COMPLEMENTARY COURSE (COMPUTER SCIENCE) IN STATISTICS
COURSE OUTCOMES

Sl.No	Course Code	Course Title
1	CA1CMT01	Computer Fundamentals
2	CA2CMT02	Programming in C Language (Theory)
3	CA2CMP01	Software Lab-I (Programming in C Language)
4	CA3CMT03	Web Technology and Programming
5	CA4CMT04	Visual Programming Techniques
6	CA4CMP02	Software Lab- II(Visual Programming Techniques)

1. COMPUTER FUNDAMENTALS

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Understand the basic computing concepts, logical organization of digital computers, and hardware components of a digital computer with input and output, peripheral devices.	U	1
2	Recognize and differentiate between different generations of computers, various types of computers, and primary versus secondary storage devices.	U	1
3	Master binary, octal, and hexadecimal number systems and understand different methods for number systems conversion.	U	1
4	Understand the fundamental concepts, postulates, and theorems of Boolean algebra and apply Boolean algebra to simplify logical expressions.	U, A	1,2
5	Identify and analyze logic gates and convert logical expressions into corresponding logic circuits.	An	2
6	Classify operating systems into types and analyze the features of specific operating systems.	An	2

2. PROGRAMMING IN C LANGUAGE

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Understand the fundamentals of programming and to design an algorithm and flowchart for a given problem.	U	1
2	Understand key structured programming constructs: constants, variables, declarations, Operators, expressions, I/O statements.	U	1
3	Understand the conditional, iterative and structured data type to write C programs.	U	1
4	Identify and apply the loops and decision-making statements to solve problems.	A	2
5	Understand the use of built in functions, user defined functions, pointers, structures and Unions and storage classes.	U	1
6	Develop C programs by applying the C programming constructs and hence to acquire problem solving skill.	A	2

3. SOFTWARE LAB I

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Perform different office applications such as word processing, spread sheet and presentation using MS Office Packages.	A	2
2	Develop logic and solve different programming problems.	A	2

4. WEB TECHNOLOGY AND PROGRAMMING

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Understand the basics of networking, network types, transmission media and topologies	U	1
2	Understand the transmission Media, network connecting devices and LAN Topologies.	U	1

CO No.	Expected Course Outcome	Learning Domains *	PO No
3	Identify and analyze the most appropriate networking architecture and technologies.	An	2
4	Understand the fundamentals of Internet, and the principles of web design using HTML.	U	1
5	Design and development of web-pages and web-applications	A	2
6	Identify diverse internet security threats such as malware and comprehend the significance internet security measures.	U	1

5. VISUAL PROGRAMMING TECHNIQUES

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Understand the database and database fundamentals	U	1
2	Familiarize Visual Basic IDE and Visual Basic's basic concepts such as forms, controls, events, procedure and subroutines etc.	U	1
3	Design user interfaces and implement event driven programming using VB controls.	A	2
4	Assess the use of MDI applications, distinguishing between MDI parent forms and child forms.	An	2
5	Understand data access methods such as Jet, DAO, ADO, and OLEDB, and apply Visual Basic Data Control for database access.	U, A	1,2

6. SOFTWARE LAB II

CO No.	Expected Course Outcome	Learning Domains *	PO No
On completion of the course, the students were able to			
1	Develop simple webpages and websites using Hyper Text Markup Language	A	2
2	Develop graphical user interface applications using VB	A	1
3	Develop different types of VB applications and record them	A	2