**Program and course outcomes**

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| English Department | |
| Course | Outcomes |
| B.Sc. I English  Semester I; Paper I  Semester II; Paper II | the students are introduced to communicative skills, to define, classify, and understand the methods of communication  Enable them to practice those skills in their daily life by identifying instances of communication in the circumstances of their own. |
| Marathi Department | |
| Course | Outcomes |
| B.Sc. I Marathi  Semester I; Paper I  Semester II; Paper II | Practicing Translation from Marathi to English and English to Marathi and some other Languages as well, they can become Translators in state Government Offices. They are learning Poetry and Grammar -so they can become creative writers or poets. By having good communication skills and command over language one can becomes good speaker. Having good command over particular language one can present himself in better way. |
| Computer Science Department | |
| Subject outcome | An ability to apply knowledge of computers appropriate to the program’s student outcomes and to the discipline. An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution. An ability to design, implements, and evaluate a computer-based system, process, component, or program to meet desired needs. Recognition of the need for and an ability to engage in continuing professional development. An ability to use current techniques, skills, and tools necessary for computing practice. An ability to apply design and development principles in the construction of software systems of varying complexity. |
| Course | outcomes |
| B.Sc. I Computer Science  Semester I; Paper I, Paper II  Semester II; Paper III, Paper IV  Semester I; Practical based on Paper I and II  Semester II; Practical based on Paper III, IV | In B.Sc. I students learn four theory and two practical courses  1. Programming logic and techniques 2. Communication Technology 3. Programming in C and 4. Operating system and practical based on these theory papers  **On successful completion of these subject the students will have**   * Basic understanding about computing, algorithm and other concepts * the programming ability in C Language * Introduction to operating systems * Enable the student to get sufficient knowledge on various system resources * Understand the logic of programming |
| B.Sc. II Computer Science  Semester III; Paper V, Paper VI  Semester IV; Paper VII, Paper VIII  Semester III; Practical based on Paper V and VI  Semester IV; Practical based on Paper VII and VIII | In B.Sc. II students learn four theory and two practical courses  1.Programming in C++ 2. VB and .net 3. Data structure and 4. Database management system and practical based on these theory papers  **On successful completion of these subject the students will have**   * knowledge on Object-oriented programming concepts using C++ * introduction to the concepts of visual programming * introduction to GUI programming using Microsoft * Enable the students to develop programs and simple application using Visual C++ * knowledge on Data mining Concepts * Knowledge of design and implementation of various basic and advanced data structures. * Introduction to various techniques for representation of the data in the real world and to development of application using data structures |
| B.Sc. III Computer Science  Semester V; Paper IX, Paper X  Semester VI; Paper XI, Paper XII  Semester I; Practical based on Paper IX and X  Semester II; Practical based on Paper XI and XII | In B.Sc. III students learn four theory and two practical courses  1.System analysis and design 2.Java programming 3. E commerce and html and 4.Oracle and practical courses based on these theory papers  **On successful completion of these subject the students will have**   * sufficient knowledge on various system resources * inculcate knowledge on Java Programming concepts * inculcate knowledge of Programming logic concepts, which enables the students to create wide range of Applications and Applets using Java * Basic understanding of fundamentals of object oriented programming in Java, including defining classes, invoking methods, using class libraries, etc. * Inculcate knowledge on RDBMS concepts and Programming with Oracle. |