

Department of Computer Engineering
Course Outcomes [CO'S]

CLASS: THIRD YEAR

SUBJECT/CODE: THEORY OF COMPUTATION []

1. Design deterministic Turing machine for all inputs and all outputs.
2. Subdivide problem space based on input subdivision using constraints.
3. Apply linguistic theory.

SUBJECT/CODE: DATABASE MANAGEMENT SYSTEMS []

1. Design E-R Model for given requirements and convert the same into database tables.
2. Use database techniques such as SQL & PL/SQL.
3. Use modern database techniques such as NOSQL.
4. Explain transaction Management in relational database System.
5. Describe different database architecture and analyses the use of appropriate architecture in real time environment.
6. Use advanced database Programming concepts.

SUBJECT/CODE: SOFTWARE ENGINEERING AND PROJECT MANAGEMENT[]

1. Decide on a process model for a developing a software project.
2. Classify software applications and Identify unique features of various domains.
3. Design test cases of a software system.
4. Understand basics of IT Project management.
5. Plan, schedule and execute a project considering the risk management.
6. Apply quality attributes in software development life cycle.

SUBJECT/CODE: INFORMATION SYSTEMS AND ENGINEERING ECONOMICS []

1. Understand the need, usage and importance of an Information System to an organization.
2. Understand the activities that are undertaken while managing, designing, planning, implementation, and deployment of computerized information system in an organization.
3. Further the student would be aware of various Information System solutions like ERP, CRM, Data warehouses and the issues in successful implementation of these technology solutions in any organizations
4. Outline the past history, present position and expected performance of a company engaged in engineering practice or in the computer industry.
5. Perform and evaluate present worth, future worth and annual worth analyses on one of more economic alternatives.
6. Be able to carry out and evaluate benefit/cost, life cycle and breakeven analyses on one or more economic alternatives.

SUBJECT/CODE: COMPUTER NETWORKS []

1. To present a survey on pervasive computing building blocks.
2. To create presentations using pervasive computing techniques and devices.
3. To solve problems for multi-core or distributed, concurrent/Parallel environments.

SUBJECT/CODE: DESIGN AND ANALYSIS OF ALGORITHMS [310250]

1. Formulate the problem.
2. Analyze the asymptotic performance of algorithms.
3. Decide and apply algorithmic strategies to solve given problem.
4. Find optimal solution by applying various methods.

SUBJECT/CODE: SYSTEMS PROGRAMMING AND OPERATING SYSTEM [310251]

1. Analyze and synthesize system software
2. Use tools like LEX & YACC.
3. Implement operating system functions.

SUBJECT/CODE: EMBEDDED SYSTEMS AND INTERNET OF THINGS [310252]

1. Implement an architectural design for IoT for specified requirement.
2. Solve the given societal challenge using IoT.
3. Choose between available technologies and devices for stated IoT challenge.

SUBJECT/CODE: SOFTWARE MODELING AND DESIGN [310253]

1. Analyze the problem statement (SRS) and choose proper design technique for designing web-based/ desktop application.
2. Design and analyze an application using UML modeling as fundamental tool.
3. Apply design patterns to understand reusability in OO design.
4. Decide and apply appropriate modern tool for designing and modeling.
5. Decide and apply appropriate modern testing tool for testing web-based/desktop application.

SUBJECT/CODE: WEB TECHNOLOGY [310254]

1. Analyze given assignment to select sustainable web development and design methodology.
2. Develop web based application using suitable client side and server side web technologies.
3. Develop solution to complex problems using appropriate method, technologies, frameworks, web services and content management.

SUBJECT/CODE: SEMINAR AND TECHNICAL COMMUNICATION [310255]

1. Student will be able to be familiar with basic technical writing concepts and terms, such as audience analysis, jargon, format, visuals, and presentation.
2. Student will be able to improve skills to read, understand, and interpret material on technology.
3. Student will improve communication and writing skills.

SUBJECT/CODE: WEB TECHNOLOGY LAB [310256]

1. develop web based application using suitable client side and server side web technologies
2. develop solution to complex problems using appropriate method, technologies, frameworks, web services and content management

**SUBJECT/CODE: SYSTEM PROGRAMMING & OPERATING SYSTEM LAB
[310257]**

1. Understand the internals of language translators
2. Handle tools like LEX & YACC.
3. Understand the Operating System internals and functionalities with implementation point of view

SUBJECT/CODE: EMBEDDED SYSTEMS & INTERNET OF THINGS LAB [310258]

1. Design the minimum system for sensor based application
2. Solve the problems related to the primitive needs using IoT.
3. Develop fully fledged IoT application for distributed environment