

(Affiliated to University of Mumbai)

Jogeshwari Station Road, Jogeshwari - East, Mumbai - 400 060

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COURSE OUTCOMES

Course: Programming with Python- I (SEM-I)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1:		
Reasons for Python as the learner's first programming language. Introduction to the IDLE interpreter (shell) and its documentation. Expression evaluation: similarities and differences compared to a calculator; expressions and operators of types in, float, Boolean. Built-in function type. Operator precedence.		1) Students should be able to understand the concepts of programming before actually starting to write programs.
Enumeration of simple and compound statements. The expression statement. The assert statement, whose operand is a Boolean expression (values true or false).	2) Students should be able to develop logic for Problem Solving	2) Students should be able to develop logic for Problem Solving.
The assignment statement, dynamic binding of names to values, (type is associated with data and not with names); automatic and implicit declaration of variable names with the assignment statement; assigning the value None to a name. The del (delete) statement. Input/output with print and input functions. A statement list (semicolon separated list of simple statements on a single line) as a single interpreter command.		3) Students should be made familiar about the basic constructs of programming such as data, operations, conditions, loops, functions etc.







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The import statement for already-defined functions and constants. The		
augmented assignment statement. The built-in help () function. Interactive		
and script modes of IDLE, running a script, restarting the shell.		
The compound statement def. to define functions; the role of indentation for		
delimiting the body of a compound statement; calling a previously defined		
function.		
function.		

Compound data types stir, tuple and list (enclosed in quotes, parentheses and brackets, respectively). Indexing individual elements within these types. Strings and tuples are immutable, lists are mutable. Built-in functions min, max, sum. Interactive solution of model problems, (e.g., finding the square root of a number or zero of a function), by repeatedly executing the body of a loop (where the body is a statement list).

UNIT 2:

Advantages of functions, function parameters, formal parameters, actual parameters, global and local variables.

The range function, the iterative for statement. The conditional statements if, if-else. The iterative statements while, while-else, for-else. The continue statement to skip over one iteration of a loop, the break statement to exit the loop. Nested compound statements. Dictionaries: concept of key-value pairs, techniques to create, update and delete dictionary items. Problem-solving using compound types and statements.

- 1. Students should be made familiar about the basic constructs programming such as operations, data. conditions, loops, functions etc.
- 2. Students should be able to apply the problem solving skills using syntactically simple

4) Students should be able to apply the problem solving skills using syntactically simple language i.e.









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	language i.e. Python	
	(version: 3.X or higher)	
UNIT 3:		
Anonymous functions. List comprehensions. Gentle introduction to object-		
oriented programming; using the built-in dir. () function, enumerate the me		
of strings, tuples, lists, dictionaries. Using these methods for problem-solvii		
with compound types.		

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Course: Digital Systems & Architecture (SEM-I)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
<u>UNIT 1:</u>		
	1. Student should be able	1.Student should be able to
Boolean algebra, Logic Gates,	to learn about	learn about how computer
Simplification of Logic Circuits: Algebraic Simplification, Karnaugh Maps.	mathematical and logical	systems work and underlying
Combinational Circuits: Adders, Mux, De-Mux, Sequential Circuits: Flip-	operation in computer.	principles.
Flops (SR, JK & D), Counters: synchronous and asynchronous Counter		
Comparison of Computer Organization & Architecture, Computer	2. Student should be able	2.Student should be able to
Components and Functions, Interconnection Structures. Bus	to understand how circuit	
Interconnections, Input / Output: I/O Module, Programmed I/O, Interrupt	work in device.	digital electronics needed for
Driven I/O, Direct Memory Access.	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	computers.
	3.Student should be able	- San Parasas
	to understand about how	3.Student should be able to
	to design circuit.	understand the basics of
	l sa grandin en en en	instruction set architecture for
UNIT 2:		reduced and complex
	1.Students come to know	instruction sets.
Classification and design parameters, Memory Hierarchy, Internal Memory:	how data communicate	monaction sets.
RAM, SRAM and DRAM, Interleaved and Associative Memory. Cache	between device and User.	4.Student should be able to
Memory: Design Principles, Memory mappings, Replacement Algorithms,	72	understand the basics of
Cache performance, Cache Coherence. Virtual Memory, External Memory:	. 8	understand the busies of
Magnetic Discs, Optical Memory, Flash Memories, RAID Levels Instruction	(V)	OF COMPANY
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processor structure and operation

processor and I/O devices

Solve problems based on 5. Student should be able to understand how data is transferred between the

Formats, Instruction Sets, Addressing Modes, Addressing Modes Examples with Assembly Language [8085/8086 CPU], Processor Organization, Structure and Function. Register Organization, Basic Microprocessor operations: Data Transfer (Register /Memory) Operations, Arithmetic & Logical Operations, Instruction Cycle, Instruction Pipelining. Introduction to RISC and CISC Architecture, Instruction Level Parallelism and Superscalar Processors: Design Issues

3.Students come to know How design architecture.

2.Students come to know

algorithm.

UNIT 3:

Micro-Operations, Functional Requirements, Processor_Control, Hardwired Implementation, Micro-programmed Control._Parallel Architecture: Classification of Parallel Systems, Flynn"s Taxonomy, Array Processors, Clusters, and NUMA Computers. Multiprocessor Systems: Structure & Interconnection Networks, Multi-Core Computers: Introduction, Organization and Performance.

1.Students come to know about Flynn's Taxonomy, Parallel and serial circuit design

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Course: Soft Skills(SEM-I)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1:		1) To know about various
Introduction to Soft Skills and Hard Skills Personality Development: Knowing Yourself, Positive Thinking, Johari's Window, Communication Skills, Non-verbal Communication, Physical Fitness Emotional Intelligence: Meaning and Definition, Need for Emotional Intelligence, Intelligence Quotient versus Emotional Intelligence Quotient, Components of Emotional Intelligence, Competencies of Emotional Intelligence, Skills to Develop Emotional Intelligence Etiquette and Mannerism: Introduction, Professional Etiquette, Technology Etiquette Communication Today: Significance of Communication, GSC's 3M Model of Communication, Vitality of the Communication Process, Virtues of Listening,	1.To understand the communication skills, Emotional Intelligence and the skills to develop to be fit. 2.To explore various technologies in today's world to be able to communicate in this digital world	aspects of soft skills and learn ways to develop personality. 2) Understand the importance and type of communication in personal and professional environment.
Fundamentals of Good Listening, Nature of Non-Verbal Communication, Need for Intercultural Communication, Communicating Digital World		3) To provide insight into
UNIT 2: Academic Skills Employment Communication: Introduction, Resume, Curriculum Vitae, Schnabel Resume, Developing an Impressive Resume, Formats of Resume, Job Application or Cover Letter Professional Presentation: Nature of Oral Presentation, Planning a Presentation, Preparing the Presentation, Delivering the Presentation Job Interviews: Introduction, Importance of Resume, Definition of Interview, Background Information, Types of Interviews, Preparatory Steps for Job Interviews, Interview Skill Tips, Changes in the Interview Process, FAQ During	1.To have a good knowledge on creating resume for any kind of job application 2. To explore various steps in the interview and types, techniques to face the group discussion	much needed technical and non-technical qualities in career planning. 4) Learn about Leadership, team building, decision making and stress management



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Interviews Group Discussion: Introduction, Ambience/Seating Arrangement for		
Group Discussion, Importance of Group Discussions, Difference between Group		
Discussion, Panel Discussion and Debate, Traits, Types of Group Discussions, topic		
based and Case based Group Discussion, Individual Traits		
<u>UNIT 3:</u>		
ONT 3.	1. To understand the skills	
Professional Skills Creativity at Workplace: Introduction, Current Workplaces,	required to be a good employee at	
Creativity, Motivation, Nurturing Hobbies at Work, The Six Thinking Hat Method	workplace.	
Ethical Values: Ethics and Society, Theories of Ethics, Correlation between Values	workpiace.	
and Behavior, Nurturing Ethics, Importance of Work Ethics, Problems in the	2. To learn ethics and correlation	
Absence of Work Ethics Capacity Building: Learn, Unlearn and Relearn: Capacity	between values and behavior	
Building, Elements of Capacity Building, Zones of Learning, Ideas for Learning,		
Strategies for Capacity Building Leadership and Team Building: Leader and		
Leadership, Leadership Traits, Culture and Leadership, Leadership Styles and		
Trends, Team Building, Types of Teams, Decision Making and Negotiation:		
Introduction to Decision Making, Steps for Decision Making, Decision Making		
Techniques, Negotiation Fundamentals, Negotiation Styles, Major Negotiation		
Concepts Stress and Time Management: Stress, Sources of Stress, Ways to Cope		
with Stress.		







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Course: Database Systems(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
 Introduction to DBMS, Data model Entity Relationship Model DDL Statements. DML Statements 	1. Students should gain a comprehensive understanding of Database Management Systems (DBMS), data models, Entity Relationship (ER) modelling, and practical skills in using Data Definition Language (DDL) and Data Manipulation Language (DML) statements. The unit aims to equip students with the foundational knowledge and skills required for effective database design and management.	1.To make students understand the basic principles of algorithm design 2.To give idea to students about the theoretical background of the basic data structures 3.To familiarize the students with fundamental problem-solving strategies like searching, sorting, selection, recursion and help them to evaluate efficiencies of various algorithms.
 UNIT 2: 1. Relational data model 2. Relational Algebra 3. Functions 4. Joining Tables 5. Subqueries 	1. Upon completion of this unit, students should have a solid understanding of the relational data model, be proficient in performing basic operations using relational algebra, master joining tables, and be able to use subqueries effectively. The unit aims to provide students with	4. To teach students the important algorithm design paradigms and how they can be used to solve various real world problems.



