

Course Outcomes

Course Objectives and outcomes

Course Code	Course name	Objectives	Outcomes
1-1-106R20	Information Technology	Students will try to learn: - About essential computer hardware components. - Functions and importance of Operating Systems and different types of Operating Systems. - In crafting professional word documents, excel spread sheets, power point presentations using the Microsoft suite of office tools	Students will be able to: - Describe the essential computer parts and their importance. - Distinguish different types of Operating systems and their roles. - Apply the features of word processor, spreadsheet and presentation software.
1-2-106R20	E-Commerce and Web Designing	Students will try to learn: - Understand concept of E-commerce and its types. - Be familiarized with technologies for E-commerce. - Understand different types of network threats and securities of E-commerce applications. - To describe a sound introduction to Web Terminologies. - To give a good foundation of components required to design web sites and principles behind the dynamic web pages.	Students will be able to: - Define and differentiate various types of E-Commerce. - Describes the technologies for E-Commerce. - Explains about threats and measures for security. - Understand different types of networks and web terminologies. - Understand and use HTML tags to design web pages and also Identify components required to design dynamic web pages and use them.
1-3-106R20	Programming with C and C++	Students will try to learn: - To understand features and importance of programming languages. - To understand different types of control statements.	Students will be able to: - Describe the characteristics of different types of programming languages. - Explain about the features of C language and different types of statements used in C.

		- To study the implementation of modular programming and other components of C language. - The characteristics of an Object Oriented Programming Language. - The basic principles of Object oriented Design in C++ and enhance problem solving and programming skills in C++. - About constructors, inheritance etc.,	- Identifies the advantages and implementation of modular programming. - Use the characteristics of an Object Oriented programming language. - Understand the relative merits of C++ as an Object Oriented programming language. - Develop programs with features of C++ programming language.
1-4-106(B)R20	Database Management System	Students will try to learn: - To describe a sound introduction to DBMS. - To give a good foundation of relational data model. - To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization. - To introduce the concepts of basic SQL, a database language and PL/SQL.	Students will be able to: - Explain the features of database management systems and relational database. - Design conceptual models of a database using ER modeling for real life applications. - Create and populate a RDBMS for a real life application, with constraints and keys using SQL. - Retrieve any type of information from a database by formulating complex queries in SQL.
1-4-106(A)R20	Object Oriented Programming with JAVA	Students will try to learn: - To understand basic architecture of java and its features. - To understand the concept of string class and various methods to manipulate strings. - To understand inheritance concepts for reusing the program - To understand different types of errors/Exceptions and how they can be handled. - To learn how to write application containing multiple tasks that can be executed simultaneously.	Students will be able to: - To apply OOP features and concepts for solving given problem. - To implement OOP concepts in java - Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling . - Illustrate inheritance concepts for reusing the program. - Demonstrate the user defined exceptions by exception handling.

1-5-106(A) R20	Big Data Analytics using R	Students will try to learn: 1. To understand data and classification of digital data 2. To understand big data analytics 3. To load data into R 4. To organize data in the form of R objects and manipulate them as needed	Students will be able to: 1. To distinguish and identify different types of data 2. To understand and uses the concepts big data analytics 3. To understand and demonstrate the R language constructs 4. To design programs to handle data processing using R
1-5-106(B) R20	Data Science using Python	Students will try to learn: 1. To understand basic concepts of data science 2. To understand how python is useful for problem solving 3. To use standard programming constructs of python 4. To use and implement concepts like constructs for aggregated data, functions, modules 5. To understand the implement the basic oop concepts in python	Students will be able to: 1. To explain the concepts of data science 2. To design python using standard programming constructs 3. To demonstrate the use of constructs for aggregated data, functions, modules 4. To use the oops concepts of python in problem solving