

Computer Fundamentals & Photoshop

- To explore basic knowledge on computers and Photoshop’s beauty from the practical to the painterly artistic
- To understand how Photoshop will help you create your own successful images

PROGRAMMING IN C

- Learn how to solve common types of computing problems.
- Learn data types and control structures of C
- Learn to map problems to programming features of C
- Learn to write good portable C programs

DATA STRUCTURES

- To introduce the fundamental concept of data structures and to emphasize the importance of data structures in developing and implementing efficient algorithms
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- To discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing.

OBJECT ORIENTED PROGRAMMING USING JAVA

- To Understand the concept and underlying principles of Object-Oriented Programming
- To develop the ability to solve real-world problems through software development in high-level programming language
- To Understand how object-oriented concepts are incorporated into the Java programming language

Data Base Management System

- To design & develop database for large volumes & varieties of data with optimized data processing techniques

Software Engineering

- to assist the student in understanding the basic theory of software engineering, and to apply these basic theoretical principles to a group software development project.

III YEAR VI SEMESTER

Paper-VII: Elective-A Operating Systems

1. To understand the services provided by and the design of an operating system
2. To understand the structure and organization of the file system.
3. To understand what a process is and how processes are synchronized and scheduled.
4. To understand different approaches to memory management.

Paper-VII: Elective-B COMPUTER NETWORKS

1. To provide an introduction to the fundamental concepts on data communication and the design of computer networks.
2. To get familiarized with the basic protocols of computer networks.

Paper-VII : Elective-C Web Technologies

1. To provide knowledge on web architecture, web services, client side and server side scripting technologies to focus on the development of web-based information systems and web services.
- 2.To provide skills to design interactive and dynamic web sites.

III YEAR VI SEMESTER (Cluster 1) Paper-VIII: Elective –A-1 Foundations of Data Science

- 1.Able to apply fundamental algorithmic ideas to process data.
- 2.Learn to apply hypotheses and data into actionable predictions.

3.Document and transfer the results and effectively communicate the findings using visualization techniques
(Cluster 1) Paper-VIII : Elective –A-2 BIG DATA TECHNOLOGY

to provide practical foundation level training that enables immediate and effective participation in big data projects

(Cluster 1) Paper-VIII : Elective –A-2 BIG DATA TECHNOLOGY

to teach fundamental concepts and tools needed to understand the emerging role of business analytics in Organizations.

(Cluster 2) Paper-VIII : Elective –B-1 Distributed Systems

To expose the fundamentals of distributed computer systems, assuming the availability of facilities for data transmission.

To discuss multiple levels of distributed algorithms, distributed file systems, distributed databases, security and protection

(Cluster 2) Paper-VIII : Elective –B-2 Cloud Computing

Compare the strengths and limitations of cloud computing

Identify the architecture, infrastructure and delivery models of cloud computing

Apply suitable virtualization concept.

(Cluster 2) Paper-VIII : Elective –B-3 Grid Computing

Compare the strengths and limitations of Grid computing

Identify the architecture, infrastructure and delivery models of Grid computing

Apply suitable virtualization concept.