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	the foundational skills necessary for working with relational databases and querying data using SQL.
 Schema refinement and Normal forms Database Protection Views DCL Statements Index Structures of Files 	1. Upon completion of this unit, students should have a solid understanding of schema refinement, normalization, database protection measures, views, DCL statements, and index structures. The unit aims to equip students with the knowledge and skills required to design and manage secure and efficient databases.







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Course: Design & Analysis of Algorithms(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction to algorithms - Ethical Values Introduction to Data Structures ER to Table	 Students should have a solid foundation in understanding algorithms, their analysis, and the fundamentals of data structures. They should be able to analyze and compare algorithms, estimate their performance, and implement basic data structures for various applications. The unit aims to provide a comprehensive introduction to algorithmic thinking and data organization. 	1.To make students understand the basic principles of algorithm design 2.To give idea to students about the theoretical background of the basic data structures. 3.To familiarize the students with fundamental problem-
 UNIT 2: 1. Recursion 2. Basic Sorting Techniques 3. Searching Techniques 4. Selection Techniques 5. String Algorithms 	Students should acquire a deep understanding of recursion, basic sorting techniques, searching techniques, selection techniques, and string algorithms. They should be able to analyze and implement these algorithms, comparing their efficiency in various scenarios. The unit aims to equip students with fundamental problemsolving skills in algorithm design and analysis.	solving strategies like searching, sorting, selection, recursion and help them to evaluate efficiencies of various algorithms. 4. To teach students the important algorithm design
UNIT 3:		paradigms and how they can



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1	A 1 1.1	D .	T 1 '
1	Algorithm	L)eston	Techniques
1.	7 II SOLIMIII	Design	1 cerminques

- 2. Greedy Technique
- 3. Divide-n-Conquer
- 4. Dynamic Programming
- 5. Backtracking Programming

1.Students should be able to distinguish between algorithm design techniques, different understanding their classifications and criteria.

2.Students should understand the concept of Greedy Technique and be able to Discuss advantages and disadvantages of the Greedy approach. Identify applications where Greedy algorithms are suitable. Implement the Greedy Technique to solve practical problems, such as the file merging problem.

3.Students should grasp the concept of Divide and Conquer and be able to. Implement Backtracking techniques for specific problems, such as the N-Queen Problem.

4.Students should have a comprehensive understanding of various algorithm design techniques, their respective advantages and disadvantages, and be capable of implementing these techniques to solve specific problems.

5. The unit aims to equip students with problemsolving skills using different algorithmic paradigms.

be used to solve various real world problems.

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Course: Programming with Advanced Python- I(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1:	01.11 001001.110	1.After successful completion
	1.Students will learn about Files,	of this course, students would
Working with files: Files, opening and closing a file, working	Opening, and Closing.	be able to.
with text files containing strings, knowing whether a file	2 41 D.f1	2 41:11/4 4- :14
exists or not, working with binary files, the 'with' statement,	2. Also Define what regular	-
the seek () and tell () methods, random accessing of binary	expressions are and their	concepts in Python includ
files, zipping and unzipping files, working with	applications.	Inheritance and Polymorphism.
directories, running other programs from python program		
Regular expressions: What is a regular expression? sequence	3. How multiple processes handle by	3. Ability to work with files and
characters' in regular expressions, quantifiers in regular	Thread Synchronization and	perform operations on it using
expressions, special characters' in regular expressions, using	Deadlock.	Python.
regular expression on files, retrieving information from an		
html file, Threads in python: Difference between process and		4. Ability to implement regular
thread, types of threads, benefits of threads, creating threads,	Module	expression and concept of
single tasking and multitasking, thread synchronization,		threads for developing efficient
deadlock in threads, daemon threads Date and time in		Program.
python: Date and time now, combining date and time,		
formatting dates and times, finding durations using "time		5. Ability to implement
delta", comparing		exception handling in Python
two dates, sorting dates, stopping execution temporarily,		applications for error handling.
knowing the time taken by a program, calendar module.		
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UNIT 2:

Database in python: Using SQL with python, retrieving rows from a table, inserting rows into a table, deleting rows from a table, updating rows in a table, creating database tables through python, Exception handling in databases. Exceptions in python: Errors in a python program, compile & run-time errors, logical error, exceptions-exception handling, types of exceptions, the except block, the assert statement, user-defined exceptions, logging the exceptions Networking: Protocols, server-client architecture, tcp/ip and up communication Graphical user interface: Creating a GUI in python, Widget classes, working with Fonts and Colors, working with Frames, Layout manager, Event handling.

- 1. Understand the integration of Python with SQL databases.
- 2. Learn to execute SQL queries using Python.
- 3. Handle database-related exceptions in Python.
- 4. Implement error-catching mechanisms for robust database interactions.
- 5.Develop graphical user interfaces using Python with various widgets.

6. Knowledge of working with databases, designing GUI in Python and implement networking in Python.

UNIT 3:

OOPs in python: Features of Object Oriented Programming system (oops)-classes and objects, encapsulation, abstraction, inheritance, polymorphism, constructors and destructors Classes and objects: Creating a class, the self-variable, types of variables, namespaces, types of methods, instance methods, class methods, static methods, passing members of one class to another class, inner classes Inheritance and polymorphism: Inheritance in python, types of inheritance- single inheritance, multilevel inheritance,

- 1. Understand the fundamental concepts of classes and objects.
- 2. Define and create classes in Python.
- 3.Define and create classes with attributes and methods.





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hierarchical inheritance, multiple inheritance, constructors in inheritance, overriding super class constructors and methods, the super() method, method resolution order (mro), polymorphism, duck typing, operator overloading, method overloading, method overriding, Abstract classes and interfaces: Abstract class, abstract method, interfaces in python, abstract classes vs. Interface

4. Understand the structure of a class in Python.

5.Define abstract classes and abstract methods in Python.

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Course: Database System(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1:	OMI OUICOMES	COURSE OUTCOMES
<u> </u>	1.To understand the fundamental	1)To evaluate business information
Introduction to DBMS - Database, DBMS -	principles and components of	
Definition, Overview of DBMS, Advantages	database systems.	problem in terms of data.
of DBMS, Levels of abstraction, Data independence,	, and the second	
DBMS Architecture Data models - Client/Server	2.To explore various models,	2) To design the database schema with the
Architecture, Object Based Logical Model, Record	constraints and conceptual design	use of appropriate data types for
Based Logical Model (relational, hierarchical,	and conversion of ER to table.	storage of data in database.
network) Entity Relationship Model - Entities,		
attributes, entity sets, relations, relationship sets,		3) To create, manipulate, query and back
Additional constraints (key constraints, participation		up the databases.
constraints, weak entities, aggregation /		
generalization, Conceptual Design using ER		
(entities VS attributes, Entity Vs relationship, binary		
Vs ternary, constraints beyond ER) Relational data		
model– Domains, attributes, Tuples and Relations,		
Relational Model Notation, Characteristics of		
Relations, Relational Constraints - primary key,		
referential integrity, unique constraint, Null constraint, Check constraint ER to Table- Entity to		
Table, Relationship to tables with and without key		
constraints.		
Constraints.		



Functions (abs. ceil, floor, mod.

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UNIT 2: Schema refinement and Normal forms: Functional dependencies, first, second, third, and BCNF normal 1.To create Scheme, refine the forms based on primary keys, lossless join scheme and perform decomposition. Relational Algebra operations normalization (selection, projection, set operations union, intersection, difference, cross product, Joins conditional, equip join and natural joins, division) DDL Statements - Creating Databases, Using Databases, datatypes, Creating Tables (with integrity constraints - primary key, default, check, not null), Altering Tables, Renaming Tables, Dropping Tables, Truncating Tables, Backing Up and Restoring databases DML Statements -Viewing the structure of a table insert, update, delete, Select all columns, specific columns, unique records, conditional select, in clause, between clause, limit, aggregate functions (count, min, max, avg, sum), group by clause, having clause. **UNIT 3:** 1. To solve the queries and understand functions, create tables Functions - String Functions (concept, instar, left, perform all data operations along right, mid, length, laces/lower, with database protection ukase/upper, replace, strum, trim, trim, trim), Math







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pow, sort, round, truncate) Date Functions (add date, datediff, day, month, year, hour, min, sec, now, reverse) Joining Tables – inner join, outer join (left outer, right outer, full outer) Subqueries – subqueries with IN, EXISTS, subqueries restrictions, Nested subqueries, ANY/ALL clause, correlated subqueries Database Protection: Security Issues, Threats to Databases, Security Mechanisms, Role of DBA, Discretionary Access Control Views (creating, altering dropping, renaming and manipulating views) DCL Statements (creating/dropping users, privileges introduction, granting/revoking privileges, viewing privileges

