



SAPTHAGIRI COLLEGE OF ENGINEERING

(Affiliated to VTU, Belagavi and approved by AICTE, New Delhi)
 #14/5, Chikkasandra, Hesaraghatta main road, Bengaluru-560057

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

II,III & IV Year Information Science and Engineering

Course Code	Course Name	Course Outcomes-On completion of this course the students will be able to
17CS32	ANALOG AND DIGITAL ELECTRONICS	<p>CO 1- Discuss about various Electronic Devices like Cathode ray Oscilloscope, Signal generators, Digital Trainer Kit, Multimeters and components like Resistors, Capacitors, Op amp and Integrated Circuit</p> <p>CO 2- Design various combinational logic circuits</p> <p>CO 3- Develop various types of counters and Registers using Flip-flop</p> <p>CO 4- Develop simulation package to design circuits</p> <p>CO 5- Explain the working and implementation of ALU</p>
17CS33	DATA STRUCTURES AND APPLICATIONS	<p>CO 1- Compare linear and non-linear data structures</p> <p>CO 2- Classify different types of data structures and their applications</p> <p>CO 3- Explain different searching and sorting algorithms</p> <p>CO 4- Select appropriate data structures to solve real world problems</p>
17CS34	COMPUTER ORGANIZATION	<p>CO 1- Demonstrate the basic structure of computer, machine instructions and programs</p> <p>CO 2- Present the input/output organization and interrupts</p> <p>CO 3- Analyze the memory system</p> <p>CO 4- Develop the arithmetic and logical units</p> <p>CO 5- Apply the fundamental concepts of basic processing unit</p>
17CS35	UNIX SHELL PROGRAMMING	<p>CO 1- Illustrate the knowledge of Unix operating system and its basic features to address known queries</p> <p>CO 2- Analyze the working of basic UNIX commands</p> <p>CO 3- Make use of Vi editor and apply regular expressions to perform pattern matching</p> <p>CO 4- Apply UNIX concepts in shell and Unix utilities to create and manage simple file operations</p> <p>CO 5- Demonstrate perl script and mechanism for process creation.</p>
17CS36	DISCRETE MATHEMATICAL	<p>CO 1- Illustrate the principles of counting and set theory</p> <p>CO 2- Identify the quantifiers and their uses and learn the fundamentals of logic theory</p>

	STRUCTURE	<p>CO 3- Apply the Mathematical induction principle and pigeonhole principle to solve the real time problems</p> <p>CO 4- Solve the problems using the concepts of relations and functions and Identify the different ways of representing relations.</p> <p>CO 5- Apply the concepts of group theory and coding theory to solve the given problem</p>
17CSL37	ANALOG AND DIGITAL ELECTRONICS LAB	<p>CO 1- Design logic circuits and analog circuits.</p> <p>CO 2- Demonstrate analog waveforms and simulations.</p> <p>CO 3- Write HDL code for digital circuits.</p>
17CSL38	DATA STRUCTURES LABORATORY	<p>CO 1- Analyze operations on linear data structures</p> <p>CO 2- Design operations on trees</p> <p>CO 3- Implement various sorting techniques.</p> <p>CO 4- Compare various searching techniques</p>
17CS42	OBJECT ORIENTED CONCEPT	<p>CO 1-Explain the object-oriented concepts and JAVA.</p> <p>CO 2-Develop computer programs to solve real world problems in Java.</p> <p>CO 3- Design simple GUI interfaces for a computer program to interact with users, and to comprehend the event-based GUI handling principles using Applets and swings.</p>
17CS43	DESIGN AND ANALYSIS OF ALGORITHMS	<p>CO 1- Apply computational knowledge to solve well known problems like searching, sorting etc</p> <p>CO 2- Estimate the computational complexity of different algorithms</p> <p>CO 3- Explain the basic concepts of time and space complexity and various design strategies and brief out the analysis of elementary data structures.</p>
17CS44	MICROPROCESSORS AND MICROCONTROLLERS	<p>CO 1- Classify and Demonstrate between microprocessors and microcontrollers and understand the 8086 MP architecture.</p> <p>CO 2- Design and Develop assembly language code to solve problems and interrupt routines interface</p> <p>CO 3- Illustrate the memory interfacing of various devices to x 86 families.</p> <p>CO 4- Able to Implements the ARM processor architecture and its fundamentals And Able to understand ARM instruction set and apply the same to design the program.</p>
17CS45	SOFTWARE ENGINEERING	<p>CO 1- Explain basics of Software Engineering concepts, methods & applications and to assess Software Engineering Ethics and professionalism.</p> <p>CO 2- Design a software system, component, or process to meet desired needs within realistic constraints with help of UML</p> <p>CO 3- Make Use of different type of Software Testing methods and to manage System Evolution</p> <p>CO 4- Employ in multi-disciplinary teams like planning, developing, quality management.</p> <p>CO 5- Relate modern engineering tools and techniques like Agile method.</p>

