

	PROGRAMME EDUCATIONAL OBJECTIVES			
The Graduates will				
PEO1.	be competent software professionals, take up progressive careers in industry and pursue higher studies			
PEO2.	be proficient in developing innovative solutions to complex real life problems using existing and novel technologies			
PEO3.	adapt to new technologies and constantly upgrade their skills to be a successful entrepreneur			
PEO4.	become ethical and responsible towards themselves, coworkers, society and nation			

and the state of t	(Affiliated to Madurai Kamaraj University, Re-accredited with A Grade by NAAC, College with Potential for Excellence by UGC and Mentor Institution under UGC PARAMARSH)
Baa南南(10-)	
	DEPARTMENT OF COMPUTER SCIENCE
	UG PROGRAMME IN COMPUTER SCIENCE
	PROGRAMME EDUCATIONAL OBJECTIVES
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PEO2.	be proficient in developing innovative solutions to complex real life problems using existing and novel technologies
PEO3.	adapt to new technologies and constantly upgrade their skills to be a successful entrepreneur
PEO4.	become ethical and responsible towards themselves, coworkers, society and nation
By the Con	PROGRAMME SPECIFIC OUTCOMES appletion of B.Sc Computer Science programme, the learners will be able to
By the Con	
	exhibit the programming skills, prove expertise in core areas of Computer Science and
PSO1.	exhibit the programming skills, prove expertise in core areas of Computer Science and work with knowledge drawn from multiple disciplines. comprehend, design, develop and innovate solutions to problems related to
PSO1.	exhibit the programming skills, prove expertise in core areas of Computer Science and work with knowledge drawn from multiple disciplines. comprehend, design, develop and innovate solutions to problems related to Computer Industry. apply standard practices and strategies in software design and development using open-
PSO1. PSO2. PSO3.	exhibit the programming skills, prove expertise in core areas of Computer Science and work with knowledge drawn from multiple disciplines. comprehend, design, develop and innovate solutions to problems related to Computer Industry. apply standard practices and strategies in software design and development using openended and other programming environments.
PSO1. PSO2. PSO3.	exhibit the programming skills, prove expertise in core areas of Computer Science and work with knowledge drawn from multiple disciplines. comprehend, design, develop and innovate solutions to problems related to Computer Industry. apply standard practices and strategies in software design and development using openended and other programming environments. communicate effectively the evolutionary changes in computing technologies.

Major Course				
Course Codes	: GLCS11	Course Title: Programming in C		
On successful completion of the course, the learners should be able to				
CO1.	explain the basic building blocks and	structured programming concepts in C		
CO2.	illustrate with examples the use of pro	ogram elements and statements in C		
CO3.	CO3. implement arrays and string manipulation			
CO4.	modularize the programs using functions and structures			
CO5.	discuss the use of pointers and files in	programs		

	COURS	SE OUTCOME	
	Ma	ajor Course	
Course Cod	le: GLCS11	Course Title: Programming in C	
On success	ful completion of the course, the	learners should be able to	
CO1. explain the basic building blocks and structured programming concepts in C			
CO2.	illustrate with examples the use of	of program elements and statements in C	
CO3.	implement arrays and string man	ipulation	
CO4.	modularize the programs using fu	unctions and structures	
CO5.	discuss the use of pointers and fil	les in programs	
		lied Course Course Title: DIGITAL PRINCIPLES AND	
Course Cod	le: GLCS1A	APPLICATIONS	
On success	ful completion of the course, the	learners should be able to	
CO1.	CO1. classify various gates, binary codes and illustrate laws and theorems of Boolean Algebra		
CO2.	classify various gates, binary cod Algebra	classify various gates, binary codes and illustrate laws and theorems of Boolean	
CO3.	build logic circuits after minimiz	ing elements in circuitry and design counters	
CO4.	explain the working of data proce	essing circuits and implement arithmetic circuits	
	analyze the functioning of flip-flo	ops, registers and A/D D/A conversion techniques	
CO5.			

Major Course					
Course Code: GLCS1L Course Title: C AND PC SOFTWARE LAB					
On successfu	On successful completion of the course, the learners should be able to				
CO1.	use simple commands for writing programs				
CO2.	implement programs using branching	, looping statements			
CO3.	CO3. develop programs with arrays, strings				
CO4.	construct programs using functions and structures				
CO5.	create applications using PC software				

Major Course		
Course Co	de: GLCS1L	Course Title: C AND PC SOFTWARE LAB
On success	sful completion of the course	e, the learners should be able to
CO1.	O1. use simple commands for writing programs	
CO2.	implement programs using branching, looping statements	
CO3.	develop programs with arra	ays, strings
CO4.	construct programs using for	unctions and structures
CO5. create applications using PC software		
	de: GLCS21	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++
Course Co	de: GLCS21	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++
Course Co	de: GLCS21	Major Course Course Title: OBJECT ORIENTED
Course Co	de: GLCS21 sful completion of the course	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++
Course Co	de: GLCS21 sful completion of the course	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++ e, the learners should be able to ect oriented paradigm and constructs
Course Co	de: GLCS21 sful completion of the course explain the features of obje write appropriate classes for	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++ e, the learners should be able to ect oriented paradigm and constructs
Course Coo On success CO1.	de: GLCS21 sful completion of the course explain the features of obje write appropriate classes for	Major Course Course Title: OBJECT ORIENTED PROGRAMMING IN C++ e, the learners should be able to ect oriented paradigm and constructs or a given problem ading and operator overloading

Allied Course		
Course Cod	le: GLCS2A	Course Title: COMPUTER ORGANIZATION
On success	ful completion of the course	e, the learners should be able to
CO1.	interpret the basic structure & behavior of digital computers, register transfer micro operations, instruction formats	
CO2.	identify various addressing modes, data transfer & manipulation instructions, apply infix to postfix conversion and implement stack operations	
CO3.	utilize hardware algorithm	s and construct arithmetic circuits
CO4.	analyze various pipeline pr	rocessing techniques and pipeline conflicts
COL	compare memory types, various peripheral devices, explain I/O interface and	
CO5.	interconnection structures	
		between multiprocessors
Course Cod	interconnection structures	between multiprocessors Major Course
Course Cod	le: GLCS2L ful completion of the course	Major Course Course Title: PROGRAMMING IN C++ LAB
Course Cod	le: GLCS2L ful completion of the course	Major Course Course Title: PROGRAMMING IN C++ LAB e, the learners should be able to ng object oriented concepts
Course Cod On success CO1.	le: GLCS2L ful completion of the course write simple programs usin apply the concepts of inher	Major Course Course Title: PROGRAMMING IN C++ LAB e, the learners should be able to ng object oriented concepts
Course Cod On success CO1. CO2.	le: GLCS2L ful completion of the course write simple programs usin apply the concepts of inher	Major Course Course Title: PROGRAMMING IN C++ LAB e, the learners should be able to ng object oriented concepts ritance and overloading g polymorphism and virtual functions
Course Cod On success CO1. CO2. CO3.	le: GLCS2L ful completion of the course write simple programs usin apply the concepts of inher implement programs using construct programs using p	Major Course Course Title: PROGRAMMING IN C++ LAB e, the learners should be able to ng object oriented concepts ritance and overloading g polymorphism and virtual functions
Course Cod On success CO1. CO2. CO3. CO4.	le: GLCS2L ful completion of the course write simple programs usin apply the concepts of inher implement programs using construct programs using p	Major Course Course Title: PROGRAMMING IN C++ LAB e, the learners should be able to ng object oriented concepts ritance and overloading g polymorphism and virtual functions pointers

Major Course					
Course Codes	: GLCS2L	Course Title: PROGRAMMING IN C++ LAB			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	write simple programs using object or	riented concepts			
CO2.	apply the concepts of inheritance and	overloading			
CO3.	implement programs using polymorph	nism and virtual functions			
CO4.	construct programs using pointers				
CO5.	develop programs for reading and disp	playing text files			

Major Course				
Course Codes	: GLCS31	Course Title: DATA STRUCTURES		
On successfu	On successful completion of the course, the learners should be able to			
CO1.	explain abstract data types for linear a	and non-linear data structures		
CO2.	implement various operations on linea	ar and non-linear data structures		
CO3.	CO3. choose appropriate data structure for solving problems			
CO4.	illustrate the searching and sorting algorithms			
CO5.	devise algorithms for tree traversals, g	graph operations and spanning trees		

	Majo	or Course		
Course Cod	le: GLCS31	Course Title: DATA STRUCTURES		
On success	ful completion of the course, the lea	rners should be able to		
CO1.	explain abstract data types for linear and non-linear data structures			
CO2.	implement various operations on linear and non-linear data structures			
CO3.	choose appropriate data structure for solving problems			
CO4.	illustrate the searching and sorting a	algorithms		
CO5.	devise algorithms for tree traversals	devise algorithms for tree traversals, graph operations and spanning trees		
		or Course		
		or Course Course Title: DATABASE MANAGEMENT		
Course Cod	Majo	or Course Course Title: DATABASE MANAGEMENT SYSTEMS		
Course Cod	Majo le: GLCS32 ful completion of the course, the lea	or Course Course Title: DATABASE MANAGEMENT SYSTEMS		
Course Cod	Majo le: GLCS32 ful completion of the course, the lea explain the DBMS concepts, data m database terminology	Course Course Title: DATABASE MANAGEMENT SYSTEMS Transcription of the course of the		
Course Coo On success CO1.	Majo le: GLCS32 ful completion of the course, the lea explain the DBMS concepts, data m database terminology distinguish and compare different d	Course Title: DATABASE MANAGEMENT SYSTEMS Trners should be able to nodels, database architecture and SQL relational		
Course Cod On success CO1. CO2.	Major	Course Title: DATABASE MANAGEMENT SYSTEMS Transcription should be able to models, database architecture and SQL relational mata models used to represent a database mity-Relationship concepts and apply normalization		
Course Cod On success CO1. CO2. CO3.	Majo le: GLCS32 ful completion of the course, the lea explain the DBMS concepts, data m database terminology distinguish and compare different d construct E-R models using the Ent processes to construct a database	Course Title: DATABASE MANAGEMENT SYSTEMS Transcription should be able to models, database architecture and SQL relational ata models used to represent a database ity-Relationship concepts and apply normalization and the features of SQL		

