



Course Outcomes & CO-PO-PSO Mapping and Justification

Subject	Computer Graphics and Visualization	17CS62
COURSE OUTCOMES:		
CO No.	On completion of this course, students will be able to:	Cognitive Level
17CS62.1	Understand graphics hardware, software, OpenGL Graphics Primitives along with line and circle drawing algorithms.	L2 Understand
17CS62.2	Design Geometric transformations on 2D objects and polygon filling.	L6 Design
17CS62.3	Design Geometric transformations on 3D objects, 2D clipping and color models.	L6 Design
17CS62.4	Demonstrate visible surface detection methods and different types of projections.	L2 Understand
17CS62.5	Illustrate interactive computer graphic, Bezier Spline Curves using the OpenGL.	L2 Understand

CO-PO-PSO MAPPING

CO No.	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
17CS62.1	2	2	-	-	-	-	-	-	-	-	-	1	2	-	-
17CS62.2	2	2	2	-	-	-	-	-	-	-	-	1	2	-	-
17CS62.3	2	2	2	-	-	-	-	-	-	-	-	1	2	-	-
17CS62.4	2	2	-	-	-	-	-	-	-	-	-	1	2	-	-
17CS62.5	2	2	1	-	-	-	-	-	-	-	-	1	2	-	-
17CS62	2.0	2.0	1.7	-	-	-	-	-	-	-	-	1.0	2.0	-	-

CO-PO-PSO JUSTIFICATION

CO No.	PO/PSO	CL	Justification
17CS62.1	PO1	2	Moderately mapped as students learn to model complex objects and use various graphics concepts to build graphics packages. This can be used to provide solutions for various engineering problems.
	PO2	2	Moderately mapped as students can build a graphics project which needs the ability to understand the problem at various levels. Analyzing the need of various algorithms and implement those using appropriate tools and software packages.
	PO12	1	Slightly mapped as students apply the concepts of GUI and Interaction with computer in professional developments.
	PSO1	2	Moderately mapped as students understand the basics of OpenGL, transformations, polygon filling etc. in writing programs to build applications.
17CS62.2	PO1	2	Moderately mapped as students learn to fill the polygons using various attributes and 2D geometric transformations.
	PO2	2	Moderately mapped as students can build a graphics project which needs the ability to understand the problem at various levels. Analyzing the need of various algorithms and implement those using appropriate tools and software packages.
	PO3	2	Moderately mapped as students will be able to design and implement graphics packages to provide solutions for various problems.
	PO12	1	Slightly mapped as students apply the concepts of GUI and Interaction with computer in professional developments.
	PSO1	2	Moderately mapped as students understand the basics of OpenGL, transformations, polygon filling etc. in writing programs to build applications.
17CS62.3	PO1	2	Moderately mapped as students learn to perform 3D geometric transformations, 2D clipping and color models.
	PO2	2	Moderately mapped as students can build a graphics project which needs the ability to understand the problem at various levels. Analyzing the need of various algorithms and implement those using appropriate tools and software packages.
	PO3	2	Moderately mapped as students will be able to design and implement graphics packages to provide solutions for various problems.
	PO12	1	Slightly mapped as students apply the concepts of GUI and Interaction with computer in professional developments.

	PSO1	2	Moderately mapped as students understand the basics of OpenGL, transformations, polygon filling etc. in writing programs to build applications.
17CS62.4	PO1	2	Moderately mapped as students learn to view the objects in different projections like perspective and parallel.
	PO2	2	Moderately mapped as students can build a graphics project which needs the ability to understand the problem at various levels. Analyzing the need of various algorithms and implement those using appropriate tools and software packages.
	PO12	1	Slightly mapped as students apply the concepts of GUI and Interaction with computer in professional developments.
	PSO1	2	Moderately mapped as students understand the basics of OpenGL, transformations, polygon filling etc. in writing programs to build applications.
17CS62.5	PO1	2	Moderately mapped as students learn to use IO interactions.
	PO2	2	Moderately mapped as students can build a graphics project which needs the ability to understand the problem at various levels. Analyzing the need of various algorithms and implement those using appropriate tools and software packages.
	PO3	1	Slightly mapped as students will be able to design and implement IO interactions.
	PO12	1	Slightly mapped as students apply the concepts of GUI and Interaction with computer in professional developments.
	PSO1	2	Moderately mapped as students understand the basics of OpenGL, transformations, polygon filling etc. in writing programs to build applications.

Prepared by

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