1. PRINCIPLES OF PROGRAMMING LANGUAGE

Outcomes:

- Able to recognize and to specific syntax and semantics in formal notation of any required language.

• Get a 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. DATABASE MANAGEMENT SYSTEM

Outcomes:

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. JAVA programming

Outcomes:

- 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

Outcomes:

- 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.
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5. DESIGN ANALYSIS AND ALGORITHM

Outcomes:

• 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

• 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.

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

• 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.

• Explain the difference among a randomized algorithm and an algorithm with probabilistic inputs.

• 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.

DATA COMUNICATION
Outcomes:

- The student will know the functioning of various ways of different Communication systems.
- He will be in a position to practical understanding the working mechanism of telephone, satellite other communication systems.

7. JAVA PROGRAMMING 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. Database Management System LAB
Outcomes:

• 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