Dashboard Overview

Department	Academic Year	Semester
computer	2024-2025	semester 4
computer	2024-2025	4

Subject CO-PO Mapping

CO-PO Relationships

Subject	CO Code	CO Text	Cognition	PO Code	PO Text
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO3	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO4	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO6	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO7	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO10	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PO12	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.
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PSO1	
Computer Graphics	CSC305.1	Describe the basic concepts of Computer Graphics.	Understand	PSO2	
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO3	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.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO4	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.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO6	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.

Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO7	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.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO10	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.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PO12	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.
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PSO1	
Computer Graphics	CSC305.2	Demonstrate various algorithms for basic graphics primitives.	Apply	PSO2	
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO3	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.

Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO4	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.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO6	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.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO7	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.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO10	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.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PO12	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.
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PSO1	
Computer Graphics	CSC305.3	Apply 2-D geometric transformations on graphical objects.	Apply	PSO2	

Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO3	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.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO4	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.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO6	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.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO7	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.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO10	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.

Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PO12	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.
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PSO1	
Computer Graphics	CSC305.4	Use various Clipping algorithms on graphical objects.	Apply	PSO2	
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO3	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.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO4	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.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO6	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.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO7	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.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO10	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.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PO12	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.

Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PSO1	
Computer Graphics	CSC305.5	Explore 3-D geometric transformations, curve representation techniques and projections methods.	Apply	PSO2	
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO3	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO4	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO6	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO7	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO9	Individual and teamwork: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO10	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to oneâ€™s own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PO12	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.
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PSO1	
Computer Graphics	CSC305.6	Explain visible surface detection techniques and Animation.	Understand	PSO2	

CO-PO Mapping Values

Subject	CO Code	PO Code	Mapping Value	Total Hours	Average Value
Computer Graphics	CSC305.1	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.1	PO2	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO3	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO4	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO5	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO8	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.1	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.1	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.1	PSO2	3.0	3.0	3.0

Computer Graphics	CSC305.2	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.2	PO2	3.0	3.0	3.0
Computer Graphics	CSC305.2	PO3	3.0	3.0	3.0
Computer Graphics	CSC305.2	PO4	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO5	3.0	3.0	3.0
Computer Graphics	CSC305.2	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO8	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.2	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.2	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.2	PSO2	3.0	3.0	3.0
Computer Graphics	CSC305.3	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.3	PO2	3.0	3.0	3.0
Computer Graphics	CSC305.3	PO3	3.0	3.0	3.0
Computer Graphics	CSC305.3	PO4	2.0	2.0	2.0
Computer Graphics	CSC305.3	PO5	3.0	3.0	3.0
Computer Graphics	CSC305.3	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO8	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.3	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.3	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.3	PSO2	3.0	3.0	3.0
Computer Graphics	CSC305.4	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.4	PO2	3.0	3.0	3.0
Computer Graphics	CSC305.4	PO3	3.0	3.0	3.0
Computer Graphics	CSC305.4	PO4	2.0	2.0	2.0
Computer Graphics	CSC305.4	PO5	3.0	3.0	3.0
Computer Graphics	CSC305.4	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.4	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.4	PO8	0.0	0.0	0.0

Computer Graphics	CSC305.4	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.4	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.4	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.4	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.4	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.4	PSO2	3.0	3.0	3.0
Computer Graphics	CSC305.5	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.5	PO2	3.0	3.0	3.0
Computer Graphics	CSC305.5	PO3	3.0	3.0	3.0
Computer Graphics	CSC305.5	PO4	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO5	3.0	3.0	3.0
Computer Graphics	CSC305.5	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO8	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.5	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.5	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.5	PSO2	3.0	3.0	3.0
Computer Graphics	CSC305.6	PO1	3.0	3.0	3.0
Computer Graphics	CSC305.6	PO2	3.0	3.0	3.0
Computer Graphics	CSC305.6	PO3	3.0	3.0	3.0
Computer Graphics	CSC305.6	PO4	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO5	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO6	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO7	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO8	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO9	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO10	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO11	0.0	0.0	0.0
Computer Graphics	CSC305.6	PO12	3.0	3.0	3.0
Computer Graphics	CSC305.6	PSO1	3.0	3.0	3.0
Computer Graphics	CSC305.6	PSO2	3.0	3.0	3.0

