



II B. Tech I Semester

SUBJECT: DIGITAL ELECTRONICS (CS301PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Blooms Taxonomy Levels
CS301PC.1	Know the characteristics of various components. Know about the logic families and realization of logic Gates	2
CS301PC.2	Understand the utilization of components.	3
CS301PC.3	Design and analyze small signal amplifier circuits.	4
CS301PC.4	Learn Postulates of Boolean algebra and to minimize Combinational functions.	2
CS301PC.5	Design and analyze combinational and sequential circuits.	4

MAPPING

Course Code	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS301PC.1	3	2	2	1	1	1			1	1	2	2	1	1	
CS301PC.2	2	2	2		2		1	1			1	2		2	1
CS301PC.3	2	2	3	2		1			2	1	2	2	1	2	2
CS301PC.4	2	2	2	2	2					1	2	2		1	2
CS301PC.5	2	2	3	1	1	1	1		1	1	3	2	1	1	1
Average	2.2	2.0	2.4	1.5	1.5	1.0	1.0	1.0	1.3	1.0	2.0	2.0	1.0	1.4	1.5



II B. Tech I Semester

SUBJECT: COMPUTER ORIENTED STATISTICAL METHODS (CS303PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS303PC.1	Apply the concepts of probability and distributions to some case studies. Apply the concepts of discrete probability distributions.	3
CS303PC.2	Apply the concepts of continuous probability distributions.	3
CS303PC.3	Assess the sampling theory and making inferences.	5
CS303PC.4	Correlate the material of one unit to the material in other units.	2
CS303PC.5	Resolve the potential misconceptions and hazards in each topic of study.	1

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS303PC.1	3	2	1	2	2	1			1	2	1	2	1	2	2
CS303PC.2	3	2	2	2	3				2	2	1	2	1	2	1
CS303PC.3	2	2	2	1	3	1			2	2	1	3	3	2	1
CS303PC.4	2	2	1		1		1		1						
CS303PC.5	2	2	1			1	2	1							1
AVERAGE	2.4	2	1.4	1.67	2.25	1	1.5	1	1.5	2	1	2.33	1.67	2	1.25



II B. Tech I Semester

SUBJECT: OBJECT ORIENTATION PROGRAMMING THROUGH JAVA (CS305PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS305PC.1	Able to solve real world problems using OOP techniques	3
CS305PC.2	Able to understand the use of abstract classes.	2
CS305PC.3	Able to solve problems using java collection framework and I/o classes	3
CS305PC.4	Able to develop multithreaded applications with synchronization.	5
CS305PC.5	Able to develop applets for web applications, Able to design GUI based applications	5

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS305PC.1	2	2	2	2	1		1			2	1	3	3	2	1
CS305PC.2	3	3	3	3	3	1			2	2		3	3	3	1
CS305PC.3	3	3	3	3	3				3	2	1	3	3	3	1
CS305PC.4	3	3	3	3	3			1	3	2		3	3	3	1
CS305PC.5	3	3	3	3	3	1			2	1		3	3	2	1
AVERAGE	2.8	2.8	2.8	2.8	2.6	1	1	1	2.5	1.8	1	3	3	2.6	1



II B. Tech I Semester

SUBJECT: DATA STRUCTURES LAB (CS307PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS306PC.1	Develop a program using linear data structures such as array and circular queue	3
CS306PC.2	Develop a program for basic operations of Stack and its applications	4
CS306PC.3	Construct a program using Non-linear data structures and their applications such as trees and graphs	2
CS306PC.4	Construct a program using linear data structures for Linked Lists	3
CS306PC.5	Ability to Implement searching and sorting algorithms	1

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS306PC.1	3	3	3	1		1	1		2	3		1	3	2	3
CS306PC.2	3	3	3	2	2		1		2		2	1	3	3	3
CS306PC.3	3	3	3	2		1			2	3	3	1	3	3	3
CS306PC.4	3	2	3	2	2		1	1	2			1	2	3	3
CS306PC.5	3	2	1	2	2	1		1	3	1	1	1	2	3	3
AVERAGE	3.0	2.6	2.6	1.8	2.0	1.0	1.0	1.0	2.2	2.3	2.0	1.0	2.6	2.8	3.0