17CS46	DATA COMMUNICATION	<p>CO 1- Explain various network models and determine the performance of the network</p> <p>CO 2- Construct encoding scheme, multiplexing methods and suitable media for data transmission</p> <p>CO 3- Present different switching circuits, link addressing and apply different error detection and correction methods for data transmission</p> <p>CO 4- Select suitable media access control protocol and data link protocols and for data transmission</p> <p>CO 5- Outline the architecture of Wired and wireless LAN</p>
17CSL47	DESIGN AND ANALYSIS OF ALGORITHMS	<p>CO 1- Design algorithms using appropriate design techniques (brute-force, greedy, dynamic programming, etc.)</p> <p>CO 2- Develop variety of algorithms such as sorting, graph related, combinatorial, etc., in a high-level language</p> <p>CO 3- Analyze and compare the performance of algorithms using language features</p> <p>CO 4- Apply and implement learned algorithm design techniques and data structures to solve real-world problems.</p>
17CSL48	MICROPROCESSOR AND MICROCONTROLLER LABORATORY	<p>CO 1- Demonstrate writing of Assembly Language Programs in 8086 by using Macros and procedures.</p> <p>CO 2- Develop Assembly Language Programs to interface 8086 with 8255.</p> <p>CO 3- Implement writing Assembly Language Programs and C program for ARM processor.</p>
17CS51	MANAGEMENT AND ENTREPRENEURSHIP FOR IT INDUSTRY	<p>CO 1- Outline the significance of management and functions of a manager</p> <p>CO 2- Examine the process of planning and principles of organizing</p> <p>CO 3- Investigate the roles of entrepreneurs in the economic development of the country</p> <p>CO 4- Compare the different leadership styles</p> <p>CO 5- Appraise the ethical principles related to the intellectual property protection</p>
17CS52	COMPUTER NETWORKS	<p>CO 1- Apply principles of application layer protocols.</p> <p>CO 2- Demonstrate transport layer services and infer UDP and TCP protocols</p> <p>CO 3- Classify routers, IP and Routing Algorithms in network layer</p> <p>CO 4- Illustrate the Wireless and Mobile Networks covering IEEE 802.11 Standard</p> <p>CO 5- Analyze Multimedia Networking and Network Management</p>
17CS53	DATABASE MANAGEMENT SYSTEM	<p>CO 1- Apply database objects, Data Model, enforce integrity constraints on a database using RDBMS.</p> <p>CO 2- Demonstrate the concepts of Relational algebra, SQL for database manipulation</p> <p>CO 3- Design relational database application using user interface and backend server.</p> <p>CO 4- Analyze the functional dependency by using normalization process</p> <p>CO 5- Examine the use of concurrency and transaction in database</p>

17CS54	AUTOMATA THEORY & COMPUTABILITY	<p>CO 1- Classify formal languages, grammars, automata and their relationships with the Equivalence of DFA, NFA and Regular Language</p> <p>CO 2- Design Finite Automata for different Regular Expressions and Languages</p> <p>CO 3- Construct context free grammar for various languages, transformation and simplification of CFG</p> <p>CO 4- Illustrate PDA, equivalence of PDA and CFG</p> <p>CO 5- Describe the construction and working of Turing machine and the concept of enumerable languages.</p>
17CS553	ADVANCED JAVA & J2EE	<p>CO 1- Present the need for advanced Java concepts of enumerations, Type Wrappers and annotations</p> <p>CO 2- Interpret the necessity for collections in developing modular and efficient programs.</p> <p>CO 3- Explain in detail the advanced java concepts like String Handling.</p> <p>CO 4- Describe how servlets fit into Java-based web application architecture</p> <p>CO 5- Demonstrate the use of JDBC to access database through Java Programs</p>
17CS562	ARTIFICIAL INTELLIGENCE	<p>CO 1- Identify, compare and construct different AI techniques available if the problem where AI is required and different methods available</p> <p>CO 2- Compare and construct different AI techniques available</p> <p>CO 3- Define and explain learning algorithms</p>
17CSL57	COMPUTER NETWORKS LABORATORY	<p>CO 1- Analyze various networking protocols.</p> <p>CO 2- Demonstrate the working of different concepts of networking.</p> <p>CO 3- Implement various networking protocols in NS2 / NS3.</p>
17CSL58	DBMS LABORATORY WITH MINI PROJECT	<p>CO 1- Implement SQL operations and constraints for the given database schema</p> <p>CO 2- Demonstrate the different concepts of relational database system</p> <p>CO 3- Develop the project developed for an application.</p>

