

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
2017 SCHEME-CO's

Course Code	Course Name	CO Code	CO
17MAT31	ENGINEERING MATHEMATICS-III	C01	Know the use of periodic signals and Fourier series to analyze circuits and system communication.
		C02	Explain the general linear system theory for continuous-time signals and digital signal processing using the Fourier transforms and Z-transform.
		C03	Employ appropriate Numerical methods to solve algebraic and transcendental equations.
		C04	Apply Greens theorem, Divergence theorem and Stokes theorem in various applications in the field of elector-magnetic and gravitational fields and fluid flow problems.
		C05	Determine the externals of functionals and solve the simple problems of the calculus of variations.
17CS32	ANALOG AND DIGITAL ELECTRONICS	C01	Understand the fundamental concepts and techniques used in digital electronics.
		C02	Understand and examine the structure of various number systems and its application in digital design.
		C03	Understand, analyze and design various combinational and sequential circuits.
		C04	Understand the simplification of Algebraic Expressions using Q-M method.
		C05	Design Decoders, Multiplexers, De-multiplexer, Comparators, and latches.
17CS33	DATA STRUCTURES AND APPLICATIONS	C01	Understanding the linear and non-linear data structures
		C02	Implementing Sorting and searching operations, File structures.
		C03	Implement Applications of Linked lists - Polynomials, Sparse matrix representation
		C04	Implement all the applications of Data structures in a high-level language.
		C05	Design and apply appropriate data structures for solving computing problems
17CS34	COMPUTER ORGANIZATIONS	C01	Acquire knowledge of the basic structure of computers & machine instructions and programs, Addressing Modes, Assembly Language, Stacks, Queues and Subroutines.
		C02	Acquire knowledge of Memory system basic Concepts, Semiconductor RAM Memories, Static memories, Asynchronous DRAMS, Read Only Memories, Cache Memories and Virtual Memories.
		C03	Acquire knowledge of Some Fundamental Concepts of Basic Processing Unit, Execution of a Complete

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			Instruction, Multiple Bus Organization, Hardwired Control and Micro programmed Control.
		C04	Apply the knowledge gained in the design of Computer. Design and evaluate performance of memory systems
		C05	Understand the importance of life-long learning
17CS35	UNIX AND SHELL PROGRAMMING	C01	Explain multi user OS UNIX and its basic features
		C02	Design and develop shell programming.
		C03	Design and develop communication terminology.
		C04	Design and develop UNIX File I/O and UNIX Processes
		C05	Perl script writing
17CS36	DISCRETE MATHEMATICAL STRUCTURES	C01	Make use of propositional and predicate logic in knowledge representation and truth verification.
		C02	Demonstrate the application of discrete structures in different fields of computer science.
		C03	Solve problems using recurrence relations and generating functions.
		C04	Apply different mathematical proofs, techniques in proving theorems.
		C05	Compare graphs, trees and their applications.
17CSL37	ANALOG AND DIGITAL ELECTRONICS LABORATORY	C01	Demonstrate various Electronic Devices like Cathode ray Oscilloscope, Signal generators, Digital Trainer Kit, Multimeters and components like Resistors, Capacitors, Op amp and Integrated Circuit.
		C02	Understand the simplification of Algebraic Expressions using K-Map and design Adder, Subtractor & Multiplexers.
		C03	Design and demonstrate the various types of converters, Parity generators.
		C04	Understand the simulation package to design circuits
		C05	Design and demonstrate various types of counters
17CSL38	DATA STRUCTURES LABORATORY	C01	Analyze and Compare various linear and non-linear data structures
		C02	Code, debug and demonstrate the working nature of different types of data structures and their applications
		C03	Implement, analyze and evaluate the searching and sorting algorithms
		C04	Choose the appropriate data structure for solving real world problems
		C05	Solve problem involving graphs, trees and heaps
17KKM39/49	KANNADA MANASU	C01	Understand Kannada as administrative Language, Patra Vyavahara & Kannada vyakarana.
		C02	Become Familiar about Da. Ra. Bendre, Dr. Sir. M Vishveshvaraya, Shivarama Karanth & Kuvempu.BGL

