VISION

To impart quality education in Information Technology and enable learners to cope with global challenges to build professional career benefitting the sustainable growth of an individual and the society at large.

MISSION

To propose state of the art educational environment equipped with cutting edge technology in the area of Information Technology.

To facilitate learners and faculties with every single opportunity of professional progression embedded in academic scenario itself which can cause enriched workforce contributing to the development of the nation.

To fulfill the noble cause of educating budding technocrats by accelerating the momentum of research and implementing innovative inputs in teaching-learning.

PROGRAMME EDUCATIONAL OBJECTIVES (PEOS)

1. To acquire knowledge of core area of engineering and suitable prerequisites through modern tools and techniques along with enhancing soft skills and continuing professional development.
2. To identify real life problems through proper investigation and to design and develop appropriate solution through systematic analysis which is economically feasible and in accordance with the need of industry, academia and society at large.
3. To exhibit the professional growth as an individual and a team as well; along with ethical responsibility and approach of lifelong learning.

PROGRAMME OUTCOMES (POS)

1. Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. Problem analysis: Identify, formulate, review research literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
6. The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

7. Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. Life-long learning: Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAMME SPECIFIC OBJECTIVES (PSOS)

1. An ability to recognize and analyse the problems being faced in the society, and design and implement the suitable solution with sound technical knowledge.
2. An ability to develop an efficient application using the knowledge of programming, web technology, storage, mathematics, networking, and contemporary technologies in the domain of IT.

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	function to output distance- member function to add two distance objects. Write a main function to create objects of DISTANCE class. Input two distances and output the sum. 2. Write a function that creates a vector of user given size M using new operator. Demonstrate the use of the function. 3. Write a C++ program to swap two number by both call by value and call by reference mechanism, using two functions swap_value() and swap_reference respectively , by getting the choice from the user and executing the user's choice by switch-case.				
6	1. Write a C++ program to implement function overloading in order to compute power(m,n) where (1) m is double and n is int (2) m and n are int. 2. Create a function called reverse () that takes two parameters. The first parameter, called str is a pointer to a string that will be reversed upon return from the function. The second parameter is called count, and it specifies how many characters of str to reverse. Give count a default value that, when present, tells reverse () to reverse the entire string. 3. Write a program to demonstrate the use of arrays within a class. Create and manage an inventory system.				
7	1. Create a program to understand and use static members and static member functions. 2. Create a class employee with suitable members and functions. Create an array of objects and demonstrate the use of the class using the main function. 3. Create a class time with members hours and minutes. Write a member function 'add' which takes 2 arguments of type class time and demonstrate the use with a main program.				
8	1. Create a class sample with members a and b of type integer. Write a friend function that takes an object as argument and calculates the mean of the two members. 2. Create a class complex that has two members of type float. Write a friend function that calculate the sum of the two complex objects and returns the result as an object. Demonstrate the working using a main function. 3. For the complex Class, demonstrate the use of multiple constructors. 4. Write a program to demonstrate the use of copy constructor				

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9	1. Construct a two-dimensional array using dynamic constructors. 2. Write a program to overload the + and – operators for the complex class. 3. Write a program to overload the unary – operator for a suitable class.				
10	1. Write a program to overload the + and == operators for the string class. 2. Write a program to overload the [] operator. 3. Write a program to overload the << and >> operators. 4. Write a program to convert a basic type to a class type and vice versa.				
11	1. Write a program to convert an object of one class to another class. 2. Design a class Polar which describes a point in the plane using polar coordinates radius and angle. Use overloaded + operator to add two polar objects. 3. Define two classes Polar and Rectangle to represent points in the polar and rectangular systems. Use conversion routines to convert from one system to the other.				
12	1. Write a program to implement single inheritance. Show the consequences of deriving a class in public, protected and private manner with a simple example. 2. Consider a simple example. Class student stores the roll-number, class test stores the marks in two subjects and class result contains the total marks obtained in the test. The class result inherits the details of the marks obtained and roll number of students through multilevel inheritance. Write a program to demonstrate the above. 3. Extend the program in (2) to add a sports class. The result class inherits the details of marks obtained from class test and the performance in sports from the sports class (hybrid inheritance).				
13	1. Write a program to demonstrate how parameters are passed to the base class constructor via the derived class constructor. 2. Write a program to use the following functions: Put(), Get(), Getline(), Write() 3. Write a program to produce formatted output using the following functions: Width(), Precision(), Fill(), Setf(), Unsetf()				

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14	1. Use various flags and bit fields to produce formatted output. 2. Write a program to use manipulators setw, setiosflags and setprecision for formatted output. 3. Write a program to read a list containing item name, item code, and cost interactively and produce a three column output as shown below. NAME CODE COST _____ Turbo C++ 1001 250.95 C Primer 905 95.70 ….. … ….. ….. … ….. _____				
15	1. Write a program to create files with constructor function, open function, and using various file mode parameters. 2. Write a program to use the following functions: Seekg(), Tellg(), Seekp(), Tellp(), Put(), Get(), Write(), Read() 3. Basic Python programs				

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