



Course Outcomes & CO-PO-PSO Mapping and Justification

Subject	Object Oriented Concepts	17CS42
COURSE OUTCOMES:		
CO No.	On completion of this course, students will be able to:	Cognitive Level
17CS42.1	Understand object oriented concepts in C++.	L2 Understand
17CS42.2	Understand the basic concepts of Java.	L2 Understand
17CS42.3	Develop Computer Programs to solve real world Problems.	L3 Apply
17CS42.4	Understand the concepts of Multithreading and event handling.	L2 Understand
17CS42.5	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
17CS42.1	3	2	1	-	-	-	-	-	-	-	-	2	2	-	-
17CS42.2	3	2	1	-	2	-	-	-	-	-	-	2	2	-	-
17CS42.3	3	2	2	-	3	-	-	-	-	-	-	3	3	-	-
17CS42.4	3	2	1	-	2	-	-	-	-	-	-	2	2	-	-
17CS42.5	3	3	3	-	3	-	-	-	-	-	-	3	3	-	-
17CS42	3.0	2.2	1.6	-	2.5	-	-	-	-	-	-	2.4	2.4	-	-

CO-PO-PSO JUSTIFICATION

CO No.	PO/PSO	CL	Justification
17CS42.1	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
	PO2	2	Moderately mapped as some students identify their problem by conducting literature review for writing programs.
	PO3	1	Slightly mapped as designing and implementation is required to write the program but students were learnt only basic concepts
	PO12	2	Moderately mapped as students apply the concepts learnt in continuing usage in professional development and new developments.
	PSO1	2	Strongly mapped as students need to know complete knowledge on C++ and fluent in the use of concepts in writing the programs to build application.
17CS42.2	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
	PO2	2	Moderately mapped as problem analysis is necessary for solving /developing any application using basic java programming constructs.
	PO3	1	Slightly mapped as the process of design and implementation has to be followed while applying the concepts but students will only understand the concepts
	PO5	2	Moderately mapped as students learn modern IDE tools to execute basic Java programs (Eclipse IDE).
	PO12	2	Moderately mapped as students apply the basic concepts of java learnt in continuing professional development and new developments.
	PSO1	2	Moderately mapped as students understand fundamentals of java syntax and semantics and fluent in the use of concepts in writing the programs to build application.
17CS42.3	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
	PO2	2	Moderately mapped as problem analysis is necessary for solving /developing any application using appropriate java programming construct such as objected oriented programming features, packages and exception handling.
	PO3	2	Moderately mapped as the process of design and implementation has to be followed while applying the object oriented concepts.
	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	3	Strongly mapped as students understand fundamentals of Object oriented concepts to write a program / develop the application.
17CS42.4	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.
	PO2	2	Moderately mapped to problem analysis as the students need to apply threading concepts in programs / application while finding the solutions to the problem.
	PO3	1	Slightly mapped to design and development as students have limited knowledge in using multithreading and event handling concepts
	PO5	2	Moderately mapped as students learnt ECLIPSE IDE tool to execute java programs / applications by incorporating multithreading concepts
	PO12	2	Moderately mapped as students apply the concepts of multithreading learnt in continuing professional development and new developments.
	PSO1	2	Moderately mapped as students understand fundamentals of multithreading and event handling concepts and fluent in the use these concepts in developing / build efficient application.
17CS42.5	PO1	3	Strongly mapped as the students should have the complete knowledge of java and develop the GUI based application using Applets and Swings
	PO2	3	Strongly mapped as the students need to perform the complete problem analysis while developing the applications related to networks, web and database.
	PO3	3	Strongly 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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