

Name of the program	Department of Computer Science & Engineering
Program Educational	PEO 1: Graduates will be able to perform in
Objectives (PEOs)	technical/managerial roles ranging from design, development,
	problem solving to production support in software industries and
	R&D sectors.
	PEO 2: Graduates will be able to successfully pursue higher
	education in reputed institutions.
	PEO 3: Graduates will have the ability to adapt, contribute and
	innovate new technologies and systems in the key domains of
	Computer Science and Engineering.
	PEO 4: Graduates will be ethically and socially responsible
	solution providers and entrepreneurs in Computer Science and
	other engineering disciplines.
Program Learning Outcomes	PLO1: Graduates will be able to identify, formulate and analyze
(PLOs)	complex Computer Science and Engineering problems in the
	areas of hardware, software and its related applications.
	PLO2: Graduates will be able to apply the knowledge of
	Mathematics, Science and Computer Science and Engineering to
	solve complex engineering problems related to the design,
	development, testing and maintenance of computing systems.
	PLO3: Graduates will be able to design and build a system,
	component, process or a program for complex engineering
	problems by factoring in all the requirements and various design
	tradeoffs, with appropriate consideration for the public health
	and safety, cultural, societal and environmental factors.
	DI O4: Graduates will be able to grade, solast and apply state of
	PLO4. Graduates will be able to create, select and apply state of the art tools and techniques in designing, developing and testing
	a computing system or its component individually as well as in
	a computing system of its component individually as well as in multidisciplingry teams
	mundiscipiniary teams.
	PLO5: Graduates will be able to apply professional ethics and
	nledge to the norms/responsibilities in the engineering practice
	of Computer Science
	of computer berenee.
	PLO6: Graduates will be able to communicate effectively on
	complex software/system engineering activities with the peer
	community and society through reports & presentations.
	, ,
	PLO7:Graduates will able to spot the need for and engage in
	lifelong learning to cope up with the rapidly evolving disciplines



	of Computer Science and its allied engineering application domains.
Student outcomes (SOs)	(a) an ability to apply knowledge of mathematics, science, and engineering
	(b) an ability to design and conduct experiments, as well as to analyze and interpret data
	(c) an ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
	(d) an ability to function on multidisciplinary teams
	(e) an ability to identify, formulate, and solve engineering problems
	(f) an understanding of professional and ethical responsibility
	(g) an ability to communicate effectively
	(h) the broad education necessary to understand the impact of engineering solutions in global, economic, environmental, and societal context
	(i) a recognition of the need for, and an ability to engage in life- long learning
	(j) a knowledge of contemporary issues
	(k) an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.