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Course: E-Commerce & Digital Marketing(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction to E-Commerce and E-Business: Definition and competing in the digital economy, Impact of E-Commerce on Business Models, Factors Driving e-commerce and e-Business Models, Economics and social impact of e-Business, opportunities and Challenges, e-	Student should be able to learn about Introduction to E-Commerce and E-Business.	 Student should be able to understand the core concepts of E-Commerce. Student should be able to understand the various online payment techniques.
Commerce vs m Commerce, Different e-Commerce Models (B2B, B2C, C2B, C2C, B2E), e-Commerce Applications: e-Trading, e-Learning, e-Shopping, Virtual Reality & Consumer Experience, Legal and Ethical issues in e-Commerce. Overview of Electronic Payment	Student should be able to understand Overview of Electronic Payment systems.	3. Student should be able to understand the core concepts of digital marketing and the role of digital marketing in business.
systems: Types of Electronic payment schemes (Credit cards, Debit cards, Smartcards, Internet banking), E checks, E-Cash Concepts and applications of EDI and Limitation Introduction & origin of Digital Marketing: Traditional v/s Digital Marketing. Digital Marketing Strategy, The P-O-E-M Framework, Segmenting &	3. Student should be able to understand about Introduction & origin of Digital Marketing.	4. Student should be able to understand how to apply digital marketing strategies to increase sales and growth of business.
Customizing Messages, The Digital landscape, Digital Advertising Market in India. Skills required in Digital Marketing. Digital Marketing Plan.		5. Student should be able to understand how Apply digital marketing through different channels and platforms.
		6. Student should be able to understand the significance of Web Analytics







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and Google Analytics and apply the same.

UNIT 2:

Social Media Marketing: Meaning, Purpose, types of social media websites, Social Media Engagement, Target audience, Facebook Marketing: Business through Facebook Marketing, Creating Advertising Campaigns, 15 Page 48 of 49 Adverts, Facebook Marketing Tools, LinkedIn Marketing

Importance of LinkedIn Marketing, Framing LinkedIn Strategy, Lead Generation through LinkedIn, Content Strategy, Analytics and Targeting, Twitter Marketing: Framing content strategy, Twitter Advertising Campaigns, YouTube Marketing: Video optimization, Promoting on YouTube, Monetization, YouTube Analytics Email Marketing: Types of Emails, Mailing List, Email Marketing tools, Email Deliverability & Email Marketing automation Mobile Marketing: Introduction, Mobile Usage, Mobile Advertising, Mobile Marketing Types, Mobile Marketing Features, Mobile Campaign Development, Mobile Advertising Analytics Content Marketing: Introduction, Content marketing statistics, Types of Content, Types of Blog posts, Content Creation, Content optimization, Content Management & Distribution, Content Marketing Strategy, Content creation tools and apps, Challenges of Content Marketing.

- 1. Students come to know how Social Media Marketing.
- 2. Students come to know Email Marketing.
- 3. Students come to know Email Marketing, Mobile Marketing and Content Marketing.

UNIT 3:

Search Engine Optimization: Meaning, Common SEO techniques, Understanding Search Engines, basics of 1. Students come to know about Search Engine Optimization.







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Keyword search, Google rankings, Link Building, Steps to optimize website, On-page and off-page optimization Search Engine Marketing: Introduction to SEM, Introduction to Ad Words - Google Ad Words, Ad Words fundamentals, Ad Placement, Ad Ranks, Creating Ad Campaigns, Campaign Report Generation, Display marketing, Buying Models: Cost per Click (CPC), Cost per Milli (CPM), Cost per Lead (CPL), Cost per Acquisition (CPA). Web Analytics: Purpose, History, Goals & objectives, Web Analytic tools & Methods. Web Analytics Mistakes and Pitfalls. Google Analytics: Basics of Google Analytics, Installing Google Analytics in website, Parameters of Google Analytics, Reporting and Analysis.

- 2. Students come to know about Search Engine Marketing.
- 3. Students come to know Web Analytics and Google Analytics.

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Course: Programming with Python- II(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
Python File Input-Output: Opening and closing files, various types of file modes, reading and writing to files, manipulating directories. Inerrable, iterators and their problem solving applications. Exception handling: What is an exception, various keywords to handle exceptions such try, catch, except, else, finally, raise. Regular Expressions: Concept of regular expression, various types of regular expressions, using match function	1.Students will know about Reading and writing to files: Use the read (), write (), and read lines () methods for reading and writing data to files. 2. Students should be able to understand error handling using Keywords like try, except, else, finally, and raise are used for handling exceptions.	 Students will know about Reading and writing to files: Use the read (), write(), and read lines() methods for reading and writing data to files. Students should be able to understand error handling using Keywords like try, except, else, finally, and raise are used for handling exceptions. Students will come to know how to work with Network Connectivity in
UNIT 2: GUI Programming in Python (using Tkinter/wx Python/Qtr.) What is GUI, Advantages of GUI, Introduction to GUI library. Layout management, events and bindings, fonts, colors, drawing on canvas (line, oval, rectangle, etc.) Widgets such as: frame,	Students should be made familiar for Layout Management, fonts and Colors, Drawing on Canvas: etc.	Python. 4. Database Connectivity to read, insert and update, delete data for further use.



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label, button, check button, entry, list box, message,radio button, text, spin box etc.		
Database connectivity in Python: Installing my SQL connector, accessing connector module, using connect, cursor, execute & close functions, reading single & multiple results of query execution, executing different types of statements, executing transactions, understanding exceptions in database connectivity. Network connectivity: Socket module, creating server-client programs, sending email, reading from URL	1.Students will come to know how to work with Network Connectivity in Python: 2.Database Connectivity to read, insert and update, delete data for further use	







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Course: Programming with C(SEM-II)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
<u>UNIT 1:</u>		1) To write, compile and debug programs
	1. Illustrate the flowchart	in C language.
Structure of C program: Header and body, Use of	and design an algorithm for	
comments. Interpreters vs compilers,	a given problem and to	2) To use different data types in a computer
Python vs C. Compilation of a program. Formatted I/O:	develop IC programs using	program.
print f (), scan f ().	operators	
Data: Variables, Constants, data types like: int. float char,		3) To design programs involving decision
double and void, short and long size qualifiers, signed and	2.To understand the	structures, loops and functions.
unsigned qualifiers. Compare with datatypes in Python.	branching statements	
Compare static typing in C vs dynamic typing in Python		4) To explain the difference between call
Variables: Declaring variables, scope of the variables		by value and call by reference.
according to block, hierarchy of data types. Compare		
explicit declarations in C with implicit declarations in		5) To understand the dynamics of memory
Python. Types of operators: Arithmetic, relational, logical,		by the use of pointers.
compound assignment, increment and decrement,		
conditional or ternary, bitwise and comma operators.		6) To use different data structures and
Precedence and order of evaluation, statements and		create/update basic data files.
Expressions. Automatic and explicit type conversion.		
Iterations:		
Control statements for decision making:		
(i) Branching: if statement, else. if		*
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statement, (does the writer mean if-else or nested ifs)	
switch statement.	
(ii) Looping: while loop, do while, for loop.	
(iii) Jump statements: break, continue and go to.	
UNIT 2:	
<u>01411 2.</u>	1.Develop conditional and
	iterative statements to write
Arrays: (One and two dimensional), declaring array	C programs.
variables, initialization of arrays, accessing array	e programs.
elements. Compare array types of C with list and tuple	2. Develop Arrays, Strings
types of Python. Data Input and Output functions:	and functions in C.
Character I/O format: getch(), getche(), getchar(), getc(),	and functions in C.
gets(), putchar(), putc(), puts(). Manipulating Strings:	3. Exercise user defined
Declaring and initializing String variables, Character and	functions to solve real time
string handling functions. Compare with Python strings.	problems
Functions: Function declaration, function definition,	
Global and local variables, return statement, calling a	
function by passing values. Recursion: Definition,	
Recursive functions.	







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UNIT 3:

Pointer: Fundamentals, Pointer variables, Referencing and de-referencing, Pointer Arithmetic, Using Pointers with Arrays, Using Pointers with Strings, Array of Pointers, Pointers as function arguments, Functions returning pointers.

Dynamic Memory Allocation: malloc(), calloc(), reallot(), free() and size of operator. Compare with automatic garbage collection in Python.

Structure: Declaration of structure, reading and assignment of structure variables, Array of structures, arrays within structures, structures within structures. Compare C structures with Python tuples.

Unions: Defining and working with unions. File handling: Different types of files like text and binary, Different types of functions: fopen(), fclose(), fgetc(), fputc(), fgets(), fputs(), fscanf(), fprintf(), getw(), putw(), fread(),fwrite(), fseek().

