

B –TECH COMPUTER SCIENCE ENGINEERING

III YEAR –I SEM

COURSE COUT COMES

CD

CO 1:- Have an appreciation of the fundamentals of Compiler design

CO 2:- Get broad exposure to and understanding of various applications of compiler design

CO 3:- Learn the phases of the compilation

CO 4:- Acquire an appreciation for the different parsing techniques.

Be able to conduct independent study and analysis of compiler design problems.

CO 5:- Have the skill base necessary to further explore advanced topics of optimization techniques.

CN

CO 1:- Explore the basic of computer networks and various protocols.

CO 2:- Be in a position to understand the World Wide Web concepts.

CO 3:- Be in a position to administrate a network and flow of information further.

CO 4:- Explain easily the concepts of network security, mobile and ad hoc networks.

OS

CO 1:- Understand the difference between different types of modern operating systems, virtual machines and their structure of implementation and applications.

CO 2:- Understand the difference between process & thread, issues of scheduling of user level processes/ threads and their issues.

CO 3:- Discuss various process management concepts including scheduling, synchronization, and deadlocks.

CO 4:- Identify the rationale behind various memory management techniques along with issues and challenges of main memory, virtual memory and file system.

CO 5:- Explain the concepts of memory management including virtual memory.

CO 6:- Classify protection and security mechanisms.

SE

CO 1:- Apply techniques, skills, and modern engineering tools necessary for engineering practice.

CO 2:- Analyze design, verify, validate, implement, apply, and maintain software systems.

CO 3:- Outline the impact of engineering solutions in a global, economic, environmental, and societal context.

CO 4:- Illustrate ability to design and conduct experiments, as well as to analyze and interpret data.

Explain a software engineering system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturing, and sustainability.

CO 5:- Outline the professional and ethical responsibilities of a software engineer.

IPR

CO 1:- Identify different types of Intellectual Properties (IPs), the right of ownership, scope of protection as well as the ways to create and to extract value from IP

CO 2:- Recognize the crucial role of IP in organizations of different industrial sectors for the purposes of product and technology development

CO 3:- Identify activities and constitute IP infringements and the remedies available to the IP owner and describe the precautions steps to be taken to prevent infringement of proprietary rights in products and technology development

CO 4:- Be familiar with the processes of Intellectual Property Management (IPM) and various approaches for IPM and conducting IP and IPM auditing and explain how IP can be managed as a strategic resource and suggest IPM strategy

PPL

CO 1:- Explain concepts of Programming Language.

CO 2:- Analyze the domains of Programming

CO 3:- Explain of programming categories

CO 4:- Discuss fundamentals of sub programs

CO 5:- Design abstract data types

CO 6:- Explain Functional programming, logic programming and Object oriented programming.