

**A.V.V.M. SRI PUSHPAM COLLEGE (AUTONOMOUS),
POONDI-613 503, THANJAVUR**



1.1.1 Curricula developed and implemented have relevance to the local, national, regional and global developmental needs which is reflected in Programme outcomes (POs), Programme Specific outcomes (PSOs) and Course Outcomes (COs) of the Programmes offered by the Institution

COURSE OUTCOMES

M.Sc. COMPUTER SCIENCE (2017-2018)

Semester	Category	Course code	Course Title	Outcome
I	Core	17P1CSC1	Mathematical Foundations of Computer Science	<ul style="list-style-type: none"> To know about Mathematical techniques required for computer science.
	Core	17P1CSC2	Java Programming	<ul style="list-style-type: none"> To provide an exposure on network programming in Java, how to interface with swing, the basic database connectivity, how to develop client-server programming model using servlets and JSP and also deals with component programming using Java beans.
	Core	17P1CSC3	.Net framework and C# Programming	<ul style="list-style-type: none"> To understand Programming techniques in c#.
	Core-PL	17P1CSCP1	Java Programming Lab	<ul style="list-style-type: none"> To apply application features through Java.
	Core-PL	17P1CSCP2	C# Programming Lab	<ul style="list-style-type: none"> To understand Programming techniques in c#.
	Major Elective-I	17P1CSEL1A/ 17P1CSEL1B/ 17P1CSEL1C	Advanced Software Engineering/ Design and Analysis of Algorithm/ Object Oriented System Development	<ul style="list-style-type: none"> To Understand advances in Development software. <p>(OR)</p> <ul style="list-style-type: none"> To understand object oriented analysis and design techniques.
	Core	17P2CSC4	Cloud Based Web Services	<ul style="list-style-type: none"> To understand various services of web
	Core	17P2CSC5	Distributed Programming using J2EE	<ul style="list-style-type: none"> To impart knowledge about the distributed environment, its architecture, application development with RMI, Java Servlets, Java Server Pages, Struts and EJB using J2EE technologies.

II	Core	17P2CSC6	Cross Platform-Mobile Applications Development	<ul style="list-style-type: none"> • Design the right user interface for mobile application. • Implement mobile application using UI toolkits and frameworks. • Design a mobile application that is aware of the resource constraints of mobile devices. • Develop web based mobile application that accesses internet and location data.
	Core	17P2CSC7	Big Data Analytics	<ul style="list-style-type: none"> • To provide an overview of an exciting growing field of big data analytics. • To introduce the tools required to manage and analyze big data like Hadoop, NoSql Map- Reduce. • To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability. • To enable students to have skills that will help them to solve complex real-world problems in for decision support.
	Core-PL	17P2CSCP3	Distributed Programming using J2EE Lab	<ul style="list-style-type: none"> • To learn the usage and implementation of distributed application development packages.
	Core-PL	17P2CSCP4	Cross Platform-Mobile Applications Development Lab	<ul style="list-style-type: none"> • Building mobile applications. • Availing variety of mobile brands and models for testing objectives in same location. • Pushing the innovation in mobile applications.
	Major	17P2CSEL2A/ 17P2CSEL2B/	PIC Microcontroller And Applications/	<ul style="list-style-type: none"> • To understand the function of RISC architecture and On-Chip peripherals of

	Elective-II	17P2CSEL2C	Ubiquitous Computing/ Wireless and Mobile Networks	PIC microcontroller. (OR) <ul style="list-style-type: none"> To understand the advances in pervasive computing. (OR) <ul style="list-style-type: none"> Understand the basic concepts of Personal Communication Services(PCS) principles and fundamentals. Be exposed to the required Operations Mobility Management and handoff Management. Learn the design of the IS-41,CDPA. Be familiar with GSM networks functionalities.
III	Core	17P3CSC8	Compiler Design	<ul style="list-style-type: none"> To Understand design principles of compiler.
	Core	17P3CSC9	Human Computer Interaction	<ul style="list-style-type: none"> To Understand the concepts and techniques for effective interaction between Human and Computers
	Core	17P3CSC10	Internet of Things	<ul style="list-style-type: none"> To Understand the concepts and techniques of IoT.
	Core	17P3CSC11	Soft Computing	<ul style="list-style-type: none"> To Understand Artificial Intellegence, Neural network and Fuzzy system concepts.
	Core	17P3CSCP5	PIC Programming Lab	<ul style="list-style-type: none"> To gain knowledge of the PIC processor
	EDC	17P3CEDC	E-Commerce	<ul style="list-style-type: none"> Explain the process that should be followed in building an E – Commerce presence.
	Major Elective-III	17P4CSEL3A/ 17P4CSEL3B/ 17P4CSEL3C	Data Analytics Lab/ Haskell Lab/ Python Lab	<ul style="list-style-type: none"> To have a practical experience in Haskell programming. (OR) <ul style="list-style-type: none"> To have a practical experience in Python programming.

IV				<ul style="list-style-type: none"> • To learn simple application development
	Core-PL	17P4CSCP6	Object Oriented System Development Lab	<ul style="list-style-type: none"> • Introduction to UML notations and diagrams. • Hands on exposure of “Visual Paradigm software for UML” involving analysis and • design with UML diagrams.
		17P4CSPR	Project	<ul style="list-style-type: none"> • To master technical and Software development Skills.
		17P4CSCN	Comprehension	<ul style="list-style-type: none"> • To better for the preparations of Competitive Exams in advance.