1.Inscribe C programs that use Pointers to access arrays, strings and functions

2.Inscribe C programs using pointers and to allocate memory using dynamic memory management functions

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Course: Data Structure(SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: 1. Abstract Data Type	Upon completion of this unit, participants will:	1. Students will have acquired a well-rounded skill set in data types, data structures, graph
2. Linked Structures3. Stacks	1. Have a deep understanding of various data types and their applications.	theory, and hashing.
4. Queues5. Etiquette and Mannerism6. Ethical Values	Recognize different data structures and classify them based on organizational principles.	2. They will be equipped with the knowledge and practical experience necessary for effective problem-solving and algorithmic thinking in both
	2. Understand Abstract Data Types (ADT) and create user-specific ADTs.	academic and professional contexts
	3. Demonstrate proficiency in operations related to linked structures, stacks, and queues.	
	4. Analyze the advantages and disadvantages of linked structures, stacks, and queues.	
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	5. Apply these data structures to real-world problems, such as polynomial equations, balanced delimiters, postfix notation conversion, and job scheduling.
UNIT 2:	Upon completion of this unit, participants will:
 Doubly Linked list Trees Priority Queues & Heap 	Have a deep understanding of various data types and their applications.
3. Thomy Queues & Heap	Recognize different data structures and classify them based on organizational principles.
	3. Understand Abstract Data Types (ADT) and create user-specific ADTs.
	4. Demonstrate proficiency in operations related to linked structures, stacks, and queues.
	5. Analyze the advantages and disadvantages of linked structures, stacks, and queues.
	6. Apply these data structures to real-world problems, such as polynomial

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	equations, balanced delimiters,
	postfix notation conversion, and job
	scheduling.
UNIT 3:	Upon completion of this unit, participants
	will:
1. Graph	
2. Hashing	1. Understand the fundamentals of
2. Hushing	graphs, including their structure and
	terminology.
	2. Comprehend the Abstract Data Type
	(ADT) for graphs and perform
	operations like insertion and deletion.
	3. Demonstrate proficiency in graph
	representation using adjacency
	matrix and adjacency list.
	4. Conduct graph traversals using
	Breadth-First Search (BFS) and
	Depth-First Search (DFS).
	5. Explore practical applications of
	graphs, specifically in the context of
	shortest path algorithms.
	6. Understand the Hash Table ADT, its
	advantages, and the concept of
	hashing.
	7. Analyze collision issues in hashing
	and explore collision avoidance
	techniques.







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8. Recognize the applications of hashing in various contexts, including efficient data storage and retrieval.	
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Course: Web Technologies (SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
<u>UNIT 1</u> 1. HTML5	Upon completion of this unit, participants will have acquired:	
2. CSS	1.The knowledge and skills to effectively structure and style web content using HTML5 and CSS.	and styling web content to
	2. They will be able to create visually appealing and interactive web pages, incorporating multimedia elements and applying design principles for a seamless user experience.	2.The course prepares participants to design and build effective web applications that meet modern standards and user expectations.
UNIT 2 1. JavaScript 2. XML	1.proficiency in using JavaScript for web development, including programming fundamentals, functions, and interactions with browser objects.	
	2.Additionally, participants will understand the basics of XML, its structure, and how to work with	

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	XML documents, along with the transformation. 3.capabilities provided by XSLT. These skills will enable participants to enhance the interactivity and data representation of web applications.	
UNIT 3 1. Graph 2. Hashing	1.well-rounded set of skills in web development. 2.They will understand the AJAX model, be proficient in handling asynchronous requests using the XML Http Request object, and possess practical experience in PHP for variables, operators, program flow, arrays, file operations, database interactions, and working with cookies, sessions, and headers. 3. Additionally, participants will have a solid introduction to jQuery,	
	gaining knowledge in its fundamentals, selectors, attribute	





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manipulation, DOM traversal, and event handling.	
4. These skills collectively prepare participants for building dynamic and interactive web applications.	

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Course: Advanced Data Base(SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Overview of PL/SQL: Advantages of PL/SQL, Main Features of PL/SQL, Architecture of PL/SQL Fundamentals of PL/SQL: Character Sets, Lexical Units, Declarations, References to Identifiers, Scope and Visibility of Identifiers, Assigning Values to Variables, Expressions, Error-Reporting Functions, Data Types. Control Statements: Conditional Selection Statements, LOOP Statements, Sequential Control Statements, GOTO, and NULL Statements. Sequences: creating sequences, referencing, altering, and dropping a sequence. Stored Procedures and Functions: Procedures: Types and benefits of stored procedures, creating stored procedures, executing stored procedures, altering stored procedures, viewing stored procedures. Functions: Calling function and recursion function.	develop understanding of concepts and techniques for data management and learn learn out widely used systems for implementation and usage.	1. Students will learn about what are the concepts of Master concepts of stored procedure, functions, cursors and triggers and its use are implements
		occurs



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UNIT 2:

Collections and Records: Associative Arrays, Varra (Variable-Size Arrays), Nested Tables, Collection Constructors, Assigning Values to Collection Variable Multidimensional Collections, Collection Comparisor Collection Methods, Collection Types Defined in Packa Specifications, Record Variables, Assigning Values Record Variables. Error Handling: Compile-Tir. Warnings, Overview of Exception Handling, Internal Defined Exceptions, Predefined Exceptions, User Defin Exceptions, Declared Predefined Exceptions, Raisin Exceptions Explicitly, Exception Propagation, Unhandl Exceptions. Cursors: Overview of Cursor, Types cursors, Invalid cursor Exception. Static and Dynam SQL: Static SQL: Description of Static SQL, Curso Overview, Processing Query Result Sets, Cursor Variable CURSOR Expressions, Transaction Processing at Control, Autonomous Transactions. Dynamic SQL: Nati Dynamic SQL, DBMS SQL Package, SQL Injection.

1. To develop understanding of Transaction management and crash recovery







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UNIT 3:

Triggers: Overview of Triggers, implementing triggers – creating triggers, Insert, delete, and update triggers, nested triggers, viewing, deleting, and modifying triggers, and enforcing data integrity through triggers. Packages: Overview of a Package. Need of Packages, Package Specification, Package Body, Package Instantiation and Initialization. Transaction Management: ACID Properties, Serializability, Two-phase Commit Protocol, Concurrency Control, Lock Management, Lost Update Problem, Inconsistent Read Problem, Read-Write Locks, Deadlocks Handling, Two Phase Locking protocol. Crash Recovery: ARIES algorithm. The log-based recovery, recovery related structures like transaction and dirty page table, Write-ahead log protocol, check points, recovery from a system crash, Redo and Undo phases

1.To develop concepts of programming concepts of database





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Course: Green Technologies. (SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Green IT Fundamentals: Information Technology and Environment, Business, Environment, and Green Enterprise Characteristics, Green Vision and Strategic Points, Green Value, Green IT Opportunity, Challenges of a Carbon Economy, Environmental Intelligence, Envisioning the Green Future Green IT Strategies: Green strategic alignment, Green IT Drivers-Cost, Regulatory and Legal, Sociocultural and Political, Business ecosystem, New market opportunities, Green IT Business Dimensions, KPIs in Green Strategies Environmentally Responsible Business: Developing ERBS, Policies, Practices, and Metrics, Mobility and Environment, Green It Metrics and Measurements, Green IT Readiness and CMM, Context Sensitivity and Automation in Green IT Measures Green Assets: Introduction, Green Assets, Green IT Hardware, Green Data Centers and ICT Equipment, Server and	 Student should be able to learn about Green IT Fundamentals: Business, IT, and the Environment. Student should be able to understand Green IT Strategies. Student should be able to understand Environmentally Responsible Business. 	1.Student should be able to learn about Explain drivers and dimensions of change for Green Technology. 2.Student should be able to learn about the learner will be able to appreciate Virtualization; smart meters and optimization in achieving green IT. 3.Student should be able to learn about the learner will be able to develop Gain knowledge about green assets, green processes, and green enterprise architecture.
Data Strategy		4.Student should be able to
UNIT 2:	1.Students come to know Green Assets	learn about the learner will be able to ISO 14001 and related
Green Assets and emerging Trends: Data Servers		standards for Audit for Green
Optimization and Virtualization, Physical Data Server		Compliance.
Organization and Cooling, Cloud Computing and Data	191	The state of the s
		Constant Market



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Centers, Networking and Communications Infrastructure,			
End-User Devices, Smart Meters in Real-Time, Managing			
Devices for Central Green Services, Devices and			
Organizational Boundaries for Measurements, Mobile			
Devices, and Sustainability Green Business Process			
Management: Introduction, Green Reengineering, Green			
Process, Green BPM and standards, Green Business			
Analysis, Green Requirements Modelling, Green IT			
Governance, Green Business Process and Applications,			
QoS, Achieving green BPM, Green Mobile Business			
Process, Digital Library Green Enterprise Architecture:			
Green IT and organizational Systems, Aspects of Green			
Solutions Architecture, Contents and Integration with			
Service-Oriented Architecture, Green Supply Chain			
Management, Green Portals in Green Enterprise			
Architecture, Environmental Intelligence.			

- 2.Students come to know how to implement Green Business Process Management.
- 3.Students come to know Green Enterprise Architecture

UNIT 3:

Green Information Systems(GIS): Design and Development Models: Describing GIS, GIS Requirements Sociocultural Aspects of Green IT: Green IT's Social Impact, Learning Organization, Green Social Stakeholders, Role-Based View of Green IT, Green User Practices, Attitude and Subjectivity in Green IT, Green IT Ethics and Code of Conduct, Privacy and Security of Green Information, Green Washing, Communications in Green Transformation Projects, Green HR and Changing Organizational Structures, Green-Collar Workers: Roles and Skill Sets, Green Virtual Communities Green

- 1.Come to know implementation of Green Information Systems(GIS): Design and Development Models.
- 2.To know implementation of Sociocultural Aspects of Green IT.
- 3.Student Come to know implementation of Green Compliance: Protocols, Standards, and Audits.