II B. Tech I Semester

SUBJECT: DATA STRUCTURES (CS302PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS302PC.1	Develop a program using linear data structures such as array and circular queue	3
CS302PC.2	Develop a program for basic operations of Stack and its applications	4
CS302PC.3	Construct a program using Non-linear data structures and their applications such as trees and graphs	3
CS302PC.4	Construct a program using linear data structures for Linked Lists	1
CS302PC.5	Ability to Implement searching and sorting algorithms	3

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS302PC.1	3	2	1	1		1	1		1	3		1	3	2	3
CS302PC.2	2	2	2	1	2				1		2	1	3	3	3
CS302PC.3	3	2	2	2		1			2	3	2	1	3	3	3
CS302PC.4	3	2	2	2	2		1	1	2			1	2	3	3
CS302PC.5	3	2	1	1	2	1		1		1	1	1	2	3	3
AVERAGE	2.8	2	1.6	1.4	2	1	1	1	1.5	2.33	1.67	1	2.6	2.8	3



II B. Tech I Semester

SUBJECT: COMPUTER ORGANIZATION AND ARCHITECTURE
(CS304PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS304PC.1	Able to understand the basic components and the design of CPU, ALU and Control Unit.	2
CS304PC.2	Ability to understand memory hierarchy and its impact on computer cost/performance	3
CS304PC.3	Ability to understand the advantage of instruction level parallelism and pipelining for high performance Processor design.	4
CS304PC.4	Ability to understand the instruction set, instruction formats and addressing modes of 8086	2
CS304PC.5	Ability to write assembly language programs to solve problems.	4

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS304PC.1	3	2	3			1		1	1			2	2	1	3
CS304PC.2	3	2	2	2	1	1	1		1	1		2	2	2	2
CS304PC.3	3	2	3		2	1		1	1	2	1	1	3	2	2
CS304PC.4	3	2	2	2		1			1	2	1	3	2	2	2
CS304PC.5	3	2	3	1	3		1		1		1		3	1	3
AVERAGE	3	2	2.6	1.67	2	1	1	1	1	1.67	1	2	2.4	1.6	2.4



II B. Tech I Semester

SUBJECT: OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB (CS307PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS307PC 1	Able to write programs for solving real world problems using java collection frame work.	2
CS307PC 2	Able to write programs using abstract classes.	2
CS307PC 3	Develop Simple Java Programs using inheritance and Exception Handling.	3
CS307PC 4	Develop Multi-threading Programming and Interfaces.	1
CS307PC 5	Develop GUI applications using Applet classes, Swing components and Event handling programs.	2

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS307PC 1	2	2	2	2	1		1			2	1	3	3	2	1
CS307PC.2	3	3	3	3	3	1			2	2		3	3	3	1
CS307PC.3	3	3	3	3	3				3	2	1	3	3	3	1
CS307PC.4	3	3	3	3	3			1	3	2		3	3	3	1
CS307PC.5	3	3	3	3	3	1			2	1		3	3	2	1
AVERAGE	2.8	2.8	2.8	2.8	2.6	1	1	1	2.5	1.8	1	3	3	2.6	1



II B. Tech I Semester

SUBJECT: SKILL DEVELOPMENT POWER BI LAB(CS308PC)

Upon completion of the course the students get an idea of:

Course Code	Course Outcome	Bloom's Taxonomy level
CS308PC1	Apply knowledge to assemble the computer	4
CS308PC 2	Learn types software installations	2
CS308PC 3	Ability to solve various troubles shooting.	2
CS308PC 4	Make use of MS Office package.	5
CS308PC 5	Design the documents and presentations by using MS Word and Power Point Presentation and Design the tabular and graphical representation of budget sheet etc using MS Excel.	4

MAPPING

COURSE CODE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CS308PC.1	2	1	3	1	1	2	1	1	1	2		2	1	2	2
CS308PC.2	2	1	3	2	1		1			2	3	2	1	2	2
CS308PC.3	2	1	3		2	2		1	2	2	2	2	2	1	2
CS308PC.4	2	1	1	2	1	1			3	1	1	2	2	1	2
CS308PC.5	2	1		1		1			2	1		2	2	1	2
AVERAGE	2	1	2.5	1.5	1.25	1.5	1	1	2	1.6	2	2	1.6	1.4	2