A.V.V.M. SRI PUSHPAM COLLEGE (AUTONOMOUS),

POONDI-613 503, THANJAVUR

1.1.1 Curricula developed and implemented have relevance to the local, national, regional and global developmental needs which is reflected in Programme outcomes (POs), Programme Specific outcomes (PSOs) and Course Outcomes (COs) of the Programmes offered by the Institution

COURSE OUTCOMES

M.Sc. (INFORMATION TECHNOLOGY) 2017-2018

Semester	Category	Course code	Title of the paper	Outcome
I	Core	17P1ITC1	Java Programming	• To provide an exposure on network programming in Java, how to interface with swing, the basic database connectivity, how to develop client-server programming model using servlets and JSP and also deals with component programming using Java beans.
	Core	17P1ITC2	Object Oriented Analysis and Design	• To understand concepts in Object Oriented Analysis and Design.
	Core	17P1ITC3	Database Management System	• To know concepts and techniques in DBMS.
	Core-PL	17P1ITCP1	Java Programming Lab	• To apply application features through Java.
	Core-PL	17P1ITCP2	DBMS Lab	• To apply RDBMS features through Oracle.
	Major Elective-I	17P1ITEL1A 17P1ITEL1B 17P1ITEL1C	Computer Networks / TCP-IP / Open Source Technology	• To know about various layers of computer network architecture. (or) • To know about protocol design for network. (or) • To know about the techniques and concepts of Open source technology.
	Core	17P2ITC4	Internet and Web Technology	• To understand the basic concepts of HTML • To give insight for JavaScript • To imbibe the programming concepts of PHP • To imbibe the necessary knowledge of the tools useful for creating dynamic website
	Core	17P2ITC5	. Net framework and C# Programming	• To understand Programming techniques in c#.
	Core	17P2ITC6	Cross Platform - Mobile	• Design the right user interface for mobile

			Applications Development	application. • Implement mobile application using UI toolkits and frameworks. • Design a mobile application that is aware of the resource constraints of mobile devices. • Develop web based mobile application that accesses internet and location data.
II	Core	17P2ITC7	Ontological Engineering	• To understand various ontological Engineering.
	Core-PL	17P2ITCP3	C# and Web Technology Lab	• To understand Programming techniques in c#.
	Core-PL	17P2ITCP4	Cross Platform-Mobile Applications Development Lab	• Building mobile applications. • Availing variety of mobile brands and models for testing objectives in same location. • Pushing the innovation in mobile applications.
	Major Elective-II	17P2ITEL2A 17P2ITEL2B 17P2ITEL2C	Enterprise Resource Planning / Management Information System / Software Project Management	• To know about the Peer-to-Peer computing techniques. (or) • To know about various information systems required to design MIS. (or) • To know about various information systems required to design MIS.
	Core	17P3ITC8	Big Data Analytics	• To provide an overview of an exciting growing field of big data analytics. • To introduce the tools required to manage and analyze big data like Hadoop, NoSql Map- Reduce. • To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability.

III				• To enable students to have skills that will help them to solve complex real-worldproblems in for decision support.
	Core	17P3ITC9	Cloud Based Web services	• To understand various services of web
	Core	17P3ITC10	Internet-of-Things	• To Understand the concepts and techniques of IoT.
	Core	17P3ITC11	Advanced Software Engineering	• To Understand advances in Development software
	Core	17P3ITCP5	Web Services Lab	• Develop the .NET and Web Services framework. • Work with the basic and advanced features of .Net web services language. • Create applications using various data providers. • Develop Java Web Services
	EDC	17P3ITEDC	E-Commerce	• Explain the process that should be followed in building an E – Commerce presence.
IV	Major Elective-III	17P4ITEL3A 17P4ITEL3B 17P4ITEL3C	Data Analytics Lab / Haskell Lab / Python Lab	• To have a practical experience in Data Analytics. (or) • To have a practical experience in Haskell programming. (or) • To have a practical experience in Python programming. • To learn simple application development
	Core-PL	17P4ITCP6	Object Oriented Analysis and Design Lab	• Introduction to UML notations and diagrams. • Hands on exposure of "Visual Paradigm software for UML" involving analysis and design with UML diagrams.

	Project	**17P4ITPR**	**Project**	• To master technical and Software development Skills.
	CN	**17P4ITCN**	**Comprehension**	• To better for the preparations of Competitive Exams in advance.