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Compliance: Protocols, Standards, and Audits: Protocols and Standards, ISO 14000-2004 Standard, Various initiatives by stakeholders, Green Audits and types, Audit and use of Carbon emission management software Emerging Carbon Issues: Technologies and Future: Future Carbon Landscape, Green ICT and Technology Trends, Cloud Computing, Nanotechnology, Quantum computing, Renewable energies, eco-design, Collaborative environmental intelligence.

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Course: Java based Application Development(SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction: History, Features of Java, Java Development Kit, Java Application Programming Interface, Java Virtual Machine Java Program Structure, Java Tokens. OOPS: Introduction, Class, Object, Static Keywords, Constructors, this keyword, Inheritance, Inner class, Anonymous Inner class, super keyword, Polymorphism (overloading and overriding), Abstraction, Encapsulation, Abstract Classes, Interfaces Packages: Introduction to predefined packages, User Defined Packages, Access specifiers Exception Handling: Introduction, Pre-Defined Exceptions, try-catch-finally, throws, throw, User Defined Exceptions Multithreading: Thread Creations, Thread Life Cycle, Life Cycle Methods, Synchronization, wait() notify() notify all() methods	 Student should be able to learn about java virtual machine and java awt program. Student should be able to understand Event handling in java. Student should be able to understand thread concept 	1. Student should be able to learn about design basic application in java using Graphical User Interface. 2. Student should be able to learn about the learner will be able to develop applications using swings 3. Student should be able to learn about the learner will be able to develop web based applications using servlet and jsp. 4. Student should be able to learn about the learner will be able to learn about the learner will be able to learn about the learner will be
UNIT 2: Collection Framework: Introduction, java. until Package	1.Students come to know how to design interface.	able to connect databases with java through.
interfaces, List, Set, Map, List interface & its classes, Set	2.Students come to know how to	
interface & its classes, Map interface & its classes.		
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Introduction to JFC and Swing- Features of the Java				
Foundation Classes, Swing API Components, Component				
Class, Windows, Dialog Boxes, and Panels, Labels, Buttons,				
Check Boxes, Menus, Toolbars, Implementing Action				
interface, Pane, JScrollPane, Desktop pane, Scrollbars, Lists				
and Combo Boxes, Text-Entry Components, Colors and File				
Choosers, Tables and Trees, Printing with 2D API and Java				
Print Service API. Event Handling: Delegation Event Model,				
Events, Event classes, Event listener interfaces, Using				
delegation event model, adapter classes.				

JDBC: Introduction, JDBC Architecture, JDBC Drivers, JDBC Connectivity Model, java.sql package, Using Statement, Prepared Statement, Callable Statement, Result Set, Scrollable and Updatable Result Set, Navigating and manipulating data, Result Set Meta Data, Managing Transactions in JDBC, JDBC Exception classes, BLOB & CLOB

UNIT 3:

Servlets: Introduction, Servlet Life Cycle, Types of Servlet, Servlet Configuration with Deployment Descriptor, working with Servlet Context and Servlet Config Object, Attributes in Servlet, Response and Redirection using Request Dispatcher and using send Redirect Method, Filter API, Manipulating Responses using Filter API, Session Tracking: using Cookies, HTTP Session, Hidden Form Fields and URL Rewriting,

1.Come to know implementation of servlet.

2.To know implementation of jsp app.

Come to know implementation of Jason app.

5.Student should be able to learn about the learner will be able to perform programs using JSON objects.

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Types of Servlet Event: Context Level and Session Level. Java Server Pages (JSP): Introduction to JSP, Comparison with Servlet, JSP Architecture, JSP Life Cycle, JSP Scripting Elements, JSP Directives, JSP Action, JSP Implicit Objects, JSP Expression Language, JSP Standard Tag Libraries, JSP Custom Tag, JSP Session Management, JSP Exception Handling, JSP CRUD Applications JSON: Overview, Synta





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Course: Operating System(SEM-III)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
Unit 1: Introduction and Operating-Systems Structures: Definition of Operating system, Operating System's role, Operating-System Operations, Functions of Operating System, Computing Environments Operating-System Structures: Operating-System Services, User and Operating-System Interface, System Calls, Types of System Calls, Operating-System Structure Processes: Process Concept, Process Scheduling, Operations on Processes, Interposes Communication Threads: Overview, Multicore Programming, Multithreading Models	1.To learn the fundamentals of Operating Systems and its types. 2.Analyse the structure of OS and basic architectural components involved in OS design	1. To provide an understanding of operating system, its structures and functioning. 2. Develop and master understanding of algorithms used by operating systems for various purposes.
Unit 2: Process Synchronization: General structure of a typical process, race condition, The Critical-Section Problem, Peterson's Solution, Synchronization Hardware, Mutex Locks, Semaphores, Classic Problems of Synchronization, Monitors CPU Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms (FCFS, SJF, SRTF, Priority, RR, Multilevel Queue Scheduling, Multilevel Feedback Queue Scheduling), Thread Scheduling	To learn the mechanisms of OS to handle processes and threads and their communication. To gain knowledge on distributed operating system concepts that includes architecture, Mutual exclusion algorithms, deadlock detection algorithms and agreement protocols.	







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Deadlocks: System Model, Deadlock Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock

- 3. Analyse and design the applications to run in parallel either using process or thread models of different OS.
- 4. Understand the Mutual exclusion, Deadlock detection and agreement protocols of Distributed operating system

Unit 3:

Main Memory: Background, Logical address space, Physical address space, MMU, Swapping, Contiguous Memory Allocation, Segmentation, Paging, Structure of the Page Table Virtual Memory: Background, Demand Paging, Copy-on-Write, Page Replacement, Allocation of Frames, Thrashing Mass-Storage Structure: Overview, Disk Structure, Disk Scheduling, Disk Management File-System Interface: File Concept, Access Methods, Directory and Disk Structure, File-System Mounting, File Sharing File-System Implementation: File-System Structure, File System Implementation, Directory Implementation, Allocation Methods, Free-Space Management.

- 1.To learn the mechanisms involved in memory management in contemporary OS.
- 2. Analyse the various device and resource management techniques for timesharing and distributed systems.

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Course: IoT Technologies(SEM-IV)

UNIT 1: Fundamentals of IoT System on Chip Different types of IoT/SoC Platforms Upon completion of this unit, participants will: 1.students will equipped with the and practical skills to ensure that students gain a comprehensive understanding of IoT systems, ensuring IoT fundamentals, SoC principles, and different platforms, with an management, and management	needed to and secure ng effective ficient data
emphasis on practical applications, problem-solving, critical analysis, and effective communication.	
2.Assessment methods may include exams, hands-on projects, presentations, and practical demonstrations to evaluate students' achievement of these outcomes. 2.The course emphasize not only understanding but ability to apply correal-world scenarios.	also the concepts in
UNIT 2: Upon completion of this unit, participants will: 1. Interfacing with IoT Platforms 1. These writ extremes aim to	nallenges in
2. Using Sensor & Actuators 3. IoT and Protocols IoT Security 1. These unit outcomes aim to demonstrate that students not only acquire practical skills but also	







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	exhibit advanced proficiency in interfacing with IoT platforms, utilizing sensors and actuators effectively, and implementing robust security measures in IoT systems. 2. Assessment methods may include advanced hands-on projects, indepth performance analysis reports, advanced security audits, and comprehensive documentation evaluations to gauge students' achievement of these outcomes.
UNIT 3:	Upon completion of this unit, participants will:
1. IoT & Web	
2. IoT Applications	1. These unit outcomes are designed
3. Edge Computing	to ensure that students gain a holistic understanding of integrating IoT
	with web technologies, developing
	diverse IoT applications, and
	implementing edge computing
	solutions.
	2.Assessment methods aim to
	measure students' theoretical





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	knowledge, practical skills, and the
	ability to apply these concepts in
	real-world scenarios.





