DEPARTMENT OF COMPUTER SCIENCE

PROGRAMME OUTCOMES OF UG COURSES (2021 ONWARDS)

Name of the Programme: B.Sc Computer Science	
PO1	An ability to apply knowledge of computing and mathematics appropriate to thediscipline.
PO2	An ability to identify, formulate, and develop solutions to computationalchallenges.
PO3	An ability to design, implement, and evaluate a computational system to meetdesired needs within realistic constraints.
PO4	An ability to function effectively on teams to accomplish shared computingdesign, evaluation, or implementation goals.
PO5	An understanding of professional, ethical, legal, security, and social issues and responsibilities for the computing profession.
PO6	An ability to analyze impacts of computing on individuals, organizations, andsociety.
PO7	An ability to use appropriate techniques, skills, and tools necessary forcomputing practice.
PO8	An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computational systemsin a way that demonstrates comprehension of the tradeoffs involved in design choices.
PO9	An ability to apply design and development principles in the construction ofsoftware systems of varying complexity.

PROGRAMME SPECIFIC OUTCOMES OF UG COURSES (2021 ONWARDS)

Name of the Programme: B.Sc COMPUTER SCIENCE	
PSO1	Ability to analyze a problem, identify and define the computingrequirements, which may be appropriate to its solution
PSO2	Ability to design, implement, and evaluate computer-based system, process, component, or program to meet desired needs
PSO3	Ability to use and apply current technical concepts and practices in the core development of solutions in the form of Information technology
PSO4	Ability to identify and analyze user needs and take them into account in the selection, creation, evaluation, and administration of computer-based systems
PSO5	Ability to incorporate effectively integrate IT-based solutions to applications
PSO6	Understanding of best practices and standards to develop user interactive andabstract application.
PSO7	An ability to assist and manage the execution of an effective project plan.

COURSE OUTCOMES OF UG COURSES (2019 ONWARDS)

Name of the Programme: B.Sc COMPUTER SCIENCE		
Course Code & Course Title	**Course Outcome**	
SEMESTER - I		
21UCS01 DIGITAL COMPUTER FUNDAMENTALS AND MICROPROCESSOR	CO1	Bridge the fundamental concepts of computers with the present level of knowledge of the students.
	CO2	Familiarise operating systems, programming languages, peripheral devices, networking, multimedia and internet.
	CO3	Understand how logic circuits and Boolean algebra forms as the basics of digital computer.
	CO4	Demonstrate the building up of Sequential and combinational logic from basic gates.
	CO5	Describe the working and design of ROM, RAM, Memory storage cell and the various read and write operations.
	CO6	Explain various components and working of the 8085 microprocessor and their peripheral devices.
21UCSP01 PRACTICAL - ASSEMBLY LANGUAGE PROGRAMMING	CO1	Learn about the internal architecture and addressing modes of Intel 8086 Microprocessor and analyze the comparison between several microprocessor of the same thread.
	CO2	Apply the arithmetic and logical operations using assembly language based instructions for Intel 8086 microprocessor.

	CO3	Apply branching and looping structures for solving computational problems using assembly instructions in simulation based software.
	CO4	Learn and analyze the theoretical and practical implications of memory access in microprocessor.
	CO5	Analyze programming problems and apply assembly instructions to solve the problems.
	CO6	Understand the Assembly Language Syntax, Program Data, Variables, Named Constants.
	CO7	Identify and apply different assembly language instructions for arithmetic operations.
	CO8	Understand the basic Program Structure and Segments, Input and Output Instructions.
	CO9	Analyze programming problems and apply assembly instructions to solve the problems.
SEMESTER - II		
21UCS02 C PROGRAMMING	CO1	Understanding the statement structure and apply simple problems.
	CO2	Acquire decision making and looping concepts.
	CO3	Understand and apply the pre-defined functions and user defined functions and then apply in simple problems.
	CO4	Demonstrate the operation of Structures and unions.

