COURSE OUTCOME

BACHELOR OF COMPUTER APPLICATIONS

Sr. No.	Course Name	Course Code	Course Outcome
1	Business and Technical Communication Skills	1101	CO1: To learn the basics of English grammar CO2: To learn to create sentences in English and basic techniques for appearing the GD and Interviews CO3: To learn basics of letter writing CO4: To learn to write different types of applications and report writing techniques.
2	Principles and Practice of Accounting	1102	CO1: Acquire conceptual knowledge of basics of accounting CO2: To understand the basics of Journal entries and ledger entries. CO3: To learn to prepare the different types of documents for accounting CO4: To learn to maintain the accounts of a business
3	Introduction to Programming and Problem Solving using C	1103	CO1: To understand the concept of program and its development procedure. CO2: To understand the concept of algorithms and Flowcharts for solving problems CO3: To understand the use of the C programming language to implement various algorithms, and develops the basic concepts and terminology of programming in general. CO4: Introduces the more advanced features of the C language
4	Computer Fundamentals and Operating Systems	1104	CO1: To introduce computer and its parts CO2: To understand the types of computers CO3: To understand the Concept of Operating system CO4: To understand the concept of memory management by Operating System
5	Problem Solving using C Lab	1201	CO1: To understand the concept of control statements in programming CO2: To learn the implementation of different operators and functions in C Programming Language CO3: To describe the files processing mechanism in C CO4: To develop programs using functions
6	GNU / Linux LAB	1202	CO1: To learn the basics of Unix Operating System CO2: To understand the file structure of Unix CO3: To learn the working of vi editor CO4:To perform shell scripting

7	INTRODUCTION TO LOGIC CIRCUITS AND DIGITAL DESIGN	2101	CO1: Able to perform the conversion among different number systems; Familiar with baisc logic gates AND, OR & NOT, XOR, XNOR; Independently or work in team to build simple logic circuits using basic. CO2: Understand Boolean algebra and basic properties of Boolean algebra; able to simplify simple Boolean functions by using the basic Boolean properties. CO3: To understand the concept of combinational Circuits CO4: Familiar with basic sequential logic components: SR Latch, D Flip-Flop and their usage and able to analyze sequential logic circuits.
8	DISCRETE STRUCTURES AND GRAPH THEORY	2102	CO1: Define and relate basic notions in set theory CO2: Define and classify binary relations CO3: To understand the concept of permutation and combination CO4: Apply algorithms and theorems from graph theory on solving problems
9	ADVANCED C	2103	CO1: To learn the concept of creating multiple variables using arrays CO2: To understand the concept of pointers. CO3: To learn the mechanism of storage in C CO4: To describe the mechanism of graphics using C
10	ENVIRONMENTAL SCIENCE & RTI	2104	CO1: To understand the various energy recourses CO2: To make aware of different types of pollutions and issues caused by them. CO3: To make aware of disposable of e-waste. CO4: To understand the RTI and its mechanism.
11	ADVANCED C LAB	2201	CO1: To develop the programs using arrays and to implement the concept of pointers CO2: To understand and to develop the programs for memory management CO3: To develop program for file handling CO4: To develop the programs for computer graphics using C language.
12	OPEN SOURCE OPERATING SYSTEM AND APPLICATIONS SOFTWARE'S LAB*	2202	CO1: To learn the installation and management of Linux OS. CO2: To learn the installation and configuration of PHP CO3: To learn the installation and configuration of MySql CO4: To learn to develop programs using PHP and

			create database using MySql
13	Introduction to Microprocessor	3101	CO1: Understand the history and overview of microprocessors. CO2: Study the 8085 microprocessor with its architecture and pin out diagram. CO3: Understand the 8085 microprocessor programming and interrupt concept. CO4: Study I/O interface of 8237 and 8251 microprocessor. Overviewed different microprocessors and different types of memory.
14	Numerical Methods and Algorithms	3102	CO1: Understand the problem solving methods of linear and non-linear equations. CO2: Understand the interpolation using different methods. CO3: Study numerical integration of equation with different rules and formula. CO4: Implement numerical solution of differential and partial differential equations with different methods.
15	Computer Organization and Architecture	3103	CO1: Understand the computer structure with its components, instruction cycle and interrupts. CO2: Recognize the internal and external memory with its characteristics and different models. CO3: Understand the I/O modules, I/O channels and processes. Understand the DMA concept. CO4: Study advanced architecture of system with parallel processing models and RISC and CISC.
16	File Structure and Database Management System	3104	CO1: Understand the record organization in file, overview of indexing and hashing with their types. CO2: Understand the query processing overview, query expression and optimization. CO3: Understand the concept of transaction with states, properties and operations. Understand the schedule with its types. CO4: Understand the lock concept with its types and conversion. Understand deadlock handling and different protocols.

