

# COMPUTER SCIENCE AND ENGINEERING

<b>COURSE CODE</b>	<b>18CPS13/23-C PROGRAMMING FOR PROBLEM SOLVING</b>
CO1	Illustrate simple algorithms from the different domains such as mathematics, physics etc
CO2	construct programming solution to the given problem using C
CO3	Identify and correct the syntax and logical errors in C programs
CO4	Modularise the given problems using functions and structures.
<b>COURSE CODE</b>	<b>18CPS17/27-C PROGRAMMING LABORATORY</b>
CO1	Write Algorithms, flowcharts, programs for simple problems
CO2	Correct Syntax and logical errors to execute a program
CO3	write iterative and wherever possible recursive programs
CO4	Demonstrate use of functions, arrays, strings, structures and pointers in problem solving
<b>COURSE CODE</b>	<b>18CS32-DATA STRUCTURES AND APPLICATIONS</b>
CO1	Use different types of data structures, operations and algorithms
CO2	Apply searching and sorting operations on files
CO3	Use stack, Queue, Lists, Trees and Graphs in problem solving
CO4	Implement all data structures in a high-level language for problem solving.
<b>COURSE CODE</b>	<b>18CS33-ANALOG AND DIGITAL ELECTRONICS</b>
CO1	Design and analyze application of analog circuits using photo devices, timer IC, power supply and regulator IC and op-amp.
CO2	Explain the basic principles of A/D and D/A conversion circuits and develop the same.
CO3	Simplify digital circuits using Karnaugh Map , and Quine-McClusky Methods
CO4	Explain Gates and flip flops and make us in designing different data processing circuits, registers and counters and compare the types.
CO5	Develop simple HDL programs
<b>COURSE CODE</b>	<b>18CS34-COMPUTER ORGANIZATION</b>
CO1	Explain the basic organization of a computer system.
CO2	Demonstrate functioning of different sub systems, such as processor, Input/output, and memory. Illustrate hardwired control and micro programmed control, pipelining, embedded and other computing systems.
CO3	Design and analyse simple arithmetic and logical units.
<b>COURSE CODE</b>	<b>18CS35-SOFTWARE ENGINEERING</b>
CO1	Design a software system, component, or process to meet desired needs within realistic constraints.
CO2	Assess professional and ethical responsibility
CO3	Function on multi-disciplinary teams
CO4	Use the techniques, skills, and modern engineering tools necessary for engineering practice
CO5	Analyze, design, implement, verify, validate, implement, apply, and maintain software systems or parts of software systems
<b>COURSE CODE</b>	<b>18CS36-DISCRETE MATHEMATICAL STRUCTURES</b>
CO1	Use propositional and predicate logic in knowledge representation and truth verification.
CO2	Demonstrate the application of discrete structures in different fields of computer science.
CO3	Solve problems using recurrence relations and generating functions.

CO4	Application of different mathematical proofs techniques in proving theorems in the courses.
CO5	Compare graphs, trees and their applications.
<b>COURSE CODE</b>	<b>18CSL37-ANALOG AND DIGITAL ELECTRONICS LABORATORY</b>
CO1	Use appropriate design equations / methods to design the given circuit.
CO2	Examine and verify the design of both analog and digital circuits using simulators.
CO3	Make us of electronic components, ICs, instruments and tools for design and testing of circuits for the given the appropriate inputs.
CO4	Compile a laboratory journal which includes; aim, tool/instruments/software/components used, design equations used and designs, schematics, program listing, procedure followed, relevant theory, results as graphs and tables, interpreting and concluding the findings.
<b>COURSE CODE</b>	<b>18CSL38-DATA STRUCTURES LABORATORY</b>
CO1	Analyze and Compare various linear and non-linear data structures
CO2	Code, debug and demonstrate the working nature of different types of data structures and their applications
CO3	Implement, analyze and evaluate the searching and sorting algorithms
CO4	Choose the appropriate data structure for solving real world problems
<b>COURSE CODE</b>	<b>18CS42-DESIGN AND ANALYSIS OF ALGORITHMS</b>
CO1	Describe computational solution to well known problems like searching, sorting etc.
CO2	Estimate the computational complexity of different algorithms.
CO3	Devise an algorithm using appropriate design strategies for problem solving.
<b>COURSE CODE</b>	<b>18CS43-OPERATING SYSTEMS</b>
CO1	Demonstrate need for OS and different types of OS
CO2	Apply suitable techniques for management of different resources
CO3	Use processor, memory, storage and file system commands
CO4	Realize the different concepts of OS in platform of usage through case studies
<b>COURSE CODE</b>	<b>15CS44-MICROCONTROLLER AND EMBEDDED SYSTEMS</b>
CO1	Describe the architectural features and instructions of ARM microcontroller
CO2	Apply the knowledge gained for Programming ARM for different applications.
CO3	Interface external devices and I/O with ARM microcontroller.
CO4	Interpret the basic hardware components and their selection method based on the characteristics and attributes of an embedded system.
CO5	Develop the hardware /software co-design and firmware design approaches.
CO6	Demonstrate the need of real time operating system for embedded system applications
<b>COURSE CODE</b>	<b>15CS45-OBJECT ORIENTED CONCEPTS</b>
CO1	Explain the object-oriented concepts and JAVA.
CO2	Develop computer programs to solve real world problems in Java.
CO3	Develop simple GUI interfaces for a computer program to interact with users, and to understand the event-based GUI handling principles using swings
<b>COURSE CODE</b>	<b>15CS46-DATA COMMUNICATION</b>
CO1	Explain the various components of data communication.
CO2	Explain the fundamentals of digital communication and switching.
CO3	Compare and contrast data link layer protocols.
CO4	Summarize IEEE 802.xx standards
<b>COURSE CODE</b>	<b>15CSL47-DESIGN AND ANALYSIS OF ALGORITHMS LABORATORY</b>

CO1	Design algorithms using appropriate design techniques (brute-force, greedy, dynamic programming, etc.)
CO2	Implement a variety of algorithms such as sorting, graph related, combinatorial, etc., in a high level language.
CO3	Analyze and compare the performance of algorithms using language features.
CO4	Apply and implement learned algorithm design techniques and data structures to solve real-world problems.
<b>COURSE CODE</b>	<b>15CSL48-MICROCONTROLLER AND EMBEDDED SYSTEMS LABORATORY</b>
CO1	Develop and test program using ARM7TDMI/LPC2148
CO2	Conduct the following experiments on an ARM7TDMI/LPC2148 evaluation board using evaluation version of Embedded 'C' & Keil Uvision-4 tool/compiler