	CO5	Recognize the operation of Files.
21UCSS01 SYSTEM ADMINISTRATION AND MAINTENANCE	CO1	Understand the principles, practices and goals of system administration.
	CO2	Perform user accounts management and implement security groups.
	CO3	Demonstrate an understanding of the major approaches to computer management in the network environment.
	CO4	Understand the configuration and management of data storage.
	CO5	Perform configuration, management, and troubleshooting of folders, files, and printing resources.
	CO6	To know the usage of server and network monitoring software tools.
	CO7	Demonstrate an understanding of network backup and recovery strategies and how to protect a network from viruses.
21UCSP02 PRACTICAL - PROGRAMMING IN C	CO1	To understand the fundamentals of C programming in trivial problem solving.
	CO2	To Choose appropriate data structures to represent data items in real world problems.
	CO3	Enhance skill on problem solving by constructing algorithms.
	CO4	Identify solution to a problem and apply control structures and user defined functions for solving the problem.

	CO5	Implement Programs with pointers and arrays, perform pointer arithmetic, and use the pre-processor.
	CO6	Demonstrate the use of Strings and string handling functions.
	CO7	To Apply the skill of identifying the appropriate programming constructs for problem solving.
	CO8	Read, understand and trace the execution of programs written in C language.
SEMESTER - III		
21UCS03 OBJECT ORIENTED PROGRAMMING WITHC++	CO1	Understand the difference between the top-down and bottom-up approach.
	CO2	Describe the object-oriented programming approach in connection with C++.
	CO3	Apply the concepts of object-oriented programming.
	CO4	Illustrate the process of data file manipulations using C++.
	CO5	Apply virtual and pure virtual function & complex programming situations.
21UCS04 DATA STRUCTURESAND ALGORITHMS	CO1	Remember the concept of algorithms for searching, sorting and dynamic programming.
	CO2	Understand the representations of data and various algorithm.
	CO3	Apply appropriate algorithmsand data structure for real time applications.

	CO4	Analyze the complexity of differentiate algorithms.
	CO5	Implement the operations of linear data structures like stacks, queues and linked lists.
	CO6	Demonstrative primitve operations on different types of trees and their applications.
	CO7	This is one of most used data structures in java.
21UCSP02 PRACTICAL- PROGRAMMING INC++	CO1	Underrstand the difference between the top-down and bottom-up approach.
	CO2	Describe the object-oriented programming approach in connection with C++.
	CO3	Apply the concepts of object-oriented programming.
	CO4	Illustrate the process of data file manipulations using C++.
	CO5	Apply virtual and pure virtual function & complex programming situations.
	CO6	Iiustrate the process and how to manipulate flowchart and create coding.
	CO7	Apply the concepts of class and objects , inheritance and polymorphism.
	CO8	How to use Scope Resolution Operator and constructor and destructor.
SEMESTER - IV		
21UCSO5 RELATIONAL DATABASE MANAGEMENTSYSTEMS	CO1	An appreciation of pervasive use of Knowledgebase and DBMS in different application domains.
	CO2	Learning storage and indexing of data.
	CO3	Skills to integrate knowledge to databases.
	CO4	Describe the fundamental elements of relational database management systems.
	CO5	Explain the basic concepts of relational data model, entity-relationship model, relational database design, relational algebra and SQL.

	CO6	Design ER-models to represent simple database application scenarios.
21UCSS02 INTERNET ANDITS APPLICATIONS	CO1	Explain the basics of the Internet and its origin.
	CO2	Describe functioning of the Internet.
	CO3	Illustrate how download files and how to access the internet.
	CO4	Demonstrate how to convert pdf to word and word to jpg.
	CO5	To get Knowledge on how to open an email account.
	CO6	To send and receive emails through email account and to store and retrieve address from the address book.
	CO7	To get Knowledge on how to create an group email id and how to send one email to multiple persons from google contact list.
21UCSPO4 PRACTICAL.RDBMS	CO1	Populate and query a database using SQL DDL/DML commands.
	CO2	Declare and Enforce integrity contraints on a database using a state of the art RDBMS.
	CO3	Able to link and normalize the database tables into increase the efficiency of the data transactions.
	CO4	Understand, appreciate and effectively explain the underlying concepts of database technologies.
	CO5	Develop databases for real time applications with huge data transcations.