Allied Course		
Course Cod	le: GLCS3A	Course Title: OPERATIONS RESEARCH
On success:	ful completion of the cours	e, the learners should be able to
CO1.	CO1. convert the decision making problem into mathematical models, linear programming problem into various forms and unbalanced problem into balanced one	
CO2.	summarize various algorithms and rules used in solving OR problems	
CO3.	solve the problems using (Assignment methods	Graphical method, Simplex methods, Transportation and
CO4.	analyze various problems solutions	for infeasibility, degeneracy, unboundedness and alternate
CO5.	construct networks and sc	hedule the projects for optimality
	Major Course	
Course Cod	le: GLCS3L	Course Title: DATA STRUCTURES LAB
		Course Title: DATA STRUCTURES LAB
		Course Title: DATA STRUCTURES LAB e, the learners should be able to
	ful completion of the cours	
On success	ful completion of the cours	e, the learners should be able to rform resolve searching problems
On success CO1.	ful completion of the cours develop programs to per	e, the learners should be able to rform resolve searching problems x implementation
On success CO1. CO2.	ful completion of the cours develop programs to per write programs for stack develop programs for qu	e, the learners should be able to rform resolve searching problems a implementation
CO1. CO2. CO3.	ful completion of the cours develop programs to per write programs for stack develop programs for qu	e, the learners should be able to form resolve searching problems a implementation strategy to solve sorting problems

Major Course					
Course Code: GLCS3L Course Title: DATA STRUCTURES LAB					
On successfu	On successful completion of the course, the learners should be able to				
CO1.	develop programs to perform resol	ve searching problems			
CO2.	write programs for stack implemen	ntation			
CO3.	CO3. develop programs for queue implementation				
CO4.	use divide and conquer strategy to solve sorting problems				
CO5.	implement linked list operations				

Course Code: GLCS3AL Course Title: DBMS LAB On successful completion of the course, the learners should be able to CO1. demonstrate the DDL and DML commands CO2. construct queries in SQL and utilize the features of Oracle CO3. retrieve and manipulate data from one or more tables CO4. use the PL/SQL code constructs in database applications and raise appropriate exceptions CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING On successful completion of the course, the learners should be able to		Allied Course	
CO2. construct queries in SQL and utilize the features of Oracle CO3. retrieve and manipulate data from one or more tables CO4. use the PL/SQL code constructs in database applications and raise appropriate exceptions CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	ourse Code: GLCS3AL	Course Title: DBMS LAB	
CO2. construct queries in SQL and utilize the features of Oracle CO3. retrieve and manipulate data from one or more tables CO4. use the PL/SQL code constructs in database applications and raise appropriate exceptions CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	successful completion of the	course, the learners should be able to	
CO3. retrieve and manipulate data from one or more tables CO4. use the PL/SQL code constructs in database applications and raise appropriate exceptions CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	CO1. demonstrate the D	demonstrate the DDL and DML commands	
CO4. use the PL/SQL code constructs in database applications and raise appropriate exceptions CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	CO2. construct queries i	construct queries in SQL and utilize the features of Oracle	
CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	CO3. retrieve and manip	retrieve and manipulate data from one or more tables	
CO5. develop PL/SQL blocks, triggers, procedures, and user defined functions Major Course Course Code: GLCS41 Course Title: .NET PROGRAMMING	CO 1.	use the PL/SQL code constructs in database applications and raise appropriate	
Course Code: GLCS41 Course Title: .NET PROGRAMMING	go.		
	n successful completion of the	course, the learners should be able to	
CO1. describe the architecture of .Net Framework and demonstrate its IDE	CO1. describe the archit	ecture of .Net Framework and demonstrate its IDE	
CO2. illustrate the use of various controls of .NET IDE	CO2. illustrate the use o	f various controls of .NET IDE	
CO3. make use of lists anditerative loops with VB.NET controls	CO3. make use of lists a		
CO4. develop applications with Containers, Menus and dialogs	COA	develop applications with Containers, Menus and dialogs	
CO5. integrate the applications with ADO.NET	develop applicatio	integrate the applications with ADO.NET	

Major Course			
Course Codes	: GLCS41	Course Title: .NET PROGRAMMING	
On successful completion of the course, the learners should be able to			
CO1.	describe the architecture of .Net Framework and demonstrate its IDE		
CO2.	illustrate the use of various control	illustrate the use of various controls of .NET IDE	
CO3.	CO3. make use of lists anditerative loops with VB.NET controls		
CO4.	develop applications with Containers, Menus and dialogs		
CO5.	integrate the applications with AD	O.NET	

the function		
CO1. explain the concepts of numerical methods CO2. fit the curve of best fit to a given set of data and interpolate the unknown value of the function CO3. solve the algebraic, transcendental equations and system of linear equations iterative methods CO4. find the approximate numerical value of differentials and integrals		
fit the curve of best fit to a given set of data and interpolate the unknown value of the function CO3. solve the algebraic, transcendental equations and system of linear equations iterative methods CO4. find the approximate numerical value of differentials and integrals		
the function Solve the algebraic, transcendental equations and system of linear equations iterative methods CO4. find the approximate numerical value of differentials and integrals		
CO4. iterative methods CO4. find the approximate numerical value of differentials and integrals	fit the curve of best fit to a given set of data and interpolate the unknown value of the function	
This the approximate numerical value of differentials and integrals	solve the algebraic, transcendental equations and system of linear equations by	
CO5. determine approximate solutions to ordinary differential equations		
Course Code: GLCS4L Course Title: .NET PROGRAMMING LAB		
On successful completion of the course, the learners should be able to		
CO1. develop VB.NET applications using common controls	develop VB.NET applications using common controls	
CO2. design windows forms using containers and menus	design windows forms using containers and menus	
CO3. create MDI applications	create MDI applications	
CO4. construct applications using dialog controls	construct applications using dialog controls	
CO5. create data base applications using ADO.NET		

Major Course			
Course Code: GLCS4L		Course Title: .NET PROGRAMMING LAB	
On successful completion of the course, the learners should be able to			
CO1.	develop VB.NET applications using common controls		
CO2.	design windows forms using conta	iners and menus	
CO3. create MDI applications			
CO4.	construct applications using dialog controls		
CO5.	create data base applications using	ADO.NET	

		Allied Course	
Course Cod	le: GLCS4AL	Course Ti	tle: HTML LAB
On success	ful completion of the course	the learners should	be able to
CO1.	design web pages using basic HTML tags		
CO2.	use anchor tag for linking web pages		
CO3.	create web pages with fra	mes and tables	
CO4.	build forms with appropr	ate Form Elements 1	for user interface
CO5.	incorporate CSS in the w	eb pages	
Course Coo	le: GLCS51	Major Course Course Ti	tle: WEB TECHNOLOGY
		Course Ti	
	le: GLCS51 ful completion of the course	Course Ti	
	ful completion of the course	Course Tit	
On success	ful completion of the course	Course Titthe learners should	be able to
On success	ful completion of the course describe the essence of A	Course Titthe learners should SP .NET life cycle, so	be able to structure and coding techniques
On success CO1. CO2.	ful completion of the course describe the essence of A discuss the various contrutilize the validation con	Course Tit the learners should SP .NET life cycle, so ls in ASP .NET	be able to structure and coding techniques
On success CO1. CO2. CO3.	describe the essence of A discuss the various contr utilize the validation con choose the access mecha	Course Tit the learners should SP .NET life cycle, so ls in ASP .NET cols for performing to	be able to structure and coding techniques form validation
On success CO1. CO2. CO3. CO4.	describe the essence of A discuss the various contr utilize the validation con choose the access mecha	Course Tit the learners should SP .NET life cycle, so ls in ASP .NET cols for performing to	be able to structure and coding techniques form validation ith different database controls
On success CO1. CO2. CO3. CO4.	describe the essence of A discuss the various contr utilize the validation con choose the access mecha	Course Tit the learners should SP .NET life cycle, so ls in ASP .NET cols for performing to	be able to structure and coding techniques form validation ith different database controls

Major Course			
Course Code: GLCS51 Cours		Course Title: WEB TECHNOLOGY	
On successful completion of the course, the learners should be able to			
CO1.	describe the essence of ASP .NET life cycle, structure and coding techniques		
CO2.	discuss the various controls in ASI	P.NET	
CO3.	CO3. utilize the validation controls for performing form validation		
CO4.	choose the access mechanism for databases with different database controls		
CO5.	create web applications with Maste	er Pages and deploy web applications using ASP	

