



INFORMATION TECHNOLOGY ENGINEERING COURSE OUTCOMES

Bachelor Year Information Technology Engineering

SEM VII

Subject Code	Subject Name	CO's
BEITC701	Software Project Management	Upon completion of the course, students should be able to: CO1 Articulate similarities and differences between IT projects and other types of projects. CO2 Justify an IT project by establishing a business case CO3 Develop a project charter CO4 Develop a work breakdown structure for an IT project Estimate resources (time, cost, human being, etc.) CO5 Establish task inter-dependencies CO6 Construct and analyze a network diagram CO7 Identify IT project risks and develop risk mitigation strategies CO8 Ensure the quality of the project using various standards CO9 Demonstrate Team work and team spirit and how to overcome the conflicts
BEITC702	Cloud Computing	After completion of the course the learner should be able to: CO1. Differentiate different computing techniques. CO2. Compare various cloud computing providers/ Software. CO3. Handle Open Source Cloud Implementation and Administration. CO4. Understand risks involved in cloud computing.
BEITC703	Intelligent System	CO1. Students will develop a basic understanding of the building blocks of AI as presented in terms of intelligent agents. CO2. Students will be able to choose an appropriate problem-solving method and knowledge-representation scheme. CO3. Students will develop an ability to analyze and formalize the problem (as a state space, graph, etc.) and select the appropriate search method. CO4. Students will be able to develop/demonstrate/ build simple intelligent systems or classical toy problems using different AI techniques.
BEITC704	Wireless Technology	CO1. Understand the new trends in mobile/wireless communications networks CO2. Understand the characteristics of mobile/wireless communication channels CO3. Understand the multiple radio access techniques CO4. Understand the multiuser detection techniques CO5. Understand various wireless networks and their technologies CO6. Understand need of securities and economies in wireless systems



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BEITC7051 (Elective I)	Image Processing	Students should demonstrate the ability: CO1 To understand the fundamental concepts of a digital image processing system, CO2 To make extensive use of these concepts in implementing processing techniques such as noise removal, enhancement, compression for efficient storage and transmission, object extraction, representation and description for recognition or building computer vision, etc.
BEITC7052 (Elective I)	Software Architecture	At the end of the course, students should be able to: CO1. Argue the importance and role of software architecture. CO2. Recognize major software architectural styles, design patterns, and frameworks. CO3. Design software architecture for large scale software systems. CO4. Describe various documentation approaches and architectural description languages. CO5. Apply architectural patterns to quickly generate architectural alternatives and choose between them.
BEITC7053 (Elective I)	E- Commerce and EBusiness	Graduates will be able to design and conduct experiments, as well as analyze and interpret the technological, user, network requirements for developing the various modules of e commerce/business site, will be able to apply the knowledge gained and modern engineering tools in their application domain.
BEITC7054 (Elective I)	Multimedia Systems	Students will be able to understand the relevance and underlying infrastructure of multimedia systems. The purpose of this course is to make the students capable to apply their multimedia knowledge to understand the current requirements of multimedia products. The standards and frameworks introduced will help the students develop the multimedia systems as per industry standards
BEITC7055 (Elective I)	Usability Engineering	Students will be able to create useful usable and used interface.
BEITC7056 (Elective I)	Ubiquitous Computing	On successful completion of this course the student has: Knowledge and understanding regarding: CO1 The objectives and the historical development of the field of ubiquitous computing CO2 Fundamentals of sensor technology and sensor networks CO3 Apply middleware techniques to implement ubiquitous computing systems · Design of new (often embedded) interactive artifacts CO4 Context aware and adaptive system CO5 Compare the usability of alternative design of interactions for specific ubiquitous computing systems
BEITP706	Project I	The learner should be able to prepare a synopsis of the work selected.