	CO6	To get Knowledge of how to work database on backend server.
SEMESTER - V		
21UCS06 GUI PROGRAMMING	CO1	Acquire the knowledge of visual basic.
	CO2	Bring out the knowledge of functions and procedures of control structures.
	CO3	Use standard controls and data controls.
	CO4	It provides the skills and knowledge required to use essential features and capabilities of Visual BASIC
	CO5	Apply the knowledge for programming system used to produce Graphical User Interfaces and applications in a windows environment.
	CO6	It includes basic programming concepts, problem solving, programming logic, and the design of event-driven programming.
21UCSO7 OPERATINGSYSTEMS	CO1	To Understand functions, Role, different structures and views of Operating system.
	CO2	To Understand Process management in operating system.
	CO3	To make aware of different types of Operating System and their services.
	CO4	To know virtual memory concepts, To learn secondary memory management.
	CO5	To learn different process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
	CO6	To make aware of different types of Operating System and their services.
21UCSP05 PRACTICAL - PROGRAMMINGIN VB	CO1	Understand the concepts of Visual Basic.
	CO2	Learn the advantages of Controls in VB.
	CO3	Design and develop the event- driven applications using Visual Basic framework.

	CO4	Apply the knowledge of database.
	CO5	Understand the concept of data-driven program execution flow control in Visual Basic Programming.
	CO6	Understand additional Visual Basic Control is frame, check, radio buttons also.
21UCSS04 MULTI SKILL DEVELOPMENT	CO1	A basic understand of the principles and techniques of persuasion in inter personal,group, and public speaking contexts.
	CO2	Students will understand the main aim of communication.
	CO3	To evaluate the various strategies by using these thearius which can be applied and functions.
	CO4	Student will be able to find, use, and evaluate primary academic writing associated with the communication discipline.
	CO5	Students will develop knowledge, skills and judgement around human communication that facilitate their ability to work collaboratively with others.
	CO6	Students will be able to communicate effectively orally and in writing.
SEMESTER - VI		
21UCSO9 JAVA PROGRAMMING	CO1	Understand the concept of OOPs as well as the purpose and usage principles of Inheritance, polymorphism, encapsulation.
	CO2	Understand the basic concepts of classes and Objects WM Concept, Data types and operators.
	CO3	Understand Intemet Programming Using Java Applets.
	CO4	Make use of array, constructors, Inheritance, Packages and Interfaces.
	CO5	List and use Object Oriented Programming concepts for problem solving.

	CO6	Solve the inter-disciplinary applications using the concept of inheritance
21UCS1O SOFTWARE ENGINEERING	CO1	Assess professional and ethical responsibility,software engineering principles and activities involved in building large software programs.
	CO2	Demonstrate process of requirements gathering, classification, specification & validation.
	CO3	Design models for software system, component and process within realistic consrints.
	CO4	Apply cost estimation and time scheduling for quality project activities.
	CO5	Apply, design, implement verify, validate and maintain software with metrics.
	CO6	Recognize the need for agile software development.
21UCSEO4 DATA MINING AND WAREHOUSING	CO1	Describe the fundamental concepts, benefits and problem areas associated with data ware housing.
	CO2	Appreciate the strengths and limitations of various data mining and warehousing models.
	CO3	Explain the analyzing techniques of vaious data.
	CO4	Describe different methodologies used in data mining and data warehousing models.
	CO5	Discover the knowledge imbided in the high dimensional system.

	CO6	Evaluate various mining techniques on complex data objects.
21UCSE07 MOBILE COMPUTING	CO1	To study the specifications and functionalities of various protocols/standards of mobile networks.
	CO2	To provide guidelines, design principles and experience in developing applications for small, mobile devices, including an appreciation of context and location aware services.
	CO3	To introduce wireless communication and networking principles, that support connectivity to cellular networks, wireless internet and sensor devices.
	CO4	To understand the use of transaction and ecommerce principles over such devices to support mobile business concepts.
	CO5	To appreciate the social and ethical issues of mobile computing, including privacy.
21UCSSP02 PRACTICAL. IMAGE EDITINGTOOL	CO1	Use the Workspace menu to change and use built-in workspaces. Explore Photoshop Help, and use it to fig@qie about the tools in the Toolbox.
	CO2	Manipulate and customize palettes.
	CO3	How Can You Edit Photos Online?
	CO4	Open and navigate a Photoshop document with menu commands, the Zoom and Hand tools, and the Navigator palette.

