in the .NET environment to create web service based applications and components

15DMC40 - OBJECT ORIENTED ANALYSIS & DESIGN USING UML

1. Understand the basic concepts to identify state and behavior of real world objects of modeling and basic structure modeling
2. Apply modularity design in solving complex problems
3. Construct various UML models using appropriate notation
4. Develop UML Models using advanced concepts of Behavioral modeling
5. Implement architectural modeling for given system

15DMC41 – CLOUD COMPUTING

1. Understand the services and its applications of cloud data.
2. Apply suitable abstraction and virtualization technique in cloud environment.
3. Utilize the Microsoft Database Services in Windows Azure platform.
4. Gain knowledge in Administrating and managing the cloud.
5. Deploy applications for Business and Consumers Services

15DMC42 – HUMAN COMPUTER INTERACTION

1. Understand the importance of Graphical user Interface
2. Design, Implement and evaluate effective and usable graphical computer interface
3. Understand the concepts of screen navigation flow and different types of statistical chart.
4. Deploy multimedia window components to design interactive GUI
5. Implement simple graphical user interfaces using software Tools

15DMC43 – THEORY OF COMPUTATION

1. Understand the basic kind of finite automata and their capabilities
2. Master Context free Grammars and Languages.
3. Understand the concept of pushdown automata
4. Comprehend and apply Techniques for Turing Machine construction.
5. Understand the challenges for theoretical computer science and its contribution to other sciences

15DMC44 – GEOGRAPHICAL INFORMATION SYSTEMS

1. Identify geo social problems and the requisite problems
2. Understand the basic principles of cartography system in GIS
3. Gain the knowledge on analytical skills which involved in GIS problem
4. Understand the database system involved in geographical system
5. Pursue advanced programs in geo informatics.

15DMC45 – COMPILER DESIGN

1. Identify and understand different components of a compiler and their functioning
2. Understand and user context free grammar and parse tree construction
3. Identify the syntax analysis phase and identify the similarities and difference among various parsing techniques and grammar transformation techniques
4. Understand the concept of intermediate code generation in compiler
5. Understand the new code optimization technique and improve the performance of a program in terms of speed and space

15DMC46 – SOFTWARE TESTING METHODLOGIES

1. Apply software testing knowledge and engineering methodologies

2. Comprehend and apply knowledge in transaction flow and data flow techniques.

3. Understanding and knowledge of contemporary issues in software testing.

4. Apply logic-based testing and state graph testing in software methodologies.

5. Have an ability to use software testing methods and modern software testing tools for their testing projects

15DMC47 – SEMANTIC WEB

1. Analyze the Semantic web architectures .

2. Understand the semantic relationships among these data elements using Resource Description Framework (RDF).

3. Understand and reflect on the principles of Ontology Engineering.

4. Design and implement a web services application that "discovers" the data and/or other web services via the semantic web.

5. Discover the capabilities and limitations of semantic web technology for social networks

HOD MCA