		Major Course
Course Cod	e: GLCS5L1	Course Title: PROGRAMMING IN JAVA LAB
On success:	ful completion of the course,	the learners should be able to
CO1.	write programs for scientific and general applications	
CO2.	integrate object-oriented programming features in their programs	
CO3.	use the concept of inherita	ance and interfaces while writing programs
CO4.	develop programs using multithreading	
CO5.	create Applets for animati	ions and displays
On success:	ful completion of the course,	the learners should be able to
CO1.	create web applications us	sing various coding models
CO2.	construct web applications	s using Standard, Navigation and Validation Controls
CO3.	use ADO.NET in a web ap	pplication to manipulate data in a database
CO4.	build and deploy the web applications	
CO5.	develop web sites using M	Master Pages

Major Course			
Course Code: GLCS5L2		Course Title: WEB TECHNOLOGY LAB	
On successful completion of the course, the learners should be able to			
CO1.	create web applications using various coding models		
CO2.	construct web applications using Standard, Navigation and Validation Controls		
CO3. use ADO.NET in a web application to manipulate data in a database			
CO4.	build and deploy the web applications		
CO5.	develop web sites using Master Pa	ges	

Major Course		
Course Code	: GLCS61	Course Title: COMPUTER GRAPHICS
On successfu	l completion of the course, the	e learners should be able to
CO1.	describe the applications of Computer Graphics, Graphics hardware, software and display technologies	
CO2.	devise algorithms for two-dimensional basic output primitives	
CO3.	explain the effect of different attributes and techniques to enhance the quality of pictures	
CO4.	apply the various geometric	transformations to two-dimensional objects
CO5.	demonstrate the various clipp	ping algorithms in graphics
Course Code		Major Course Course Title: SOFTWARE ENCINEERING
Course Code		Major Course Course Title: SOFTWARE ENGINEERING
		Course Title: SOFTWARE ENGINEERING
	: GLCS62	Course Title: SOFTWARE ENGINEERING e learners should be able to
On successfu	: GLCS62	Course Title: SOFTWARE ENGINEERING e learners should be able to f software engineering
On successfu	explain the basic concepts of analyze various cost estimation distinguish and compare diff	Course Title: SOFTWARE ENGINEERING e learners should be able to f software engineering
On successfu CO1. CO2.	explain the basic concepts of analyze various cost estimation distinguish and compare difficohesion, design notations, v	Course Title: SOFTWARE ENGINEERING e learners should be able to f software engineering ion techniques Ferent project sizes, organization structures, coupling,
CO1. CO2. CO3.	explain the basic concepts of analyze various cost estimati distinguish and compare difficohesion, design notations, where the content of the course, the	Course Title: SOFTWARE ENGINEERING e learners should be able to f software engineering ion techniques ferent project sizes, organization structures, coupling, walkthroughs and inspections
CO1. CO2. CO3. CO4.	explain the basic concepts of analyze various cost estimati distinguish and compare difficohesion, design notations, where the content of the course, the	Course Title: SOFTWARE ENGINEERING e learners should be able to f software engineering ion techniques erent project sizes, organization structures, coupling, walkthroughs and inspections ecification techniques, design techniques and notations

Major Course			
Course Code: GLCS62		Course Title: SOFTWARE ENGINEERING	
On successful completion of the course, the learners should be able to			
CO1.	explain the basic concepts of software engineering		
CO2.	analyze various cost estimation tec	hniques	
CO3.	CO3. distinguish and compare different project sizes, organization structures, coupling, cohesion, design notations, walkthroughs and inspections		
CO4.	use software requirement specification techniques, design techniques and notations		
CO5.	describe various verification, valid	ation techniques and software maintenance	

		Major Course
Course Code: GLCS6L Course Title: COMPUTER GRAPHICS LAB		Course Title: COMPUTER GRAPHICS LA
On success	sful completion of the cour	rse, the learners should be able to
CO1.	use the graphics commands in C/C++	
CO2.	develop simple programs using C functions with Graphical output	
CO3.	implement algorithms	for drawing lines, circles and ellipses
CO4.	implement the boundar	ry fill and flood fill algorithms
CO5.	create animations and	dynamic simulations
		Major Course
Course Co	de: GLCS6P	
	de: GLCS6P	Course Title: PROJECT WORK
	sful completion of the cou	Course Title: PROJECT WORK
On success	identify a problem in the computerizing it	Course Title: PROJECT WORK rse, the learners should be able to
On success	identify a problem in the computerizing it participate in a group penvironment	Course Title: PROJECT WORK rse, the learners should be able to their area of interest and demonstrate the applicability of
On success CO1. CO2.	identify a problem in the computerizing it participate in a group penvironment demonstrate basic leve	Course Title: PROJECT WORK rse, the learners should be able to heir area of interest and demonstrate the applicability of project to illustrate the dynamics of a diverse work

Major Course			
Course Codes	: GLCS6P	Course Title: PROJECT WORK	
On successful completion of the course, the learners should be able to			
CO1.	identify a problem in their area of interest and demonstrate the applicability of computerizing it		
CO2.	participate in a group project to illustrate the dynamics of a diverse work environment		
CO3. demonstrate basic level of competency in programming and logic skills			
CO4.	apply the skills acquired through the programme to business scenarios		
CO5.	present conclusions effectively, or	ally and in writing	

Non Major Elective Course				
Course Code: GLCS3N Course Title: COMPUTERS TODAY				
On successfu	On successful completion of the course, the learners should be able to			
CO1.	describe the basic concepts of Con	nputers, Internet and WINDOWS 10		
CO2.	explain the working of various inp	ut, output and storage devices		
CO3.	CO3. make use of the E-Mail facility and identify its services			
CO4.	surf through internet and explore the web			
CO5.	use the features of WINDOWS 10			

Non Major Elective Course				
Course Cod	le: GLCS3N	Course Title: COMPUTERS TODAY		
On success	ful completion of the course	e, the learners should be able to		
CO1.	describe the basic conce	epts of Computers, Internet and WINDOWS 10		
CO2.	explain the working of various input, output and storage devices			
CO3.	make use of the E-Mail facility and identify its services			
CO4.	surf through internet and	l explore the web		
CO5.	use the features of WINI	DOWS 10		
	Noi	n Major Elective Course		
Course Cod	Noi le: GLCS4N	n Major Elective Course Course Title: FLASH		
	le: GLCS4N	Course Title: FLASH		
	le: GLCS4N	Course Title: FLASH e, the learners should be able to		
On success	demonstrate the IDE of I	Course Title: FLASH e, the learners should be able to Flash		
On success	demonstrate the IDE of I explain the basic concep	e, the learners should be able to Flash ots of FLASH		
On success CO1. CO2.	demonstrate the IDE of I explain the basic concep	e, the learners should be able to Flash ots of FLASH tweening		
On success CO1. CO2. CO3.	demonstrate the IDE of I explain the basic concept create animations using the design graphical text and	Course Title: FLASH e, the learners should be able to Flash ots of FLASH tweening d symbols		
On success CO1. CO2. CO3. CO4.	demonstrate the IDE of I explain the basic concep	Course Title: FLASH e, the learners should be able to Flash ots of FLASH tweening d symbols		

Discipline Specific Course				
Course Cod	de: GLCS4DSL	Course Title: PYTHON PROGRAMMING LAI		
On success	ful completion of the course,	the learners should be able to		
CO1.	demonstrate how to install and run the Python interpreter			
CO2.	implement Python programs using control structures and built in data types			
CO3.	create functions and files in Python			
CO4.	identify and correct coding errors in a program			
CO5.	analyze a given program in	n Python		
		Elective Course		
Course Cod	de: GLCS5E1	Elective Course Course Title: PROGRAMMING IN JAVA		
	de: GLCS5E1 ful completion of the course,	Course Title: PROGRAMMING IN JAVA		
	ful completion of the course,	Course Title: PROGRAMMING IN JAVA		
On success	ful completion of the course, describe the various featur	Course Title: PROGRAMMING IN JAVA the learners should be able to		
On success	ful completion of the course, a describe the various feature apply basic object-oriented analyze the object-oriented	Course Title: PROGRAMMING IN JAVA the learners should be able to es, programming constructs and basic concepts of Java d programming concepts to solve simple problems d principles namely inheritance, method overloading,		
On success CO1. CO2.	describe the various featur apply basic object-oriented analyze the object-oriented overriding and interfaces the	Course Title: PROGRAMMING IN JAVA the learners should be able to es, programming constructs and basic concepts of Java d programming concepts to solve simple problems d principles namely inheritance, method overloading, hrough examples		
On success CO1. CO2. CO3.	describe the various featur apply basic object-oriented analyze the object-oriented overriding and interfaces to	Course Title: PROGRAMMING IN JAVA the learners should be able to es, programming constructs and basic concepts of Java d programming concepts to solve simple problems d principles namely inheritance, method overloading, hrough examples handling mechanism and influence of multithreading in		
On success CO1. CO2. CO3. CO4.	describe the various featur apply basic object-oriented analyze the object-oriented overriding and interfaces to demonstrate the exception Java programs	Course Title: PROGRAMMING IN JAVA the learners should be able to es, programming constructs and basic concepts of Java d programming concepts to solve simple problems d principles namely inheritance, method overloading, hrough examples handling mechanism and influence of multithreading in		

Elective Course				
Course Code: GLCS5E1 Course Title: PROGRAMMING IN JAVA				
On successful completion of the course, the learners should be able to				
CO1.	describe the various features, prog	ramming constructs and basic concepts of Java		
CO2.	apply basic object-oriented programming concepts to solve simple problems			
CO3. analyze the object-oriented principles namely inheritance, method overloading, overriding and interfaces through examples				
CO4.	demonstrate the exception handling mechanism and influence of multithreading in Java programs			
CO5.	create small applets to embed in a webpage			

