



GOVERNMENT COLEGE : : GUNTAKAL
DEPARTMENT OF COMPUTERS SCIENCE
B.Sc(Computers) COURSE OUTCOMES

CO1	: To explore basic knowledge on computers and Photoshop's beauty from the practical to the painterly artistic and to understand how Photoshop will help you create your own successful images
CO2	: Upon successful completion of the course, a student will be able to: <ol style="list-style-type: none"> 1. Appreciate and understand the working of a digital computer 2. Analyze a given problem and develop an algorithm to solve the problem 3. Improve upon a solution to a problem
CO3	: At the end of this course student will: <ol style="list-style-type: none"> 1. Understand the concept and underlying principles of Object-Oriented Programming 2. Understand how object-oriented concepts are incorporated into the Java programming language 3. Develop problem-solving and programming skills using OOP concept
CO4	: After completing this course satisfactorily, a student will be able to: <ol style="list-style-type: none"> 1. Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms 2. Describe common applications for arrays, records, linked structures, stacks, queues, trees, and graphs. 3. Write programs that use arrays, records, linked structures, stacks, queues, trees, and graphs 4. Demonstrate different methods for traversing tree.
CO5	: On completing the subject, students will be able to: <ol style="list-style-type: none"> 1. Design and model of data in database. 2. Store, Retrieve data in database.
CO6	: On completing the subject, students will be able to: <ol style="list-style-type: none"> 1. Ability to gather and specify requirements of the software projects. 2. Ability to analyze software requirements with existing tools 3. Able to differentiate different testing methodologies 4. Able to understand and apply the basic project management practices in real life Projects
CO7	: At the end of this course student will be <ol style="list-style-type: none"> 1. To understand the web architecture and web services. 2. To practice latest web technologies and tools by conducting experiments. 3. To design interactive web pages using HTML and Style sheets. 4. To study the framework and building blocks of .NET Integrated Development Environment