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Course: Advanced Application Development(SEM-IV)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
Unit 1:Node.js (N): Introduction to Node.js. Installing Node.js. The package. js on File. The Node.js Event Loop. The I/O Cycle.	1. understand all the necessary and important technologies such as MongoDB, Express.	1.Store the data in NoSQL, document-oriented MongoDB database that brings performance and scalability.
The Anatomy of a Node.js Module. Creating Node Modules. Exploring the Node.js HTTP Module. Creating an HTTP Webserver with Node.js. Responding to HTTP Requests. Routing in Node.js. Creating a Sample Node.js Application.	2. Define Node.js and its role in server-side development.	2.Use Node.js and Express Framework for building fast, scalable network applications.
MongoDB(M): Introduction to MongoDB. Installing MongoDB. Using MongoDB Compass. Using Mongo Shell Interface. Connecting to MongoDB. Creating Schemas and Models. Querying Documents Using find (). Inserting	3.Build a basic HTTP server using Node.js.Insert, update, delete, display data using Mongodb No Sql Concept.	3.Use AngularJS framework that offers declarative, two-way data binding for web applications.
Documents Using create (). Updating Documents Using Find One and Update (). Deleting Documents Using Find One and Delete () & delete Many ()		4.Integrate the front-end and back-end components of the MEAN stack.
Unit 2: Server-Side Development with Express (E): Introduction to the Express Framework. Installing and Testing Express. Creating a Node.js Express App. Restructuring an Express	1.To understand all the necessary and important technologies such as AngularJS, and Node.js	5.Develop robust mobile applications using Flutter.
App. Creating Templates. Using Express Middleware Functions. Creating the List Page. Creating the Details Page. Creating the Edit Page. Creating the Add Page. Deleting		THE STATE OF THE S



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Data. REST API Basics. Testing REST APIs. Refactoring				
APIs. Understanding Angular.JS(A): Getting Started with				
Angular. Creating an Angular Application. Angular Project				
File Structure. Anatomy of an Angular Component. One-way				
Data Binding. Two-way Data Binding. Using Nglf Directive.				
Using Ng for of Directive. Angular Modules. Creating Ng				
Modules Using Angular Router. Configuring Templates.				
Creating Navigations. Working with Template-driven				
Forms. Working with Reactive Forms. Validating Form				
Data. Services Dependency Injection (DI). Reading Data				
from Database. Inserting Data into Database. Updating Data				
in the Database. Delete Data from Database.				

Unit3:

Understanding Flutter: Importance of Flutter, Flutter Framework, Android Studio, Flutter SDK, Installing and Configuring Flutter SDK. Dart Programming: main () function, Dart Variables, Dart Data Types, Dart Conditional Operators, Control Flow & Loops. Dart Functions - Functions, Function Structure, creating a Function, Function Returning Expression. Object-Oriented Programming (OOP) - Creating a Class, Adding Methods to

Classes, Class — Getters and Setters, Class Inheritance, Abstract Class. Flutter Widgets Fundamentals: Scaffold Widget, Image Widget, Container Widget, Column and Row Widgets, Icon Widget, Layouts in Flutter, Card Widget, Hot Reload and Hot Restart, tasteful and Stateless Widgets Navigation and Routing: Button Widget, App Structure and

1.To understand modern app development (like mobile and web development) using Flutter

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Navigation, navigate to a New Screen and Back, navigate	
with Named Routes, Send and Return Data among Screens,	
Animate a Widget across Screens, Web View Widget in	
Flutter.	

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Course: Android Application Development(SEM-IV)

UNIT NO & NAME UNIT OUTCOMES COURSE OUTCOMES UNIT 1: 1.Student should be able to learn 1. Student should be able to learn about how to Build useful mobile Introduction to Kotlin: Basics of Kotlin, type about Kotlin language program. applications using Kotlin language conversions, comments, Kotlin operators, variables in on Android. Kotlin, packages, visibility modifiers, control flow 2. Student should be able to statements, Concept of OOPS in Kotlin, classes in understand how to use android 2. Students should be able to learn Kotlin, delegation and extension functions, the studio with kotlin. about the learner and will be able to companion object, Advanced Concepts in Kotlin: Install and configure Android Studio declaring and calling functions, parameters, and 3. Student should be able to for application development. arguments in Kotlin, default argument, variable number understand basics of android. of arguments, unit-returning function, explicit return 3. Students should be able to learn type, lambda expression, coroutines, Collections in about Master basic Kotlin, Mutable and Immutable Collections, Ranges, intermediate concepts of Kotlin type Checks, casting concept, this expression, Null required for mobile application exception handling, safety, annotations App development. Development with Android Studio: Android Architecture, Android Application Framework, Android 4. Students should be able to Virtual Device, Creating and running First Android learn about Use built-in widgets Application, working with Physical Android Device, and components, work with the Adding Kotlin Files in Android Studio Basics Of database to store data. Android- Application Components: Activities, Intent, and Broadcast Receiver, Services, Fragment, Activity 5. Students should be able to Life Cycle, Content Provider, Widgets, learn about Master key Android Notifications.



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UNIT 2:

Designing Android UI: User Interface (UI), Layout and Its Types, Layout Attribute, working with Views, Android UI Controls, Styles and Themes, Event Handler, setting up themes in Manifest and from the application, dialog in activity, using intents, fragments Handle Images, Listview And Menu: ImageView, ImageSwitcher, ListView, Menu, and its types, Designing menu in XML, Option menu, Context menu, popup menu, Screen Navigation, RecyclerView, Interaction of Views Data binding in Android-AdapterView, Spinner, Gallery view. AutotextCompleteView, screen orientation, Design the view dynamically Implementing Data Persistence: Data Storage-Shared Preference, Internal And External Storage Storing Data Using SQLite Databases, Content Provider, Firebase Real-Time Data

- 1.Students come to know how to design android UI.
- 2.Students come to know how to handle images, List view and Menu.
- 3.Students come to know how to handle Data binding in Android.
 Students come to know how to Implementing Data Persistence.

programming concepts and deploy the application on Google Play

UNIT 3:

Graphics, Animations, and Integrating Media in Android: Draw able Class, Animation in Android, Media Player API and in Android, Media player and Audio Manger Class, Interacting With Camera and input gestures: Android Camera, Input gestures-multiple touch, swipe, drag, scroll, zoom, Recording Gathering

- 1.Students come to know Graphics, Animations, and Integrating Media in Android.
- 2.Students come to know Interacting with Camera and input gestures.
- 3.Students come to know Gathering Location Data.



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Location Data: Managing Background Tasks: Broad	
caste Receivers, Services, Threads and Process, A sync	
Task, Job Scheduler, Manage device Awake State	
Deploying Android applications on Google Play-	
Publishing/Deploy the application, Versioning, signing	
Application.	

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Course: Fundamentals of Algorithms(SEM-IV)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
<u>Unit 1:</u>		
Introduction to algorithm, why to analysis algorithm,	1.Able to Argue the correctness of	1.Understand the concepts of
running time analysis, how to Compare Algorithms, Rate	algorithms using inductive proofs and	algorithms for designing good
of Growth, Commonly Used Rates of Growth, Types of	Analyse worst-case running times of	program.
Analysis, Asymptotic Notation, Big-O Notation, Omega-Ω	algorithms using asymptotic analysis.	
Notation, Theta-Θ Notation, Asymptotic Analysis,		2. Implement algorithms using
Properties of Notations, Commonly used Logarithms and		Python.
Summations, Performance characteristics of algorithms,		
Master Theorem for Divide and Conquer, Divide and		
Conquer Master Theorem: Problems & Solutions, Master		
Theorem for Subtract and Conquer Recurrences, Method of		
Guessing and Confirming		
Unit 2:	1.Analyze the asymptotic performance	
Tree algorithms: What is a Tree? Glossary, Binary Trees,	of algorithms.	
Types of Binary Trees, Properties of Binary Trees, Binary		
Tree Traversals, Generic Trees (N-ary Trees), Threaded	2. Ability to analyze asymptotic runtime	
Binary Tree Traversals, Expression Trees, Binary Search	complexity of algorithms including	
Trees (BSTs), Balanced Binary Search Trees, AVL	formulating recurrence relations.	
(Adelson-Velskii and Landis)		
Trees Graph Algorithms: Introduction, Glossary,		
Applications of Graphs, Graph Representation, Graph		March
Traversals, Topological Sort, Shortest Path Algorithms,	(40)	
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Minimal Spanning Tree Selection Algorithms: What are Selection Algorithms? Selection by Sorting, Partition-based Selection Algorithm, Linear Selection Algorithm - Median of Medians Algorithm, Finding the K Smallest Elements in Sorted Order.

Unit 3:

Algorithms Design Techniques: Introduction, Classification, Classification by Implementation Method, Classification by Design Method Greedy Algorithms: Introduction, Greedy Strategy, Elements of Greedy Algorithms, Advantages and Disadvantages of Greedy Method, Greedy Applications, Understanding Greedy Technique Divide and Conquer Algorithms: Introduction, what is Divide and Conquer

Strategy? Divide and Conquer Visualization, Understanding Divide and Conquer, Advantages of Divide and Conquer, Disadvantages of Divide and Conquer, Master Theorem, Divide and Conquer Applications Dynamic Programming: Introduction, what is Dynamic Programming Strategy?

