

COURSE OUTCOMES

REGULATION: 2013

S.NO	COURSE NAME	COURSE OUT COMES	
1	C101- Technical English – I (HS6151)	C101.1	Understand the basic grammatical functions and vocabulary.
		C101.2	Speak and write clearly and communicate using appropriate communicative strategies
		C101.3	Write Informal letters /blog/email with a wide range of vocabulary
		C101.4	listen/view and comprehend different spoken discourses and passages in different accents.
		C101.5	Read and write different genres of texts.
2	C102 - Mathematics – I (MA6151)	C102.1	Understand the Concepts of Diagonalization of matrices.
		C102.2	Apply simple techniques for testing the convergence of sequences and series
		C102.3	Use the differentiation concepts to differentiate functions
		C102.4	Apply partial differentiation in functions of several variables.
		C102.5	Apply integration concepts to compute multiple integrals.
3	C103 - Engineering Physics – I (PH6151)	C103.1	Able to classify various crystal structures and its parameters.
		C103.2	Explain the basics of properties of matter, the thermal properties of materials like thermal conductivity and its application.
		C103.3	Acquire knowledge on the concepts of quantum theory and its application in tunneling microscopes.
		C103.4	Understands the basic concepts of Acoustics in buildings and the production of ultrasonic waves and its application in NDT and medical field.
		C103.5	Understands the concept of photonics and its usage in the production of different types of laser and the principle of fibre optics with its application in various fields.
4	C104 - Engineering Chemistry-I (CY6151)	C104.1	Understand the types of water and water treatment techniques.
		C104.2	Utilize the various adsorbent in industries.
		C104.3	Classify the types of alloys and understand the component present in the alloys.
		C104.4	Explain the types of fuels and manufacturing of secondary fuels.
		C104.5	Illustrate the types of energy resources.
	Computer EG151)	C105.1	Know the organization of digital Computer
		C105.2	Design C Programs for problems.

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5	C105 - Comp programming (G)	C105.3	Write and execute C programs using Arrays and Strings for simple applications
		C105.4	Usage of Pointers and Function in C programming
		C105.5	Design Programming using Structures and Union
6	C106 - Engineering Graphics (GE6152)	C106.1	Discuss about conics and orthographic views of engineering components
		C106.2	Draw the projection of points, lines and planes
		C106.3	Classify solids and projection of solids at different positions
		C106.4	Show sectioned view of solids and development of surface
		C106.5	Draw isometric projection and perspective views of an object/solid
7	C107 - Computer Practices Laboratory (GE6161)	C107.1	Know about Data Manipulation in MS Office Packages
		C107.2	Apply good programming design methods for program development using Decision making and looping statements.
		C107.3	Design and implement C programs using strings and arrays.
		C107.4	Design and implement C programs using functions and string functions.
		C107.5	Develop recursive functions and develop programs using structures and unions.
8	C108 - Engineering Practices Laboratory (GE6162)	C108.1	Apply the knowledge of pipeline connections to household fittings and industrial buildings.
		C108.2	Prepare the different joints in roofs, doors, windows and furniture.
		C108.3	Perform step turning operation in a lathe.
		C108.4	Perform the various welding processes and know about its applications.
		C108.5	Produce a funnel using sheet metal.
9	C109 - Physics and Chemistry Laboratory - I (GE6163)	C109.1	Understand the concept of Laser and its diffraction for different usage
		C109.2	Able to find the velocity of ultrasonic waves in different liquid.
		C109.3	Apply principle of diffraction to determine the wavelength of visible spectrum.
		C109.4	Understand the various parameter affecting the thermal conductivity of poor conductor
		C109.5	Analyze the various modulus of elasticity of different types of materials.
10	- Technical English II (HS6251)	C110.1	Understand basic grammar and know to engage in conversation.
		C110.2	Write and produce different types of technical write ups.
		C110.3	Read and write different genres of technical texts.
		C110.4	Create Job applications and Resume / E - Resume

