DEPARTMENT OF INFORMATION TECHNOLOGY
PROGRAMME OUTCOMES (M. Sc)

PO1:	Ability to apply the knowledge of Information Technology with recent trends aligned with research and industry.
PO 2:	Ability to apply IT in the field of Computational Research, Soft Computing, Big Data Analytics, Data Science, Image Processing, Artificial Intelligence, Networking and Cloud Computing.
PO 3:	Ability to provide socially acceptable technical solutions in the domains of Information Security, Machine Learning, Internet of Things and Embedded System, Infrastructure Services as specializations.
PO 4:	Ability to apply the knowledge of Intellectual Property Rights, Cyber Laws and Cyber Forensics and various standards in interest of National Security and Integrity along with IT Industry.
PO 5:	Ability to write effective project reports, research publications and content development and to work in a multidisciplinary environment in the context of changing technologies.

COURSE OUTCOMES

S.No	Course Code	Course Title	Course Outcomes
1.	GEIT 14A	Computer Architecture	• To understand the main components of a computer system and the considerations in their design. To understand performance measures, as well as their impact on system architecture.
2.	GIT 11	Operating System	• To learn what an operating system is, what its role in a computing system is, how operating systems have evolved over time and what the various components of an operating system are and how they work.
3.	GIT 12	Object Oriented Analysis &Design	• To learn what an operating system is, what its role in a computing system is, how operating systems have evolved over time and what the various components of an operating system are and how they work.

4.	GIT 13	Database Management System	• Understand the relational database design principles. Familiar with the basic issues of transaction processing and concurrency control.
5.	GOCM 16A	Principles Of Marketing	• This course provides students with an overview of the marketing function with an emphasis on creating value through marketing, market research, consumer behavior, pricing strategies, marketing channels, and various methods of promotion.
6.	GEIT 24B	E-Commerce	• To enable clients to grow their business and improve efficiency by increasing the effectiveness of their e-Commerce presence.
7.	GFS 20	Field Study	• Related to field of interest student on field collect the information and submit report.
8.	GHR 20	Human Rights	• The study of this course give a knowledge of human rights ,importance .various concepts in international , political ,social and cultural rights declarations of UNO.
9.	GIT 21	Visual Programming	• To learn the importance of DBMS in the present scenario. To learn about DBMS architecture, sql to interact with database.
10.	GIT 22	Computer Networks	• As a student in Computer Networking (BSCN) you will gain valuable skills in computer networks system and network administration, computer and network security, operating systems
11.	GIT 23	Software Engineering	• To provide the idea of decomposing the given problem into Analysis, Design, Implementation, Testing and Maintenance phases.
12.	GOCM 25A	Principles Of Management	• The course provides an overview of management and its evolution. It examines management functions of planning, organizing, leading, and controlling and its impact on the business organization
13.	GPIT 26	Practical1-Object Oriented Programming Lab	• Students identify and practice the object-oriented programming concepts and techniques.

14.	GPIT 27	Practical2-RDBMS Lab	• Students are expected to practice the designing, developing and querying a database**.** Students are expected to use "Mysql/Oracle" database
15.	GPIT 28	Practical3-Visual Programming Lab	• This course will provide a managerial perspective of information systems and what role they play in an organization.
16.	DIT31	Internet Programming	• Students will gain the skills and project-based experience needed for entry into web application and development careers
17.	DIT32	Mobile Computing	• This course covers the fundamentals of Android programming using the Android SDK. Topics discussed in this course include: fundamental concepts in Android programming
18.	DIT33	Computer Graphics And Multimedia	• To introduce students with fundamental concepts and theory of computer graphics.
19.	DEIT34B	Network -Lab	• To understand the working principle of various communication protocols. To analyze the various routing algorithms. To know the concept of data transfer between nodes
20.	DOCM36C	Stress Management	• Understand the basic principles of stress management. Recognize your stress triggers and how to manage them. Develop proactive responses to stressful situations.
21	DIT 41	Data Warehousing And Data Mining	• To extract knowledge from data repository for data analysis, frequent pattern, classification and prediction
22.	DIT 42	Network Security	• To learn about how to maintain the Confidentiality, Integrity and Availability of a data. To understand various protocols for network security
23.	DEIT 43A	Open Source Software	• To discuss techniques that can be effectively applied in practice about HTML5, JavaScript, PHP , CSS and Linux
24.	DOCM 45B	Business Organization	• The course provides the basic theoretical knowledge to design the organizational structure of a company according to the mission, objectives.

25.	DPIT 45	Network Lab	• To understand the working principle of various communication protocols. To analyze the various routing algorithms. To know the concept of data transfer between nodes
26.	DPIT 46	Internet Programming Lab	• The purpose of this lab aims at providing students the knowledge about the Internet Programming Tools and technologies
27.	DPIT 47	Graphics And Multimedia Lab	• To make students aware of the concepts underlying modern Computer Graphics and Machine Vision.
28.	DPIT 48	Project / Dissertation With Viva Voce	• The objective of the minor project is to provide an opportunity for students to undertake short research training outside the classroom to solve real-world issues.