

III	Object Oriented Programming	3EE4A	L	1Classify abroad vision of the paradigms of object oriented programming in comparison of procedural oriented.	L	L	L	M	H	M	M	M	H	L	H	M
			L	2To apply the class structure as fundamental, building block for computational programming.	L	L	L	H	H	M	M	M	H	H	M	H
			L	3Identify variety of programming language constructs and implementation technique allows the graduate to implement computing problems in object oriented programming.	H	H	H	H	M	L	M	H	H	M	H	H
			L	4To apply the role of abstraction inheritance, polymorphism, dynamic binding and generic structure in building reusable code.	M	H	M	M	L	L	M	M	M	M	M	M

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
	H	H	M	M	L	M	L	L	_	_	M	H
CO2	H	H	M	H	L	M	_	_	_	_	L	H
CO3	H	H	M	H	L	L	_	_	_	_	M	M
CO4	H	M	H	M	L	L	L	L	L	M	M	L
CO5	H	H	M	H	M	L	M	M	L	L	M	H
CO	H	M	H	M	M	L	_	_	_	_	M	H

SUB- Machine-I					SUB CODE-3EE5A							
COURSE OUTCOMES	PROGRAM OUTCOMES											
	1	2	3	4	5	6	7	8	9	10	11	12
I	H	H	H	H	H	L	M	L	H	M	H	H
II	H	H	H	H	H	L	M	L	H	M	H	H
III	H	H	H	H	H	L	M	L	H	M	H	H
IV	H	H	H	H	H	L	M	L	H	M	H	H
V	H	M	H	M	H	L	M	L	H	M	H	H

SUB -Math-I SUB CODE -3EE6A												
CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	H	H	M	L	M	-	-	-	M	M	M	L
CO2	H	H	M	L	M	-	-	-	M	M	M	L
CO3	H	H	M	H	M	-	-	-	M	M	M	L