CAYMET's

Siddhant College of Engineering

Savitribai Phule Pune University, Pune

Final Year Information Technology (2015 Course)

COURSE OBJECTIVE & OUTCOMES

SEM I

Program Educational Objectives

1. Graduates of the program will possess strong fundamental concepts in mathematics, science, engineering and Technology to address technological challenges with emerging trends.
2. Possess knowledge and skills in the field of Computer Science & Engineering and Information Technology for analyzing, designing and implementing multifaceted engineering problems of any domain with innovative and efficient approaches.
3. Acquire an attitude and aptitude for research, entrepreneurship and higher studies in the field of Computer Science & Engineering and Information Technology.
4. Learn commitment to ethical practices, societal contributions through communities and life-long intellect.
5. Attain better communication, presentation, time management and team work skills leading to responsible & competent professionals and will be able to address challenges in the field of IT at global level.

Program Outcomes

1. An ability to apply knowledge of computing, mathematics including discrete mathematics as well as probability and statistics, science, engineering and technology.
2. An ability to define a problem and provide a systematic solution with the help of conducting experiments, as well as analyzing and interpreting the data.
3. An ability to design, implement, and evaluate a software or a software/hardware co-system, component, or process to meet desired needs within realistic constraints.
4. An ability to identify, formulate, and provide systematic solutions to complex engineering problems.
5. An ability to use the techniques, skills, and modern engineering technologies tools, standard processes necessary for practice as a IT professional.
6. An ability to apply mathematical foundations, algorithmic principles, and Information Technology theory in the modeling and design of computer-based systems with necessary constraints and assumptions.

7. An ability to analyze the local and global impact of computing on individuals, organizations and society.
8. An ability to understand professional, ethical, legal, security and social issues and responsibilities.
9. An ability to function effectively as an individual or as a team member to accomplish a desired goal(s).
10. An ability to engage in life-long learning and continuing professional development to cope up with fast changes in the technologies/tools with the help of electives, professional organizations and extra-curricular activities.
11. An ability to communicate effectively in engineering community at large by means of effective presentations, report writing, paper publications, demonstrations.
12. An ability to understand engineering, management, financial aspects, performance, optimizations and time complexity necessary for professional practice.
13. An ability to apply design and development principles in the construction of software systems of varying complexity.

Subject Code &Name - 414453 Information and Cyber Security

Course Objectives

1. Understand computer, network and information security.
2. To study operating system security and malwares.
3. To study security issues in internet protocols.
4. To study network defence tools.
5. To learn forensics and investigation techniques.

Course Outcomes

On completion of the course, learner will be able to

1. Use basic cryptographic techniques in application development.
2. Apply methods for authentication, access control, intrusion detection and prevention.
3. To apply the scientific method to digital forensics and perform forensic investigations.
4. To develop computer forensics awareness.
5. Ability to use computer forensics tools.

Subject Code &Name – 414454 Machine Learning and Applications

Course Objectives

1. Understanding Human learning aspects.
2. Understanding primitives and methods in learning process by computer.
3. Understanding nature of problems solved with Machine Learning.

Course Outcomes

On completion of the course, learner will be able to

1. Model the learning primitives.
2. Build the learning model.
3. Tackle real world problems in the domain of Data Mining and Big Data Analytics, Information Retrieval, Computer vision, Linguistics and Bioinformatics.

Subject Code &Name – 414455 Software Design and Modeling

Course Objectives

1. To teach the student the fundamental aspects of different object oriented methodologies and unified approach along with Unified Modeling Language (UML), in terms of "how to use" it for the purpose of specifying and developing software.
2. Explore and analyze use case modeling, domain/ class modeling.
3. To teach the student Interaction and behaviour modeling.
4. Aware students with design process in software development.
5. Orient students with the software design principles and patterns.
6. Enable students to learn the architectural design guidelines in various type of application development.

Course Outcomes

Describe the basics of thermodynamics with heat and work interactions.

1. Understand object oriented methodologies, basics of Unified Modeling Language (UML).
2. Understand analysis process, use case modeling, domain/class modeling
3. Understand interaction and behavior modeling.
4. Understand design process and business, access and view layer class design
5. Get started on study of GRASP principles and GoF design patterns.
6. Get started on study of architectural design principles and guidelines in the various type of application development.

Subject Code &Name - 414456E Elective-I - Business Analytics and Intelligence

Course Objectives

1. Apply conceptual knowledge on how business intelligence is used within organizations.
2. Evaluate organization's abilities to create and mobilize corporate knowledge.
3. Select software tools for knowledge management systems in business organizations
4. Suggest design systems to provide business intelligence.