17CS61	CRYPTOGRAPHY NETWORK SECURITY AND CYBER LAW	<p>CO 1- Interpret the various cyber-attacks, Cipher properties, cryptographic techniques and fundamental concepts of cyber security</p> <p>CO 2- Design a security solution using various cryptographic algorithms like RSA, Hashing and Diffie Hellman</p> <p>CO 3- Analyze the different key management, authentication techniques and security protocols at different layers.</p> <p>CO 4- Examine the attacks in WLAN Security as per IEEE 802.11 Standards based on authentication, confidentiality and to understand about the intrusion detection system</p> <p>CO 5- Summarize the existing Cyber laws and Ethics to create awareness about security issues.</p>
17IS62	FILE STRUCTURES	<p>CO 1- Apply appropriate file structure for storage representation and their mechanism to store different types of files</p> <p>CO 2- Analyze the organization of fields and records in files</p> <p>CO 3- Relate suitable sorting techniques to arrange the data and multi-level indexing and B-Tree techniques for organization of data in a file.</p> <p>CO 4- Select suitable indexing mechanism and hashing technique for better performance of file accessing.</p> <p>CO 5- Make use of advanced file storage structures like extendible hashing for better performance</p>
17IS63	SOFTWARE TESTING	<p>CO 1- Define and explain the basic concepts of Software Testing.</p> <p>CO 2- Demonstrate the Path testing and Dataflow testing for designing of flow graph for creating run time support for test execution</p> <p>CO 3- Design and develop test cases using Decision table approach</p> <p>CO 4- Explain the principles that characterize various approaches for testing, planning and monitoring of the processes intertwined with documentation</p> <p>CO 5- Illustrate the concepts of integration and component-based testing techniques</p>
17CS64	OPERATING SYSTEMS	<p>CO 1- Illustrate the concept of operating system, system structure, system calls and virtual machine.</p> <p>CO 2- Apply the concepts of threading, scheduling algorithms and interprocess communication.</p> <p>CO 3- Analyze the problems related to Synchronization and concepts of deadlocks.</p> <p>CO 4- Demonstrate virtual memory management and implementation of file system.</p> <p>CO 5- Examine disk scheduling, management and concepts of Linux operating system.</p>

17CS653	OPERATION RESEARCH	<p>CO 1- Apply Various optimization techniques for various problems.</p> <p>CO 2- Demonstrate the theoretical workings of the simplex method for linear programming to find optimal solutions for linear programming models.</p> <p>CO 3- Design the relationship between a linear program and its dual. To understand the primal dual relationships and adapting to other models.</p> <p>CO 4- Distinguish the different application areas of operations research like transportation problem, assignment model and to solve them.</p> <p>CO 5- Analyze the students with the concepts and prominent applications of Game Theory and to understand fundamental concepts of heuristics in solving various optimization problems with emphasis on met heuristics.</p>
17CS664	PYTHON APPLICATION DEVELOPMENT	<p>CO 1- Explain Python syntax and semantics and be fluent in the use of Python flow control and functions.</p> <p>CO 2- Demonstrate proficiency in handling Strings and File Systems.</p> <p>CO 3- Implement Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.</p> <p>CO 4- Interpret the concepts of Object-Oriented Programming as used in Python.</p> <p>CO 5- Apply exemplary applications related to Network Programming, Web Services and Databases in Python.</p>
17ISL67	SOFTWARE TESTING LABORATORY	<p>CO 1- Develop test cases based on Boundary value Analysis testing method</p> <p>CO 2- Create test cases using Equivalence class partitioning</p> <p>CO 3- Design and develop test cases using Decision table approach</p> <p>CO 4- Analyze structural testing techniques using Data flow approach.</p> <p>CO 5- Examine structural testing through basis path testing technique</p>
17ISL68	FILE STRUCTURE LABORATORY WITH MINI PROJECT	<p>CO 1- Apply operations related to files</p> <p>CO 2- Demonstrate the concepts of file system to produce the given application.</p> <p>CO 3- Analyze performance of various file systems on given parameters.</p>