Elective Course			
Course Code:	GLCS5E2		Course Title: OPERATING SYSTEMS
On successfu	l completion of the course, the	he learne	ers should be able to
CO1.	illustrate the structure of op memory management	perating s	systems and explain the concepts of process and
CO2.	analyze the various CPU scheduling algorithms		
CO3.	identify and handle the deadlocks in process synchronization		
CO4.	demonstrate the different memory management strategies		
CO5.	interpret the allocation methods of File systems and compare the disk scheduling		
	algorithms	Elective (Course
Course Code:]		Course Course Title: WIRELESS TECHNOLOGY
]		Course Title: WIRELESS TECHNOLOGY
	GLCS5E3	he learne	Course Title: WIRELESS TECHNOLOGY
On successfu	GLCS5E3 I completion of the course, the	the learne	Course Title: WIRELESS TECHNOLOGY ers should be able to
On successfu	GLCS5E3 I completion of the course, the explain the working of Blue	t product	Course Title: WIRELESS TECHNOLOGY ers should be able to
On successfu CO1. CO2.	d GLCS5E3 I completion of the course, the explain the working of Blue justify the need and present	t product	Course Title: WIRELESS TECHNOLOGY ers should be able to
CO1. CO2. CO3.	de GLCS5E3 I completion of the course, the explain the working of Blue justify the need and present analyze Bluetooth technological control of the course, the explain the working of Blue in the working of	t product	Course Title: WIRELESS TECHNOLOGY ers should be able to es of Bluetooth

Elective Course					
Course Codes	: GLCS5E3	Course Title: WIRELESS TECHNOLOGY			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	explain the working of Bluetooth				
CO2.	justify the need and present products of Bluetooth				
CO3.	CO3. analyze Bluetooth technology				
CO4.	develop Bluetooth specification				
CO5.	adapt to challenges of wireless tech	nnology			

Course Code: GLCS5E4 Course Title: DATA MINING Con successful completion of the course, the learners should be able to CO1. explain the functionality of the various 0 components CO2. describe the architecture and the components of a data warehouse CO3. identify and apply the appropriate data mining methods such as classification, clustering or Association rule mining CO4. apply data mining techniques to solve real time problems CO5. explore recent trends in data mining such as web mining and text mining
CO1. explain the functionality of the various 0 components CO2. describe the architecture and the components of a data warehouse CO3. identify and apply the appropriate data mining methods such as classification, clustering or Association rule mining CO4. apply data mining techniques to solve real time problems
CO2. describe the architecture and the components of a data warehouse CO3. identify and apply the appropriate data mining methods such as classification, clustering or Association rule mining CO4. apply data mining techniques to solve real time problems
CO3. identify and apply the appropriate data mining methods such as classification, clustering or Association rule mining CO4. apply data mining techniques to solve real time problems
clustering or Association rule mining CO4. apply data mining techniques to solve real time problems
appry data mining techniques to solve real time problems
COS
cos. explore recent trends in data mining such as web mining and text mining
Elective Course
Elective Course Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS
Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS
Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS On successful completion of the course, the learners should be able to
Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS On successful completion of the course, the learners should be able to CO1. describe the functions of each layer in TCP/IP model
Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS On successful completion of the course, the learners should be able to CO1. describe the functions of each layer in TCP/IP model CO2. explain the types of transmission media, connecting devices and routing metho CO3. utilize checksum and cyclic redundancy check for error detection and MAC

Elective Course				
Course Code: GLCS6E1 Course Title: COMPUTER NETWORKS				
On successful completion of the course, the learners should be able to				
CO1.	describe the functions of each layer in TCP/IP model			
CO2.	explain the types of transmission media, connecting devices and routing methods			
CO3. utilize checksum and cyclic redundancy check for error detection and MAC protocols for flow control				
CO4.	classify the various media access protocols and transport layer protocols			
CO5.	illustrate the architecture of standard client/server protocols			

Elective Course				
Course Codes	: GLCS6E2	Course Title: SYSTEM SOFTWARE		
On successfu	On successful completion of the course, the learners should be able to			
CO1.	explain the concepts of system sof	tware and software testing		
CO2.	demonstrate the working of assem	bler, compiler, loader and linker		
CO3.	CO3. identify the functions of macro processors			
CO4.	describe the features of compilers			
CO5.	categorize the various system softv	ware		

Elective Course			
Course Cod	le: GLCS6E2	Course Title: SYSTEM SOFTWARE	
On success:	ful completion of the course, the lea	arners should be able to	
CO1.	1. explain the concepts of system software and software testing		
CO2.	demonstrate the working of assembler, compiler, loader and linker		
CO3.	identify the functions of macro processors		
CO4.	describe the features of compile	rs	
CO5.	categorize the various system so		
	Self-Empl	oyment Course	
Course Co	Self-Empl		
		oyment Course Course Title: MOBILE PHONE SERVICING	
	de: GLSE69	oyment Course Course Title: MOBILE PHONE SERVICING arners should be able to	
On success:	de: GLSE69 ful completion of the course, the lea	oyment Course Course Title: MOBILE PHONE SERVICING arners should be able to nobile phone functioning	
On successi	de: GLSE69 ful completion of the course, the leader describe the basic concepts of many describes the basic concepts of many des	oyment Course Course Title: MOBILE PHONE SERVICING arners should be able to nobile phone functioning ts of mobile phone	
On success: CO1. CO2.	de: GLSE69 ful completion of the course, the leader describe the basic concepts of management categorize electronic component	Course Title: MOBILE PHONE SERVICING arners should be able to nobile phone functioning ts of mobile phone	
CO1. CO2. CO3.	de: GLSE69 ful completion of the course, the leader describe the basic concepts of management categorize electronic component analyze mobile phone faults and	coyment Course Course Title: MOBILE PHONE SERVICING arners should be able to nobile phone functioning ts of mobile phone rectification existing in mobile phones	

		Self-Employment Course	
Course Co	le: GLSE69L	Course Title: MOBILE PHONE SERVICING LAB	
On success	ful completion of the	course, the learners should be able to	
CO1.	mantle and dismantle Mobile phones		
CO2.	examine the track and continuity in Motherboard		
CO3.	inspect the working of LED		
CO4.	apply rectification mechanism for charging fault, mic fault, ringer fault, speaker fault, display fault and network fault		
CO5.		lt, camera fault and water lock problems of mobile phones Job Oriented Course	
	renovate torch faul	lt, camera fault and water lock problems of mobile phones Job Oriented Course	
		lt, camera fault and water lock problems of mobile phones	
Course Co	renovate torch faul	lt, camera fault and water lock problems of mobile phones Job Oriented Course	
Course Co	renovate torch faul	It, camera fault and water lock problems of mobile phones Job Oriented Course Course Title: TALLY	
Course Coo	renovate torch faul de: GLJO63 ful completion of the explain the concep	Job Oriented Course Course Title: TALLY course, the learners should be able to	
Course Coo On success CO1.	renovate torch faul de: GLJO63 ful completion of the explain the concep	Job Oriented Course Course Title: TALLY course, the learners should be able to ots, rules and conventions of Accounting al Balance and Final Accounts	
Course Coo On success CO1.	renovate torch faul le: GLJO63 ful completion of the explain the concep create journal, Tria implement comput	Job Oriented Course Course Title: TALLY course, the learners should be able to ots, rules and conventions of Accounting al Balance and Final Accounts	
Course Coo On success CO1. CO2. CO3.	renovate torch faul le: GLJO63 ful completion of the explain the concep create journal, Tria implement comput	Job Oriented Course Course Title: TALLY course, the learners should be able to ots, rules and conventions of Accounting al Balance and Final Accounts terized accounting ecounting procedures and automatic calculations	

Job Oriented Course				
Course Codes	Course Title: TALLY			
On successful completion of the course, the learners should be able to				
CO1.	explain the concepts, rules and cor	eventions of Accounting		
CO2.	create journal, Trial Balance and Final Accounts			
CO3.	CO3. implement computerized accounting			
CO4.	analyze array of accounting procedures and automatic calculations			
CO5.	illustrate the basic concepts of VA	Т		

	J	ob Oriented Course
Course Cod	e: GLJO63L	Course Title: TALLY LAB
On success	ful completion of the course,	, the learners should be able to
CO1.	create Trial balance and E	Balance sheet
CO2.	estimate profit or loss for	an account
CO3.	formulate stock summary	<i>I</i>
CO4.	design Daybook for the g	given date
CO5.	compute the VAT Payable	le for the transactions





The Graduate	PROGRAMME EDUCATIONAL OBJECTIVES es will
PEO1.	be prepared to achieve successful career in academia / industry as reflected by advancement to positions that include greater responsibility and grow as computing professionals.
PEO2.	have an ability to contribute significantly to contemporary research domains in computer science by pursuing research oriented higher education and/or leading, designing, developing or maintaining projects in various technical areas of computer science.
PEO3.	be able to promote companies or lead teams/organizations to solve socially relevant problems.
PEO4.	recognize professional responsibilities and make informed judgements in computing practice based on legal and ethical principles.

