

**RAYAT SHIKSHAN SANSTHA'S  
SHREE SADGURU GANGAGEER MAHARAJ SCINCE, GAUTAM ARTS & SANJIVANI  
COMMERCE COLLEGE, KOPARGAON DIST AHMEDNAGAR**

**Program Outcomes, Program Specific Outcomes and Course Outcome**

**Department of Computer Science**

<b>Program outcome : B.Sc. (Computer Science)</b>	
PO1.	<ul style="list-style-type: none"><li>• Train students in algorithmic and programming skills</li></ul>
PO2.	<ul style="list-style-type: none"><li>• Build the necessary skill set for developing computer based solutions for real life problems.</li></ul>
PO3.	<ul style="list-style-type: none"><li>• Develop problem solving abilities using a computer</li></ul>
PO4.	<ul style="list-style-type: none"><li>• Provide quality software development practices.</li></ul>
PO5.	<ul style="list-style-type: none"><li>• Create awareness about process and product standards</li></ul>
PO6.	<ul style="list-style-type: none"><li>• Train students in professional skills related to Software Industry.</li></ul>
PO7.	<ul style="list-style-type: none"><li>• Prepare necessary knowledge base for research and development in Computer Science</li></ul>
PO8.	<ul style="list-style-type: none"><li>• Help students build-up a successful career in Computer Science</li></ul>

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**Department of Computer Science**

<b>Program Specific outcome : B.Sc.(Computer Science)</b>	
PSO1.	<ul style="list-style-type: none"><li>• Demonstrate understanding of the principles and working of the hardware and software aspects of computer systems</li></ul>
PSO2.	<ul style="list-style-type: none"><li>• Design, implements, test, and evaluate a computer system, component, or algorithm to meet desired needs and to solve a computational problem</li></ul>

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**Program Outcomes, Program Specific Outcomes and Course Outcome**

**Course Outcomes of B.Sc. (Computer Science)**

<b>Class</b>	<b>Course title</b>	<b>Outcome</b>
F.Y.B.Sc. (CS)	CS 101 Problem Solving using computer and C programming	•To develop Problem Solving abilities using computers with C programming
	CS-102 File Organization and databases	•To teach basic organization of data using files and databases
S.Y.B.Sc. (CS)	CS-211 Data Structure using C	•To understand the different methods of organizing large amount of data in computer memory
	CS-212: Relational Database Management System	•To teach database management operations
	CS-221: Object Oriented Concepts using C++	•Acquire an understanding of basic object oriented concepts and the issues involved in effective class design with C++
	CS-222: Software Engineering	•To teach basics of System Analysis and Design as well as Software engineering
T.Y.B.Sc. (CS)	CS-331 Systems Programming	•To understand the design structure of all system software such as compiler, linker, assembler, loader and editor.
	CS-332 Theoretical Computer Science	•To have knowledge of turing machine, finite automata, context grammar
	CS-333 Computer Networks -I	•Understand different types of networks, various topologies and application of networks
	CS-334 Internet Programming I	•Learn web development programming language like PHP
	CS-335 Programming in Java-I	•Understand core programming in Java

T.Y.B.Sc. (CS)	CS-336 Object Oriented Software Engineering	<ul style="list-style-type: none"> <li>Understanding importance of Object Orientation in Software engineering</li> </ul>
	CS-341 Operating Systems	<ul style="list-style-type: none"> <li>To understand design issues related operating system and services</li> </ul>
	CS-342 Compiler Construction	<ul style="list-style-type: none"> <li>To understand design issues of a lexical analyzer and use of Lex tool, parser, and use of yacc tool.</li> </ul>
	CS-343 Computer Networks -II	<ul style="list-style-type: none"> <li>Understand wired and wireless networks, its types, functionality of layer.</li> </ul>
	CS-344 Internet Programming II	<ul style="list-style-type: none"> <li>Learn advanced programming in web development</li> </ul>
	CS-345 Programming in Java-II	<ul style="list-style-type: none"> <li>Learn advanced knowledge of java programming</li> </ul>
	CS-346 Computer Graphics	<ul style="list-style-type: none"> <li>To learn concepts in graphics under Computer Programming</li> </ul>
	CS-347 Lab Course I System Programming & Operating System	<ul style="list-style-type: none"> <li>To design and develop system software</li> </ul>
	CS-348 Lab Course II Programming in Java	<ul style="list-style-type: none"> <li>To design and develop programs in Java language</li> </ul>
	CS-349 Lab Course III Programming in PHP & Project	<ul style="list-style-type: none"> <li>To design and develop web based applications and projects</li> </ul>