

**Course Outcomes & CO-PO-PSO Mapping and Justification**

Subject	Object Oriented Concepts	15CS45
COURSE OUTCOMES:		
CO No.	On completion of this course, students will be able to:	Cognitive Level
15CS45.1	Understand object oriented concepts in C++.	L2 Understand
15CS45.2	Understand the basic concepts of Java.	L2 Understand
15CS45.3	Develop Computer Programs to solve real world Problems.	L3 Apply
15CS45.4	Understand the concepts of Multithreading and event handling.	L2 Understand
15CS45.5	Develop simple GUI interfaces for computer program to interact with users, and to understand the event based GUI handling principles using Applets and Swings.	L6 Create

CO-PO-PSO MAPPING

CO No.	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2	PSO 3
15CS45.1	3	-	-	-	3	-	-	-	-	-	-	3	2		-
15CS45.2	3	-	-	-	3	-	-	-	-	-	-	3	2		-
15CS45.3	3	-	2	-	3	-	-	-	-	-	-	3	2		-
15CS45.4	3	-	-	-	3	-	-	-	-	-	-	3	3		-
15CS45.5	3	-	2	-	3	-	-	-	-	-	-	3	3		-
15CS45	3.00	-	2.00	-	3.00	-	-	-	-	-	-	3.00	2.40	-	-

CO-PO-PSO JUSTIFICATION

CO No.	PO/PSO	CL	Justification
15CS45.1	PO1	3	Strongly mapped as students gain the knowledge on C++ syntax and semantics and be fluent in the use C++ flow control in writing the programs
	PO5	3	Strongly mapped as students learn modern IDE tools to execute basic C++ programs (Eclipse IDE).
	PO12	3	Strongly mapped as students apply the concepts learnt in continuing usage in professional development and new developments.
	PSO1	2	Moderately mapped as students need to know complete knowledge on C++ and fluent in the use of concepts in writing the programs to build application.
15CS45.2	PO1	3	Strongly mapped as the students need the knowledge of basic Java syntax and semantics to apply them in building applications which needs java programming constructs
	PO5	3	Strongly mapped as students learn modern IDE tools to execute basic Java programs (Eclipse IDE).
	PO12	3	Strongly mapped as students apply the concepts learnt in continuing usage in professional development and new developments.
	PSO1	2	Moderately mapped as students need to know complete knowledge on Java and fluent in the use of concepts in writing the programs to build application.
15CS45.3	PO1	3	Strongly mapped as the students need the knowledge of java syntax, Use of Object oriented Concepts, semantics and apply them in building applications
	PO3	2	Moderately mapped as the process of design and implementation has to be followed while applying the object oriented programming.
	PO5	3	Strongly mapped as students learn modern IDE tools to execute build and execute / run applications using Eclipse IDE.
	PO12	3	Strongly mapped as students apply the concepts learnt in development of new application.
	PSO1	2	Moderately mapped as students understand fundamentals of Object oriented concepts to write a program / develop the application.
15CS45.4	PO1	3	Strongly mapped as the students need to understand the knowledge of handling multithreaded programming and event handling mechanism for developing an efficient application.
	PO5	3	Strongly mapped as students learnt ECLIPSE IDE tool to execute java programs / applications by incorporating multithreading concepts
	PO12	3	Moderately mapped as students apply the concepts of multithreading learnt in continuing professional development and new developments.

	PSO1	2	Strongly mapped as students understand fundamentals of multithreading and event handling concepts and fluent in the use these concepts in developing / build efficient application.
15CS45.5	PO1	3	Strongly mapped as the students should have the complete knowledge of java and develop the GUI based application using Applets and Swings
	PO3	2	Moderately mapped as students can able to design and develop the GUI based applications to solve real world problems
	PO5	3	Strongly mapped as students learn modern IDE tool such as ECLIPSE IDE to build and execute java applications.
	PO12	3	Strongly mapped as students apply the concepts learnt in developing GUI based applications in continuing professional development and new developments.
	PSO1	3	Strongly mapped as students apply the applets and swings based GUI to develop/solve real world application.

Prepared by

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