B. Sc Computer Science Program and course outcomes

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	In B.Sc. III students learn four theory and two practical courses

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	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.