

Department of Computer Science & Engineering

Course Outcomes of all courses of B Tech 6th semester CSE

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C310 Compiler Design	C310.1	Create and understand the basic concept of compiler and lexical analyzer. (Level 2,6)
	C310.2	Evaluate and distinguish various parsing techniques. (Level 2,4)
	C310.3	Identify and analyze the syntax directed translation and intermediate code generation. (Level 2)
	C310.4	Recognize and apply runtime environment using activation tree and activation record. (Level 2,3)
	C310.5	Understand code optimization and code generation techniques. . (Level 2)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C3131 Software Engineering & Project Management	C311.1	To introduce software project and to understand about the different software processes & their uses. (Level 2)
	C311.2	To understand and conceptualize the process of software development life cycle (SDLC) models. (Level 2)
	C311.3	To introduce ethical and professional issues and to explain why they are concern to software engineers. (level 1,2,4)
	C311.4	Apply use of software life cycle to implement the projects successfully in the corporate world. (Level 3)
	C311.5	To understand how Software engineering & Project Management is concerned with theories, methods and tools for professional software development. (level 1,2)



Estd. 1999

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Course	COURSE OUTCOMES	
C312 Artificial Intelligence & Expert Systems	C312.1	Distinguish the fundamental understanding of artificial intelligence (AI) and expert systems. (Level 4)
	C312.2	Apply basic principles of AI in solutions that require problem solving, inference, perception, knowledge representation, and learning. (Level 3)
	C312.3	Demonstrate awareness and a fundamental understanding of various applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models. (Level 2)
	C312.4	Analyze the proficiency in applying scientific method to models of machine learning. (Level 4)
	C312.5	Distinguish the basic understanding of AI- languages (Level 4)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C313 Internet Of Things	C313.1	Illustrate the concepts of internet of things. (Level 2)
	C313.2	Demonstrate with internet of things architecture. (Level 2)
	C313.3	Analyze basic protocols in wireless sensor network. (Level 4)
	C313.4	Understand the security threats privacy issues with internet of things system. (Level 2)
	C313.5	To design internet of things application in different domain and be able to analyze their performance. (Level 4,6)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C314 Cryptography & Network Security	C314.1	Identify conventional encryption algorithms for confidentiality and their design principles. (Level 2)
	C314.2	Define knowledge about Public key encryption algorithms and their design principles (Level 5)
	C314.3	Understands the use of message authentication codes, hash functions , digital signature and public key certificates (Level 2)
	C314.4	Apply Network security tools and applications for implementation Of network.(Level 3)
	C314.5	Evaluate System-level security issues like threat of and countermeasures for intruders and viruses, and the use of firewalls and trusted systems (Level 5)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C315 Software Engineering & Project Management (Laboratory)	C315.1	Define various software application domains and remember different process model used in software development. (Level 1)
	C315.2	Explain needs for software specifications also they can classify different types of software requirements and their gathering techniques. (Level 2)
	C315.3	Convert the requirements model into the design model and demonstrate use of software and user-interface design principles. (Level 2)
	C315.4	Justify the role of SDLC in Software Project Development and evaluate importance of Software Engineering in PLC. (Level 5)
	C315.5	Generate project schedules, deliverables and construct, design and develop network diagram for different type of projects; also practicing the activities of each phase. (Level 3, 6)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C316 Artificial Intelligence & Expert Systems Laboratory	C316.1	Acquire an overview of logic constructs for performing inference techniques. (First Order Predicate Calculus) in toy problems /classical problems using PROLOG / LISP syntax. (Level 3)
	C316.2	Develop confidence in drafting production rules (iterative / recursive) for an AI simulating code, given a story domain. (Level 3)
	C316.3	Understand , on how to use different data structures (lists, trees, stacks and queues) for solving routing problems and implementing heuristic searches. (Level 2)
	C316.4	Develop exposure to deal with situations that crop up syntax / compile-time / run-time errors. (Level 3)
	C316.5	Simplify game playing / puzzle problems using general solution in PROLOG / LISP syntax. (Level 4)

On successful completion of this course, students should be able to

Course	COURSE OUTCOMES	
C317 Internet of Things Laboratory	C317.1	Describe what IoT is and how it works today. (Level 2)
	C317.2	Recognize the factors that contributed to the emergence of IoT, Design and program IoT devices. (Level 2)
	C317.3	Use real IoT protocols for communication, secure the elements of an IoT device. (Level 3)
	C317.4	Design an IoT device to work with a Cloud Computing infrastructure. (Level 6)
	C317.5	Examine IoT data to the cloud and in between cloud providers. (Level 4)



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Course	COURSE OUTCOMES	
C318 Android Application Laboratory	C318.1	Acquire an overview of logic constructs for performing inference techniques. (First Order Predicate Calculus) in toy problems /classical problems using PROLOG / LISP syntax. (Level 3)
	C318.2	Develop confidence in drafting production rules (iterative / recursive) for an AI simulating code, given a story domain. (Level 3)
	C318.3	Understand , on how to use different data structures (lists, trees, stacks and queues) for solving routing problems and implementing heuristic searches. (Level 2)
	C318.4	Develop exposure to deal with situations that crop up syntax / compile-time / run-time errors. (Level 3)
	C318.5	Simplify game playing / puzzle problems using general solution in PROLOG / LISP syntax. (Level 4)