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17	Microprocessor Lab	3201	CO1: Successfully run the programs to find the addition and subtraction of 8 bit and 16 bit numbers. CO2: Successfully run the programs to find the addition and subtraction of 8 bit and 16 bit BCD numbers. CO3: Successfully run the programs to find maximum and minimum numbers in array and sort numbers in ascending and descending order. CO4: Successfully run programs to convert HEX numbers to BCD. Study hardware and software interrupts.
18	Database Management System LAB	3202	CO1: Understand to create table and database using query. CO2: Study operations of database using query. CO3: Implemented nested query and understand to alter table. CO4: Understand Normalization and multi table query execution.
19	DATA STRUCTURES AND FILE ORGANISATION	4101	CO1: Understand the concept of various data structures, its classification and array. CO2: Understand basic concept, implementation, types and operations of data structures - Linked List, Stack, Queue CO3: Understand basic concept, terminology and traversals of Tree and Graph data structures. Apply Algorithm for solving problems like sorting, searching of data. CO4: Understand different ways of organization of file, operations of files, the hash function and its types.
20	INFORMATION SYSTEMS ANALYSIS AND DESIGN	4102	CO1: Understand the system concept, its development phases with different roles. CO2: Understand the feasibility analysis, information requirement analysis and normalization. CO3: Understand the tools of SSAD, system design models. CO4: Understand different development methodologies, testing methods with case studies.

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21	INTRODUCTION TO SOFTWARE ENGINEERING	4103	CO1: Understand the software engineering methods, layers and process framework. Study of different software development life cycle model. CO2: Understand the software project planning, different cost estimation techniques, different software scheduling methods, software prototyping. CO3: Understand different software development levels with detail overview and methods. CO4: Understand different software management activity, product assurance concepts and configuration management.
22	OBJECT ORIENTED PROGRAMMING USING C++	4104	CO1: Understand the procedural and object oriented paradigm with concepts of streams, variables, functions, control statements. CO2: Understand dynamic memory management techniques using pointers, constructors, destructors, etc CO3: Understand the concept of Operator overloading, Inheritance, Virtual functions with programs. CO4: Understand the unformatted I/O operations, File handling concepts.
23	DATA STRUCTURES LAB	4201	CO1: Understand the array operations and singly linked list implementation with programs. CO2: Study doubly and circular linked list and stack operations using programs. CO3: Study queue implementation, operations of queue and tree traversals using programs. CO4: Implemented graph traversals, searching and sorting Algorithms using programs.
24	OBJECT ORIENTED PROGRAMMING C++ LAB	4202	CO1: To understand the concept of I/O operators, data types, variables, functions, various decision control Statements using programs. CO2: Understand the object oriented paradigm with concepts of classes, functions and objects. Understand different types of constructors with programs. CO3: Demonstrate the operator overloading and inheritance concepts and its types with the help of programs.

			CO4: Understand the console I/O operations
25	Data Communication and Networking	5101	and file handling methods with the help of programs. CO1: Understand the concepts of communication, transmission and modulation. CO2: Understand the concepts of transmission media, multiplexing and channel allocation. CO3: Understand the fundamental of networking, network models etc CO4: Understand the network issues, types of services and collisions.
26	Java Programming	5102	CO1: Understand the overview of java language by variables, arrays, operators, classes, objects, constructors and their methods. CO2: Understand method overloading, inheritance, overriding, exception handling and special features of java. CO3: Understand the overview of threading, multithreading, I/O applets, applet initialization, termination with programs. CO4: Understand the overview of java library, networking, collection interface, AWT and layout managers with programs.
27	Visual and Database Programming	5103	CO1: Understand the .net framework, its architecture and different environment tabs. CO2: Understand VB.NET language with variables, arrays, functions, control flow statements etc CO3: Understand .net framework components with their properties, methods and events. Overview of object oriented programming and OLE with components. CO4: Understand database programming with ADO.NET. Successfully fetched records from database and Report generated from database.
28	Internet Programming	5104	CO1: Understand HTTP overview, session management, cookies etc CO2: Understand the concepts of web server and their security managements. CO3: Understand the structure and presentation of HTML document.