	CO5	Create a layered Photoshop document from a starting image (provided).
	CO6	Print a Photoshop document by configuring the photoshop print dialog box. Save a copy of the print-quality document for fast online transmission.
21UCSS06 PHP SCRIPTINGLANGUAGE	CO1	Describe fundamental of web.
	CO2	Introduce the creation of static webpage using HTML.
	CO3	Describe the importance of CSS in web development.
	CO4	Describe the function of Java Script as a dynamic webpage creating tool.
	CO5	Distinguish PHP as a serverside programming language.
	CO6	Outline the principles behind Using MY SQL as backend DBMS with PHP.
21UCSP06 PRACTICAL PROGRAMMING INJAVA	CO1	Use an integrated development environment to write, compile, run, and test simple object-oriented Java programs.
	CO2	To make our Students to Read the elementary modifications of Java programs that solve real-world problems.
	CO3	Write Java programs to implement error handling techniques using exception handling.
	CO4	Identify and fix defects and common security issues in code.
	CO5	Document a Java program using Java document.
	CO6	Use a version control system to track source code in a project.

PROGRAMME OUTCOMES OF PG PROGRAMMES (2021 ONWARDS)

Name of the Programme: M.Sc COMPUTER SCIENCE	
PO1	Students are able to develop creative solutions.Better understand the effects of future development of computer systems and technology on people and society.
PO2	Get prepare for placement by developing Personality & Soft skills.
PO3	Students are able to undestand the role of computer science insolving real time problem in society
PO4	To develop the programme of human resources for IT industries as well as equipped students to start their own business as a software developer,database administrator,programmer,system analyst.
PO5	Understand the impact of the professional software engineering solutions in social and environmental contexts and demonstrate the knowledge of and need for sustainable development.

PROGRAMME SPECIFIC OUTCOMES OF PG COURSES (2021 ONWARDS)

Name of the Programme: M.Sc COMPUTER SCIENCE	
PSO1	Communicative computer science concepts and designs and solutions effectively and professinally
PSO2	Apply the knowledgeof computing to produce effective design and solution for specific problem.
PSO3	Use software development tool,software system and mordern computing problems.
PSO4	Students are able to demostrate and apply their knowledge of C++,VB.Net,Database programming todevelop effective software solutions need for the government organization,industrial development.
PSO5	Students are able to analyze the system by sampling investigating hard data and able to identify benefits fir the system under study.

COURSE OUTCOMES OF PG COURSES (2021 ONWARDS)

Name of the Programme: M.Sc COMPUTER SCIENCE		
Course Code & Course Title	**Course Outcome**	
SEMESTER - I		
21PCS01 DESIGN AND ANALYSISOF ALGORITHMS	CO1	Apply design principles and concept of algorithum design.
	CO2	Have the mathematical foundation in analysis of algorithum
	CO3	Understand the different algorithm Strategies.
	CO4	Analyse the effeciency of algorithum using time and space complicity.
	CO5	To get the good understanding of applications and Data Structure.
	CO6	Describe the Dynamic programming and explain when an algorithum situations calles for it.
21PCSO2 ADVANCED COMPUTER ARCHITECTURE	CO1	Describe the principles of computer design and classify instruction set architectures.
	CO2	Describe the operation of performance enhancements such as pipelines, dynamic scheduling, branch prediction, caches, and vector processors.
	CO3	Describe the operation of virtual memory.
	CO4	Describe modem architectures such as RISC,CISC, Super Scalar, VLIW (very large instruction word), and multi-core and multi-cup systems.
	CO5	Compare the performance of different architectures.

	CO6	Students able to learn the fundamental aspects of computer architecture design and analysis.
	CO7	To Describe on processor design, pipelining, superscalar, out-of-order execution, caches (memory hierarchies), virtual memory, storage systems, and simulation technique
21PCSO3 ADVANCED JAVAPROGRAMMING	CO1	Students should be able to learn the Interneing, using Java Applets.
	CO2	Students should be able to create a full set of UI widgets and other components, including windows.
	CO3	Menu buttins checkbox text field using Abstract Window Toolkit(AWT) & Swings.
	CO4	Using the java bean invoke the Remote Method Invocation(RMI) understanding the multi-tier architechure of web based using EJB.
	CO5	Students should able to develop Stateful and Steteless and Entity beans use Struts framework.
	CO6	Students able to develop using Java Data base Connectivity(JDBC) create dynamic web pages using servlet JSP.
21PCS04 PRINCIPLES OF PROGRAMMING LANGUAGES	CO1	To understand syntax related concepts including ,context - free grammars, parse trees, recursive descent parsing, printing, and interpretation.
	CO2	To understand analyzing semantic issues associated with function implementations including variable binding, scoping rules, parameter passing, and exception handling
	CO3	To familiar with design issues of object - oriented and functional language.
	CO4	To familiar with language abstraction constructs of classes, interfaces, packages, and procedures.

