After successful completion of B.Sc. in Computer Science students should be able to-	
UNDER-GRADUATE	
Odd-Semesters (Sem-I, III & V)	
SEMESTER-I	
Course	**Expected Outcomes**
USCST01 Paper I – **Information and communication technology**	1. To study basic internal diagram of computer peripheral & its characteristics. 2. Take Knowledge about storage memory. 3. To study various number system conversions and I/O storages. 4. Study role of network devices and internet in digitalization.
USCST02 Paper II – **Programming Technique & Introduction to ‘**	1. To study language evolution of computer and translator. 2. To identify problem and process analysis and complexities of algorithms. 3. To know the concepts of ‘C’ along with the keywors,datatypes and operator and its expression. 4. To know the concept of statements like looping and condition based on condition.
SEMESTER-III	
COURSE	**EXPECTED OUTCOME**
USCST05 Paper-I **Database management & system analysis**	1. To know, the Data base environment with its components and actual role of DBA in various trades. 2. ToStudy Functional dependency and Normalization with 1NF,2NF,3NF,4NF. 3. To Study system analysis,development of life cycyle of sytem. 4. To study development of system and its implementation with various levels of testing .
USCST06 Paper-II **Object oriented programming with c++**	1. To know about different sets and Relations. 2. To know the concepts of Fuzzy sets and operation on Fuzzy sets. 3. To know the Laplace transform, its properties and derivatives and integrals. 4. To know the inverse Laplace transform, convolution theorem and the solution of ordinary and partial differential equation.
SEMESTER-V	
USCST09.1 Paper-I **E-commerce & Web designing**	1. To know what is E-commerece and benefits of E-commerece and its various advantages and disadvantages related to E-market. 2. To study concept of HTML and its tags & its attributes to create & view HTML document.

	3. To study implementation with HTML.How the links will work how to give graphics in web page 4. To study Advanced HTML with various controls like textcontrol,password field along with that the concept of CSS.
USCST09.2 Paper-II **Database programming with oracle**	1. To know what is ORACLE & SQL, components of SQL & study how to write SQL commands in Database. 2. To study SQL languages lik DDL,DML,DCL& DRS for performing various Queries in database. 3. To study SQL functions like charcter ,numeric ,date, conversion,conditional function& databse objects. 4. To study PLSQL programming with exception handling & study various packages and triggers.
Even-Semesters (Sem-II, IV & VI)	
Course	**Expected outcome**
USCST03 Paper-I **Operating system & Linux**	1. To study generation of operating system. 2. To learn what is operating system and various types of operating system. 3. Identifying the main difference between operating system and application software. 4. Accesing the intended application software and various commands.
USCST04 Paper-II **Structured programming with 'C'**	1. To study structure of Array and its initialization & its various operations. 2. To know what is structure and union and its initialization for better programming. 3. To study Functions and its categories along with its advantages and basic storage classes. 4. To know the concept of pointer and file and how it is implemented.
SEMESTER-IV	
USCST07 Paper-I **Algorithm & Data structures**	1. To know what is data structure and operations on Data structures and study various sorting and searching methods. 2. To study stack and application of stack and its operations with expressions. 3. To study link lists and Queues and both of its operations. 4. To study concept of trees and graphs and various terminology used in Trees and graphs. 5. To study to find minimum spanning path using Krushkals and primes algorithms.
USCST08 Paper-II	1. To study Event driven programming by using Data types, Variables, operators and creating user Interface.

Visual basic & Introduction to .Net	2. To know various VB controls like forms, labels ,textbox, checkbox etc. 3. To study interface and ActiveX data object and its architecture. 4. To study the concept of .NET for web designing windows form integration .
SEMESTER-VI	
USCST11.1 Paper-I **Core Java**	1. To study history of java, features ,JDK environment and JVM along with its program mming concept. 2. To know the concept of object & classes, static methods, data members, abstract classes ,interfaces & packages used in JAVA. 3. To study exception handling & multithreading. 4. To study abstract window toolkit & applets.
USCST09.1 Paper-II **Data communication with cloud computing**	1. To study the concept data communication cloud computing & stdy various data transmissions modes,singnal,data link controls and multiplexing. 2. To know the concept of data communication network with various switching principles & topologies used in Networks. 3. To study cloud computing basics, & its characteristics.