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	C110	C110.5	Express opinions and initiate a discussion using appropriate communicative strategies
11	C111 - Engineering Mathematics - II (MA6251)	C111.1	Understand the concepts of Vector Calculus and their applications.
		C111.2	Interpret the Concepts of analytic functions and Conformal mapping.
		C111.3	Understand the integration concepts on Complex integration
		C111.4	Demonstrate the main concepts on Laplace transformations and their applications
		C111.5	Use various techniques in solving differential equations.
12	C112 - Engineering Physics - II (PH6251)	C112.1	Gain knowledge on the conducting materials and its properties
		C112.2	Acquire knowledge on the concepts of carrier concentration in intrinsic and extrinsic semiconductors and its determination using Hall effect.
		C112.3	Classify the different types of magnetic materials and know the properties of superconductors.
		C112.4	Understands the basic concepts of dielectric materials and its usage in capacitors and transformers.
		C112.5	Able to classify the different modern engineering materials and its application in different fields.
13	C113 - Engineering Chemistry - II (CY6251)	C113.1	Illustrate the types of electrochemical cell..
		C113.2	Summarize the types of corrosion and corrosion prevention methods.
		C113.3	Explain the types of fuels and manufacturing of secondary fuels.
		C113.4	Classify the types of alloys and understand the component present in the alloys.
		C113.5	Analyze the sample using various spectroscopies.
14	C114 - Digital Principles and System Design (CS6201)	C114.1	Perform arithmetic operations in any number system
		C114.2	Simplify the Boolean expression using K-Map and Tabulation techniques.
		C114.3	Use boolean simplification techniques to design a combinational hardware circuit.
		C114.4	Design and Analysis of a given digital circuit – combinational and sequential.
		C114.5	Design using PLD.
15	C115 - Programming and Data Structure-I (CS6202)	C115.1	Know the basics of data structures in programming
		C115.2	Use the control structures of C appropriately for problems.
		C115.3	Implement abstract data types for linear data structures.
		C115.4	Apply the different linear data structures to problem solutions.
		C115.5	Critically analyse the various sorting and searching algorithms and learn to use hash techniques.

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16	C116 - Engg Physics & Chemistry Laboratory II (GE6262)	C 116.1	Analyze the various modulus of elasticity of different types of materials.
		C 116.2	Understand the various parameters affecting the band gap of semiconductor.
		C 116.3	Apply principle of diffraction to determine the parameters of optical prism.
		C 116.4	Analyze the co-efficient of viscosity of different liquids.
		C 116.5	Apply the basic principles of optics to determine the thickness of thin materials.
		C 116.6	Understand the types of water and its important parameters.
		C 116.7	Apply instrumentation method to calculate the strength of the solution.
		C 116.8	Analyze the amount of salt present in the solution.
		C 116.9	Analyze the rate of corrosion by weight loss method.
17	C117 - Digital Laboratory (CS6211)	C117.1	Apply boolean simplification techniques to design a combinational hardware circuit.
		C117.2	Design and Implement combinational and sequential circuits.
		C117.3	Analyze a given digital circuit – combinational and sequential.
		C117.4	Simulate and implement combinational and sequential circuits using VHDL systems.
		C117.5	Design and Implement a simple digital system.
18	C118 - Programming And Data Structure-I Laboratory (CS6212)	C118.1	Analyze and implement C programs using pointers, control structures and data structures
		C118.2	Design and implement C programs for implementing stacks, queues, linked lists.
		C118.3	Apply good programming design methods for program development.
		C118.4	Execute the different data structures for implementing solutions to practical problems.
		C118.5	Develop searching and sorting programs and checking their complexities.
19	C201- Transforms and Partial Differential Equations (MA6351)	C201.1	Apply various techniques in solving the partial differential equations.
		C201.2	Evaluate the Fourier Series using the different methods of integral.
		C201.3	Analyze the application of partial differential equations in a large number of engineering subjects like heat conduction and wave equations
		C201.4	Apply integration techniques to formulate the Fourier transforms.
		C201.5	Apply Z - transforms and Difference equations to solve some of the engineering problems.
		C.202.1	Understand the basic fundamental concepts of object oriented Programming.

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20	C202 - Programming and Data Structure II (CS6301)	C202.2	Design and trace the algorithms for simple problems and for various operations on different data structures studied.
		C202.3	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.
		C202.4	Apply the concepts of data abstraction, encapsulation and inheritance for problem solutions.
		C202.5	Understanding about writing algorithms and step by step approach in solving problems with the help of fundamental data structures.
21	C203 - Database Management Systems (CS6302)	C203.1	Describe the fundamentals of data models and to represent a database system using ER diagrams.
		C203.2	Explain SQL and relational database design and Map ER model to Relational model to perform database design effectively
		C203.3	Illustrate the fundamental concepts of transaction processing – concurrency control techniques and recovery procedures.
		C203.4	Compare and contrast various indexing strategies in different database systems.
		C203.5	Synthesis how advanced databases differ from traditional databases.
22	C204 - computer Architecture (CS6303)	C202.1	Understand the theory and architecture of central processing unit.
		C202.2	Analyze some of the design issues in terms of speed, technology, cost, performance.
		C202.3	Understand the parallel Processing Architecture.
		C202.4	Identify, compare and assess issues related to ISA, memory, control and I/O functions.
		C202.5	Analyze the Performance of a Computer Memory Systems.
23	C205 - Analog and Digital Communication (CS6304)	C205.1	Understand the various concept of analog communication techniques
		C205.2	Explain digital communication techniques
		C205.3	Compare data and pulse communication techniques
		C205.4	Analyze Source and Error control coding.
		C205.5	Utilize multi-user radio communication.
24	C206 - Environmental Science and Engg (GE6351)	C206.1	Understand the types, characteristics of Ecosystem and Biodiversity
		C206.2	Explain the types of pollution and its causes
		C206.3	Explain the importance of Natural Resources
		C206.4	Understand the environmental problems
		C206.5	Understand the importance of Women, Child education and HIV
	ata (311)	C207.1	Know about functions , constructors and its types

