



GOVERNMENT OF GOA,
SANT SOHIROBANATH AMBIYE
GOVT. COLLEGE OF ARTS & COMMERCE
VIRNODA, PERNEM, GOA

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Course: B.Sc. Computer Science

Programme Specific Outcomes

PSO1 – Demonstrate understanding of principles and concepts of various computer science aspects.

PSO2 - Apply problem-solving skills and the knowledge of computer science to solve real world problems.

PSO3 - To enhance skills and adapt to new computing technologies for attaining professional excellence



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COURSE OUTCOMES (U.G.)

Name of the Department: **Computer Science**

Name of the Paper: Computer Fundamentals and Emerging Technologies

Type of Paper: GE

No. of Credits: 04 Semester: I

Class: F.Y.B.A.

Course Outcomes: At the end of the course students will be able to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSG-101	1. To orient the learners about basic working of computers.	CL1
CSG-101	2. To enable learners how data is being captured over internet.	CL2
CSG-101	3. To apprise the learners about the latest trends in technology.	CL1
CSG-101	4. To enable learners about basic computer networking.	CL2

Name the Paper: Cyber Space and Cyber Security

Type of the Paper: GE

No of credits - 04

Semester: II

Class: FYBA

Course outcomes: At the end of the course students will be to:

Course Code	Course Outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
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CSG-102	1.To orient the learners in basics of computer networking	CL1
CSG-102	2 .To enable learners to understand business side of computer technology	CL2
CSG-102	3 .To apprise the learners in emerging trends in cyber space	CL1
CSG-102	4.To enable learners how to protect data over internet	CL2

Name of the Paper: Multimedia Technology

Type of Paper: GE

No. of Credits: 04 Semester: III

Class: S.Y.B.A.

Course Outcomes: At the end of the course students will be able to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSG-108	1. To orient the learners about graphics in computer	CL1
CSG-108	2. To enable learners to understand the concepts of animations.	CL2
CSG-108	3. To apprise the learners about sound technology.	CL1
CSG-108	4. To enable learners to understand video technology	CL2

Name the Paper: Client Side Web Development

Type of the Paper: GE

No of credits - 04

Semester: IV

Class: SYBA

Course outcomes: At the end of the course students will be to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSG-110	1. To orient the learners how internet works	CL1
CSG-110	2. To enable learners to understand various elements of a website.	CL2
CSG-110	3. To apprise the learners how to build a basic website	CL1

CSG-110	4. To enable learners how to style a website.	CL2
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Name the Paper: Computer Applications – I

Type of the Paper: GE

No of credits - 04

Semester: I

Class: F.Y.B.COM

Course outcomes: At the end of the course students will be to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSG-105	1.To orient the learners basics of information technology	CL1
CSG-105	2.To enable learners to handle data manipulation.	CL2
CSG-105	3.To apprise the learners how to use presentation software	CL1
CSG-105	4.To enable learners to indulge in emerging computer and mobile technology	CL2

Name the Paper: Computer Applications – II

Type of the Paper: GE

No of credits -04

Semester: II

Class: F.Y.B.COM

Course outcomes: At the end of the course students will be to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSG-106	1.To orient the learners the basics of computer networking	CL1
CSG-106	2.To enable learners how business side of computer applications work	CL2
CSG-106	3.To apprise the learners into emerging trends in cyber space	CL1
CSG-106	4.To enable learners to understand legal side of cyber space	CL2

Name the Paper: Computer Application for Business-I

Type of the Paper: SEC

No of credits -04

Semester: III

Class: S.Y.B.COM

Course outcomes: At the end of the course students will be to:

Course Code	Course outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSS101	1.To orient the learners how data processing works	CL1
CSS101	2.To enable learners to create spreadsheets for business applications	CL2
CSS101	3.To apprise the learners the concepts of data analysis.	CL1
CSS101	4.To introduce the concepts of Internet Technology.	CL2

Name of the Paper: Computer Application for Business-II

Type of Paper: SEC

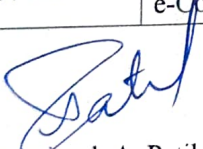
No. of Credits: 04


Semester: IV

Class: S.Y.B.COM

Course Outcomes: At the end of the course students will be able to:

Course Code	Course Outcomes	Cognitive Level (C.L.) Bloom's Taxonomy
CSS102	1.To orient the learners to understand the various aspects of e-Commerce.	CL1
CSS102	2.To enable learners to create basic databases and run queries.	CL2
CSS102	3.To apprise the learners the various components of ERP.	CL1
CSS102	4.To enable learners to understand security aspects of e-Commerce and solutions.	CL2


Mr Avinash A. Patil
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