THE LEARNING OUTCOME FRAME OF UG COURSE OF COMPUTER MAINTENANCE

PSOs of B.Sc. Computer Maintenance

PSO1   Understanding of basic concepts of computer, system software, hardware and networking.

PSO2   Ability to use a programming languages and develop program through C and C++ with enhancement to object oriented programming.

PSO3   Acquiring knowledge on micro operations, computer architecture, microprocessor and memory organization.

PSO4   Developing skills for computer maintenance to create opportunities of better job prospects in computer market.

PSO5   Acquiring the concepts of peripherals and its related troubleshooting.

PSO6   Analyzing why network needs security and control, what errors might occur and how to control network errors.

PSO7   Performing computer experiments/projects as per program framework to have the practical know-how of different programming software and trouble-shootings.

PSO8   Getting the practical knowledge of server administrator and its application and solving its practical problems

PSO9   Serve as programmers with sound knowledge of practical and theoretical concept for developing software.

COs of the Course 'Application of System Software'

CO1   Introduction of computer fundamentals and operating system.

CO2   Understanding and need for DOS and its commands, logical system architecture with hardware.

CO3   Learning windows operating systems in detail with processor, memory and information management.

CO4   Understanding the concept of windows computer file management.

CO5   Learning application software for documentation using MS Word, Excel and Power Point.

CO6   Performing computer experiments as per laboratory framework on above topics.

COs of the Course 'Programming & Problem Solving through C & C++'

CO1   Understanding the structure of C++ programming language and define & use class.

CO2   Applying the advanced features of C++ specially streams and input output concepts.

CO3   Differentiating procedure oriented programming with object oriented programming.

CO4   Learning constructors and destructors with operator overloading, type conversions, inheritance and polymorphism, managing output with manipulators.

CO5   Construct a file program with various operation like create, open, close , process etc.

CO6   Performing computer experiments as per laboratory framework on C and C++ programming.

COs of the Course 'Computer peripherals and its architecture'

CO1   Understanding the basic terms and concepts of system modules and functions.

CO2   Identifying the components of motherboard and understanding Bus architecture.

CO3   Learning distinction between system and application software, assembler and assembly language programming.

CO4   knowledge of binary number theory ,Boolean Algebra and binary codes.

CO5   Learning the conversion of A/D and D/A interfacing, multiple microprocessor system and buses.

CO6   Designing and implementation of different types of logic circuit using flip-flop.

CO7   Analyzing memory management and its allocation policies and scheduling processes by CPU.

COs of the Course 'Computer architecture and troubleshooting procedures'

CO1 Understanding the operations of microprocessor and micro computer system.

CO2 Understanding the concepts of stack organization, type of instructions, interrupts and addressing modes.

CO3 Identifying and understanding USB, serial port, SCSI interface and memory management technique.

CO4 Detecting computer viruses using antivirus and vaccines and understand different troubleshooting procedures and maintenance.

CO5 Performing the CD – drive management and working principle of IDE controller card and finding faults in MODEM.

CO6 Diagnosing faults in a system and running preventive maintenance tests.

COs of the Course ' Architecture of unix/linux and system administration '

CO1 Understanding architecture of UNIX /Linux and features with standards, file system with commands.

CO2 Learning the processes of Unix, multiple job in background and foreground.

CO3 Installing apache and its configuration, connection of Linux to internet, configure web server, client server and troubleshooting .

CO4 Exploring Unix administration task, configuration and installing X-free86 .

CO5 Learning disk partitions, file system and LAN with Linux such as –NIC, Boot protocol, IP etc.

CO6 Performing mounting and un-mounting file system, access remote system through Telnet, Managing Servers.

COs of the Course 'Computer Networking and Troubleshooting'

CO1   Understanding networking fundamentals, reference models and switching techniques.

CO2   Reading hardware elements used in networking and workstation with applications.

CO3   Understanding networking protocol like CSMA, TCP/IP, UDP and their subnetting.

CO4   Understanding basics of network security, protection and related troubleshooting.

CO5   Determining an internet address and startup (RARP) and mapping internet addresses.

CO6   Accessing network administration services through firewall, network security, and encryption and understanding user authentication application.

CO7   Performing experiments on installation of LAN, Remote Control Desktop, and Server-Client Network.

CO8   Carrying out project work as per the syllabus.