Unit Test One Analysis

Student Performance

Roll No	Name	Test Marks	Test Percentage	Category	Observation
1	AGRAHARI VISHAL RAJESH	11.0	55.0%	Average	Can Do Better
2	ARVI MOHD REHAN EKRAM	13.0	65.0%	Average	Can Do Better
3	BANE VEDIKA YOGESH	18.0	90.0%	Bright	Excellent Performance
4	BHALKHEDE ANJALI SHRISHAIL	19.0	95.0%	Bright	Excellent Performance
5	BHANAGE SAYALI SUNIL	18.0	90.0%	Bright	Excellent Performance
6	BHATIA SIMRAT SINGH HARPREET SINGH	16.0	80.0%	Bright	Excellent Performance
7	BHOLE ARYAN NARENDRA	12.0	60.0%	Average	Can Do Better
8	BHOYE KETAN AJAY	15.0	75.0%	Bright	Excellent Performance
9	CHAVAN OM SANJAY	16.0	80.0%	Bright	Excellent Performance
10	DHIVARE SWAPNIL VIJAY	18.0	90.0%	Bright	Excellent Performance
11	DIXIT SAURABH KUMAR UMAKANT	11.0	55.0%	Average	Can Do Better
12	DWIVEDI NEERAJ ONKARNATH	10.0	50.0%	Weak	Needs TO Study Hard
13	FEGADE ANEESH PARAG	11.0	55.0%	Average	Can Do Better
14	GIRI PRAJNYASHREE	14.0	70.0%	Average	Can Do Better
15	GOND SURAJKUMAR SANTOSHKUMAR	12.0	60.0%	Average	Can Do Better
16	GOPALKAR SAMRUDDHI SANDEEP	18.0	90.0%	Bright	Excellent Performance
17	KADAM ASHTSIDDHI GAURAV	11.0	55.0%	Average	Can Do Better
18	KADAM SHLOK KISHOR	16.0	80.0%	Bright	Excellent Performance
19	KASKAR AVADHUT PANDHARINATH	19.0	95.0%	Bright	Excellent Performance
20	KHAIRNAR DIVESH GAUTAM	11.0	55.0%	Average	Can Do Better
21	KHAN SAJID MOHAMMAD AYYUB	19.0	95.0%	Bright	Excellent Performance
22	KHARIVALE RUDRA GIRISH	13.0	65.0%	Average	Can Do Better
23	KOCHREKAR SWAGAT PRASAD	19.0	95.0%	Bright	Excellent Performance

24	KUMAR SAURABH DHARMENDRAKUMAR	12.0	60.0%	Average	Can Do Better
25	MALDIKAR SHUBHAM JAYANT	16.0	80.0%	Bright	Excellent Performance
26	MANDHARE ASHLESHA SANDEEP	12.0	60.0%	Average	Can Do Better
27	MANDHARE AVISHKAR SANJEEVAN	14.0	70.0%	Average	Can Do Better
28	MESTRY SOHAM SANJAY	15.0	75.0%	Bright	Excellent Performance
29	MISHRA SANGAM AJAY	14.0	70.0%	Average	Can Do Better
30	MORE AANCHAL VISHNU	14.0	70.0%	Average	Can Do Better
31	NIDHI SINHA	14.0	70.0%	Average	Can Do Better
32	PARAB SARVESH SANTOSH	18.0	90.0%	Bright	Excellent Performance
33	PARTOLE SHUBHAM CHANDRAKANT	17.0	85.0%	Bright	Excellent Performance
34	PATEL SHRUTI RAMBABU	14.0	70.0%	Average	Can Do Better
35	PATIL SAHIL AKASH	12.0	60.0%	Average	Can Do Better
36	PATIL SAHIL SUBHASH	15.0	75.0%	Bright	Excellent Performance
37	PAWAR SARA DEEPAK	18.0	90.0%	Bright	Excellent Performance
38	PINGAT VEDANT ANKUSH	17.0	85.0%	Bright	Excellent Performance
39	PRAJAPATI KRISHNA HARINARAYAN	19.0	95.0%	Bright	Excellent Performance
40	RAMGARHIA PRABHLEEN KAUR KAMALJEET	20.0	100.0%	Bright	Excellent Performance
41	SALUNKHE GAURI SUBHASH	14.0	70.0%	Average	Can Do Better
42	SAYYED SOBAN HAMEED HAROON RASHID	11.0	55.0%	Average	Can Do Better
43	SHARMA BHUPATI SANJAY	17.0	85.0%	Bright	Excellent Performance
44	SHARMA MUSKAAN PAPPU	12.0	60.0%	Average	Can Do Better
45	SONDKAR ANKESH KISHOR	13.0	65.0%	Average	Can Do Better
46	SULE VINOD APPASO	14.0	70.0%	Average	Can Do Better
47	SURYAWANSHI SAHIL ANIL	16.0	80.0%	Bright	Excellent Performance
48	SUTAR ANURAG SATISH	14.0	70.0%	Average	Can Do Better
49	TARI RAJ PRADEEP	10.0	50.0%	Weak	Needs TO Study Hard
50	TIWAREKAR DHANASHREE VIJAY	20.0	100.0%	Bright	Excellent Performance
51	WAGH VEDIKA PRAVIN	12.0	60.0%	Average	Can Do Better