	E STANDARD FIREWORKS RAJARATNAM COLLEGE FOR WOMEN (AUTONOMOUS), SIVAKASI – 626 123. (Affiliated to Madurai Kamaraj University, Re-accredited with A Grade by NAAC,
Qeen garage	College with Potential for Excellence by UGC and Mentor Institution under UGC PARAMARSH)
	DEPARTMENT OF COMPUTER SCIENCE
	PG DEGREE PROGRAMME IN COMPUTER SCIENCE
	PROGRAMME EDUCATIONAL OBJECTIVES
The Gradua	tes will
DEO.1	be prepared to achieve successful career in academia / industry as reflected by
PEO1.	advancement to positions that include greater responsibility and grow as computing professionals.
	have an ability to contribute significantly to contemporary research domains in computer
PEO2.	science by pursuing research oriented higher education and/or leading, designing,
	developing or maintaining projects in various technical areas of computer science. be able to promote companies or lead teams/organizations to solve socially relevant
PEO3.	problems.
PEO4.	recognize professional responsibilities and make informed judgements in computing
	practice based on legal and ethical principles.
	PROGRAMME SPECIFIC OUTCOMES
By the Com	appletion of M.Sc Computer Science programme, the learners will be able to
PSO1.	demonstrate their mastery of emerging technologies in field of computer science and realize the necessity for continuing professional development.
PSO2.	identify, formulate and analyze complex problems, reach conclusions using principles of mathematics and computer science.
PSO3.	use research based knowledge and research methods including design, analysis and interpretation of data and synthesis of information to provide valid conclusions.
	communicate effectively on complex activities with the project team and with society at
PSO4.	large such as being able to comprehend and write effective reports, design documentation
	and make effective presentations. function effectively as an individual and as a member/leader in diverse teams and in
PSO5.	multidisciplinary settings.
	appraise environmental and social issues with ethics and interact with persons from pluralistic democratic society.
PSO6.	recognize the need for passion towards learning and engage in independent and life-long
PSO6.	learning in the broadest context of technological change in the field of computer science.

	Core	Course
Course Code	: HLCS11	Course Title: COMPUTER ORGANIZATION
On successfu	l completion of the course, the learn	ners should be able to
CO1.	explain the computer operations, num architecture	ber systems, Boolean algebra, computer design and
CO2.	perform number conversions, operation	ons and evaluate the logical expressions
CO3.	demonstrate the functions of the comp	ponents of computer system
CO4.	categorize various addressing modes,	registers, instruction formats
CO5.	analyze the architecture of RISC, CIS	C and pipelining

Course Code: HLCS11 Course Title: COMPUTER ORGANIZATIO On successful completion of the course, the learners should be able to CO1. explain the computer operations, number systems, Boolean algebra, computer design architecture
On successful completion of the course, the learners should be able to CO1. explain the computer operations, number systems, Boolean algebra, computer design architecture
CO1. explain the computer operations, number systems, Boolean algebra, computer design architecture
architecture
CO2. perform number conversions, operations and evaluate the logical expressions
CO3. demonstrate the functions of the components of computer system
CO4. categorize various addressing modes, registers, instruction formats
CO5. analyze the architecture of RISC, CISC and pipelining
Core Course
Core Course Course Code: HLCS12 Course Title: DISCRETE STRUCTURES
Course Code: HLCS12 Course Title: DISCRETE STRUCTURES
Course Code: HLCS12 Course Title: DISCRETE STRUCTURES On successful completion of the course, the learners should be able to
Course Code: HLCS12 Course Title: DISCRETE STRUCTURES On successful completion of the course, the learners should be able to CO1. explain the basic principles of discrete mathematical structures
Course Code: HLCS12 Course Title: DISCRETE STRUCTURES On successful completion of the course, the learners should be able to CO1. explain the basic principles of discrete mathematical structures CO2. illustrate the various structures in a formal mathematical manner

		Core Course
Course Code:	: HLCS13	Course Title: DATA STRUCTURES AND ALGORITHMS
On successfu	l completion of the	course, the learners should be able to
CO1.	explain various oper	ations on linear and non-linear data structures
CO2.	apply appropriate da	ta structure for given problems
CO3.	examine searching a	nd sorting algorithms
CO4.	interpret algorithms	and algorithmic time complexity
CO5.	analyze various algo	rithmic techniques for solving problems
Course Code	• ні СС14	Course Tide: OBJECT OBJENTED PROCE AMMING WITH Co.
Course Code	: HLCS14	
	ol completion of the	Course Title: OBJECT ORIENTED PROGRAMMING WITH C+-
On successfu	explain the basics of dynamic allocation	Course Title: OBJECT ORIENTED PROGRAMMING WITH C+- course, the learners should be able to
On successfu	explain the basics of dynamic allocation write application proconstructors	Course Title: OBJECT ORIENTED PROGRAMMING WITH C+- course, the learners should be able to Object Oriented Programming, C++, arrays, pointers, reference and
On successfu CO1. CO2.	explain the basics of dynamic allocation write application proconstructors	Course Title: OBJECT ORIENTED PROGRAMMING WITH C+- course, the learners should be able to Object Oriented Programming, C++, arrays, pointers, reference and ograms using function overloading, operator overloading and
CO1. CO2. CO3.	explain the basics of dynamic allocation write application proconstructors classify various type justify the need and	Course Title: OBJECT ORIENTED PROGRAMMING WITH C++ course, the learners should be able to Object Oriented Programming, C++, arrays, pointers, reference and ograms using function overloading, operator overloading and os of inheritance, virtual functions and polymorphism
CO1. CO2. CO3. CO4.	explain the basics of dynamic allocation write application proconstructors classify various type justify the need and	Course Title: OBJECT ORIENTED PROGRAMMING WITH C++ course, the learners should be able to Object Oriented Programming, C++, arrays, pointers, reference and ograms using function overloading, operator overloading and as of inheritance, virtual functions and polymorphism use of templates, exception handling and streams
CO1. CO2. CO3. CO4.	explain the basics of dynamic allocation write application proconstructors classify various type justify the need and	Course Title: OBJECT ORIENTED PROGRAMMING WITH C++ course, the learners should be able to Object Oriented Programming, C++, arrays, pointers, reference and ograms using function overloading, operator overloading and as of inheritance, virtual functions and polymorphism use of templates, exception handling and streams

		Core Course
Course Codes	: HLCS14	Course Title: OBJECT ORIENTED PROGRAMMING WITH C++
On successfu	l completion of the c	ourse, the learners should be able to
CO1.	explain the basics of dynamic allocation	Object Oriented Programming, C++, arrays, pointers, reference and
CO2.	write application prog	grams using function overloading, operator overloading and
CO3.	classify various types	of inheritance, virtual functions and polymorphism
CO4.	justify the need and u	se of templates, exception handling and streams
CO5.	design and develop p	rograms based on arrays, pointers and file I/O

		Core	Course
Course Code:	HLCS1L1	Course Title:	DATA STRUCTURES AND ALGORITHMS LA
On successfu	l completion of	the course, the lear	ners should be able to
CO1.	implement vario	us operations on line	ar and non-linear data structures
CO2.	apply appropriat	e data structure for g	iven problems
CO3.	write searching a	and sorting algorithm	ns
CO4.	evaluate the exp	ressions using Data S	Structures
CO5.	implement tree to	raversals	
Course Code:	: HLCS1L2	Core	Course Course Title: C++ PROGRAMMING LAB
Course Code:	HLCS1L2	Core	Course Course Title: C++ PROGRAMMING LAB
	l completion of	the course, the lear	Course Title: C++ PROGRAMMING LAB
On successfu	l completion of tagging apply programm	the course, the lear	Course Title: C++ PROGRAMMING LAB ners should be able to g programs with object oriented programming
On successfu	l completion of tapply programm create programs	the course, the learning skills for creating	Course Title: C++ PROGRAMMING LAB ners should be able to g programs with object oriented programming ism and inheritance
On successfu CO1. CO2.	l completion of to apply programm create programs develop number	the course, the learning skills for creating based on polymorph manipulation progra	Course Title: C++ PROGRAMMING LAB ners should be able to g programs with object oriented programming ism and inheritance
CO1. CO2. CO3.	l completion of to apply programm create programs develop number	the course, the learning skills for creating based on polymorph manipulation programmanipulation and exception	Course Title: C++ PROGRAMMING LAB ners should be able to g programs with object oriented programming ism and inheritance ms
CO1. CO2. CO3. CO4.	l completion of the apply programm create programs develop number implement file h	the course, the learning skills for creating based on polymorph manipulation programmanipulation and exception	Course Title: C++ PROGRAMMING LAB ners should be able to g programs with object oriented programming ism and inheritance ms

	Core (Course
Course Codes	: HLCS1L2	Course Title: C++ PROGRAMMING LAB
On successfu	l completion of the course, the learn	ners should be able to
CO1.	apply programming skills for creating	programs with object oriented programming
CO2.	create programs based on polymorphi	sm and inheritance
CO3.	develop number manipulation program	ms
CO4.	implement file handling and exception	n handling mechanism
CO5.	design generic sort program	

