

Department of Computer Science and Engineering

Program Outcomes

By the end of the undergraduate programme in CSE, graduates will be able to:

PO1	Engineering knowledge: Acquire and apply the knowledge of basic sciences, mathematics and engineering fundamentals solve problems that arise in Computer based systems.
PO2	Problem analysis: Identify, formulate, interpret, analyze the complex problems and apply them to enhance reliability and efficiency of computer based systems.
PO3	Design/development of solutions. Apply mathematics fundamentals, algorithmic principles to design solutions for engineering problems and design system components to meet the specified needs, considering the public health and safety, cultural, societal, and environmental.
PO4	Conduct investigations of complex problems : Able to able to conduct investigations of complex problems, as well as analyze and interpret data and proficiently apply theoretical, numerical analysis phenomenon to conceive, control & optimize performance and offer solutions to for different applications .
PO5	Modern tool usage: Able to create, select, and apply appropriate techniques, resources effectively to interpret investigate, design and conduct experiments. Analyze the performance using modern tools and software's and make inferences to solve engineering problems
PO6	The engineer and society: .Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
PO7	Environment and sustainability:. Able to use all fundamental knowledge of science, engineering and mathematics to identify plan, organize and use resources efficiently to reduce adverse effect on environments leading to sustainable development of society.
PO8	Modern tool usage: Able to exhibit professional ethics, social issues and responsibility; achieve professional, individual excellence and norms of the engineering practice.
PO9	Individual and teamwork: Develop leadership qualities and function effectively as a member and leader of a team in multi- disciplinary environment.
PO10	Communication: Communicate effectively and professionally in verbal, nonverbal forms with colleagues on both technical and general issues within a team environment to find solutions to the problems using technical proficiency.
PO11	Project management and finance: Apply knowledge and understanding of the project management tools and methodologies for the planning and execution of projects in multidisciplinary environments leading solutions of professional standards.
PO12	Life-long learning: Realize the need for continuous life-long learning to design software solutions using recent algorithms and also continuously modify them as per the current needs of the society and adapt to technological advancements in the related field.

Program Education Objectives PEO's

1. To impart fundamentals in mathematical, scientific and engineering concepts necessary to become a software professional to formulate, solve and analyze engineering problems.
2. To train the student to work effectively and efficiently as individual and/or in a team, exhibiting leadership qualities with strong communicational skills along with professional and ethical values.
3. To become an entrepreneur/inventor to design and develop product/system to meet social, technical, environmental and business needs.

Program Specific Outcomes PSO's

1. Understand fundamental and advanced concepts in the core areas of Computer Science and Engineering to solve engineering problems.
2. Apply concepts of various programming languages and latest computing and network to analyze, design and implement the solutions for the real world problems.
3. Extrapolate on the knowledge of fundamental concepts in engineering to effectively understand modern technological innovations, utilize these tools in various applications,
4. Demonstrate ethical behavior in their chosen professions and conduct, while working towards the betterment of society and the environment.