52	WALHE NIKHIL SANJAY	9.0	45.0%	Weak	Needs TO Study Hard
53	YADAV ADITYA PRAMOD	12.0	60.0%	Average	Can Do Better
54	ZODGE PRATIKSHA BHAUSAHEB	20.0	100.0%	Bright	Excellent Performance
55	Wadile Anup Prakash	5.0	25.0%	Fail	Needs Improvement
56	KANAK JANGID	10.0	50.0%	Weak	Needs TO Study Hard
57	Alihana Memon	5.0	25.0%	Fail	Needs Improvement
58	Sanika Desai	4.0	20.0%	Fail	Needs Improvement
59	Shubham Mishra	11.0	55.0%	Average	Can Do Better
60	Vidhya Kokle	6.0	30.0%	Fail	Needs Improvement
61	Rahul Prajapati	8.0	40.0%	Weak	Needs TO Study Hard
62	ANIKET SARGAR	5.0	25.0%	Fail	Needs Improvement
63	Farah Javed	0.0	0.0%	Fail	Needs Improvement
64	Ajay jaware	13.0	65.0%	Average	Can Do Better
65	Palak Chavan	10.0	50.0%	Weak	Needs TO Study Hard
66	Deepak Naik	7.0	35.0%	Fail	Needs Improvement
67	Aryan Mali	12.0	60.0%	Average	Can Do Better
68	Ashish Mahadev Shedge	18.0	90.0%	Bright	Excellent Performance
69	Harshal Patond	9.0	45.0%	Weak	Needs TO Study Hard
70	Harshwardhan Yogesh Zalte	20.0	100.0%	Bright	Excellent Performance
71	Mali Viraj	16.0	80.0%	Bright	Excellent Performance
72	Hashmeetsingh Paramjeetsingh syan	19.0	95.0%	Bright	Excellent Performance
73	Manas bhole	13.0	65.0%	Average	Can Do Better
74	Mohd Mashood khan	4.0	20.0%	Fail	Needs Improvement
75	Amol Amar Powar	20.0	100.0%	Bright	Excellent Performance
76	Praneet Shrikrushna Revandkar	20.0	100.0%	Bright	Excellent Performance

77	Sawant Shruti Tanaji	16.0	80.0%	Bright	Excellent Performance
78	Susmita Manoj Sahu	20.0	100.0%	Bright	Excellent Performance
79	Suraj Solanki	15.0	75.0%	Bright	Excellent Performance
80	Shubham kachru gadge	11.0	55.0%	Average	Can Do Better
81	kumud shivdas suryavanshi	10.0	50.0%	Weak	Needs TO Study Hard
82	Rahin Salim Shaikh	15.0	75.0%	Bright	Excellent Performance

