Computer Science

Course /Program : Bsc In Computer Science

Duration- : Three years

Affiliation- : Shivaji University ,Kolhapur

Pattern of Program- :Semester

Course structure – :Part-II Sem-I Paper-I And Paper-II Sem-II Paper-III and Paper-IV Practical- Annual

Part-III Sem-III Paper-V &-VI Sem-IV Paper-VII and Paper-V III Practical- Annual

Part-III Sem-V P-IX,X.XI,XII Sem-VI P-XIII ,XIIV ,XV,XVI and Practical- Annual

Course Type- : Grantable

COURSE OUTCOMES (CO)-

1. Student will get ready to face the different system design in recent it trends.
2. He is capable to design the system under any platform using C#, ASP dot Net And Java
3. Capable of analyzing the different system in IT Industries with respect to data bases using MS-Access , Sql Server as a Back and tool.
4. Write down the classification of any industrial IT related problem
5. Capable of analyzing , designing , implementation and testing the computerized system .
6. According to clients requirements he/she is able to add and satisfy clients demand.

PROGRAMME OUTCOMES (PO)-

For B,Sc-Computer Science the university expectation are listed below .

1. Software engineering Knowledge- Apply knowledge of mathematics ,science and basic engineering concept for developing software which will different from tradition software development concept.
2. Problem Analysis- By using concept of system analysis like preliminary investigation , feasibility study and different fact finding techniques He/she can able to give a feasible solution of given problem which will be economical operational and technical feasible .
3. Design and development of system- By using concept of entity relationship diagrams and basic concept of data base normalization he/she will design a database which will reduce the tremendous data redundancy between data item in different data bases.
4. Conduct investigation of complex problem- By using fact finding techniques he/she conducts investigation of complex problem by observation , record review , random sampling techniques , physical and logical study , interview (structures and unstructured) , questioner etc.
5. Modern tool usage – Create , select and apply appropriate techniques resources like Linux platform and gawk techniques , 4GL, OOP.
6. Testing – After the analysis and design of a new system he/she can perform testing for error free software and need of customer by using techniques like black box testing (BBT) , White box testing*(WBT) , Alpha testing , Beta Testing which will be conducted at the developer side or client required location.
7. Changeover – How to replace existing system with newly designed system by using types of changeover like Pilot , Parallel , Direct.
8. Social responsibility – During analyzing , designing and implementing the system the feasibility study will be conducted which will concern with operation of system and the effect of system on society which called as social feasibility .
9. Ethics – In this integrated three] years course ethical principal and commits to professional ethics and responsibility and norm of software engineering practice .
10. Individual and team work- As academic requirement they have to design a system in which some students design it individually and some of them

forms a team in which they come to know how to do team work and how to distribute total system in different modules and these modules will be designed and combined to represent a task .

11. Communication- They are capable to present the system to clients and others how it is feasible and satisfy need of it industries so he/she easily capable to make entry in It industries.
12. Project management and finance – Once the project is allocated by the client he/she submit the synopsis which contains time management , man power required , training etc. In addition to that he/she conduct economic feasibility which give financial aspects related to system (Startup cost and Running cost) .

PROGRAM SPECIFIC OUTCOMES (PSO)

1. Understand the basic concept of programming using different languages like PROCEDURE ORIENTED PROGRAMMING (POP) , OBJECT OREIENTED PROGRAMMING (OOP) , Even driven programming.
2. Analyze the system and maintain the relationship between client and developer team.
3. While creating a new laboratory or updating existing laboratory he/she can recommend Different Hardware and Software specification which will be economical and by using different network structures maximum utilization of resources like printer , server will possible.
4. Understanding the applications of different software's needed for rural areas development like shakari/cooperative sanstha's and online treading.