Course Objectives and outcomes

Course Code	Course name	Objectives	Outcomes
1-1-106R	**Fundamentals of Computers**	**Students will try to learn:** 1. About essential computer hardware. 2. Different types of input and output devices. 3. Different types of processors and connecting computers to other devices. 4. About the different types of storage mediums. 5. About assembling the computer system and basic troubleshooting.	**Students will able to:** 1. Describe the essential computer parts and their importance. 2. Distinguish different types of input and output devices. 3. Identifies types of processors and connecting peripheral devices. 4. Identify the advantages and characteristics of different storage mediums. 5. Describe assembling and to perform some simple trouble shooting.
1-2-124	**Fundamentals of Operating system**	**Students will try to learn:** 1. To understand functions and importance of Operating Systems. 2. To understand different types of Operating Systems. 3. To study the need for special purpose operating system with the advent of new emerging technologies.	**Students will able to:** 1. Describe the role of operating systems. 2. Understand different types of Operating Systems. 3. Identifies the advantages of the special purpose operating systems such as embedded OS.
1-3-106	**Programming in C**	**Students will try to learn:** 1. To understand features and importance of algorithms and programming languages. 2. To understand different types of control statements. 3. To study the implementation of modular programming and other components of C language. 4. To understand the importance and necessity of file processing.	**Students will able to:** 1. Employ fundamental computer theory to basic programming techniques & describe the importance of algorithms and characteristics of different types of programming languages. 2. Explain about the features of C language and different types of statements used in C. 3. Identifies the advantages and implementation of modular programming. 4. Write simple c program for handling files used to store data.

1-4-106	**Object Oriented Programming in C++**	**Students will try to learn:** 1. The characteristics of an Object Oriented Programming Language. 2. The basic principles of Object oriented Design in C++ 3. To enhance problem solving and programming skills in c++. 4. About constructors, function overloading, operator overloading, files etc.,	**Students will able to:** 1. Use the characteristics of an Object Oriented programming language. 2. Understand the relative merits of C++ as an Object Oriented programming language. 3. Develop programs with features of C++ programming langue. 4. Understand and explain advanced features of C++ like constructors, function overloading, operator overloading, file handling.
1-5-113	**Database Management System**	**Students will try to learn:** 1. To describe a sound introduction to DBMS. 2. To give a good foundation of relational data model. 3. To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization. 4. To introduce the concepts of basic SQL, a database language and PL/SQL.	**Students will able to:** 1. Explain the features of database management systems and relational database. 2. Design conceptual models of a database using ER modeling for real life applications. 3. Create and populate a RDBMS for a real life application, with constraints and keys using SQL. 4. Retrieve any type of information from a database by formulating complex queries in SQL.
1-5-114	**Web Technology**	**Students will try to learn:** 1. To describe a sound introduction to Web Terminologies. 2. To give a good foundation of components required to design web sites. 3. To demonstrate the principles behind the dynamic web pages.	**Students will able to:** 1. Understand different types of networks and web terminologies. 2. Understand and use HTML tags to design web pages. 3. Identify and use components required to design dynamic web pages.
1-6-106	**E-Commerce**	**Students will try to learn:** 1. Understand concept of E-commerce and its types. 2. Be familiarized with technologies for E-commerce. 3. Understand different types of network threats and securities of E-commerce applications.	**Students will able to:** 1. Define and differentiate various types of E-Commerce. 2. Describes the technologies for E-Commerce. 3. Explains about threats and measures for security.