Programming PracticeLab

Contact Hours: 0L – 0T – 3P

Credits: 1.5

Course Outcomes (COs):

1. Able to understand the usage of pointers in C and its applications
2. Able to understand and implement OOP features through C++ Programming
3. Understand and utilize STL classes in C++
4. Able to effectively choose programming components that efficiently solve computing problems in real-world.

*CO-PO Mapping (3 – Strong, 2 – Moderate and 1 – Weak)*

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Programming Practice Lab |  | PO1 | PO2 | PO3 | PO4 | PO5 | PO6 | PO7 | PO8 | PO9 | PO10 | PO11 | PO12 |
| CO1 | 2 |  |  | 1 | 1 |  |  |  |  |  |  |  |
| CO2 | 1 |  |  | 1 | 3 |  |  |  |  |  |  |  |
| CO3 |  |  | 1 |  | 2 | 1 |  |  |  |  |  |  |
| CO4 | 1 | 3 | 1 |  | 1 |  |  |  | 1 |  |  |  |

*CO-PSO Mapping (3 – Strong, 2 – Moderate and 1 – Weak)*

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| --- | --- | --- | --- | --- | --- |
| Programming Practice Lab |  | PSO1 | PSO2 | PSO3 | PSO4 |
| CO1 | 3 |  |  |  |
| CO2 | 1 |  |  | 1 |
| CO3 | 3 |  |  |  |
| CO4 | 1 | 1 |  |  |