T. Y. B.SC. COMPUTER SCIENCE SEM-I

I) Systems Programming

CO1	To understand the design structure of a simple editor
CO2	To understand the design structure of Assembler and macro processor for an hypothetical simulated computer.
CO3	To understand the working of linkers and loaders and other development utilities
CO4	To understand Complexity of Operating system as a software

II) Theoretical Computer Science I

CO1	To have an understanding of finite state and pushdown automata.
CO2	To have a knowledge of regular languages and context free languages.
CO3	To know the relation between regular language, context free language and corresponding recognizers.
CO4	To study the Turing machine and classes of problems.

III) Computer Networks -I

CO1	To understand different types of networks, various topologies and application of networks.
CO2	To understand types of addresses, data communication.
CO3	To understand the concept of networking models, protocols, functionality of each layer.
CO4	To learn basic networking hardware and tools.
CO5	To understand wired and wireless networks, its types, functionality of layer.

IV) Internet Programming I

CO1	To learn Core-PHP, Server Side Scripting Language
CO2	To learn PHP-Database handling.

V) Programming in Java-I

CO1	To learn Object Oriented Programming language
CO2	To handle abnormal termination of a program using exception handling
CO3	To create flat files
CO4	To design User Interface using Swing and AWT
CO5	To learn Object Oriented Programming language

VI) Object Oriented Software Engineering I

CO1	To understand importance of Object Orientation in Software engineering
CO2	To understand the components of Unified Modeling Language
CO3	To understand techniques and diagrams related to structural modeling
CO4	To understand techniques and diagrams related to behavioralmodeling
CO5	To understand techniques of Object Oriented analysis, design and testing

T. Y. B.SC. COMPUTER SCIENCE SEM-II

I) Operating Systems

CO1	To understand the design structure of a simple editor
CO2	To understand the design structure of Assembler and macro processor for an hypothetical simulated computer.
CO3	To understand the working of linkers and loaders and other development utilities
CO4	To understand Complexity of Operating system as a software

II)Compiler Construction

CO1	To understand design issues of a lexical analyzer and use of Lex tool
CO2	To understand design issues of a parser and use of Yacc tool
CO3	To understand issues related to memory allocation
CO4	To understand and design code generation schemes

III)Computer Networks -II

CO1	To learn Basic networking concepts..
CO2	To understand wired and wireless networks, its types, functionality of layer.
CO3	To understand importance of network security and cryptography

IV)Internet Programming II

CO1	To learn different technologies used at client Side Scripting Language
CO2	To learn XML,CSS and XML parsers.
CO3	To learn one of the PHP framework for effective design of web application.
CO4	To learn JavaScript to program the behavior of web pages.
CO5	To learn AJAX to make our application more dynamic

V)Programming in Java-II

CO1	To learn database programming using Java
CO2	To study web development concept using Servlet and JSP
CO3	To develop a game application using multithreading
CO4	To learn socket programming concept

VI) Computer Graphics II

CO1	To study how graphics objects are represented in Computer
CO2	To study how graphics system in a computer supports presentation of graphics information
CO3	To study how interaction is handled in a graphics system
CO4	To study how to manipulate graphics object by applying different transformations
CO5	To provide the programmer's perspective of working of computer graphics