

MVP's  
**COMMERCE MANAGEMENT & COMPUTER SCIENCE (CMCS) COLLEGE,**  
 Gangapur Road, Nashik-13  
 Course Outcomes- CBCS 2019 Pattern  
 MSC (CS)

	<b>Paradigm of Programming Language</b>
CO1	Separate syntax from semantics
CO2	Compare programming language designs
CO3	Understand their strengths and weaknesses
CO4	Learn new languages more quickly
CO5	Understand basic language implementation techniques
CO6	Learn small programs in different programming Languages
	<b>Design and Analysis of Algorithm</b>
CO1	To design the algorithms
CO2	To select the appropriate algorithm by doing necessary analysis of algorithms
CO3	To learn basic Algorithm Analysis techniques and understand the use of asymptotic notation
CO4	Understand different design strategies
CO5	Understand the use of data structures in improving algorithm performance
CO6	Understand classical problem and solutions
CO7	Learn a variety of useful algorithms
CO8	Understand classification of problems
CO9	To provide foundation in algorithm design and analysis
CO10	To develop ability to understand and design algorithms in context of space and time complexity.
	<b>Database Technologies</b>
CO1	Provide an overview of the concept of NoSQL technology.
CO2	Provide an insight to the different types of NoSQL databases
CO3	Make the student capable of making a choice of what database technologies to use, based on their application needs.
	<b>Cloud Computing</b>
CO1	To understand the principles and paradigm of Cloud Computing
CO2	To appreciate the role of Virtualization Technologies
CO3	Ability to design and deploy Cloud Infrastructure
CO4	Understand cloud security issues and solutions
	<b>Artificial Intelligence</b>
CO1	To learn various types of algorithms useful in Artificial Intelligence (AI).

CO2	To convey the ideas in AI research and programming language related to emerging technology.
CO3	To understand the numerous applications and huge possibilities in the field of AI that goes beyond the normal human
	<b>Web Services</b>
CO1	To understand the details of web services technologies like WSDL,UDDI, SOAP
CO2	To learn how to implement and deploy web service client and server
CO3	To explore interoperability between different frameworks
CO4	To understand the concept of RESTful system
	<b>Advanced Operating System</b>
CO1	This course teaches Advanced Operating Systems Concepts using Unix/Linux.
CO2	This course strikes a delicate balance between theory and practical applications In fact, most Units start with the theory and then switches focus on how the concepts are implemented in a C program.
CO3	This course describes the programming interface to the Unix/Linux system - the system call interface. It is intended for anyone writing C programs that run under Unix/Linux.
CO4	This course provides an understanding of the functions of Operating Systems. It also provides provide an insight into functional modules of Operating Systems. It discusses the concepts underlying in the design and implementation of Operating Systems.
	<b>Mobile Technologies</b>
CO1	To impart basic understanding of the wireless communication systems.
CO2	To expose students to various aspects of mobile and ad-hoc networks.
CO3	Understand the issues relating to Wireless applications
CO4	Understand the Mobile security
	<b>Software Project Management</b>
CO1	Software Metrics and Project Management covers skills that are required to ensure successful medium and large scale software projects.
CO2	It examines Requirements Elicitation, Project Management, Verification &Validation and Management of Large Software Engineering Projects.
CO3	Students learn to select and apply project management techniques for process modeling, planning, estimation, process metrics and risk management; perform software verification and validation using inspections, design and
	<b>Human Computer Interaction</b>
CO1	Design effective dialog for HCI.
CO2	Design effective HCI for individuals and persons with disabilities.
CO3	Assess the importance of user feedback.
CO4	Explain the HCI implications for designing multimedia/ ecommerce/ e-learning Web sites.
CO5	Develop meaningful user interface.

	<b>Soft Computing</b>
<b>CO1</b>	To introduce the ideas of soft computational techniques based on human experience.
<b>CO2</b>	To generate an ability to design, analyze and perform experiments on real life problems using various Neural Learning
<b>CO3</b>	To conceptualize fuzzy logic and its implementation for various real world applications.
<b>CO4</b>	To apply the process of approximate reasoning using Neuro Fuzzy Modeling.
<b>CO5</b>	To provide the mathematical background to carry out optimization using genetic algorithms