			CO4: Understand JavaScript and advanced JavaScript in detail.
29	JAVA Programming LAB	5201	CO1: Understand the java language with classes, objects, array, control statements, constructors and their methods by running java programs. CO2: Understand method overloading, overriding and special features of java with programs. CO3: Implemented exception handling, threading and I/O applet functions with programs. CO4: Understand and run java programs of implementation of Applet, implementation of string handling functions, implementation of AWT with different methods.
30	Internet Programming Lab	5202	CO1: Successfully created HTML document with Tables, Frames using different tags layout. CO2: Successfully run a HTML program using JavaScript with variables, control structures and popup boxes. CO3: Understand object based programming and run programs with function objects. CO4: Understand JavaScript and Successfully run programs of JavaScript with HTML.
31	Management Information System	6101	CO1: Understand the concepts of systems, Information system, information, their types, collection methods etc. CO2: Understand the MIS, its overview, subsystems, and hierarchy of management activity. CO3: Understand the levels of management, decision making concepts. CO4: Understand to develop information system, pitfalls in MIS development and functional MIS.
32	Enterprise Resource Planning	6102	CO1: Understand the detail overview of ERP, ERP business engineering. CO2: Understand the business engineering with IT, ERP with IT, ERP with management. CO3: Understand the business model for ERP, ERP implementation. CO4: Understand the ERP and competitive strategy, their guidelines.

33	Intelligent Property Rights, Patents and Cyber Laws	6103	CO1: Understand the concept of intelligent property rights, Information Technology Related Intellectual Property Rights, database, semiconductor chips and domain name protection. CO2: Understand the concept of Patents, copyright, trademark and designs with ownership and enforcement. CO3: Understand the Enforcement of Intellectual Property Rights, cyber law and law of digital contracts. CO4: Understand the concept of Information Technology Act 2000, Intellectual Property Issues in Cyber Space, Cyber Law Issues for Management.
34	Elective-3 Web Technology	6104	CO1: To understand the working of HTTP protocol. CO2: To learn the structure and various tags of HTML. CO3: To understand the architecture of CGI and to introduce ASP programming. CO4: To understand the installation and configuration of Apache Tomcat server.
35	Project	6201	CO1: To learn to collect the requirements of the software project CO2: To do analysis of the software requirements and finalize them. CO3: To prepare the various designs of the software project. CO4: To Develop, test and prepare the final project report

Bachelor of Design

Sr. No.	Course Name	Course Code	Course Outcome
	Drawing And Sketching (C)	1011	 Draw landscape, portrait using shading/coloring technique with specified tools, techniques and mediums. Sketch motifs as an interpretation of natural, geometrical objects and further convert them into abstract and stylized form. Draw various technical steps involved in product development process. Draw Object, perspective, still life and human figurative drawings
	Environmental Studies (C)	1012	 Build awareness about physical environment and its components. Gain Knowledge of natural resources and their types. Develop the concept of ecology and its components.
	Fundamental Of Design (B)	1013	 Apply the elements of design in apparel design. Apply a principles of design in apparel design. Justify the psychological, formal and symbolic qualities of elements and principle of design
	Communication Skills (B)	1014	 Apply communication skills in different linguistic functions. Apply the skills related to listening reading, writing, and speaking. Effectively use the business communication skills.
	History Of Art & Design (B)	1015	 Express the influence of art & culture on the society as well as on fashion. Express the contemporary art and its influence on fashion
	Technical DrawingFoundation (C)	2011	 Draw technical drawing of design as specified. Analyze technical and figurative drawing
	Advance Design (B)	2012	 Describe and apply various color theories in design. Depict and identify colour characteristic

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			in relation with color psychology. 3) Relate Elements and Principles of design in developing a product in respect with specific theme.
	Material Studies (C)	2013	Use and apply the different materials that create different approaches and feelings in the product. 2) Relate various materials and explore them to enhance and reward various products.
	Computers Application In Data Management And Presentation (C)	2014	1) Use the basic principles of computer hardware, software & other devices of computers. 2) Use word processor, spreadsheets and presentation.
	Art Appreciation (B)	2015	 Distinguish various Indian art and performing art forms in terms of its characteristics and features. To be able to discuss the application of art forms in design.
	Fundamentals Of Illustration & Design Concept (A)	3111	 Use the skill of draw to render garment on croqui. Apply the Concept Of Design Process In product development Illustrate basic garments. Identify famous fashion illustrators for their individual style and demonstrate individualstylized drawing inspired from them
	Introduction To Pattern Making (Flat And Draping) (A)	3112	 Create drafting patterns for foundation for kids and adult's styles using flat pattern and draping method. 2) Draft flat patterns as well as on dress form for foundation styles in upper torso and skirts.
	Introduction To Textile(C	3113	 Recognize specified fibers, yarns, weaves., knits types, preparatory process and finishing process. Apply the textiles in apparel in respect with function and aesthetics. Show that textile forms the core of fashion that demands its appropriate application in technical and aesthetic form
	History Of Fashion (Indian & Western) And Women's Studies(A)	3114	 Trace the birth, evolution, decline, revival and most recent developments in Indian and western fashion. Decode the fashion styles in