		Core Course	
Course Cod	le: HLCS21	Course Title: OPERATING S	SYSTEMS
On success:	ful completion of the course,	ne learners should be able to	
CO1.	illustrate the structure of ope	iting systems	
CO2.	describe the process concept	and synchronization	
CO3.	identify and handle the dead	cks	
CO4.	assess the different memory	anagement strategies	
CO5.		ls of File systems and compare the disl	c scheduling
	algorithms	Core Course	
Course Cod		Core Course Course Title: JAVA PROGR	AMMING
	le: HLCS22	Course Title: JAVA PROGR	AMMING
On success:	le: HLCS22 ful completion of the course,	Course Title: JAVA PROGR	AMMING
	le: HLCS22	Course Title: JAVA PROGR	AMMING
On success:	de: HLCS22 ful completion of the course, explain the features of Java	Course Title: JAVA PROGR	
On success:	ful completion of the course, explain the features of Java apply inheritance, packages,	Course Title: JAVA PROGR ne learners should be able to	e Java programs
On success: CO1. CO2.	ful completion of the course, explain the features of Java apply inheritance, packages, examine working of applets,	Course Title: JAVA PROGR te learners should be able to terfaces, exception handling and write	e Java programs
CO1. CO2. CO3.	le: HLCS22 ful completion of the course, explain the features of Java apply inheritance, packages, examine working of applets, interpret event handling mec	Course Title: JAVA PROGR te learners should be able to terfaces, exception handling and write preads, files, strings, windows, graphic	e Java programs
CO1. CO2. CO3. CO4.	le: HLCS22 ful completion of the course, explain the features of Java apply inheritance, packages, examine working of applets, interpret event handling mec	Course Title: JAVA PROGR te learners should be able to terfaces, exception handling and write nreads, files, strings, windows, graphic anism, AWT controls and Swing	e Java programs

	Core (Course
Course Codes	: HLCS22	Course Title: JAVA PROGRAMMING
On successfu	l completion of the course, the learn	ners should be able to
CO1.	explain the features of Java	
CO2.	apply inheritance, packages, interface	s, exception handling and write Java programs
CO3.	examine working of applets, threads,	files, strings, windows, graphics and text
CO4.	interpret event handling mechanism,	AWT controls and Swing
CO5.	create Java programs to implement ne	etworking, RMI and Servlets

		Core Course
Course Cod	le: HLCS23	Course Title: DATABASE MANAGEMENT SYSTEM
On success	ful completion of the	e course, the learners should be able to
CO1.	explain the concept System	ts of DBMS, SQL, E-R Model, Transaction Management and Recovery
CO2.	construct complex	SQL queries for data manipulation
CO3.	analyze the databas	se using normalization techniques
CO4.	demonstrate the tra	ansactions and control concurrency
CO5.	design database usi	ing E-R model for real time applications
		Core Course
Course Cod	le: HLCS24	Core Course Course Title: COMPUTER NETWORKS
	ful completion of the	Course Title: COMPUTER NETWORKS e course, the learners should be able to
On success	ful completion of the	Course Title: COMPUTER NETWORKS e course, the learners should be able to es provided by the layers of the network reference models
On success	ful completion of the	Course Title: COMPUTER NETWORKS e course, the learners should be able to
On success	ful completion of the illustrate the servic analyze various dat	Course Title: COMPUTER NETWORKS e course, the learners should be able to es provided by the layers of the network reference models
On success CO1. CO2.	ful completion of the illustrate the servic analyze various dat compare and contra	Course Title: COMPUTER NETWORKS e course, the learners should be able to es provided by the layers of the network reference models ta transmission media and switching networks
CO1. CO2. CO3.	ful completion of the illustrate the service analyze various date compare and contradiscuss wireless W	Course Title: COMPUTER NETWORKS e course, the learners should be able to es provided by the layers of the network reference models ta transmission media and switching networks ast the protocols of transport layer
On success CO1. CO2. CO3. CO4.	ful completion of the illustrate the service analyze various date compare and contradiscuss wireless W	Course Title: COMPUTER NETWORKS e course, the learners should be able to ess provided by the layers of the network reference models ta transmission media and switching networks ast the protocols of transport layer (AN, network layer protocols and DNS)

Core Course				
Course Code: HLCS24 Course Title: COMPUTER NETWORKS				
On successful completion of the course, the learners should be able to				
CO1.	illustrate the services provided by the	illustrate the services provided by the layers of the network reference models		
CO2.	analyze various data transmission med	dia and switching networks		
CO3.	CO3. compare and contrast the protocols of transport layer			
CO4.	discuss wireless WAN, network layer protocols and DNS			
CO5.	interpret different techniques for error	detection and correction		

Core Course					
Course Codes	: HLCS2L1	Course Title: JAVA PROGRAMMING LAB			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	apply programming skills for creating	programs with object oriented programming in Java			
CO2.	develop programs for implementing p	ackage and multithreading			
CO3.	CO3. create programs based on polymorphism, inheritance, AWT and swings				
CO4.	implement file handling, exception handling and string manipulation				
CO5.	design chat programs, servlets and est	ablish RMI			

Core Course			
Course Cod	de: HLCS2L1	Course Title: JAV	VA PROGRAMMING LAB
On success	ful completion of the cour	, the learners should be able	eto
CO1.	apply programming skills for creating programs with object oriented programming in Java		
CO2.	develop programs for implementing package and multithreading		
CO3.	create programs based or	olymorphism, inheritance, AV	VT and swings
CO4.	implement file handling,	aception handling and string m	anipulation
CO5.	design chat programs, se	ets and establish RMI	
		Core Course	
Course Cod	de: HLCS2L2		MS LAB
		Core Course Course Title: DB	
	ful completion of the cour	Course Title: DB	
On success	ful completion of the cour	Course Title: DB	e to
On success CO1.	ful completion of the cour design a database schema populate and query a data	Course Title: DBI t, the learners should be able or a given problem domain	e to mmands
On success CO1. CO2.	ful completion of the cour design a database schema populate and query a data create and execute a bloc	Course Title: DBI t, the learners should be able for a given problem domain ase using SQL DDL/DML cor	e to mmands QL
On success CO1. CO2. CO3.	ful completion of the cour design a database schema populate and query a data create and execute a bloc make use of packages, vi	Course Title: DBI t, the learners should be able for a given problem domain ase using SQL DDL/DML corr of SQL statements using PL/S	e to mmands QL

		Elective Course
Course Co	de: HLCS2E	Course Title: ELECTRONIC COMMERCE
On succes	sful completion of the cours	se, the learners should be able to
CO1.	explain mobile commerce	e features
CO2.	illustrate mobile commerce services and its applications	
CO3.	categorize various mobile	devices
CO4.	adopt various payment me	ethods in E-Commerce
CO5.	analyze security and priva	Core Course
		Core Course
	de: HLCS31	
Course Co	de: HLCS31	Core Course
Course Co	de: HLCS31 sful completion of the cours	Core Course Course Title: DOTNET PROGRAMMING
Course Co	de: HLCS31 sful completion of the cours illustrate the architecture of the www and ASP .NET	Core Course Course Title: DOTNET PROGRAMMING se, the learners should be able to
Course Co On success CO1.	de: HLCS31 sful completion of the cours illustrate the architecture of the www. WWF and ASP .NET build C# programs and with the course of t	Core Course Course Title: DOTNET PROGRAMMING se, the learners should be able to of dotnet framework and explain the concepts of C#, WPF,
Course Co On success CO1. CO2.	de: HLCS31 sful completion of the cours illustrate the architecture of the www. and ASP .NET build C# programs and widemonstrate mobile applies	Core Course Course Title: DOTNET PROGRAMMING se, the learners should be able to of dotnet framework and explain the concepts of C#, WPF, indows applications using Windows Presentation Foundation

	Core Course				
Course Codes	: HLCS31	Course Title: DOTNET PROGRAMMING			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	illustrate the architecture of dotnet framework and explain the concepts of C#, WPF, WWF and ASP .NET				
CO2.	build C# programs and windows appl	ications using Windows Presentation Foundation			
CO3.	CO3. demonstrate mobile applications and ADO .NET for data access and manipulation				
CO4.	design and develop web pages using ASP .NET controls				
CO5.	interpret the concepts of AJAX and cl	noose the validation and database controls of ASP			

Core Course				
Course Code: HLCS32		Course Title: ANDROID APPLICATION DEVELOPMENT		
On successfu	On successful completion of the course, the learners should be able to			
CO1.	describe android environm	nents, basic controls, widgets and services of mobile applications		
CO2.	create Android application	ns using various controls		
CO3.	CO3. develop database driven mobile application with SQLite database			
CO4.	make use of Google maps and display web pages in Android applications			
CO5.	build and publish Android	applications to send SMS and emails		

		Core Course	
Course Cod	le: HLCS32	Course Title: ANDROID APPLICATION DEVELOPMENT	
On success:	ful completion of	the course, the learners should be able to	
CO1.	describe android	describe android environments, basic controls, widgets and services of mobile applications	
CO2.	create Android applications using various controls		
CO3.	develop database	e driven mobile application with SQLite database	
CO4.	make use of Goo	ogle maps and display web pages in Android applications	
CO5.	build and publish	h Android applications to send SMS and emails	
		Core Course	
Course Cod	le: HLCS33	Core Course Course Title: PRINCIPLES OF COMPILER DESIGN	
		Course Title: PRINCIPLES OF COMPILER DESIGN	
	ful completion of	Course Title: PRINCIPLES OF COMPILER DESIGN	
On success:	ful completion of explain the struc	Course Title: PRINCIPLES OF COMPILER DESIGN the course, the learners should be able to	
On success:	ful completion of a explain the struction construct the aut	Course Title: PRINCIPLES OF COMPILER DESIGN the course, the learners should be able to ture of compiler and different phases of compiler	
On success: CO1. CO2.	ful completion of a explain the structon construct the autocategorize various	Course Title: PRINCIPLES OF COMPILER DESIGN the course, the learners should be able to ture of compiler and different phases of compiler comata from regular expressions	
CO1. CO2. CO3.	ful completion of a explain the structon construct the autorized categorize various interpret intermed	Course Title: PRINCIPLES OF COMPILER DESIGN the course, the learners should be able to ture of compiler and different phases of compiler comata from regular expressions us parsing techniques and grammar transformation techniques	
CO1. CO2. CO3. CO4.	ful completion of a explain the structon construct the autorized categorize various interpret intermed	Course Title: PRINCIPLES OF COMPILER DESIGN the course, the learners should be able to ture of compiler and different phases of compiler comata from regular expressions us parsing techniques and grammar transformation techniques ediate code generation and optimization	

