Shri Sant Gajanan Maharaj College of Engineering, Shegaon

Department of Information Technology

Course Outcomes of all subjects of B.E. Fourth Year (SEM-VIII)

8IT01-Object-oriented analysis and design

After successfully completing the course the students will be able to:

CO1	To understand concept of Object oriented modeling in modern software development.
CO2	To analyses the concept of Unified Modeling Language (UML) for representation of an object oriented system using class diagram.
CO3	Develop Use case and Activity diagram for different scenario based on requirements of the systems.
CO4	Able to Analyze the Domain and identify different models like class models, state model and Interaction model for the system.
CO5	Able to Break a system into subsystems by evaluating information and requirements of the system.
CO6	Able to create and organize a class design.

8IT02: Professional Ethics and Management

After successfully completing the course the students will be able to:

CO1	Ability to distinguish between ethical and non ethical situations
CO2	Infer the moral judgment and correlate the concepts in addressing the ethical dilemmas

CO3	Resolve the moral issues in profession
CO4	Relate the code of ethics to social experimentation

8IT03-: Entrepreneurship And Project Management

After successfully completing the course the students will be able to:

CO1	Understand the concept of management, organization, planning, staffing
CO2	Understand the importance of Directing and controlling, leadership styles, Communication, Coordination and Controlling.
CO3	Understand the role of entrepreneurs in economic development, and barriers, Identification of business opportunities, feasibility studies.
CO4	Understand the contents of project report, ERP and project.
CO5	Understand IPRs and institutional support in entrepreneurship, Case Study of Entrepreneurs.

8IT04-: Virtual and Augmented Reality

After successfully completing the course the students will be able to:

CO1	Interpret the basic concept of VR & AR.
CO2	Identify the different Input/output devices for VR.
CO3	Applying the knowledge of rendering pipeline and graphics rendering pipeline in creating VR experience.
CO4	Analyze the hardware & software needed for AR..
CO5	Examine the advantage & disadvantages of AR applications & their future trends.