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			Swamy.
		C03	Collected information about poets & Authors like Triveni, Su. Ram Ekkundi, P Lankesh, K.P Poornachandra Tejaswi Gandhi story by Besagara halli Ramanna.
		C04	Analyse the works of Belgiya haadu by Siddalingaiah, Ella hudugiyara kanassu & story Neeru.
		C05	Understand Parisara Lekhana, Vrutthi shikshanadalli Kannada madyama & Konave gowda.
17KKL39/49	17KKL39/49-KANNADA KALI	C01	To Read and understand the simple words in Kannada language, meaning in English ,equivalent words in english, grammar, form the sentences in kannada language, dialogue creation, learn about epics.
		C02	To learn Kannada for Communication ,enquiries, sentence formation, request writing, conversations and meaning in English, adjectives.
		C03	To learn creating present tense kannada sentences, potential forms, no-past continuous , imperative,understanding and answering.
		C04	Learn to form Past tense sentences, discussing about a film, describing brindavan garden.
		C05	To learn to converse routine activities of a student, grammar, present, past and perfect negations, reflexive, telephonic conversations, and to create some interest on Kannada Language and Literature.
17MAT41	ENGINEERING MATHEMATICS-IV	C01	Solve first order ordinary differential equation arising in flow problems using single step and multi-step numerical methods.
		C02	Solve second order ordinary differential equation arising in flow problems using single step numerical methods and Illustrate problems of potential theory, quantum mechanics and heat conduction by employing notions and properties of Bessel's functions and Legendre's polynomials.
		C03	Explain the concepts of analytic functions, residues, poles of complex potentials and describe conformal and Bilinear transformation arising in field theory and signal processing.
		C04	Develop probability distribution of discrete, continuous random variables and joint probability distribution occurring in digital signal processing, information theory and design engineering.
		C05	Demonstrate testing of hypothesis of sampling distributions and illustrate examples of Markov chains related to discrete parameter stochastic



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			process.
17CS42	OBJECT ORIENTED CONCEPTS	C01	Explain the Object –Oriented concepts and JAVA
		C02	Develop computer programs to solve Object – Oriented programming, real world problems in Java
		C03	Interpret and design the Classes, Exception Handling, Inheritances for resolving run-time errors and handle large data set using file I/O in Java
		C04	Interpret and design the multithreaded programming, Event Handling for resolving run-time errors with Java programs
		C05	Develop simple GUI interfaces for a computer program to interact with users, and to Comprehend the event-based GUI handling principles using Applets and Swings
17CS43	DESIGN AND ANALYSIS OF ALGORITHM	C01	Define the methods and notations used to analyze efficiency of algorithm
		C02	Illustrating computational solutions to problems like sorting, searching etc.. by different methods
		C03	Using techniques like greedy method to solve graph, tree etc problems
		C04	Applying the concept of dynamic programming to solve various problems
		C05	Evaluating problems using backtracking, NP method etc.,
17CS44	MICROPROCESSOR AND MICROCONTROLLER	C01	Differentiate between microprocessors and microcontrollers, also can explain the fundamentals about microprocessors
		C02	Develop assembly language code to solve problems
		C03	Explain interfacing of various devices to x86 family
		C04	Demonstrate interrupt routines for ARM
		C05	Write programs using ARM instructions
17CS45	SOFTWARE ENGINEERING	C01	Outline software engineering principles and activities involved in building large software programs.
		C02	Identify ethical and professional issues and explain why they are of concern to software engineers.
		C03	Describe the process of requirements gathering, requirements classification, requirements specification and requirements validation.
		C04	Recognize the importance of software maintenance and describe the intricacies involved in software evolution.
		C05	Apply estimation techniques, schedule project activities and compute pricing.
17CS46	DATA	C01	Explain the functions of OSI & TCP/IP model ,

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	COMMUNICATION		Identify the different types of network topologies and protocols
		C02	Analyze the functions of physical layers & basic computer network Technology, Describe different types of switching network & Convert Data using different transmission techniques
		C03	Detect and correct errors using different techniques and discuss various functions of data link layer protocols
		C04	Analyze different media access control protocol & wired and wireless LAN Ethernet
		C05	Demonstrate different types of wireless network & Discriminate IPV4 & IPV6
17CSL47	DESIGN AND ANALYSIS OF ALGORITHM LABORATORY	C01	Design and implement various algorithms in JAVA
		C02	Implement a variety of sorting algorithms such as quick sort and Merge sort.
		C03	Design algorithms using appropriate design techniques (brute-force, greedy, dynamic programming, etc.
		C04	Employ various design strategies and Algorithms for problem solving.
		C05	Implement a variety of algorithms such as graph related, combinatorial, etc., in a high level language.
17CSL48	MICROPROCESSORS LABORATORY	C01	Describe the fundamental of assembly level programming of microprocessors and microcontroller
		C02	Examine the programming proficiency using the various addressing modes and data transfer instruction of the target microprocessor/microcontroller
		C03	To provide practical exposure to the students on design and coding knowledge on ARM.
		C04	To give the knowledge and practical exposure on connectivity and execute of interfacing devices with 8086 kit like LED & LCD displays, Keyboards, Stepper Motors, DAC/ADC, and various other devices.
		C05	To give the knowledge and practical exposure on connectivity and execute of interfacing devices with ARM kit like LED & LCD displays, Stepper Motors and various other devices.
17CPH39/49	Constitution of India, Professional Ethics and Human Rights	C01	Learn in details with examples To assimilate and get familiarized with basic information about Indian constitution
		C02	Specify in details with examples provide overall legal literacy to the young technocrats to manage complex societal issues in the present scenario.

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		C03	Learn the characteristics of To identify their individual roles and ethical responsibilities towards society.
		C04	Specify in depth To understand engineering ethics & responsibilities
		C05	Deliberate in details with application, if applicable, To understand engineering ethics & responsibilities, through the learning of these topics students will be able to understand human rights/ values and its implications in their life.