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			accordance with specific era. 3) Interpret the demographic profile of women in India & the present
			situation in the status of women.
Fashion S	Studies (A)	3115	Recognize the basic fashion
	` ,		terminology, fashion categories and
			the working of the fashion industry.
			2) Compare the influences of various
			designers and fashion revolutions
			with respect to social, cultural and
			psychological aspects on the fashion
			industry in different decades.
			3) Recognize the major fashion centers
			globally and their importance.
			Identify various theories, movements
			and factors affecting fashion
Basic Fashior	n Illustration &	4111	1) Illustrate the male fashion figure &
Design C	oncept (A)		rendering with different color mediums.
			2) Demonstrate and render fashion garment
			components categories /styles designs.
			3) Apply the design process to develop
			women's wear collection
	n Making (Flat	4112	1).Draft components such as sleeves,
And Dra	ping) (A)		collars-and style lines in women's wear
			using standard measurement, and using flat-
			pattern and draping methods.
			2) Create patterns and designs manipulating
			fabric using flat pattern and draping technic
T . 1	T . C	4110	to draft chudidar and salwar
	To Garment	4113	1) Demonstrate sewing and construction
Constru	iction(A)		skills using hand and machine stitches for
			different components of garments like seams
			and seam finishes, pocket, plackets,
			openings and fasteners.
			2)Stich the specified components of
			garmentsin men's and women's apparel as
Computer A:	ded Rendering	4114	per industry requirements. 1).Use Raster Graphics software as a tool to
1 -	n Fashion(A)	4114	represent and create visuals, using image
1 confidue 1	ii i asiiioli(A)		editing and object creation.
			2) Explain and use manipulation of Raster
			Graphics software
Fashion M	lanagement,	4115	Explain the basic management
	ting and	.110	concepts, applications & processes.
	dising (C)		2) Explain the application in decision
TVICIONALI	(0)		making, motivation terms such as
			leadership and communication for
			effective fashion business
			3) Apply concepts of marketing in
<u> </u>			, FF 2

			fashion business.
			4) Identify role of merchandiser and
			merchandising in garment industry
	Advance Fashion Illustration	5111	1) Illustrate the kids fashion figures
	& Design Concept(A)		2) Render different fabrics and
			garments using different techniques.
			3) Draw different apparel categories
			and components of garments in the
			form of flat drawings.
			4) Illustrate kids & men's wear by
			implementing design development
			process
	Advance Pattern Making	5112	1) Create and produce advance patterns
	(Flat, Draping And Grading)		by flat and draping method for
	(A)		women's wear.
			2) Prepare patterns by grading methods
			and layout and marker planning by
			manual and computerized methods
			used in Industry
	Basic Garment	5113	Construct and demonstrate actual
	Construction(A)		garments for women' wear with
			standard and customized
			measurement.
			2) Construct and demonstrate various
			types of torso,salwar and Churida
	Computer Application In	5114	1) Apply and demonstrate various type
	Fashion(2D) (A)		of textile weaves with the use of
	, , , ,		computer software.
			2) Practice garment rendering using
			various tools for digital fabric,
			texture, Pattern of fabric and
			accessories creation in using CAD
			application.
			3) Use fashion software that is
			specifically used in digital garment
			development.by industry.
	Indian Textile And	5115	1) Explain the history and characteristic
	Embroideries (A)		feature of the traditional textile crafts
	` ,		and embroideries of India.
			2) Apply the regional embroidery
			techniques &traditional textile crafts
			for various products current fashion.
	Craft Research And Design	6111	1) Document the craft, its process and
	(A)		promotional activities.
			2) Assist the crafts community to
			promote their craft for diversified
			consumers using visual
			communication techniques.
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Introduction To	6112	
Entrepreneurship And IPR(C)		
Advance Garment	6113	Construct garments with various
Construction(A)		specified style lines for specified
()		garments of Men's and Women's
		Wear.
		2) Create designs for customized
		clothing and mass category.
Fashion Forecasting(A)	6114	Apply forecasting techniquesto
<i>5</i> ()		determine market demand to
		effectively interpret the same in
		design process.
		2) Discuss the latest trends &
		technologies that affect the fashion
		forecast.
Fashion Forecasting(A)	6115	Practice various specified surface
		ornamentation techniques on textiles
		as a value addition in the process of
		designing.
		2) Implement various dyeing and
		printing techniques used specifically
		for various fabrics.
		3) Differentiate various techniques of
		surface ornamentation which can be
		used as per the specific requirement
		of the end product.
Men's wear(D)	7111	1) Evaluate the requirement of
		domestics as well as international
		brands through research for men's
		garments.
		2) Apply the same in developing a
		range for men's wear based on
		market research.
Women's wear(D)	7112	1) Evaluate the requirement of
		domestics as well as international
		brands through research for womens
		garments.
		2) Apply the same in developing a
		range for men's wear based on
T7: 11 T17 / 75	7110	market research.
Kid's Wear(D	7113	1) Evaluate the requirement of
		domestics as well as international
		brandsthrough research for Kid's
		garments
		2) Apply the same in developing a
		range for kid's wear based on market
C P D A MALE	7117	research.
Creative Pattern Making (A)	7115	1) Read & implement pattern according
		to the design by applying the flat