17CS71	WEB TECHNOLOGY AND ITS APPLICATIONS	<p>CO 1- Demonstrate syntax and semantic structures of HTML Documents and CSS, styling in order to develop web pages</p> <p>CO 2- Create HTML Forms, Multicolumn layout and CSS Concept and its framework</p> <p>CO 3- Examine well-structured JavaScript and PHP code to validate and display contents of dynamic web pages</p> <p>CO 4- Illustrate the concepts of PHP, Error and exceptional handling using PHP.</p> <p>CO 5- Design dynamic interactive websites with the help of JavaScript frameworks like AJAX, jQuery, Backbone ,MVC and web services</p>
17IS72	SOFTWARE ARCHITECTURE AND DESIGN PATTERNS	<p>CO 1- Classify the types and qualities of design patterns</p> <p>CO 2- Analyze handling Strings and File Systems.</p> <p>CO 3- Applying principles in the design of object-oriented systems and distributed systems.</p> <p>CO 4- Demonstrate an understanding of an interactive systems</p> <p>CO 5- Design and model object-oriented systems using different types of pattern.</p>
17CS73	MACHINE LEARNING	<p>CO 1- Analyze the learning system for a specific type of problems of Machine learning.</p> <p>CO 2- Explain the algorithms for different types of Decision tree learning.</p> <p>CO 3- Apply the concepts of Artificial Neural Network (ANNs) to tune network parameters to fit a training set of input-out pairs using BACKPROPAGATION algorithm</p> <p>CO 4- Use of Bayesian Reasoning, Bayes Theorem and Concept Learning that provides basis for learning algorithms that directly manipulate probabilities.</p> <p>CO 5- Compare learning algorithms and approximate real valued or discrete valued target function using K-nearest neighbor algorithm.</p>
17CS743	INFORMATION AND NETWORK SECURITY	<p>CO 1- Describe the crypto basic techniques & taxonomy of Cryptography.</p> <p>CO 2- Demonstrate the cryptographic hash functions.</p> <p>CO 3- Analyze the cryptographic protocols.</p> <p>CO 4- Illustrate the need of Key Management.</p> <p>CO 5- Apply cryptography applications.</p>

17CS754	STORAGE AREA NETWORKS	<p>CO 1- Classify different storage networking technologies and virtualization</p> <p>CO 2- Show components of Storage Area Network and the implementation of NAS</p> <p>CO 3- Demonstrate CAS architecture and type of archives and forms of virtualization</p> <p>CO 4- Apply concepts of data center using cloud computing techniques</p> <p>CO 5- Examine the storage infrastructure and management activities</p>
17CSL76	MACHINE LEARNING LABORATORY	<p>CO 1- Understand the implementation procedures for the machine learning algorithms.</p> <p>CO 2- Design and apply machine Learning algorithms to solve real world problem using Java/Python</p> <p>CO 3- Apply appropriate data sets to the Machine Learning algorithms.</p>
17CSL77	WEB TECHNOLOGY LABORATORY WITH MINI PROJECT	<p>CO 1- Make use of the concepts of mark-up languages like HTML, CSS and XML to develop web pages.</p> <p>CO 2- Apply the client-side scripting and validation concepts using JavaScript.</p> <p>CO 3- Create dynamic web pages using PHP for back-end processing which also provides access to database.</p>
17ISP78	PHASE 1 PROJECT	<p>CO 1- Demonstrate independent study for literature survey in the domain, to identify the mathematical, science, management principles and engineering concepts to solve the searched engineering problem.</p> <p>CO 2- Identify the community that shall benefit through the solution to the searched Engineering problem and also demonstrate concern for environment.</p> <p>CO 3- Select the engineering tools/components for solving the searched Engineering problem</p> <p>CO 4- Apply the identified concepts and engineering tools to arrive at design Solution for the searched engineering problem PO 3</p> <p>CO 5- Analyze and interpret results of experiments conducted on the designed Solution to arrive at valid conclusions</p>

