Programme Outcomes, Programme Specific Outcomes and Course Outcomes

DEPARTMENT OF COMPUTER SCIENCE
Fazl Ali College: Mokokchung
Nagaland

Programme Outcomes – Computer Science(General)

PO1. Improve their computer literacy, their basic understanding of operative systems and a working knowledge of software commonly used in academic and professional environments.

PO2. Develop criteria to organize and present different type of works in academic and professional environments.

PO3. Learn how to organize information efficiently in the forms of outlines, charts, etc. by using appropriate software.

PO4. Develop the skills to present ideas effectively and efficiently.

PO5. Do Academic and Professional Presentations - Designing and delivering effective presentations and developing the various IT skills to the electronic databases.

PO6. Solve the problems (programming networking database and Web design) in the Information Technology environment.
PO1. Design and implement a web page.

Programme Specific Outcomes for B.Sc. (Computer Science)

PSO1. Apply fundamental principles and methods of Computer Science to a wide range of applications.
PSO2. Design, correctly implement and document solutions to significant computational problems.
PSO3 Impart an understanding of the basics of Computer Science discipline.
PSO4. Prepare for continued professional development.
PSO5. Develop proficiency in the practice of computing.
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Course Outcome for B.Sc. (Computer Science)

1. Computer Basics

CO1. Introduction to Components of a Computer System
CO2. Describe Input and Output devices:
CO3. Understand Software and its different types Software
CO4. Describe Windows Operating System
CO5. Explain Disk Operating System (DOS)

2. Programming in C

CO1 Explain about the basic concepts of program development statements and its syntax.
CO2. Explain the various types of arrays and its structure.
CO3 Discuss about the various types of Functions and String handling mechanisms.
CO4. Concept of Pointers
CO5. Explain the Concepts of structures and Unions.

3. Data structure using C

CO1. Introduction to data structures and Classification of data structures.
CO2. Describe Linked Lists
CO3. Understand Stacks Concepts and Operations
CO4. Describe Queues Concepts and operations
CO5. Describe Trees, Searching and sorting

4. Database Management System

CO1. Describe the fundamentals of File processing and database processing system.
CO2. Explain the various data model and its application.
CO3 Explain the various normal forms and its role in DBMS.
CO4. Explain the fundamental concepts of SQL programs.
CO5. Describe the concepts of function, procedure, package, trigger and exception handling.

5. VISUAL BASIC

CO1 Explain the basic Concepts of Program building block control statements and the basic concepts of function and procedure.
CO2. Describe the functionality and properties of GUI based ActiveX Control with example programs
CO3 Discuss about graphics handling related control and properties.
CO4. Discuss about the fundamental functions and properties of Advanced ActiveX Control.
CO5. Describe the concepts of database handling using DAO, ADO and RDO control with data report concepts.

6. WEB DESIGN TECHNOLOGY

CO1 Describe the concepts of markup languages, different types of list, table, formatting, linking and frames.
CO2. Introduction to Dreamweaver
CO3. Discuss about the creation of cascading style sheets, backgrounds, media types and building a dropdown menu.
CO4. Tables, Div tags and layers
CO5. Forms and different types of Media.