Properties of Dynamic Programming Strategy, Problems which can be solved using Dynamic Programming, Dynamic Programming Approaches, Examples of Dynamic Programming Algorithms, Understanding Dynamic Programming, Longest Common Subsequence

- 1. Use greedy approach to solve an appropriate problem for optimal solution.
- 2. Apply dynamic programming approach to solve suitable problems
- 3. Understand the limitations of algorithm power and study how to cope with the limitations of algorithm power for various problems







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Course: Theory of Computation(SEM-IV)

Course. Theory of Computation (SEM-1V)		
UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Automata Theory: Defining Automaton, Finite Automaton, Transitions and Its properties, Acceptability by Finite Automaton, Nondeterministic Finite State Machines, DFA and NDFA equivalence, Mealy and Moore Machines, Minimizing Automata. Formal Languages: Defining Grammar, Derivations, Languages generated by Grammar, Chomsky Classification of Grammar and Languages, Recursive Enumerable Sets, Operations on Languages, Languages and Automata.	1.Student should be able to learn about Automata Theory. 2.Student should be able to understand how to use Formal Languages.	1.Student should be able to learn about how to understand Grammar and Languages. 2.Students should be able to learn about Automata theory and its application in Language Design. 3.Learn about Turing Machines and Pushdown Automata.
UNIT 2:	1.Students come to know how to design Regular Sets and Regular Grammar.	4.Students should be able to learn about Understand Linear Bound Automata and its applications.
Regular Sets and Regular Grammar: Regular Grammar, Regular Expressions, Finite automata and Regular Expressions, Pumping Lemma and its Applications, Closure Properties, Regular Sets and Regular Grammar Context Free Languages: Context-free Languages, Derivation Tree, Ambiguity of Grammar, CFG simplification, Normal Forms, Pumping Lemma for CFG Pushdown Automata: Definitions,	2.Students come to know how to use Context Free Languages. 3.Students come to know how to do Pushdown Automata	rutomata and its applications.
Acceptance by PDA, PDA and CFG. UNIT 3: Linear Bound Automata: The Linear Bound Automata Model, Linear Bound Automata and Languages. Turing	1.Students come to know Linear Bound Automata.	SUF

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Machines: Turing Machine Definition, Representations, Acceptability by Turing Machines, Designing and 2.Students come to know Turing Description of Turing Machines, Turing Machine Construction, Variants of Turing Machine, Undesirability: The Church-Turing thesis, Universal Turing Machine, Halting Problem, Introduction to Unsolvable Problems.

Machines 3.Students know come to Undesirability.

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Course: Artificial Intelligent(SEM-V)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction to AI and Intelligent Agents What Is AI: Foundations, History and State of the Art of AI Intelligent Agents: Agents and Environments, Nature of Environments, Structure of Agents. Problem Solving by searching: Problem-Solving Agents, Uninformed Search Strategies, Informed (Heuristic) Search Strategies	1.Understand the foundations, history, and state of the art of AI.2.Learn about intelligent agents, their environments, and the structure of agents.	 Demonstrate knowledge of the foundations and key. concepts in the field of AI. Analyze and design intelligent agents for specific environments. Apply problem-solving techniques and algorithms to find
UNIT 2: Knowledge Representation, Reasoning, and Machine Learning 15 Page 6 of 63 Knowledge Representation and Reasoning: Knowledge Representation and different forms, Reasoning, Planning, Uncertainty in Knowledge Fuzzy Logic & Russification Machine Learning: Forms of Learning, Parametric & Non-Parametric Models, Classification, Regression, Regularization, Decision Trees, SVM, Artificial Neural Networks, Ensemble Learning, Boosting, K-NN, Gradient Descent	1.Explore different problem-solving strategies, including uninformed and informed search techniques. 2. Gain knowledge of knowledge representation and reasoning methods, and apply them to solve complex problems	solutions to different types of problems. 4) Construct knowledge representation models and use reasoning 5)techniques to derive new knowledge. Implement machine-learning algorithms and evaluate their performance for classification and regression
UNIT 3: Probabilistic Models, Unsupervised Learning, and Reinforcement Learning Probabilistic models: Statistical	1.Develop an understanding of machine learning techniques,	classification and regression tasks.



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Learning, Learning with Complete Data, Naive Bayes	including classification, regression,
Classifier, Learning with Hidden Variables: The EM	and ensemble learning
Algorithm Unsupervised Learning: Concept of	
Unsupervised learning,, Association Rule Mining	
Reinforcement learning: Concept of Reinforcement	
learning, Q-Learning, Hidden Markov Model	

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Course: Information & Network Security(SEM-V)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction: Security Trends, The OSI Security Architecture, Security Attacks, Security Services, Security Mechanisms Classical Encryption Techniques: Symmetric Cipher Model, Substitution Techniques, Transposition Techniques, Steganography, Block Cipher Principles, The Data Encryption Standard, The Strength of DES, AES (round details not expected), Multiple Encryption and Triple DES, Block Cipher Modes of Operation, Stream Ciphers Public-Key Cryptography and RSA: Principles of Public-Key Cryptosystems, The RSA Algorithm	 Student should be able to learn about steganography. Student should be able to understand types of security attack. 	Student should be able to learn about analyze and evaluate security trends, attacks, and mechanisms, and propose effective security solutions based on the OSI security architecture. Student should be able to learn about apply classical encryption techniques, such as substitution and
Key Management: Public-Key Cryptosystems, Key Management, Diffie-Hellman Key Exchange Message Authentication and Hash Functions: Authentication Requirements, Authentication Functions, Message Authentication Codes, Hash Functions, Security of Hash Functions and Macs, Secure Hash Algorithm, HMAC Digital Signatures and Authentication: Digital Signatures, Authentication Protocols, Digital Signature	Students come to know how to design key-exchange. Students come to know how to implement message authentication code.	transposition ciphers, to encrypt and decrypt messages and analyze their security implications. 3. Student should be able to learn about implement public-key cryptography



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Standard Authentication Applications: Kerberos, X.509 Authentication, Public-Key Infrastructure	3. Students come to know how to implement hash algorithm. 4. Students come to know how to implement security certificates. 3. Students come to know algorithms, includin RSA, and demonstrate the ability to securel exchange keys an establish security communication channels.
Electronic Mail Security: Pretty Good Privacy, S/MIME IP Security: Overview, Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations, Key Management Web Security: Web Security Considerations, Secure Socket Layer and Transport Layer Security, Secure Electronic Transaction Intrusion: Intruders, Intrusion Techniques, Intrusion Detection Malicious Software: Viruses and Related Threats, Virus Countermeasures, DDOS Firewalls: Firewall Design Principles, Types of Firewalls	 To know how to implement IP security. Students come to know how to implement key management. Students come to know how to implement key management. Students come to know how to working of firewall.
	 4. Students come to know how to understand Types of virus. 5. Student should be able t learn about Evaluate an implement variou security measures, suc as IP security, we security protocols (e.g SSL/TLS), intrusion

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detection systems, and



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firewall configurations, to
protect networks and
systems from
unauthorized access and
attacks.

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Course: Project Management(SEM-V)

UNIT NO & NAME UNIT OUTCOMES COU	RSE OUTCOMES
	ipants completing the
	course will have:
	developed a
2. Introduction to Project Management	comprehensive and
2. They will understand the key	advanced skill set in
3. Project Selection, Initiation and scope Management concepts of project selection, initiation,	project management.
4. Project Time & Cost Management and cost management.	They will be well-
4. Project Time & Cost Management and cost management.	prepared to handle the challenges of diverse
3. Participants will be equipped to apply project management processes	projects, demonstrating proficiency in both
and tools.	traditional and Agile.
4.to successfully plan, execute, and control projects.	project management methodologies. The
UNIT 2: 1.participants will have acquired	course aims to
1. Project Execution and Control comprehensive knowledge and skills in project quality and risk management,	empower participants to lead successful
2. Project Resource & Procurement Management resource and procurement	projects, navigate
management, as well as project	complex team.
3. Project Integration Management integration management.	
2. They will be prepared to execute and	dynamics, and adhere
control projects effectively, ensuring	to ethical standards in
quality deliverables, managing risks,	project governance,

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UNIT 3

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professional responsibility.

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1. Advanced Topics in Project Management

3. Project Governance and Ethics

2. Agile Project & Management in the Digital Age

optimizing team performance, and successfully closing out projects with valuable lessons learned.	contributing to their overall effectiveness as project managers in
1.participants will have acquired advanced knowledge and skills in Agile project management, effective people management, and project governance with a focus on ethics.	today's dynamic work environment. Expectations.
2. They will be equipped to lead projects in the digital age, foster a positive team environment, engage stakeholders effectively, and ensure governance structures align with ethical considerations and	





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Course: Cyber Law (SEM-VI)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
 UNIT 1: 1. Introduction to Cyber Laws and Technology 2. Legal Framework and Regulations 3. Key Issues in Cyber Laws 	1. These are designed to guide students in acquiring a comprehensive understanding of the legal aspects of cyberspace, from foundational. 2. principles to practical applications. Assessment methods, such as exams, case studies, and projects, can be aligned with these outcomes to gauge students' mastery of the material.	1.These course outcomes aim to provide students with a
UNIT 2: 1. Cyber Crimes and Enforcement	1. These unit outcomes are structured to provide students with a comprehensive understanding of cybercrime.	presentations can be employed to measure students' attainment of these outcomes.
2. Emerging Issues and Legal Considerations3. Jurisdiction and Privacy	2.enforcement mechanisms, and the legal considerations associated with emerging threats.	
	3.The outcomes also address the challenges related to jurisdiction, privacy, and ethical considerations in	TO SULL COLOR OF THE PARTY OF T

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UNIT 3:

Regulations

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1. Intellectual Property Rights and Online

2. Intellectual Property Rights (IPRs),

Copyrights & Patents 3. Disputes and Resolution

4.the context of cybercrime enforcement. Assessment methods, such as case studies, simulations, and research projects, can be used to evaluate students' proficiency in these areas.	
1. These unit outcomes are designed to provide students with a comprehensive understanding of intellectual property rights, online regulations, and the resolution of disputes in the digital domain.	
2. They encompass legal principles, practical applications, and emerging issues related to copyrights, patents, and other forms of intellectual property. Assessment methods may include case analyses, research projects, and discussions to evaluate students' mastery of the material.	





