MANNAR THIRUMALAI NAICKER COLLEGE(Autonomous)

(An Autonomous Institution Affiliated to Madurai Kamaraj University)
(Accredited with "A" Grade by NAAC)
Pasumalai, Madurai -625004

Programme	: UG	**Part III**	: Core
Semester	: III	**Hours per week**	: 05
Sub. Code.	: 18UITC31	**Credit**	: 05

DATA STRUCTURES AND C++ PROGRAMMING

Course Outcomes:

CO1: To know the concepts of object oriented programming.

CO2: To understand the abstract data types stack, queue, dequeue and list.

CO3: To be able to implement the ADTs stack, queue, and dequeue using C++.

CO4: To understand the performance of the implementations of basic linear data structures.

Programme	: UG	**Part III**	: Core
Semester	: III	**Hours per week**	: 05
Sub. Code.	: 18UITCP3	**Credit**	: 05

DATA STRUCTURES USING C++ - LAB

Course Outcomes:

CO1: To develop knowledge of basic data structures for storage and retrieval of ordered or unordered data.

CO2: To develop knowledge of applications of data structures including the ability to implement algorithms for the creation, insertion, deletion, searching, and sorting of each data structure.

CO3: Demonstrate a familiarity with major algorithms and data structures.

CO4: Understand how to apply the major object-oriented concepts to implement object oriented programs in C++.

Programme	: UG	**Part IV**	: Skill
Semester	: III	**Hours per week**	: 02
Sub. Code.	: 18UITSP3	**Credit**	: 02

WEB TECHNOLOGY - LAB

Course Outcomes:

CO1: To demonstrate competency in the use of common HTML code.

CO2: To demonstrate proficiency in the use of a WYSIWYG design software.

CO3: To understand how CSS will affect web page creation.

CO4: To develop a dynamic webpage by the use of vbscript.

Programme	: UG	Part IV	: NME
Semester	: III	Hours	: 02
Sub.Code	: 18UITN31	Credit	: 02

PC SOFTWARE – LAB

Course Outcomes:

CO1: To create professional and academic documents.

CO2: To create personal, academic and business documents following current professional and/or industry standards.

CO3: To get knowledge about document maintenance and presentation which will be used in companies or offices.

CO4: To create presentations using custom animation and slide transition.

Programme	: UG	Part III	: Core
Semester	: IV	Hours per week	: 05
Sub. Code	: 18UITC41	Credit	: 04

JAVA PROGRAMMING

Course Outcomes:

CO1: To understand the concept of object oriented programming.

CO2: To understand the concept of multithreading, package and exception.

CO3: To acquire programming knowledge in Java

CO4: To read and make elementary modifications to Java programs that solve real-world problems.

Programme	: UG	Part III	: Core
Semester	: IV	Hours per week	: 05
Sub. Code	: 18UITCP4	Credit	: 05

JAVA PROGRAMMING - LAB

Course Outcomes:

CO1: To understand better the object-oriented approach in programming.

CO2: To be able to write computer programs to solve real world problems in Java

CO3: To learn and appreciate the importance and merits of proper comments in source code and API documentations

CO4: To write simple GUI interfaces for a computer program to interact with users, and to understand the event-based GUI handling principles.

Programme	: UG	Part IV	: Skill
Semester	: IV	Hours per week	: 2
Sub. Code	: 18UITSP4	Credit	: 2

PHP WITH MYSQL –LAB

Course Outcomes:

CO1: To understand the basic program constructs such as if/else, switch, loops, arrays and functions   and be able to use them in the PHP script.

CO2: To use built-in features of PHP such as data and string manipulation.

CO3: To test and debug PHP scripts while working with live data.

CO4: To Alter the content of a web page dynamically using the combination of data from the MySQL   database and PHP methods such as the type of browser the user has, the date, and time.

Programme	: UG	Part IV	: NME
Semester	: IV	Hours per week	: 02
Sub. Code	: 18UITN41	Credit	: 02

HTML PROGRAMMING - LAB

Course Outcomes:

CO1: To demonstrate competency in the use of common HTML code.

CO2: To demonstrate proficiency in the use of a WYSIWYG design software.

CO3: To understand how CSS will affect web page creation.

CO4: To develop a webpage using tables and frames