



**VEMANA INSTITUTE OF TECHNOLOGY**

Koramangala, Bengaluru - 34

**Department of Computer Science & Engineering**



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

Subject	SOFTWARE ENGINEERING	17CS45
<b>COURSE OUTCOMES:</b>		
CO No.	On completion of this course, students will be able to:	Cognitive Level
17CS45.1	Understand software engineering principles involved in building large software programs and process of requirements specification and requirements validation.	L2
17CS45.2	Analyze system models for design patterns.	L2
17CS45.3	Recognize the importance of software maintenance and complexities involved in software evolution.	L2
17CS45.4	Apply estimation techniques, schedule project activities and compute pricing.	L2
17CS45.5	Apply agile practices and plan for agility for agile software development.	L2

**CO-PO-PSO MAPPING**

CO No.	PO1	PO2	PO3	PO4	PO 5	PO 6	PO7	PO 8	PO 9	PO10	PO11	PO12	PSO1	PSO2	PSO3
17CS45.1	1	1	-	-	-	-	-	-	-	-	-	1	1	-	-
17CS45.2	1	1	-	-	-	-	-	-	-	-	-	1	1	-	-
17CS45.3	1	1	-	-	-	-	-	-	-	-	-	1	1	-	-
17CS45.4	1	1	-	-	-	-	-	-	-	-	1	1	1	-	-
17CS45.5	1	1	-	-	-	-	-	-	-	-	-	1	1	-	-
<b>17CS45</b>	<b>1.0</b>	<b>1.0</b>	-	-	-	-	-	-	-	-	<b>1.0</b>	<b>1.0</b>	<b>1.0</b>	-	-

## CO-PO-PSO JUSTIFICATION

CO No.	PO/PSO	CL	Justification
17CS45.1	PO1	1	Slightly mapped as students gain the knowledge of software engineering fundamentals, principles and understand the software requirements necessary for writing software requirement document.
	PO2	1	Slightly mapped as students understand the software engineering principles and problems involved in building large software programs
	PO12	1	Slightly mapped as students understand the necessary software requirements required for continuing professional development.
	PSO1	1	Slightly mapped as students understand the concepts of software engineering and software requirements required in building the applications.
17CS45.2	PO1	1	Slightly mapped as students will be able to analyze system models for designing patterns.
	PO2	1	Slightly mapped as students will be able to analyze complex system models using patterns.
	PO12	1	Slightly mapped as students can use the design patterns for analyzing system models.
	PSO1	1	Slightly mapped as students will be able to understand the system models and design patterns.
17CS45.3	PO1	1	Slightly mapped as students will be able to understand the software maintenance techniques.
	PO2	1	Slightly mapped as students will be able to identify the methodology for software development and maintenance.
	PO12	1	Slightly mapped as students understand software maintenance and use agile methods for software development and managing.
	PSO1	1	Slightly mapped as students can design software development models and maintain.
17CS45.4	PO1	1	Slightly mapped as students Apply estimation techniques and compute pricing for project estimation.
	PO2	1	Slightly mapped as students be able to estimate the project and compute the project pricing using principles of mathematics.
	PO11	1	Slightly mapped as students be able to understand the project planning.
	PO12	1	Slightly mapped as students will be able to schedule the project and compute the pricing for project.
	PSO1	1	Slightly mapped as students understand the estimation techniques to schedule a project and compute the pricing.

17CS45.5	PO1	1	Slightly mapped as students will be able to apply agile practices.
	PO2	1	Slightly mapped as students be able to understand the agile methods used for the agile software development.
	PO12	1	Slightly mapped as students be able to understand and use the agile principles and extreme programming principles.
	PSO1	1	Slightly mapped as students be able to understand and use the agile practices, methods and principles applied for the agile software development.

**Prepared by:**

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**Approved by:**

**(H.o.D)**