

# VIVEK COLLEGE OF COMMERCE

## PROGRAMME NAME: B.Sc.I.T.

### B.Sc.I.T. PROGRAMME OUTCOME:

A B.Sc.I.T. learner will be able to

PO1: Use logical and analytical thinking to solve conceptual and real-world problems.

PO2: Demonstrate the programming skills to improvise/re-engineer applications.

PO3: Develop industry-focused skills to lead a successful career

PO4: Effectively communicate with peers/employers and express their thinking ability using different modes of communication.

PO5: Apply the knowledge obtained and emerge as a Developer, Designer, Tester, Security Analyst, Technical Analyst, Networking related modules.

PO6: Cater to the needs of various vertical markets and provide better IT and ITes solutions.

PO7: March a step ahead and become an entrepreneur

### B.Sc.I.T. PROGRAMME SPECIFIC OUTCOME

PSO1: Information Technology learner will be able to understand and apply the subjects learned at basic level, intermediate level and advanced level as they progress from first year to third year.

PSO2: The learner shall be recruited by companies enabled with IT and IT enabled services.

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### COURSE OUTCOME

#### F.Y.B.Sc.I.T. SEMESTER I

##### COURSE CODE: USIT101: IMPERATIVE PROGRAMMING (THEORY AND PRACTICAL)

After completing the course, the learner will be

- CO1: Aware of the various basic programming languages.
- CO2: Implement programming logic in basic problems
- CO3: Interpret and logically visualize the problem domain through flowchart
- CO4: Understand the working of looping, structures and pointers
- CO5: Apply basic programming skills strongly to enhance and hone programming skills

##### COURSE CODE: USIT102: DIGITAL ELECTRONICS (THEORY AND PRACTICAL)

- CO1: able to know the various concepts of digital logic
- CO2: use various integrated components for better understanding of the subject
- CO3: study Karnaugh maps, Boolean expression
- CO4: Understand the working of flip-flops, counters, shift-registers and its applications

##### COURSE CODE: USIT103: OPERATING SYSTEMS (THEORY AND PRACTICAL)

- CO1: aware of the importance and working of Operating system.
- CO2: able to use different scheduling algorithms and understand memory management systems.
- CO3: differentiate between various file systems of Windows and Unix
- CO4: have basic understanding about virtualization and its concepts.

##### COURSE CODE: USIT104: DISCRETE MATHEMATICS (THEORY AND PRACTICAL)

- CO1: able to understand set theory and its relations
- CO2: use the basics of mathematical induction, graphs and trees that are applied in various domains of Information technology and are widely applied in Data Structures and areas of Artificial Intelligence.

#### F.Y.B.Sc.I.T. SEMESTER II

##### COURSE CODE: USIT201: OBJECT ORIENTED PROGRAMMING (THEORY AND PRACTICAL)

- CO1: Differentiate between procedural and object-oriented programming languages
- CO2: Learn about classes, objects, constructors, inheritance, polymorphism and files
- CO3: It enables the learner to use the object-oriented programming skills for all advanced programming languages

##### COURSE CODE: USIT202: MICROPROCESSOR ARCHITECTURE (THEORY AND PRACTICAL)

- CO1: Enables learner to know about the working of the basic 8085 microprocessor
- CO2: Learn and apply various instructions and operations on microprocessor
- CO3: Compare about the various processor like SPARC, Pentium, Intel i3, i5 and i7

##### COURSE CODE: USIT203: WEB PROGRAMMING (THEORY AND PRACTICAL)

- CO1: make learners aware and study basic html tags under HTML5
- CO2: learn and implement php and java script programming
- CO3: enhance learners web technologies skillset for creating static and dynamic websites.

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### **COURSE CODE: USIT204: NUMERICAL AND STATISTICAL METHODS**

CO1: Introduction of various mathematical models and numerical methods to learners  
CO2: apply various methods like interpolation, iterative methods for analysis  
CO2: learn various regression methods, linear programming and distribution methods which are applied in subjects like Business Intelligence in the third year.

### **COURSE CODE: USIT205: GREEN COMPUTING (THEORY AND PROJECT)**

CO1: Learners are made aware of current issues like carbon footprint, power consumption, disposal of e-waste.  
CO2: Various methods for reducing power consumption, effective usage is discussed and taught  
CO3: Methods to go paperless and know various initiatives and standards for green computing  
CO4: Mini project should be submitted by the learner incorporating the theoretical concepts related to green computing

### **S.Y.B.Sc.I.T. SEMESTER III**

### **COURSE CODE: USIT301: PYTHON PROGRAMMING (THEORY AND PRACTICAL)**

After completing the course, the learner will be  
CO1: Aware of the variables, expressions, looping and conditions used in Python programming.  
CO2: Implement functions, strings, lists, tuples and directories  
CO3: Learn to create GUI forms and add widgets.  
CO4: Use MySQL to store data.  
CO5: Apply the programming skillset learnt here into various domains by having advance programming skillset of Python and usage of libraries.

