

B.TECH COMPUTER SCIENCE & ENGINEERING

II YEAR I SEMTER COURSE OUTCOMES

Mathematics – IV

1. After gaining knowledge of the contents of this paper the scholar must be able to:
 - a. examine the complex functions close to their analyticity, integration the use of Cauchy's fundamental theorem
 - b. discover the Taylor's and Laurent's series growth of complicated functions
 - c. The bilinear transformation
 - d. Specific any periodic function in time period of sines and cosines
 - e. Explicit a non-periodic characteristic as fundamental representation
 - f. Analyze one dimensional wave and warmth equation

C Data Structures through C++

1. Potential to pick suitable data structures to represent facts items in real international problems.
2. Capability to analyze the time and space complexities of algorithms.
3. Capacity to layout applications the usage of a variety of information systems such as stacks, queues, hash tables, binary timber, seek timber, thousands, graphs, and b-bushes.
4. Able to research and put in force diverse styles of searching and sorting techniques.

Mathematical Foundations of Computer Science

1. Ability to apply mathematical logic to solve troubles.
2. Apprehend sets, family members, features, and discrete structures.
3. Capable of use logical notation to define and cause about essential mathematical concepts along with sets, family members, and functions.
4. Capable of formulate problems and resolve recurrence family members.

5. Able to version and solve actual-international problems the usage of graphs and trees.

Digital Logic Design

1. Able to apprehend number systems and codes.
2. Able to solve Boolean expressions using minimization strategies.
3. Capable of design the sequential and combinational circuits.
4. Able to apply nation reduction strategies to resolve sequential circuits

Object Oriented Programming through Java

1. Capable of remedy actual global problems using oops techniques.
2. Able to understand using abstract instructions.
3. Capable of solve issues using java series framework and I/O training.
4. Able to broaden multithreaded programs with synchronization.
5. Capable of develop applets for internet applications.
6. Able to design guide based totally packages

Data Structures through C++ Lab

1. Able to identify the appropriate data structures and algorithms for solving real world problems.
2. Able to implement various kinds of searching and sorting techniques.
3. Able to implement data structures such as stacks, queues, Search trees, and hash tables to solve various computing problems.

IT Workshop

1. Apply expertise for pc assembling and software set up.
2. Potential a way to clear up the problem shooting troubles.
3. observe the equipment for practice of PPT, documentation and budget sheet and many others

Object Oriented Programming through Java Lab

1. Capable of write programs for solving actual international issues the use of java series frame paintings.
2. Capable of write packages using summary classes.
3. Capable of write multithreaded packages.
4. Able to write applications using swing controls in java

Environmental Science and Technology

1. Based on this course, the Engineering graduate will understand /evaluate / develop technologies on the basis of ecological principles and environmental regulations which in turn help in sustainable development.
2. Able to understand and find the importance of ecological balance for sustainable development.
3. Gain the knowledge of developmental activities and mitigation measures
4. Get understanding the environmental policies and rules regulations