Sem	Course Code	Course Name	CO Number	Course Outcome Statements
III	CSC301	Engineering Mathematics - III	CSC3011	Understand the concept of Laplace transform and its application to solve the real integrals in engineering problems.
			CSC3012	Understand the concept of inverse Laplace transform of various functions and its applications in engineering problems.
			CSC3013	Expand the periodic function by using the Fourier series for real-life problems and complex engineering problems.
			CSC3014	Understand complex variable theory, application of harmonic conjugate to get orthogonal trajectories and analytic functions.
			CSC3015	Apply the concept of Correlation and Regression to the engineering problems in data science, machine learning, and AI.
			CSC3016	Understand the concepts of probability and expectation for getting the spread of the data and distribution of probabilities.
III	CSC302	Discrete Structures and Graph Theory	CSC3021	Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving.
			CSC3022	Ability to reason logically.
			CSC3023	Ability to understand relations, functions, Diagraph and Lattice.
			CSC3024	Ability to understand and apply concepts of graph theory in solving real world problems.
			CSC3025	Understand use of groups and codes in Encoding-Decoding.
			CSC3026	Analyze a complex computing problem and apply principles of discrete mathematics to identify solutions.
III	CSC303	Data Structure	CSC3031	Explain various data structures, related terminologies and its types.
			CSC3032	Demonstrate the working of various Linear data structures
			CSC3033	Represent & manipulate the data using non-linear data structure
			CSC3034	Select appropriate searching technique for a given problem.
			CSC3035	Recommend the data structures to solve the problems.

			CSC3036	Demonstrate capabilities of self learning which leads to lifelong learning
III	CSC304	Digital Logic & Computer Architecture	CSC3041	Learn different number systems and basic structure of computer system.
			CSC3042	Demonstrate the arithmetic algorithms.
			CSC3043	Understand the basic concepts of digital components and processor organization.
			CSC3044	Understand the generation of control signals of computer.
			CSC3045	Demonstrate the memory organization.
			CSC3046	Describe the concepts of parallel processing and different Buses.
III	CSC305	Computer Graphics	CSC3051	Describe the basic concepts of Computer Graphics.
			CSC3052	Demonstrate various algorithms for basic graphics primitives.
			CSC3053	Apply 2-D geometric transformations on graphical objects.
			CSC3054	Use various clipping algorithms on graphical objects
			CSC3055	Explore 3-D geometric transformations, curve representation techniques and projections methods.
			CSC3056	Explain visible surface detection techniques and Animation.
III	CSL301	Data Structures Lab	CSL3011	Implement linear data structures & be able to handle operations like insertion, deletion, searching and traversing on them.
			CSL3012	Implement Non-linear data structures & be able to handle operations like insertion, deletion, searching and traversing on them.
			CSL3013	Select appropriate data structure and apply it in various problems
			CSL3014	Select appropriate searching techniques for given problems.
			CSL3015	Demonstrate capabilities of self learning which leads to lifelong learning
III	CSL302	Digital Logic & Computer Organization and Architecture Lab	CSL3021	Understand the basics of digital components
			CSL3022	Understand various types of codes and their conversion.
			CSL3023	Understand the principles of combinational logic design.
			CSL3024	Implement various algorithms for arithmetic operations.
			CSL3025	Design the basic building blocks of a computer: ALU, registers, CPU and memory

			CSL3026	Understand the logic of flip flops and its conversion.
III	CSL303	Computer Graphics Lab	CSL3031	Implement various output primitive algorithms.
			CSL3032	Use and apply various filled area primitive algorithms.
			CSL3033	Apply various transformation algorithms on 2D graphical objects
			CSL3034	Apply clipping algorithms on 2D graphical objects.
			CSL3035	Perform curve and fractal generation methods
			CSL3036	Develop a Graphical application/Animation based on learned concept
III	CSL304	Skill based Lab Course: Object Oriented Programming with Java	CSL3041	Apply fundamental programming constructs of java to solve simple problems.
			CSL3042	Identify classes, objects, members of a class and relationship among them needed for a specific problem and write java application using OOP principles and packages
			CSL3043	Demonstrate the concept of array, strings and vector.
			CSL3044	Implement the concept of inheritance and interfaces.
			CSL3045	Implement the notion of exception handling and multithreading.
			CSL3046	Develop GUI based application.