Students Analysis

Student Performance Analysis

Roll No	Name	Marks	Percentage	Category	Observation
38	PINGAT VEDANT ANKUSH	5.0	25.00%%	Fail	Needs Improvement
66	Deepak Naik	4.0	20.00%%	Fail	Needs Improvement
23	KOCHREKAR SWAGAT PRASAD	9.0	45.00%%	Weak	Needs TO Study Hard
19	KASKAR AVADHUT PANDHARINATH	7.0	35.00%%	Fail	Needs Improvement
2	ARVI MOHD REHAN EKRAM	10.0	50.00%%	Weak	Needs TO Study Hard
12	DWIVEDI NEERAJ ONKARNATH	10.0	50.00%%	Weak	Needs TO Study Hard
30	MORE AANCHAL VISHNU	9.0	45.00%%	Weak	Needs TO Study Hard
76	Praneet Shrikrushna Revandkar	13.0	65.00%%	Average	Can Do Better
71	Mali Viraj	10.0	50.00%%	Weak	Needs TO Study Hard
1	AGRAHARI VISHAL RAJESH	4.0	20.00%%	Fail	Needs Improvement
11	DIXIT SAURABH KUMAR UMAKANT	4.0	20.00%%	Fail	Needs Improvement
28	MESTRY SOHAM SANJAY	11.0	55.00%%	Average	Can Do Better
61	Rahul Prajapati	3.0	15.00%%	Fail	Needs Improvement
67	Aryan Mali	13.0	65.00%%	Average	Can Do Better
22	KHARIVALE RUDRA GIRISH	8.0	40.00%%	Weak	Needs TO Study Hard
29	MISHRA SANGAM AJAY	7.0	35.00%%	Fail	Needs Improvement
54	ZODGE PRATIKSHA BHAUSAHEB	15.0	75.00%%	Bright	Excellent Performance
32	PARAB SARVESH SANTOSH	6.0	30.00%%	Fail	Needs Improvement
59	Shubham Mishra	2.0	10.00%%	Fail	Needs Improvement
4	BHALKHEDE ANJALI SHRISHAIL	12.0	60.00%%	Average	Can Do Better
79	Suraj Solanki	6.0	30.00%%	Fail	Needs Improvement
58	Sanika Desai	2.0	10.00%%	Fail	Needs Improvement
77	Sawant Shruti Tanaji	11.0	55.00%%	Average	Can Do Better
53	YADAV ADITYA PRAMOD	11.0	55.00%%	Average	Can Do Better
68	Ashish Mahadev Shedge	12.0	60.00%%	Average	Can Do Better
7	BHOLE ARYAN NARENDRA	14.0	70.00%%	Average	Can Do Better
9	CHAVAN OM SANJAY	11.0	55.00%%	Average	Can Do Better
63	Farah Javed	4.0	20.00%%	Fail	Needs Improvement

34	PATEL SHRUTI RAMBABU	10.0	50.00%%	Weak	Needs TO Study Hard
27	MANDHARE AVISHKAR SANJEEVAN	4.0	20.00%%	Fail	Needs Improvement
49	TARI RAJ PRADEEP	3.0	15.00%%	Fail	Needs Improvement
13	FEGADE ANEESH PARAG	2.0	10.00%%	Fail	Needs Improvement
15	GOND SURAJKUMAR SANTOSHKUMAR	10.0	50.00%%	Weak	Needs TO Study Hard
47	SURYAWANSHI SAHIL ANIL	4.0	20.00%%	Fail	Needs Improvement
14	GIRI PRAJNYASHREE	10.0	50.00%%	Weak	Needs TO Study Hard
44	SHARMA MUSKAAN PAPPU	4.0	20.00%%	Fail	Needs Improvement
20	KHAIRNAR DIVESH GAUTAM	2.0	10.00%%	Fail	Needs Improvement
69	Harshal Patond	7.0	35.00%%	Fail	Needs Improvement
41	SALUNKHE GAURI SUBHASH	4.0	20.00%%	Fail	Needs Improvement
78	Susmita Manoj Sahu	12.0	60.00%%	Average	Can Do Better
73	Manas bhole	6.0	30.00%%	Fail	Needs Improvement
60	Vidhya Kokle	6.0	30.00%%	Fail	Needs Improvement
33	PARTOLE SHUBHAM CHANDRAKANT	6.0	30.00%%	Fail	Needs Improvement
57	Alihana Memon	0.0	0.00%%	Fail	Needs Improvement
56	KANAK JANGID	1.0	5.00%%	Fail	Needs Improvement
5	BHANAGE SAYALI SUNIL	10.0	50.00%%	Weak	Needs TO Study Hard
8	BHOYE KETAN AJAY	4.0	20.00%%	Fail	Needs Improvement
17	KADAM ASHTSIDDHI GAURAV	4.0	20.00%%	Fail	Needs Improvement
50	TIWAREKAR DHANASHREE VIJAY	14.0	70.00%%	Average	Can Do Better
26	MANDHARE ASHLESHA SANDEEP	9.0	45.00%%	Weak	Needs TO Study Hard
48	SUTAR ANURAG SATISH	5.0	25.00%%	Fail	Needs Improvement
37	PAWAR SARA DEEPAK	13.0	65.00%%	Average	Can Do Better
80	Shubham kachru gadge	5.0	25.00%%	Fail	Needs Improvement
51	WAGH VEDIKA PRAVIN	5.0	25.00%%	Fail	Needs Improvement
10	DHIVARE SWAPNIL VIJAY	10.0	50.00%%	Weak	Needs TO Study Hard
55	Wadile Anup Prakash	0.0	0.00%%	Fail	Needs Improvement
75	Amol Amar Powar	10.0	50.00%%	Weak	Needs TO Study Hard
70	Harshwardhan Yogesh Zalte	11.0	55.00%%	Average	Can Do Better
45	SONDKAR ANKESH KISHOR	3.0	15.00%%	Fail	Needs Improvement
42	SAYYED SOBAN HAMEED HAROON RASHID	10.0	50.00%%	Weak	Needs TO Study Hard