	CO5	To expose to logic languages.
21PCSO5 ADVANCEDOPERATINGSYSTEM	CO1	Students able to proficient in details of operating systems and be sesitive to implementation and permamence turning of operating system.
	CO2	Demonstrate suitable technique for resource manegement.
	CO3	Evaluate file system allocation and memory management techniques.
	CO4	Review the protection machanisms in processive environmrnt.
	CO5	Explore the case studies of Operating System.
21PCSP01 LAB-1 ADVANCED JAVAPROGRAMMING LANGUAGE	CO1	Learn to access database through Java programs, using Java Data Base Connectivity(JDBC)
	CO2	Create dynamic web pages, using Servlets and JSP
	CO3	Invoke the remote methods in an application using Remote Method Invocation (RMD).
	CO4	Understand the multi-tier architecture of web-webbased enterprise applications using Enterprise Java Beans(EJB).
	CO5	Map Java classes and object associations to relational database tables with Hibernate mapping files.
21PCSPO2 LAB-2 ALGORITHMS USINGC++ LAB	CO1	Design and implement algorithms to solve problems on Graphs.
	CO2	Design and develop algorithms to solve combinatorial problems.
	CO3	Choose appropriate algorithmic techniques to solve computational problems.
	CO4	Analyze algorithms to reduce their time complexities.
	CO5	Implement the algorithm for various computational problems

	CO6	Compare deifferent classes of problems such as P,NP,NP Complete,NP HARD
SEMESTER - II		
21PCS06 .NET PROGRAMMING	CO1	.NET Framework and describe some of the major describe some of the major enhancement in new version of VB.
	CO2	Student will describe the basic structure of VB.NET and main feature in IDE.
	CO3	Students will create applications using Microsoft Windows form.
	CO4	Students will create applications using ADO Form
	CO5	Develop programs using primitives and constructs in VB .NET.
	CO6	Understand various controls in VB.NET and able to develop programs using conhols.
21PCS07 DISCRETE STRUCTURES	CO1	Write an argument using logical notation and determine if the argument is or is not valid 9.
	CO2	Demonstrate the ability to write and evaluate a poor.
	CO3	Understand the basic principles of sets and operations in sets.
	CO4	Demonstrate an understanding of relations and functions
	CO5	Determine when a function is l-l and "onto".
21PCS08 DATA MIININGTECHNIQUES	CO1	Demonstrate different traversal methods for trees and graphs.
	CO2	Design a data mart or data warehouse for any organization.
	CO3	Develop skills to write queries using DMQL
	CO4	Extract knowledge using data minig techniques.
	CO5	Adapt the new data mining tool.

21PCSE02 COMPILER DESIGN	CO1	To explore the principles, algorithms, and data structures involved in the design and construction of compilers
	CO2	Topics include context-free grammars, lexical analysis, parsing techniques, symbol tables, error recovery, code generation, and code optimization.
	CO3	To understand some specific components of compiler technology, such as lexical analysis, grammars and parsing, type-checking.
	CO4	To understand the structure of a compiler, and how the source and target languages influence various choices in its design.
	CO5	To understand relations between computer architecture and how its useful in design of a compile.
21PHR01 HUMAN RIGIITS	CO1	Understand the historical growth of the idea of human rights.
	CO2	Demonstrate an awareness of the intemational context of human rights.
	CO3	Position of human rights in the UK prior to 1798
	CO4	Demonstrate an awareness of the understand the importance of the Human Rights Act 1798.
	CO5	Students will able to analyze and evaluate concepts and ideas.
21PCSP03 LAB.III. .NET PROGRAMMINGLAB	CO1	Creatice user intractive web pages using ASP.Net.
	CO2	Creative simple data binging application using ADO.Net connectivity.
	CO3	Performance Database opration for Windows form and Web applications.
	CO4	understand the VB.Net environment.

