Computer Science and Engineering Programmes

PROGRAMME OUTCOMES After the successful completion of the M.E. (Computer Science and Engineering) degree programme, the students will be able to:

PO 1: ANALYTICAL SKILLS: Narrate familiarity in the knowledge of computing, mathematical concepts, algorithmic principles in computer science and engineering theory to fabricate computer based systems of varying complexity.

PO 2: PROBLEM SOLVING SKILLS: Analyze, generate, and interpret data to choose relevant procedures, resources and contemporary tools in computer science and engineering considering current and future trends.

PO 3: CREATIVE SKILLS: Investigate and devise a computer based system to meet the necessary requirements within the realistic constraints such as economic, environmental, societal, ethical, safety and sustainability in the field of computer science and engineering.

PO 4: TEAM WORK AND PROFESSIONAL INTEGRITY: Effectively function as a leader in multi-disciplinary teams and entrust on professional responsibilities to achieve a common objective.

PO 5: SPEAKING / WRITING SKILLS: Correspond efficiently on intricate computing problems with all type of audiences and engrave valuable reports, documentation and oral presentations.

PO 6: ASSESSMENT SKILLS: Broad analyzing capability on local and global impact of computing on individuals, organizations and society.

PO 7: SOCIAL AND CONTINUING EDUCATION PERCEPTION: Express capability for sustainable professional development and life-long learning with a knowledge of contemporary issues for the growth of computer science and engineering field.

PO 8: CAREER AND IMMEDIATE EMPLOYMENT: Recognize the significance of proficient perfection by pursuing studies to face competitive examinations and the ability to propose innovative methods in research for real-life problems that offer demanding and gratifying careers in computing.

PO 9: SELF MOTIVATED LEARNING: Develop the ability of self-determined life-long learning in the scientific/technical perspective.

M.E Computer Science and Engineering

PROGRAMME EDUCATIONAL OBJECTIVES

M. E. (Computer Science and Engineering) graduates will have a sufficient understanding in the field of Computer Science and Engineering including scientific principles, analysis, techniques and design methodologies to

1. Demonstrate ability to adapt to hastily rising advanced areas of computer science to achieve greater height in their profession through lifelong learning

2. Develop creative computer systems for solving social, technical, environmental real time problems that exhibit ethical responsibility

3. Apply their skills in clear communication, teamwork and time management for administering a team/project, working on multidisciplinary team with other stakeholders

4. Exhibit professional attitudes by assisting in proficient development, participating in professional societies and contributing an employer’s efforts to comply with software licensing, protecting privacy, assure quality and safety