		Core Course	
Course Cod	le: HLCS3L1	Course Title: DOTNET PROGRAMMING LAB	
On success:	ful completion of the	course, the learners should be able to	
CO1.	understand dotnet f	understand dotnet framework and examine the windows and web applications	
CO2.	create applications using VB .NET standard controls		
CO3.	develop simple win	ndows applications using C# .NET	
CO4.	build database appl	ications using ADO .NET	
CO5.	design web based a	pplications using ASP .NET	
		Core Course	
Course Cod	le: HLCS3L2		
	le: HLCS3L2	Course Title: ANDROID APPLICATION DEVELOPMENT LAR	
On success:	ful completion of the	Course Title: ANDROID APPLICATION DEVELOPMENT LAB	
	ful completion of the	Course Title: ANDROID APPLICATION DEVELOPMENT LAR	
On success:	ful completion of the	Course Title: ANDROID APPLICATION DEVELOPMENT LAB	
On successi	ful completion of the	Course Title: ANDROID APPLICATION DEVELOPMENT LAR course, the learners should be able to lications using various controls in Android environment	
On success: CO1. CO2.	ful completion of the create Android app construct a mobile a develop an interact	Course Title: ANDROID APPLICATION DEVELOPMENT LAB e course, the learners should be able to lications using various controls in Android environment application to view the web page	
CO1. CO2. CO3.	ful completion of the create Android appl construct a mobile a develop an interaction design android appl	Course Title: ANDROID APPLICATION DEVELOPMENT LAR e course, the learners should be able to lications using various controls in Android environment application to view the web page ive menu in Android environment	
CO1. CO2. CO3. CO4.	ful completion of the create Android appl construct a mobile a develop an interaction design android appl	Course Title: ANDROID APPLICATION DEVELOPMENT LAR e course, the learners should be able to lications using various controls in Android environment application to view the web page ive menu in Android environment lications with media functions	

	Core Course				
Course Codes	: HLCS3L2	Course Title: ANDROID APPLICATION DEVELOPMENT LAB			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	create Android applica	create Android applications using various controls in Android environment			
CO2.	construct a mobile app	lication to view the web page			
CO3.	CO3. develop an interactive menu in Android environment				
CO4.	design android applications with media functions				
CO5.	build database driven n	nobile application with SQLite database			

		Core Course
Course Cod	le: HLCS4P	Course Title: MAJOR PROJECT WORK AND VIVA VOCE
On success	ful completion of the	e course, the learners should be able to
CO1.	identify a problem in their area of interest	
CO2.	demonstrate the applicability of automating it and design solutions using systematic approach	
CO3.	formulate and deve	elop solution to the selected problem
CO4.	exhibit in-depth kn	owledge in their problem domain
CO5.	communicate with	the community and present the results in the form of project report
		Elective Course
Course Cod	le: HLCS1E1	Elective Course Course Title: GRAPHICS & MULTIMEDIA
	ful completion of the	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to
On success	ful completion of the describe the applicatechnologies	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to
On success	ful completion of the describe the applicate technologies devise algorithms f	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to ations of Computer Graphics, Graphics hardware, software and display
On success CO1. CO2.	ful completion of the describe the applicate technologies devise algorithms f	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to ations of Computer Graphics, Graphics hardware, software and display for two-dimensional basic output primitives rious clipping algorithms in graphics
On success CO1. CO2. CO3.	ful completion of the describe the applicate technologies devise algorithms ful demonstrate the valinterpret Multimed	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to ations of Computer Graphics, Graphics hardware, software and display for two-dimensional basic output primitives rious clipping algorithms in graphics
On success CO1. CO2. CO3. CO4.	ful completion of the describe the applicate technologies devise algorithms ful demonstrate the valinterpret Multimed develop multimedia	Course Title: GRAPHICS & MULTIMEDIA e course, the learners should be able to ations of Computer Graphics, Graphics hardware, software and display for two-dimensional basic output primitives rious clipping algorithms in graphics ia concepts

Elective Course					
Course Codes	: HLCS1E1	Course Title: GRAPHICS & MULTIMEDIA			
On successfu	On successful completion of the course, the learners should be able to				
CO1.	describe the applications of Computer Graphics, Graphics hardware, software and display technologies				
CO2.	devise algorithms for two-dimensiona	ll basic output primitives			
CO3.	CO3. demonstrate the various clipping algorithms in graphics				
CO4.	interpret Multimedia concepts				
CO5.	develop multimedia applications usin components	g text, image, audio, video and animation			

Elective Course				
Course Codes	: HLCS1E2	Course Title: DATAMINING AND WAREHOUSING		
On successfu	On successful completion of the course, the learners should be able to			
CO1.	illustrate the functionalities of various Data mining components			
CO2.	organize and prepare the	organize and prepare the data for datamining using preprocessing techniques		
CO3.	CO3. apply data mining techniques to solve real time problems			
CO4.	identify and apply the appropriate data mining methods such as classification, clustering or association rule mining			
CO5.	explore recent trends in o	data mining such as web mining and text mining		

Course Code: HLCS1E2 Course Title: DATAMINING AND WAREHOUSING On successful completion of the course, the learners should be able to CO1. illustrate the functionalities of various Data mining components CO2. organize and prepare the data for datamining using preprocessing techniques CO3. apply data mining techniques to solve real time problems CO4. identify and apply the appropriate data mining methods such as classification, cluster association rule mining CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1 Course Title: UGC NET PREPARATORY COURSE – COMPUTER SCIENCE	CO2. illustrate the functionalities CO3. apply data mining techniq CO4. identify and apply the apple association rule mining	es of various Data mining components data for datamining using preprocessing techniques ues to solve real time problems	
CO1. illustrate the functionalities of various Data mining components CO2. organize and prepare the data for datamining using preprocessing techniques CO3. apply data mining techniques to solve real time problems CO4. identify and apply the appropriate data mining methods such as classification, cluster association rule mining CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1	CO2. illustrate the functionalities CO2. organize and prepare the CO3. apply data mining technique identify and apply the appassociation rule mining	es of various Data mining components data for datamining using preprocessing techniques ues to solve real time problems	
CO2. organize and prepare the data for datamining using preprocessing techniques CO3. apply data mining techniques to solve real time problems CO4. identify and apply the appropriate data mining methods such as classification, cluster association rule mining CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1	CO2. organize and prepare the CO3. apply data mining technique identify and apply the appassociation rule mining	data for datamining using preprocessing techniques ues to solve real time problems	
CO3. apply data mining techniques to solve real time problems CO4. identify and apply the appropriate data mining methods such as classification, cluster association rule mining CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1	CO3. apply data mining techniq identify and apply the app association rule mining	ues to solve real time problems	
CO4. identify and apply the appropriate data mining methods such as classification, cluster association rule mining CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1	CO4. identify and apply the app association rule mining	•	
CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1 CO5. explore recent trends in data mining such as web mining and text mining CO5. Elective Course	association rule mining	propriate data mining methods such as classification, clustering o	
CO5. explore recent trends in data mining such as web mining and text mining Elective Course Course Code: HLCS3E1 CO5. explore recent trends in data mining such as web mining and text mining CO5. Elective Course CO5. Explore recent trends in data mining such as web mining and text mining			
Course Code: HLCS3E1 Course Title: UGC NET PREPARATORY COURSE –		ata mining such as web mining and text mining	
COMPUTER SCIENCE	Course Code: HLCS3E1		
On successful completion of the course, the learners should be able to	On successful completion of the cours		
	recall the basic concepts in	recall the basic concepts in core areas of Computer Science and applications	
identify the errors and programming rogic used in the given code	CO2. identify the amount of 1	gramming logic yeard in the siven and	
CO3. examine the underlying processes in different domains of Computer Science and applications		gramming logic used in the given code	
CO4. analyze the various concepts and techniques to find solutions to problems	CO3. examine the underlying pr		
	CO3. examine the underlying prapplications	cocesses in different domains of Computer Science and	
introduction contents and techniques to find solutions to problems justify and evaluate the applicability of computational techniques in mathematical foundations and theory of computation	CO3. examine the underlying prapplications CO4. analyze the various conceptors. CO5. justify and evaluate the approximation.	pts and techniques to find solutions to problems oplicability of computational techniques in mathematical	

