

Semester IV

Semester	Course Code	Course Name	Course Outcomes
IV	4102	INFORMATION SYSTEMS ANALYSIS AND DESIGN-	<ol style="list-style-type: none"> 1. To make students familiar with the theory of 'Information Systems Analysis'. 2. To give experience of system requirements and design specifications. 3. To give knowledge of physical implementations of system and other technologies relevant to system
	4103	INTRODUCTION TO SOFTWARE ENGINEERING-	<ol style="list-style-type: none"> 1. Basic principles in Software Engineering. This includes knowledge of the following topics: 2. A thorough grounding and practical experience in the use of state-of-the-art techniques for developing software-based systems, including requirement analysis, design, implementation, test and maintenance, with an emphasis on software quality 3. An understanding of the principles behind these techniques, so as to make sound judgments during systems and software design and development
	4104	OBJECT ORIENTED PROGRAMMING C++	<ol style="list-style-type: none"> 1. To study features of OOP using C++ programming. 2. To study how to develop software using C++.
	4201	DATA STRUCTURE LAB	<ol style="list-style-type: none"> 1. To study how to solve linked list problems using pointers 2. To study how to build real time applications of linked list. 3. To get practical knowledge on the applications of data structures
	4202	OBJECT ORIENTED PROGRAMMING C++ LAB	<ol style="list-style-type: none"> 1. To study how to write program code in C++ and to solve real world problem. 2. To study how to debug the program. 3. Skill to read, understand and trace the execution of the program
	4101	DATA STRUCTURE AND FILE ORGANISATION-	<ol style="list-style-type: none"> 1. To study how to use the applications of data structure.. 2. To study how to solve problem involving graphs, trees and heaps 3. To understand how to solve problems like sorting, searching, insertion and deletion of data elements