Course Outcomes

1. Comprehend the Information Systems and development approaches of Intelligent Systems.
2. Evaluate and rethink business processes using information systems.
3. Propose the Framework for business intelligence.
4. Get acquainted with the Theories, techniques, and considerations for capturing organizational intelligence.
5. Align business intelligence with business strategy.
6. Apply the techniques for implementing business intelligence systems.

Subject Code &Name -414457C Elective-II - Software Testing and Quality Assurance

Course Objectives

1. Learn to apply the testing strategies and methodologies in projects.
2. To understand test management strategies and tools for testing.
3. A keen awareness on the open problems in software testing and maintenance.
4. To explain quality assurance and various tools used in quality management.
5. To learn in detail about various quality assurance models.
6. To understand the audit and assessment procedures to achieve quality.

Course Outcomes

1. Test the software by applying testing techniques to deliver a product free from bugs.
2. Investigate the scenario and to select the proper testing technique.
3. Explore the test automation concepts and tools and estimation of cost, schedule based on standard metrics.
4. Understand how to detect, classify, prevent and remove defects.
5. Choose appropriate quality assurance models and develop quality.
6. Ability to conduct formal inspections, record and evaluate results of inspections.

Subject Code &Name - 414458 Computer Laboratory VII

Course Objectives

1. To Understand the Security issues in networks and Applications software.
2. To understand the machine learning principles and analytics of learning algorithms.

Course Outcomes

On completion of the course, learner will be able to

1. The students will be able to implement and port controlled and secured access to software systems and networks.
2. The students will be able to build learning software in various domains.

Subject Code &Name – 414459 Computer Laboratory VIII

Course Objectives

1. To teach the student Unified Modeling Language (UML 2.0), in terms of "how to use" it for the purpose of specifying and developing software.
2. To teach the student how to identify different software artifacts at analysis and design phase.
3. To explore and analyze use case modeling.
4. To explore and analyze domain/ class modeling.
5. To teach the student Interaction and Behavior Modeling.
6. To Orient students with the software design principles and patterns.

Course Outcomes

On completion of the course, learner will be able to

1. Draw, discuss different UML 2.0 diagrams, their concepts, notation, advanced notation, forward and reverse engineering aspects.
2. Identify different software artifacts used to develop analysis and design model from requirements.
3. Develop use case model.
4. Develop, implement analysis model and design model.
5. Develop, implement Interaction and behavior Model.
6. Implement an appropriate design pattern to solve a design problem.

Subject Code &Name - 414460 Project Phase-I

Course Objectives

1. Student should be able implement their ideas/real time industrial problem/ current applications from their engineering domain.
2. Students should be able to develop plans with help of team members to achieve the project's goals.
3. Student should be able to break work down into tasks and determine appropriate procedures.
4. Student should be able to estimate and cost the human and physical resources required, and make plans to obtain the necessary resources.

5. Student should be able allocate roles with clear lines of responsibility and accountability and learn team work ethics.
6. Student should be able to apply communication skills to effectively promote ideas, goals or products.

Course Outcomes

On completion of the course, learner will be able to

1. To show preparedness to study independently in chosen domain of Information Technology and programming languages and apply their acquired knowledge to variety of real time problem scenarios.
2. To function effectively as a team to accomplish a desired goal.
3. An understanding of professional, ethical, legal, security and social issues and responsibilities related to Information Technology Project.

Subject Code &Name - <u>414461A Audit Course-V Emotional Intelligence</u>

Course Objectives

1. To develop an awareness of EI models.
2. To recognize the benefits of EI.
3. To understand how you use emotion to facilitate thought and behaviour.
4. To know and utilize the difference between reaction and considered response.

Course Outcomes

On completion of the course, learner will be able to

1. Expand your knowledge of emotional patterns in yourself and others.
2. Discover how you can manage your emotions, and positively influence yourself and others.
3. Build more effective relationships with people at work and at home.
4. Positively influence and motivate colleagues, team members, and managers.
5. Increase your leadership effectiveness by creating an atmosphere that engages others.
6. Apply EI behaviours and supports high performance.

SEM II

Subject Code &Name – 414462 Distributed Computing System

Course Objectives

1. To understand the fundamentals and knowledge of the architectures of distributed systems.
2. To gain knowledge of working components and fault tolerance of distributed systems
3. To make students aware about security issues and protection mechanism for distributed environment.