		Elective Co	urse	
Course Code:	: HLCS3E2	C	ourse Title: DIGITAL IMAGE	PROCESSING
On successfu	l completion of the course,	the learners	should be able to	
CO1.	demonstrate the fundamental	l concepts of	image processing	
CO2.	examine various types of ima processing	ages, intensi	y transformations, spatial filteri	ng and histogram
CO3.	interpret image restoration as	nd reconstru	ction	
CO4.	evaluate the techniques for in	mage enhand	ement and image segmentation	
CO5.	categorize various compressi			
	categorize various compressi			
	categorize various compressi	Elective Co		
		Elective Co		NEERING
Course Code:		Elective Co	urse ourse Title: SOFTWARE ENGI	NEERING
Course Code:	s HLCS3E3	Elective Co	urse ourse Title: SOFTWARE ENGI	
Course Code:	the HLCS3E3 I completion of the course, explain the basic concepts, p reengineering of software en	Elective Co	urse ourse Title: SOFTWARE ENGI should be able to	ce and
Course Code: On successfu CO1.	explain the basic concepts, p reengineering of software en describe the software require quality assurance	the learners mode agineering ements, the cand the various and the various candidates and the various candidates are candidates as a constant of the candidates are candidates are candidates as a constant of the candidates are candidates are candidates are candidates are candidates as a constant of the constant	urse Durse Title: SOFTWARE ENGI should be able to Is, risk management, maintenance concepts of design, quality, revie us software testing strategies in	ce and w techniques and
Course Code: On successfu CO1. CO2.	explain the basic concepts, p reengineering of software en describe the software require quality assurance examine project scheduling a	the learners mode agineering ements, the cand the varied and web approximately approximately and the varied and web approximately approximatel	urse ourse Title: SOFTWARE ENGI should be able to ls, risk management, maintenance oncepts of design, quality, revie us software testing strategies investigations	ce and w techniques and

Elective Course			
Course Code: HLCS3E3		Course Title: SOFTWARE ENGINEERING	
On successful completion of the course, the learners should be able to			
CO1.	explain the basic concepts, process models, risk management, maintenance and reengineering of software engineering		
CO2.	describe the software requirements, the concepts of design, quality, review techniques and quality assurance		
CO3.	examine project scheduling and the various software testing strategies involved in conventional, object oriented and web applications		
CO4.	discuss the concepts of project management and metrics		
CO5.	analyze the various software project estimation and process models		

	Elective Course	
: HLCS3E4	Course Title: SOFT COMPUTING	
al completion of the cou	ourse, the learners should be able to	
explain the concepts of	f soft computing tools	
demonstrate the various	is neural network models	
illustrate the operations	s of Fuzzy sets and relations	
analyze the fuzzificatio	on and defuzzification methods	
apply the operations of	f Genetic Algorithm for a given problem	
	explain the concepts of demonstrate the various illustrate the operation analyze the fuzzification	





PROGRAMME EDUCATIONAL OBJECTIVES		
The Certificate Holders will		
PEO1.	become creative graphical designers and multimedia content developers.	
PEO2.	constantly upgrade their skills in multimedia to become a successful entrepreneur.	

THE	STANDARD FIREWORKS RAJARATNAM COLLEGE FOR WOMEN (AUTONOMOUS). SIVAKASI – 626 123.
C Greek Glave	(Affiliated to Madurai Kamaraj University, Re-accredited with A Grade by NAAC, ollege with Potential for Excellence by UGC and Mentor Institution under UGC PARAMARSH)
1 45590	DEPARTMENT OF COMPUTER SCIENCE
	PG DEGREE PROGRAMME IN COMPUTER SCIENCE
	PROGRAMME EDUCATIONAL OBJECTIVES
The Certific	ate Holders will
PEO1.	become creative graphical designers and multimedia content developers.
PEO2.	constantly upgrade their skills in multimedia to become a successful entrepreneur
	PROGRAMME SPECIFIC OUTCOMES
By the Com	pletion of Career Oriented programme, the learners will be able to
PSO1.	design and develop innovative graphical models related to multimedia applications.
PSO2.	apply standard practices and strategies in graphical design and development using open ended environment.
PSO3.	explore knowledge in diverse areas of multimedia technologies and experience an environment conductive in cultivating skills for successful career and entrepreneurship.

Course Code: ACAT11

Course Title: GRAPHIC DESIGN

On successful completion of the course, the learners should be able to

CO1. explain the basic concepts of designing graphics

CO2. describe the workspace and demonstrate the image editing techniques in Photoshop

CO3. apply various tools and organize the objects layers

CO4. illustrate the basic tools and techniques in CorelDraw

CO5. apply effects on text and bitmap images in CorelDraw

Course Code: ACAT1L		Course Title: GRAPHIC DESIGN LAB
On successful completion of the course, the learners should be able to		
CO1.	design various objects in CorelDra	w X4
CO2.	use various tools in modeling objects in CorelDraw X4	
CO3.	modify existing images in Photosh	op CS4
CO4.	create background on webpage templates CS4	
CO5.	apply filter effects	

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Course Code: ACAT21

Course Title: 2D ANIMATION

On successful completion of the course, the learners should be able to

CO1. explain the workspace and drawing tools in Flash

CO2. create symbols and explore library panel

CO3. work with text and graphics

CO4. apply animation techniques and filters

CO5. explain the basic concepts of sound and action panel in Flash

Course Code: ACAT2L		Course Title: FLASH LAB
On successful completion of the course, the learners should be able to		
CO1.	create images using basic tools in	flash
CO2.	model objects using flash tools.	
CO3.	apply animation techniques.	
CO4.	construct symbols to library in Fla	sh and add them.
CO5.	write scripts to perform specific ac	tions.

Course Code: ADAT31

Course Title: 3D ANIMATION

On successful completion of the course, the learners should be able to

CO1. explain the basic principles and primitives in 3dstudio max

CO2. use shapes, objects and modifiers

CO3. create basic key frame animation and path animation

CO4. implement light effects and particle effect

CO5. identify the characteristics of rendering 3d objects for optimal system processing and analysis

Course Code: ADAT3L		Course Title: 3D STUDIO MAX LAB
On successful completion of the course, the learners should be able to		
CO1.	design objects using basic primitiv	es and splines
CO2.	create key frame animation	
CO3.	apply light effects and particle effe	ect
CO4.	use target and free cameras	
CO5.	develop effective 3D Animation	

Course Co	de: ADAT41	Course Title: FUNDAMENTALS IN MAYA
On success	ful completion of the course, the lear	ners should be able to
CO1.	navigate and work with digital 3d	modeling workspace to create 3d objects
CO2.	design 3d models using polygons and nurbs	
CO3.	create light effect, animation, shading and textures	
CO4.	Identify characteristics of rendering 3d objects	
CO5.	apply dynamic effects	
	de: ADAT4L ful completion of the course, the lear	Course Title: MAYA LAB ners should be able to
		g in 3d objects

Course Code	e: ADAT4L	Course Title: MAYA LAB
On successful completion of the course, the learners should be able to		
CO1.	design basic 3d models	
CO2.	develop key frame animations	
CO3.	apply camera effects and rendering	
CO4.	construct light effects and texture in 3d objects	
CO5.	create path animation	

Course Code: GLCL21		Course Title: COMPUTER INSTALLATION & SERVICING
On successful completion of the course, the learners should be able to		
CO1.	explain the components of computer and laptop	
CO2.	identify the parts of Motherboard	
CO3.	classify the various storage media	
CO4.	demonstrate the working of different I/O devices	
CO5.	illustrate the working of UPS	

	Pa	rt IV – Skill Based Course
	(D. D. G. (G.	Computer Literacy
		omputer Science), B.Sc (IT), and BCA)
Course Code: GLCL21		Course Title: COMPUTER INSTALLATION & SERVICING
On successi	ful completion of the cou	arse, the learners should be able to
CO1.	explain the components of computer and laptop	
CO2.	identify the parts of Motherboard	
CO3.	classify the various storage media	
CO4.	demonstrate the working of different I/O devices	
CO5.	illustrate the working of UPS	
	Pa	rt IV – Skill Based Course Computer Literacy
	Pa	
Course Co		Computer Literacy
	de: GLCL22	Computer Literacy (FOR B.B.A & B.Com (C.A))
	de: GLCL22 ful completion of the cou	Computer Literacy (FOR B.B.A & B.Com (C.A)) Course Title: FUNDAMENTALS OF COMPUTERS & WINDOW
On success:	de: GLCL22 ful completion of the cou	Computer Literacy (FOR B.B.A & B.Com (C.A)) Course Title: FUNDAMENTALS OF COMPUTERS & WINDOWS arse, the learners should be able to
CO1.	de: GLCL22 ful completion of the cou explain the componer surf the internet and r	Computer Literacy (FOR B.B.A & B.Com (C.A)) Course Title: FUNDAMENTALS OF COMPUTERS & WINDOWS arse, the learners should be able to attention of computer and different types of software
CO1.	de: GLCL22 ful completion of the cou explain the componer surf the internet and r	Computer Literacy (FOR B.B.A & B.Com (C.A)) Course Title: FUNDAMENTALS OF COMPUTERS & WINDOWS arse, the learners should be able to this of computer and different types of software make use of E-Mail facility ting system and demonstrate its functions

Part IV – Skill Based Course

Computer Literacy

(For Tamil, English, History, B. Com (General), Mathematics, Mathematics (CA), Physics, Chemistry, Botany, Microbiology, Nutrition and Dietetics and Costume Design and Fashion)

Which oblodogy, Nutrition and Dietetics and Costume Design and Fashion)			
Course Code: GLCL23		Course Title: INTRODUCTION TO COMPUTERS & MS OFFICE	
On successful completion of the course, the learners should be able to			
CO1.	explain the components of computers		
CO2.	adapt windows operating system and demonstrate its functions		
CO3.	build applications using various PC software.		
CO4.	develop simple visual presentations		
CO5.	create impressive presentations with animation effects		