	CO5	Developed menu based prohram for text manuplation.
	CO6	Developing application for data grid for displaying record.
21PPHED1 EDC	CO1	The basic principles of electronics.
	CO2	Fundamental components of electronics.
	CO3	Electronics devices and application.
	CO4	Analog electronics system and applications.
	CO5	Digital electronics system and application.
21PCSP04 LAB.IV DATA MINING LAB	CO1	Able to understand data cleaning, pre-processing And integration.
	CO2	The principle algorithms and techniques used in data mining, such as clustering, association mining, classification and prediction.
	CO3	Students can able to evaluate the different models of OLAP and data preprocessing.
	CO4	Students can able to enlist various algorithms used in information analysis of Data MiningTechniques.
	CO5	Students can able to demonstrate the knowledge retrieved through solving problems.
SEMESTER - III		
21PCS09 OPEN SOURCECOMPUTING	CO1	Ability to install and run open-source operating system.
	CO2	Ability to gather information about Free and Open Source Software projects from software releases and from sites on the internet.
	CO3	Ability to build and modiff one or more Free and Open Source Software Package.

	CO4	understand the Source code is the part of software that most computer users.
	CO5	To includes a license that allows programmers to modify the software.
21PCS10 NETWORK SECURITY ANDCRYPTOGRAPHY	CO1	Understand the most common type of cryptographic algorithm.
	CO2	Understand the Public-Key Infrastructure.
	CO3	Understand security protocols for protecting data on networks.
	CO4	Be able to configure simple firewall architectures.
	CO5	Understand Virtual Private Networks.
	CO6	Be able to perform simple vulnerablility assessments and password audits.
21PCS11 MOBILE COMPUTING	CO1	Explain the basics of wireless communication systems.
	CO2	Demonstrate the concepts of Telecommunication networks.
	CO3	Design wireless LAN.
	CO4	Develop and demonstrate various routing protocols.
	CO5	Demonstrate basic skills for cellular networks design and apply knowledge of TCPIP extensions for mobile and wireless networking.
21PCS12 DIGITAL IMAGEPROCESSING	CO1	To improve the visual effect of people.
	CO2	To understand the image processing, the input is a low-quality image, and the output is an image with improved quality.
	CO3	understand the need for image transforms different types of image transforms and their properties.

	CO4	Develop any image processing application.
	CO5	Understand the rapid advances in Machine vision.
21PCSE07 INTERNET OF THINGS	CO1	Able to understand the application areas of IOT.
	CO2	Able to realize the revolution of Internet in Mobile Devices, Cloud & Sensor Network.
	CO3	Able to understand building blocks of Internet of Things and characteristics.
	CO4	Able to design & develop IOT Devices. Networks.
	CO5	Explored to the interconnection and integration of the physical world and the cyber space.
21PCSP05 LAB V PHYTHONPROGRAMMING LAB	CO1	Read, write, and execute simple python programs.
	CO2	Write simple Python programs for solving problems.
	CO3	Decompose a Python program into functions, lists etc.
	CO4	Read and write data from/to files in python programes.
	CO5	Underline the use of package.
	CO6	Ability to write database application in Phython.
21PCSPO6 LAB .VI - MOBILE APPLICATION DEVELOPMENT LAB	CO1	Install and configure Android application development tools.
	CO2	Design and develop user Interfaces for the Android platform.
	CO3	Save state information across important operating system events.
	CO4	Apply Java programming concepts to Android application development.

	CO5	Designing and develop mobile applications using a chosen application development framework.
SEMESTER - IV		
21PSCE10 ELECTIVE - III CLOUD COMPUTING	CO1	Understand the concepts, characteristics, delivery models and benefits of cloud computing.
	CO2	Understand the key security and compliance challenges of cloud computing.
	CO3	Understand the key technical and organisational challenges.
	CO4	Understand the importance of virtualization in distributed computing and how this has enabled the development of Cloud Computing.
	CO5	Understand the concept of Cloud Security.
	CO6	Analyze the performance of Cloud Computing.
21PSE16 ELECTIVE - IVWIRELESS APPLICATION PROTOCOLS	CO1	Demonstrate their understanding of the fundamentals of Android operating systems.
	CO2	Demonstrate their skills of using Android software development tools.
	CO3	Demonstrate their ability to develop software with reasonable complexity on mobile platform.
	CO4	Demonstrate their ability to deploy software to mobile devices.
	CO5	Demonstrate their ability to debug programs running on mobile device.
21PCSPR1 PROJECT WORK ANDVIVA-VOCE	CO1	Assess them regarding knowledge gained during programme.
	CO2	Able to gather and document requirnment.
	CO3	Able to store the data store layout.
	CO4	Able to implement the solution using programming language.
	CO5	Face to prospective technical interview.