Course Outcomes

On completion of the course, learner will be able to

1. Understand the principles and desired properties of distributed systems based on different application areas.
2. Understand and apply the basic theoretical concepts and algorithms of distributed systems in problem solving.
3. Recognize the inherent difficulties that arise due to distributed-ness of computing resources.
4. Identify the challenges in developing distributed applications

Subject Code &Name – 414463 Ubiquitous Computing

Course Objectives

1. To describe ubiquitous computing, its properties applications and architectural design.
2. To explain various smart devices and services used in ubiquitous computing.
3. To teach the role of sensors and actuators in designing real time applications using Ubicomp.
4. To explore the concept of human computer interaction in the context of Ubicomp.
5. To explain Ubicomp privacy and challenges to privacy.
6. To describe Ubicomp network with design issues and Ubicomp management.

Course Outcomes

On completion of the course, learner will be able to

1. Demonstrate the knowledge of design of Ubicomp and its applications.
2. Explain smart devices and services used Ubicomp.
3. Describe the significance of actuators and controllers in real time application design.
4. Use the concept of HCI to understand the design of automation applications.
5. Classify Ubicomp privacy and explain the challenges associated with Ubicomp privacy.
6. Get the knowledge of ubiquitous and service oriented networks along with Ubicomp management.

Subject Code & Name -414464B Elective III Information Storage and Retrieval

Course Objectives

1. To understand information retrieval process.
2. To understand concepts of clustering and how it is related to Information retrieval.
3. To deal Storage, Organization & Access to Information Items.
4. To evaluate the performance of IR system and understand user interfaces for searching.
5. To understand information sharing on semantic web.
6. To understand the various applications of Information Retrieval giving emphasis to multimedia and distributed IR, web Search.

Course Outcomes

On completion of the course, learner will be able to

Subject Code &Name -414465B Elective IV Parallel Computing

Course Objectives

1. Understand theories and practices in parallel computing.
2. Learning hardware concepts and various languages used in parallel computing.
3. Understand different challenges in parallel computing.

Course Outcomes

On completion of the course, learner will be able to

1. Understand fundamentals in parallel computing.
2. Understand and learn importance of technologies including different hardware structures used in parallel computing.
3. Understand challenges and opportunities in parallel computing.

Subject Code &Name -414466 Computer Laboratory-Ix

Course Objectives

1. The course aims to provide an understanding of the principles on which the distributed systems are based; their architecture, algorithms and how they meet the demands of Distributed applications.
2. The course covers the building blocks for a study related to the design and the implementation of distributed systems and applications.

Course Outcomes

On completion of the course, learner will be able to

1. Demonstrate knowledge of the core concepts and techniques in distributed systems.
2. Learn how to apply principles of state-of-the-Art Distributed systems in practical application.
3. Design, build and test application programs on distributed systems.

Subject Code &Name -414467 Computer Laboratory-X

Course Objectives

1. To design and implement user interfaces for performing database operations.
2. To design applications for accessing smart devices and data generated through sensors and services.
3. To implement authentication protocols for providing security.

Course Outcomes

On completion of the course, learner will be able to

1. Set up the Android environment and explain the Evolution of cellular networks.
2. Develop the User Interfaces using pre-built Android UI components.
3. Create applications for performing CURD SQLite database operations using Android.
4. Create the smart android applications using the data captured through sensors.
5. Implement the authentication protocols between two mobile devices for providing. Security.
6. Analyze the data collected through android sensors using any machine learning algorithm.

Subject Code &Name -414468 Project Work

Course Objectives

1. The object of Project Work II & Dissertation is to enable the student to extend further the investigative study taken up under Project stage 1, either fully theoretical/practical or involving both theoretical and practical work, under the guidance of a Supervisor from the Department alone or jointly with a Supervisor drawn from R&D laboratory/Industry.
2. To expose students to product development cycle using industrial experience, use of state of art technologies.
3. To encourage and expose students for participation in National/International paper presentation activities and funding agency for sponsored projects.
4. Exposure to Learning and knowledge access techniques using Conferences, Journal papers and anticipation in research activities.
5. Evaluate the various validation and verification methods.

6. Analyzing professional issues, including ethical, legal and security issues, related to computing projects.

Course Outcomes

On completion of the course, learner will be able to

1. Learn teamwork.
2. Be well aware about Implementation phase.
3. Get exposure of various types of testing methods and tools.
4. Understand the importance of documentation.

Subject Code &Name – <u>414461A Audit Course- IoT Applications in Engineering Field</u>
Course Objectives

1. To get the detailed insight of Internet of Things.
2. To learn the IoT terms in Engineering.
3. To understand how IoT concepts can be implement.
4. To know the protocols, Sensors and other elements for IoT implementation

Course Outcomes

1. Expand your knowledge of Internet of Things.
2. Discover how you can use IoT in your Engineering applications.
3. Build more effective hands on with IoT elements.
4. Expand the practical knowledge of using IoT components like sensors, processors.
5. Expand the understanding of using different protocols.

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