74	Mohd Mashood khan	9.0	45.00%%	Weak	Needs TO Study Hard
3	BANE VEDIKA YOGESH	7.0	35.00%%	Fail	Needs Improvement
24	KUMAR SAURABH DHARMENDRAKUMAR	1.0	5.00%%	Fail	Needs Improvement
43	SHARMA BHUPATI SANJAY	7.0	35.00%%	Fail	Needs Improvement
46	SULE VINOD APPASO	1.0	5.00%%	Fail	Needs Improvement
36	PATIL SAHIL SUBHASH	10.0	50.00%%	Weak	Needs TO Study Hard
16	GOPALKAR SAMRUDDHI SANDEEP	15.0	75.00%%	Bright	Excellent Performance
72	Hashmeetsingh Paramjeetsingh syan	9.0	45.00%%	Weak	Needs TO Study Hard
6	BHATIA SIMRAT SINGH HARPREET SINGH	4.0	20.00%%	Fail	Needs Improvement
31	NIDHI SINHA	7.0	35.00%%	Fail	Needs Improvement
35	PATIL SAHIL AKASH	7.0	35.00%%	Fail	Needs Improvement
52	WALHE NIKHIL SANJAY	1.0	5.00%%	Fail	Needs Improvement
40	RAMGARHIA PRABHLEEN KAUR KAMALJEET	12.0	60.00%%	Average	Can Do Better
82	Rahin Salim Shaikh	10.0	50.00%%	Weak	Needs TO Study Hard
64	Ajay jaware	3.0	15.00%%	Fail	Needs Improvement
39	PRAJAPATI KRISHNA HARINARAYAN	11.0	55.00%%	Average	Can Do Better
25	MALDIKAR SHUBHAM JAYANT	4.0	20.00%%	Fail	Needs Improvement
62	ANIKET SARGAR	4.0	20.00%%	Fail	Needs Improvement
65	Palak Chavan	2.0	10.00%%	Fail	Needs Improvement
18	KADAM SHLOK KISHOR	4.0	20.00%%	Fail	Needs Improvement
81	kumud shivdas suryavanshi	7.0	35.00%%	Fail	Needs Improvement
21	KHAN SAJID MOHAMMAD AYYUB	4.0	20.00%%	Fail	Needs Improvement

Unit Test Two Analysis

Student Performance

Roll No	Name	Test Marks	Test Percentage	Category	Observation
1	AGRAHARI VISHAL RAJESH	11.0	55.0%	Average	Can Do Better
2	ARVI MOHD REHAN EKRAM	13.0	65.0%	Average	Can Do Better
3	BANE VEDIKA YOGESH	18.0	90.0%	Bright	Excellent Performance
4	BHALKHEDE ANJALI SHRISHAIL	19.0	95.0%	Bright	Excellent Performance
5	BHANAGE SAYALI SUNIL	18.0	90.0%	Bright	Excellent Performance
6	BHATIA SIMRAT SINGH HARPREET SINGH	16.0	80.0%	Bright	Excellent Performance
7	BHOLE ARYAN NARENDRA	12.0	60.0%	Average	Can Do Better
8	BHOYE KETAN AJAY	15.0	75.0%	Bright	Excellent Performance
9	CHAVAN OM SANJAY	16.0	80.0%	Bright	Excellent Performance
10	DHIVARE SWAPNIL VIJAY	18.0	90.0%	Bright	Excellent Performance
11	DIXIT SAURABH KUMAR UMAKANT	11.0	55.0%	Average	Can Do Better
12	DWIVEDI NEERAJ ONKARNATH	10.0	50.0%	Weak	Needs TO Study Hard
13	FEGADE ANEESH PARAG	11.0	55.0%	Average	Can Do Better
14	GIRI PRAJNYASHREE	14.0	70.0%	Average	Can Do Better
15	GOND SURAJKUMAR SANTOSHKUMAR	12.0	60.0%	Average	Can Do Better
16	GOPALKAR SAMRUDDHI SANDEEP	18.0	90.0%	Bright	Excellent Performance
17	KADAM ASHTSIDDHI GAURAV	11.0	55.0%	Average	Can Do Better
18	KADAM SHLOK KISHOR	16.0	80.0%	Bright	Excellent Performance
19	KASKAR AVADHUT PANDHARINATH	19.0	95.0%	Bright	Excellent Performance
20	KHAIRNAR DIVESH GAUTAM	11.0	55.0%	Average	Can Do Better
21	KHAN SAJID MOHAMMAD AYYUB	19.0	95.0%	Bright	Excellent Performance
22	KHARIVALE RUDRA GIRISH	13.0	65.0%	Average	Can Do Better
23	KOCHREKAR SWAGAT PRASAD	19.0	95.0%	Bright	Excellent Performance