### **COURSE CODE: USIT302: DATA STRUCTURES (THEORY AND PRACTICAL)**

CO1: learn about various data structure classification, data types, their complexities  
CO2: know and implement array, linked list, stack and queue.  
CO3: implement trees, various hashing techniques and graph for various applications  
CO4: understand various sorting and searching techniques used in data structures

### **COURSE CODE: USIT303: COMPUTER NETWORKS (THEORY AND PRACTICAL)**

CO1: study various data communication standards, topologies and terminologies  
CO2: describe how signals are used to transfer data and communication aspects between nodes  
CO3: learn and practically demonstrate the TCP/IP protocol suite

### **COURSE CODE: USIT304: DATABASE MANAGEMENT SYSTEMS (THEORY AND PRACTICAL)**

CO1: study the basics of database system and its purpose  
CO2: design conceptual model of a database using ER modelling for real life applications  
CO3: use relational algebra to construct queries and will be able to apply complex queries.  
CO4: build indexing mechanism for efficient retrieval of data from database systems

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### **COURSE CODE: USIT305: APPLIED MATHEMATICS (THEORY)**

CO1: know and use matrices and complex numbers  
CO2: Apply Laplace and Inverse Laplace transforms to various applications  
CO3: Apply integral, double integral to various applications  
CO4: be aware of various error functions

### **S.Y.B.Sc.I.T. SEMESTER IV**

### **COURSE CODE: USIT401: CORE JAVA (THEORY AND PRACTICAL)**

After completing the course, the learner will be  
CO1: Aware of the history and architecture of Java  
CO2: learn about various data types, control flow, classes, inheritance, exceptions and event handling  
CO3: use object-oriented concepts for problem solving real-life applications  
CO4: use IDE to test java programs

### **COURSE CODE: USIT402: INTRODUCTION TO EMBEDDED SYSTEMS (THEORY AND PRACTICAL)**

CO1: differentiate between general purpose and embedded systems  
CO2: know the characteristics and quality attributes of embedded systems  
CO3: learn 8051 programming concepts to implement in hardware  
CO4: study design and development of embedded systems

### **COURSE CODE: USIT403: COMPUTER ORIENTED STATISTICAL TECHNIQUES (THEORY AND PRACTICAL)**

CO1: Use various statistical techniques like mean, median, mode, skewness, kurtosis for data analysis  
CO2: learn R programming language for various statistical findings  
CO3: learn and apply statistical theory, least square methods and correlation theory

### **COURSE CODE: USIT404: SOFTWARE ENGINEERING (THEORY AND PRACTICAL)**

CO1: basic knowledge and understanding of systems  
CO2: ability to apply software engineering principles and be aware of software models.  
CO3: understanding various approaches to verification and validation of software including testing, measurements and estimation of software products.

### **COURSE CODE: USIT405: COMPUTER GRAPHICS AND ANIMATION (THEORY AND PRACTICAL)**

CO1: explain and understand the various basic concepts in graphics like viewing, projection, transformation, scan conversion  
CO2: build simple animation projects by implementing various color models, concepts of planar surfaces and animation  
CO3: learn image processing basics and its methods like filtering and smoothing as its applications

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### T.Y.B.Sc.I.T. SEMESTER V

#### **COURSE CODE: USIT501: SOFTWARE PROJECT MANAGEMENT (THEORY AND PRACTICAL)**

After completing the course, the learner will be

CO1: understand the various types of projects

CO2: know project evaluation, planning and build an overview of the different tools, techniques and technologies used in project management

#### **COURSE CODE: USIT502: INTERNET OF THINGS (THEORY AND PRACTICAL)**

CO1: understand the design and architecture of IoT

CO2: be aware of the various IoT enabled and connected devices

CO3: be known with the ethical factors with respect to IoT devices

#### **COURSE CODE: USIT503: ADVANCED WEB PROGRAMMING (THEORY AND PRACTICAL)**

CO1: understand the .NET framework.

CO2: apply form fundamentals and controls to design web pages

CO3: build web pages using various styling mechanism, avoiding common errors

CO4: use data binding techniques and apply AJAX controls in web pages.

CO5: build a website as a whole using the skillset

#### **COURSE CODE: USIT505: LINUX SYSTEM ADMINISTRATION (THEORY AND PRACTICAL)**

CO1: aware of RHEL 6 Server Administration concepts and ways

CO2: know various shells and commands used in CLI as well as GUI

CO3: learners will be able to configure various servers like DHCP, NFS, FTP, APACHE WEBSERVER etc. in real life applications and domains

CO4: able to write small shell scripts , set up installation servers and know about high availability clusters.

#### **COURSE CODE: USIT506: ENTERPRISE JAVA (THEORY AND PRACTICAL)**

CO1: apply servlets, sessions, cookies, beans and Java Server Pages to design server-side applications.

CO2: able to write JPA applications and build hibernate applications for real problems

### T.Y.B.Sc.I.T. SEMESTER VI

#### **COURSE CODE: USIT601: SOFTWARE QUALITY ASSURANCE(THEORY)**

CO1: apply the concepts of quality at building a software

CO2: use benchmarking metrics to measure quality in software products.

CO3: apply verification and validation methods to ensure continuous quality improvement

#### **COURSE CODE: USIT602: SECURITY IN COMPUTING (THEORY AND PRACTICAL)**

CO1: understand network security at various levels of implementation

CO2: apply design principles for security in storage, database etc.

CO3: build secure networks.

CO4: be aware of wireless security, physical security and Cloud security

#### **COURSE CODE: USIT603: BUSINESS INTELLIGENCE (THEORY AND PRACTICAL)**

CO1: know about various business intelligence mathematical models

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CO2: develop an interest towards data and its purpose

CO3: show desire to learn and implement classification and clustering algorithms

CO4: apply knowledge management approaches and develop an intelligent system to facilitate better decision-making business intelligence systems.

### **COURSE CODE: USIT604: PRINCIPLES OF GEOGRAPHIC INFORMATION SYSTEMS (THEORY AND PRACTICAL)**

CO1: be aware of various fundamentals of Geographic information systems

CO2: understand spatial data and query handling techniques

CO3: apply visualization tools and techniques for better spatial analysis

### **COURSE CODE: USIT606: IT SERVICES MANAGEMENT(THEORY)**

CO1: understand services, principles, strategies and risk involved

CO2: have thorough study and acquire knowledge about ITIL foundation and secondary level strategies in knowing the complete background of service management in IT and its applications.

