2-2 R09

1. PRINCIPLES OF PROGRAMMING LANGUAGE (PPL)

- Able to recognize and to specific syntax and semantics in formal notation of required language.
- Get an capacity to apply suitable programming paradigm for the utility and may broaden an application
- Profits all different programming languages understanding and contrast of the capabilities programming languages.

2. DATABSAE MANAGEMENT SYSTEM (DBMS)

COURSE OUTCOME:

Able to define a database control system

- Provide a description of the database management shape apprehend the applications of databases
- They apprehend and realize the benefits and downsides of the one-of-a-kind models
- Capable of examine relational version with the established question language (square)
- Realize the constraints and controversies related to relational database model.
- Realize the rules guiding transaction acid and apprehend the concept of information planning and database layout and identify the diverse capabilities of database administrator.

3. OBJECT ORIENTED PROGRAMMING (OOPS)

COURSE OUTCOME:

- Cognizance on object oriented concepts and java software shape and its set up Comprehension of java programming constructs, manage structures in java and object oriented constructs such as various magnificence hierarchies, interfaces and exception.
- Dealing with expertise of thread standards and that i/o in java.
- Being capable of build dynamic person interfaces using applets and occasion coping with in java.
- Expertise of numerous components of java, awt and swings and writing code snippets the usage of them.

4. ENVIRONMENTAL STUDIES (EVS)

COURSE OUCOME:
- After this course the student is able to understand social issue and the environment.
- Student will get knowledge about human population and environment.
- Learn about environment pollutions like air pollution,noice pollution , water pollution , marine pollution , thermal pollution ,nuclear pollution.
- based totally in this route, the engineering graduate will recognize /compare and broaden technologies on the basis of ecological .
- principles and environment regulations which in turn help in sustainable improvement.

5. PROBABILITY & STATASTICS (P&S)

- Students would be able to identify distribution in certain realistic situation. It is mainly useful for circuit as well as non-circuit branches of engineering. Also able to differentiate among many random variable involved in the probability models. It is quite useful for all branches of engineering.
- The student would be able to calculate mean and proportions (small and large sample) and to make important decisions from few samples which are taken out of unmanageably huge populations .It is Mainly useful for non-circuit branches of engineering.
- The students would be able to find the expected queue length, the ideal time, the traffic intensity and the waiting time. These are very useful tools in many engineering and data management problems in the industry. It is useful for all branches of engineering.
- The student would able to understand about the random process, Markov process and Markov chains which are essentially models of many time dependent processes such as signals in communications, time series analysis, queuing systems. The student would be able to find the limiting probabilities and the probabilities in nth state. It is quite useful for all branches of engineering

6. DESIGN AND ANALYSIS OF ALGORITHM (DAA)

• Ability to investigate algorithms and improve the performance of set of rules.

• Follow special designing strategies for development of set of rules.

• Realistic problems, consisting of divide and triumph over, greedy etc.

• Potential to apprehend and estimate the overall performance of algorithm

• Understand and examine worst-case walking instances of algorithms using asymptotic evaluation.

• Describe the divide-and-triumph over paradigm and provide an explanation for whilst an algorithmic design state of affairs requires it.

• Able describe the dynamic-programming paradigm and provide an explanation for whilst an algorithmic layout situation requires it.

• Able describe the grasping paradigm and give an explanation for whilst an algorithmic design scenario calls for it.

• Provide an explanation for the major graph algorithms and their analyses. Appoint graphs to model engineering problems, when appropriate. Synthesize new graph algorithms and algorithms that employee graph computations as key components, and analyze them.
• Provide an explanation for the specific ways to investigate randomized algorithms (expected strolling time, probability of error). Recite algorithms that employ randomization.

• Analyze randomized algorithms. Hire indicator random variables and linearity of expectation to carry out the analyses. Recite analyses of algorithms that rent this technique of evaluation

7. OBJECT ORIENTED PROGRAMMING (OOPS LAB)

Outcomes:

• Student apprehend fundamentals of java programming, multi-threaded packages and exception handling

• The abilities to use OOP in java programming in hassle solving

•They get an ability to get entry to facts from a DB with java packages

And additionally use of GUI components (console and GUI based)

8. DATABSAE MANAGEMENT SYSTEM (DBMS LAB)

- Capacity to layout and implement a database schema for given hassle.

- This makes them successful to layout and build a gui software.

- Able to apply the normalization strategies for development of application software to realistic problems.

- Capability to formulate queries the use of sq. Dml/ddl/dcl instructions