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Course: Fundamentals of Algorithms(SEM-VI)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
Unit 1: Introduction to algorithm, why to analysis algorithm, Running time analysis, How to Compare Algorithms, Rate of Growth, Commonly Used Rates of Growth, Types of Analysis, Asymptotic Notation, Big-O Notation, Omega-Ω Notation, Theta-Θ Notation, Asymptotic Analysis, Properties of Notations, Commonly used Logarithms and Summations, Performance characteristics of algorithms, Master Theorem for Divide and Conquer, Divide and Conquer Master Theorem: Problems & Solutions, Master Theorem for Subtract and Conquer Recurrences, Method of Guessing and Confirming	1.Able to Argue the correctness of algorithms using inductive proofs and Analyze worst-case running times of algorithms using asymptotic analysis.	 Understand the concepts of algorithms for designing good program. Implement algorithms using Python
Unit 2: Tree algorithms: What is a Tree? Glossary, Binary Trees, Types of Binary Trees, Properties of Binary Trees, Binary Tree Traversals, Generic Trees (N-ary Trees), Threaded Binary Tree Traversals, Expression Trees, Binary Search Trees. (BSTs), Balanced Binary Search Trees, AVL (Adelson-Velskii and Landis) Trees Graph Algorithms: Introduction, Glossary, Applications of Graphs, Graph Representation, Graph Traversals, Topological Sort, Shortest Path Algorithms, Minimal Spanning Tree Selection Algorithms: What are Selection Algorithms? Selection by	1.Analyze the asymptotic performance of algorithms. 2. Ability to analyze asymptotic runtime complexity of algorithms including formulating recurrence relations.	PRINCIPAL Government of Maharashtra's Ismail Yusuf College of Arts, Science & Commerce. Jogeshwari (East), Mumbai - 400 060



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Email: principaliyc@rediffmail.com Website: www.ismailyusufcollege.in

Course: Ethical Hacking.(SEM-VI)

UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1: Introduction: Terminology, Hacking Technology Types, Ethical Hacking Phases, Hacktivism, Hacker Classes, Skills Required for an Ethical Hacker, Vulnerability Research, Ways to Conduct Ethical Hacking Foot printing: Definition, Information Gathering Methodology, Competitive Intelligence, DNS Enumeration, Who is and ARIN Lookups, Types of DNS Records, Traceroute in Foot printing, E-Mail Tracking Social Engineering: Common Types Of Attacks Scanning and Enumeration: Port Scanning, Network Scanning, Vulnerability Scanning, CEH Scanning Methodology, Ping Sweep Techniques, Nap Command Switches, SYN, Stealth, XMAS, NULL, IDLE, FIN Scans, Anonymizers, HTTP Tunneling Techniques, IP Spoofing Techniques, SNMP Enumeration, Steps Involved in Enumeration.	1.Student should be able to learn about Introduction of ethical hacking. 2.Student should be able to understand Foot printing. 3.Student should be able to understand Scanning and Enumeration.	 Students should be able to learn about, analyze and evaluate how to apply ethical hacking methodologies to conduct comprehensive security assessments and penetration tests. Students should be able to learn about Perform effective foot printing and reconnaissance techniques to gather critical information about target systems Students should be able to learn about Identify and exploit vulnerabilities in various network and system components using appropriate tools and techniques. Students should be able to learn about Design and implement, evaluate the
UNIT 2: System Hacking: Password-Cracking Techniques, Types of Passwords, Key loggers and Other Spyware Technologies, Escalating Privileges.	1.Students come to know System Hacking.2.Students come to know Sniffers, Denial of Service.	security posture of web servers, web applications, and wireless networks, and recommend appropriate countermeasures.

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Rootkits Sniffers: Protocols Susceptible to Sniffing, Active and Passive Sniffing, ARP Poisoning, MAC Flooding, DNS Spoofing Techniques, Sniffing Countermeasures Denial of Service: Types of DoS Attacks, Working of DoS Attacks, BOTs/BOTNETs, "Smurf" Attack, "SYN" Flooding, DoS/DDoS Countermeasures Session Hijacking: Spoofing vs. Hijacking, Types, Sequence Prediction, Steps, Prevention Hacking Web Servers: Web Server Vulnerabilities, Attacks against Web Server, Patch Management Techniques, Web Server Hardening.

- 3.Students come to know how to implement Session Hijacking.
- 4.Students come to know how to implement Hacking Web Servers.
- 5. Students should be able to demonstrate an understanding of ethical and legal considerations in conducting ethical hacking activities and adhere to professional codes of conduct.

UNIT 3:

Web Application Vulnerabilities: Web Application Hacking, Web Application Threats, Google Hacking, Countermeasures Web-Based Password Cracking Techniques: Authentication Types, Password Crackers, Countermeasures SQL Injection: Steps, SQL Server Vulnerabilities, Countermeasures Buffer Overflows: Types, Stack-Based Buffer Overflows, Mutation Wireless **Techniques** Hacking: WEP, Authentication Mechanisms, and Cracking Techniques, Wireless Sniffers, Rogue Access Points, Wireless Hacking Techniques, Securing Wireless Networks Penetration Testing Methodologies: Methodologies, Steps, Automated Tools, Pen-Test Deliverables.

- 1. Students come to know Web Application Vulnerabilities.
- 2. Students come to know Web-Based Password Cracking Techniques.
- 3. Students come to know Buffer Overflows.
- 4. Students come to know about Wireless Hacking.

Coordinator
Computer Science Department
Computer Science of Scienc





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Course: Information Retrieval (SEM-VI)

Course. Information Retrieval (SENI-VI)		
UNIT NO & NAME	UNIT OUTCOMES	COURSE OUTCOMES
UNIT 1:	1.To understand the fundamental	
	principles and components of	1.Explain the key components and
Foundations of Information Retrieval Introduction to	information retrieval systems.	principles of information retrieval
Information Retrieval (IR) systems: Definition and goals		systems.
of information retrieval, Components of an IR system,	2.To explore various techniques for	
Challenges and applications of IR Document Indexing,	document indexing, storage, and	2.Apply indexing, storage, and
Storage, and Compression: Inverted index construction and	retrieval.	retrieval techniques to efficiently
compression techniques, Document representation and		retrieve relevant documents.
term weighting, Storage and retrieval of indexed		
documents, Retrieval Models: Boolean model: Boolean		3.Compare and contrast different
operators, query processing, Vector space model: TF-IDF,		retrieval models and select
cosine similarity, query-document matching, Probabilistic		appropriate models for specific
model: Bayesian retrieval, relevance feedback		search scenarios.
Spelling Correction in IR Systems: Challenges of spelling		4 D 1 1 1311
errors in queries and documents, Edit distance and string		4.Develop practical skills in
similarity measures.		implementing and evaluating
		information retrieval systems.
Performance Evaluation: Evaluation metrics: precision,		5 Damanaturta an amilantandina
recall, F-measure, average precision, Test collections and		5. Demonstrate an understanding
relevance judgments, Experimental design and		of advanced topics in information retrieval, including web search
significance testing		and machine learning techniques.
		and machine rearning techniques.
<u>UNIT 2:</u>	1.To analyze and compare	March
	different retrieval models and	40300
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Advanced Topics in Information Retrieval Text Categorization and Filtering: Text classification algorithms: Naïve Bayes, Support Vector Machines, Feature selection and dimensionality reduction, Applications of text categorization and filtering.

Text Clustering for Information Retrieval: Clustering techniques: K means, hierarchical clustering, Evaluation of clustering results, clustering for query expansion and result grouping Web Information Retrieval: Web search architecture and challenges, Crawling and indexing web pages, Link analysis and PageRank algorithm Learning to Rank: Algorithms and Techniques, Supervised learning for ranking: Rank SVM, Rank Boost, Pairwise and list wise learning to rank approaches Evaluation metrics for learning to rank Link Analysis and its Role in IR Systems: Web graph representation and link analysis algorithms, HITS and PageRank algorithms, Applications of link analysis in IR systems

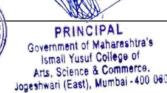
understand their strengths and limitations.

2.To gain practical experience in implementing and evaluating information retrieval systems.

UNIT 3:

Advanced Topics in Information Retrieval Crawling and Near-Duplicate Page Detection: Web page crawling techniques: breadth-first, depth-first, focused crawling, Near-duplicate page detection algorithms, Handling dynamic web content during crawling.

1.To explore advanced topics in information retrieval, such as web information retrieval and machine learning techniques.





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Advanced Topics in IR: Text Summarization: extractive and abstractive methods, Question Answering: approaches for finding precise answers, Recommender Systems: collaborative filtering, content-based filtering Cross-Lingual and Multilingual Retrieval: Challenges and techniques for cross-lingual retrieval, Machine translation for IR, Multilingual document representations and query translation, Evaluation Techniques for IR Systems

User-based evaluation: user studies, surveys, Test collections and benchmarking, Online evaluation methods: A/B testing, interleaving experiments



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Arts. Ceastl. Mumbal 4.3 cs0.

Jogashwai (Eastl. Mumbal 1.4.3 cs0.