24	KUMAR SAURABH DHARMENDRAKUMAR	12.0	60.0%	Average	Can Do Better
25	MALDIKAR SHUBHAM JAYANT	16.0	80.0%	Bright	Excellent Performance
26	MANDHARE ASHLESHA SANDEEP	12.0	60.0%	Average	Can Do Better
27	MANDHARE AVISHKAR SANJEEVAN	14.0	70.0%	Average	Can Do Better
28	MESTRY SOHAM SANJAY	15.0	75.0%	Bright	Excellent Performance
29	MISHRA SANGAM AJAY	14.0	70.0%	Average	Can Do Better
30	MORE AANCHAL VISHNU	14.0	70.0%	Average	Can Do Better
31	NIDHI SINHA	14.0	70.0%	Average	Can Do Better
32	PARAB SARVESH SANTOSH	18.0	90.0%	Bright	Excellent Performance
33	PARTOLE SHUBHAM CHANDRAKANT	17.0	85.0%	Bright	Excellent Performance
34	PATEL SHRUTI RAMBABU	14.0	70.0%	Average	Can Do Better
35	PATIL SAHIL AKASH	12.0	60.0%	Average	Can Do Better
36	PATIL SAHIL SUBHASH	15.0	75.0%	Bright	Excellent Performance
37	PAWAR SARA DEEPAK	18.0	90.0%	Bright	Excellent Performance
38	PINGAT VEDANT ANKUSH	17.0	85.0%	Bright	Excellent Performance
39	PRAJAPATI KRISHNA HARINARAYAN	19.0	95.0%	Bright	Excellent Performance
40	RAMGARHIA PRABHLEEN KAUR KAMALJEET	20.0	100.0%	Bright	Excellent Performance
41	SALUNKHE GAURI SUBHASH	14.0	70.0%	Average	Can Do Better
42	SAYYED SOBAN HAMEED HAROON RASHID	11.0	55.0%	Average	Can Do Better
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45	SONDKAR ANKESH KISHOR	13.0	65.0%	Average	Can Do Better
46	SULE VINOD APPASO	14.0	70.0%	Average	Can Do Better
47	SURYAWANSHI SAHIL ANIL	16.0	80.0%	Bright	Excellent Performance
48	SUTAR ANURAG SATISH	14.0	70.0%	Average	Can Do Better
49	TARI RAJ PRADEEP	10.0	50.0%	Weak	Needs TO Study Hard
50	TIWAREKAR DHANASHREE VIJAY	20.0	100.0%	Bright	Excellent Performance
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52	WALHE NIKHIL SANJAY	9.0	45.0%	Weak	Needs TO Study Hard
53	YADAV ADITYA PRAMOD	12.0	60.0%	Average	Can Do Better
54	ZODGE PRATIKSHA BHAUSAHEB	20.0	100.0%	Bright	Excellent Performance
55	Wadile Anup Prakash	5.0	25.0%	Fail	Needs Improvement
56	KANAK JANGID	10.0	50.0%	Weak	Needs TO Study Hard
57	Alihana Memon	5.0	25.0%	Fail	Needs Improvement
58	Sanika Desai	4.0	20.0%	Fail	Needs Improvement
59	Shubham Mishra	11.0	55.0%	Average	Can Do Better
60	Vidhya Kokle	6.0	30.0%	Fail	Needs Improvement
61	Rahul Prajapati	8.0	40.0%	Weak	Needs TO Study Hard
62	ANIKET SARGAR	5.0	25.0%	Fail	Needs Improvement
63	Farah Javed	0.0	0.0%	Fail	Needs Improvement
64	Ajay jaware	13.0	65.0%	Average	Can Do Better
65	Palak Chavan	10.0	50.0%	Weak	Needs TO Study Hard
66	Deepak Naik	7.0	35.0%	Fail	Needs Improvement
67	Aryan Mali	12.0	60.0%	Average	Can Do Better
68	Ashish Mahadev Shedge	18.0	90.0%	Bright	Excellent Performance
69	Harshal Patond	9.0	45.0%	Weak	Needs TO Study Hard
70	Harshwardhan Yogesh Zalte	20.0	100.0%	Bright	Excellent Performance
71	Mali Viraj	16.0	80.0%	Bright	Excellent Performance
72	Hashmeetsingh Paramjeetsingh syan	19.0	95.0%	Bright	Excellent Performance
73	Manas bhole	13.0	65.0%	Average	Can Do Better
74	Mohd Mashood khan	4.0	20.0%	Fail	Needs Improvement
75	Amol Amar Powar	20.0	100.0%	Bright	Excellent Performance
76	Praneet Shrikrushna Revandkar	20.0	100.0%	Bright	Excellent Performance

