

ZSCT's Thakur Shyamnarayan Degree College
Learning Outcomes
 Department of BSc IT

Course Code	Course	Course Outcome
USIT101	Imperative Programming	To make the student build logic. To equip students with structural and decision-making skills To introduce key concepts of programming logic.
USIT102	Digital Electronics	To make student aware of basic computing knowledge clear and give a thorough understanding on hardware circuits, chips and complex circuitry using Integrated Circuits. To gives student a broader understanding of how computers work using number systems such as binary, hexadecimal and different types of circuits like sequential, combinational circuits.
USIT103	Operating Systems	To make the students aware of the software environment they will be using and how commands are given to the system. To make student aware the concept of virtualization and types of virtualization.
USIT104	Discrete Mathematics	It enables the learners to understand engineering level mathematical concepts. To apply the concept of mathematics to various domains and applications.
USIT105	Communication Skills	To make student aware of the basic business communication skills.
USIT201	Object oriented Programming	To enhance students programming skills at the next level of logic Building. This subject is introduced with the aim of making the students learn higher level of programming skills.
USIT202	Microprocessor Architecture	To make students understand the concept of assembly language programming that forms the base for machine communication. To learn the general construction of microprocessor system.
USIT203	Web Programming	To make student to build static pages with html and dynamic pages. To make students aware of necessity of maintenance of server and to host website.
USIT204	Numerical and Statistical Methods	It enables the learners to understand engineering level mathematical concepts. To apply the concept of mathematics to various domains and applications.
USIT205	Green Computing	To make student responsible eco-citizens and create awareness among the generation for eco-friendly use of computers and their resources. To make aware of designing, manufacturing/engineering, using and disposing of computing devices in a way that reduces their environmental impact.

USIT301	Python Programming	To make student aware of python scripting language. To learn how to design and program python programming application.
USIT302	Data Structures	To make student understand and implement algorithm through data structures. To make students implement algorithms for the creation, insertion, deletion, searching, and sorting of each data structure.
USIT303	Computer Networks	To make students aware of computer networks concepts. The subject deals with the design and understanding of topologies, networks, protocols, modes of communication in the network and its architecture with the TCP/IP protocol suite
USIT304	Database Management Systems	To make student aware of database concepts and their implementation. This course introduces the learners the fundamental concepts of data, data models, data relationships, data storage techniques, constraints, various query languages, the concepts of transactions, concurrent transactions and related problems and how to handle it.
USIT305	Applied Mathematics	It enables the learners to understand engineering level mathematical concepts. To apply the concept of mathematics to various domains and applications. It enables the learners to understand engineering level mathematical concepts.
USIT401	Core Java	To make the student understand and develop cross-platform and threads in programming language for better efficiency in programming. To equip students with error handling techniques.
USIT402	Introduction to Embedded Systems	To make student learn programming skills to apply in hardware and software. To make student acquire the basic understanding and functioning of various peripherals and hardware components.
USIT403	Computer Oriented Statistical Techniques	To use computer functions for statistical analysis. To apply and use statistical technique and tools in computerized applications.
USIT404	Software Engineering	To make student aware of software development life cycle. To apply different software development model.
USIT405	Computer Graphics and Animation	To make students aware of animation skills. To apply and use graphics algorithm.
USIT501	Software Project Management	To make students learn selection of projects and portfolios in an enterprise. To aware students about effective project execution and control technique for successful project completion.
USIT502	Internet of Things	To make students aware about various network protocol used in IOT. To understand future trends in IT industry.
USIT503	Advanced Web Programming	To make students aware of advance web programming concept.

USIT504	Artificial Intelligence	To make student aware of in-depth knowledge of AI principles and technique by introducing AI's fundamentals problem. To study and build AI algorithms
USIT505	Linux System Administration	Learners are made to improve their skills in understanding system at kernel and other management levels of the operating system. To learn Linux administration commands and server level configuration.
USIT506	Enterprise Java	To make students aware of handling complex programs relating to managing data and processes over the network. To learn the concept of servlet, active server pages and hibernation.
USIT601	Software Quality Assurance	To make students aware of issues in Software Quality and the activities present in a typical Quality Management process. To study quality maintenance and documentation.
USIT602	Security in Computing	This course provides students with concepts of computer security, cryptography, digital money, secure protocols, detection and other security techniques. To learn to secure Information Technology data.
USIT603	Business Intelligence	To make student familiarize with concepts and issues related to business intelligences and decision support systems. To learn data warehouses, design methods (dimension modelling), data extracting, transforming and loading processes and OLAP systems
USIT604	Principles of Geographic Information Systems	To make students evaluate geographical and spatial data. To learn remote sensing technology, manage geodatabase.
USIT605	Enterprise Networking	To make students aware of computer networks concepts. The subject deals with the design and understanding of topologies, networks, protocols, modes of communication in the network and its architecture with the TCP/IP protocol suite.
USIT606	IT Service Management	To make students learn integrated, process-based best practices necessary to respond to rapid change, maximize resources and solve customer needs. To learn different policies for implementing IT services.