		pattern making and draping principles to develop creative garments.
Quality Assurance Management(A)	7116	Read & implement pattern according to the design by applying the flat pattern making and draping principles to develop creative garments.
Professional Skills and Portfolio Development(A)	8111	Read & implement pattern according to the design by applying the flat pattern making and draping principles to develop creative garments.
Retail and Visual Merchandising (C)	8112	 Enumerate the Importance of visual merchandising in fashion industry through elements and theories for store display. Present SWOT analysis based on the listed factors.
Fashion Styling And Costume Designing(C)	8113	Read & implement pattern according to the design by applying the flat pattern making and draping principles to develop creative garments.
Design Collection (B)	8114	 Implement the design process to develop a design collection that is in sync with the fashion industry. Showcase design collection which is aesthetically appealing and commercially viable as per that industry requirement.

B.Sc and B.Sc (C.L.S.)

Sr. No.	Course Name	Course Code	Course Outcome
01	FUNDAMENTALS OF MICROBIOLOGY	107101	 To introduce the subject of Microbiology as one of the fundamental science subject. To understand the cell structure of prokaryotic cell To compare prokaryotic cell structure with that of eukaryotic cell. To understand the nature of growth in prokaryotes. To understand the principles of nutrition, cultivation and preservation of microorganisms
02	APPLIED MICROBIOLOGY	107102	 To learn different staining procedures used in the study of morphological and structural aspects of bacteria To understand the concepts of aseptic techniques in bacterial cultivation and enumeration. To understand different methods of sterilization and disinfection. To learn different instruments that assist in the microbiology laboratory.
03	FUNDAMENTALS OF MICROBIOLOGY	207101	 To understand the chemical basis of cell structure. To know the important biomolecules of the cell and understand the relation between the function of cell and the biomolecule. To understand the important characteristics of selected groups of microorganisms, viz. Viruses, Rickettsia and Chlamydia.
04	APPLIED MICROBIOLOGY	207102	 To understand the importance of microorganisms in air with respect to incidence of infections, and realize the need for air sanitation. To understand the role of microorganisms in the preparation of some fermented foods, beverages and waste utilization. To understand the effect of environment on survival and growth of bacteria
05	ANIMAL DIVERSITY AND PHYSIOLOGY	105101	 To study the invertebrate classification. To understand some of the specialized features of each invertebrate phylum

06	ANIMAL DIVERSITY, ECOLOGY AND BIODIVERSITY	105102	 To get a basic knowledge of the working of the various physiological systems within the animal kingdom. To study the vertebrate classification. To understand some of the specialized features of each vertebrate class To study the interactions between animals and
07	GENETICS, BIOCHEMISTRY AND EVOLUTION	205101	 the environment To study the basics of genetics To understand the biochemistry within the animal system To study how the animal life evolved
08	BASIC EMBRYOLOGY AND BIOTECHNOLOGY	205102	 To study the basic concept of embryology To study basic biotechnology and its applications To study how the animal life evolved
09	ENVIRONMENTAL SCIENCE	100101	 To bring about awareness about the environment and its resources. To study the various concepts for conservation of the environment.
10	Women's Issues – I	200101	 To understand new and emerging women's issues in India. To empower to deal with these issues & problems.