77	Sawant Shruti Tanaji	16.0	80.0%	Bright	Excellent Performance
78	Susmita Manoj Sahu	20.0	100.0%	Bright	Excellent Performance
79	Suraj Solanki	15.0	75.0%	Bright	Excellent Performance
80	Shubham kachru gadge	11.0	55.0%	Average	Can Do Better
81	kumud shivdas suryavanshi	10.0	50.0%	Weak	Needs TO Study Hard
82	Rahin Salim Shaikh	15.0	75.0%	Bright	Excellent Performance

Average Unit CO Analysis

CO	Q1A	Q1B	Q1C	Q1D	Q1E	Q1F	Q2A	Q2B	Q3A	Q3B	Percentage
CO1	1.89	1.84	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	98.69%
CO2	0.00	0.00	1.25	1.60	0.60	0.24	2.47	0.38	0.00	0.00	79.65%
CO3	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	3.30	0.28	86.42%
CO4	1.57	0.73	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	93.00%
CO5	0.00	0.00	1.40	0.37	0.02	0.06	2.27	0.84	0.00	0.00	63.33%
CO6	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.65	0.00	40.77%

Direct Assessment

Course	SEE Percentage	CIE UT Average	SEE Attainment	CIE Attainment
CSC305.1	58.00%	98.69	2	3
CSC305.2	58.00%	79.65	2	3
CSC305.3	58.00%	86.42	2	3
CSC305.4	58.00%	93.00	2	3
CSC305.5	58.00%	63.33	2	2
CSC305.6	58.00%	40.77	2	1

Indirect Assessment

Course	CES Average	CES Attainment
CSC305.1	84.39	2
CSC305.2	85.85	3
CSC305.3	84.88	2
CSC305.4	83.90	2
CSC305.5	83.41	2
CSC305.6	84.88	2

CO Attainment Calculation

Course	Final Attainment
CSC305.1	2.18
CSC305.2	2.20
CSC305.3	2.18
CSC305.4	2.18
CSC305.5	2.00
CSC305.6	1.82

PO Attainment

Subject	PO Code	Average Attainment	Mapping Strength	PO Attainment
Computer Graphics	PO1	2.09	3.0	1.82
Computer Graphics	PO2	1.73	3.0	1.82
Computer Graphics	PO3	1.73	3.0	1.82
Computer Graphics	PO4	0.73	3.0	2.18
Computer Graphics	PO5	1.43	3.0	2.0
Computer Graphics	PO6	0.0	0.0	0.0
Computer Graphics	PO7	0.0	0.0	0.0
Computer Graphics	PO8	0.0	0.0	0.0
Computer Graphics	PO9	0.0	0.0	0.0
Computer Graphics	PO10	0.0	0.0	0.0
Computer Graphics	PO11	0.0	0.0	0.0
Computer Graphics	PO12	2.09	3.0	1.82
Computer Graphics	PSO1	2.09	3.0	1.82
Computer Graphics	PSO2	2.09	3.0	1.82