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25	C207 - Programming and Data Structure Laboratory II (CS6311)	C207.2	Design and implement C++ programs for manipulating stacks, queues, linked lists, trees, and graphs.
		C207.3	Apply good programming design methods for program development.
		C207.4	Apply the different data structures for implementing solutions to practical Problems.
		C207.5	Implement recursive programs using trees and graphs.
26	C208 - Database Management Systems Laboratory (CS6312)	C208.1	Understand data definitions and data manipulation commands
		C208.2	Demonstrate the use of nested and join queries
		C208.3	Illustrate the functions, procedures and procedural extensions of data bases.
		C208.4	Implement applications that require a front-end tool
		C208.5	Develop solutions using database concepts for real time requirements
27	C209 - Probability and Queuing Theory (MA6453)	C209.1	Understand the fundamental knowledge of the Probability and distributions.
		C209.2	Understand the basic concepts of one and two dimensional random variables.
		C209.3	Understand the concept of Markov chain in terms of a transition probability matrix and transition diagram.
		C209.4	Interpret the Concepts of Queuing models.
		C209.5	Apply non Markovian queues to open and closed networks.
28	C210 - Computer Networks (CS6551)	C210.1	Understand the network layer and its functions.
		C210.2	Understand the data link layer protocols
		C210.3	Outline the functions of network layer and various routing protocols.
		C210.4	Familiarize the functions and protocols of the transport layer
		C210.5	Understand the working of various application layer protocols
29	C211 - Operating Systems (CS6401)	C211.1	Gain knowledge about basic concepts and functions of operating system.
		C211.2	Demonstrate and apply various kinds of scheduling algorithms and deadlock and avoidance algorithm.
		C211.3	Summarize and compare various storage management schemes
		C211.4	Compare the different file systems and I/O systems.
		C211.5	Analyze and characterize IOS and Android operating system.
30	C212 - Design and Analysis of Algorithms Systems (CS6402)	C212.1	Understand the different types of algorithms
		C212.2	Design algorithms for various computing problems using brute force method and divide and conquer methodologies.
		C212.3	Apply the time and space complexity of Dynamic Algorithms
		C212.4	Apply the different algorithm design techniques for a given graph based problem

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	C211 of	C212.5	Analyze the complexities and Modify existing algorithms to improve efficiency.
31	C213 - Microprocessor and Microcontroller (EC6504)	C213.1	Explain the architecture of 8086 Microprocessor and its functions
		C213.2	Classify 8086 bus interfacing structure
		C213.3	Illustrate the design aspects of I/O and Memory Interfacing
		C213.4	Explain the architecture of 8051 Microcontroller and its functions
		C213.5	Design and implement 8051 microcontroller based systems.
32	C214 - Software Engineering (CS6403)	C214.1	Identify the key activities in managing a software project.
		C214.2	Compare specifications in different process models.
		C214.3	Acquire knowledge of requirements engineering ,Analysis andModeling.
		C214.4	Apply systematic procedure for software design and deployment.
		C214.5	Apply and Compare the various kinds of testing.
33	C215 - Networks Laboratory (CS6411)	C215.1	Demonstrate the socket program using TCP & UDP
		C215.2	Develop simple applications using TCP & UDP
		C215.3	Develop the code for Data link layer protocol simulation
		C215.4	Examine the performances of Routing protocol
		C215.5	Experiment with congestion control algorithm using network simulator
34	C216 - Microprocessor and Microcontroller Laboratory (CS6412)	C216.1	Understand the fundamentals of assembly level programming of microprocessors & microcontrollers
		C216.2	Apply the programming knowledge for arithmetic and logical operations, sorting, searching and string manipulations in 8086 & 8051
		C216.3	Contrast how different I/O devices can be interfaced to processor and will explore several techniques of interfacing
		C216.4	Apply the programming knowledge for understanding of communication standards in 8086 & 8051
		C216.5	Develop the programs for 8051 using kits and MASM
35	C217 - Operating Systems Laboratory (CS6413)	C217.1	Know the basic of Unix commands and apply Shell programming
		C217.2	Implement deadlock avoidance, and Detection Algorithms
		C217.3	Compare the performance of various CPU Scheduling Algorithm
		C217.4	Analyze the performance of the various page replacement algorithms
		C217.5	Generate the process and implement IPC
36	crete Mathematics (MA6566)	C301.1	Understand and simplify basic logic statements , predicates and proofing methodology.
		C301.2	Apply basic counting techniques to solve permutation and combinatorial problems.
		C301.3	Apply graph theory in data structures and real world problems.

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	C301 - Discrete Mathematics (N)	C301.4	Demonstrate the concepts and properties of algebraic structures such as groups, rings and fields.
		C301.5	Understand the basic concepts of Posets, Lattices and Boolean algebra
37	C302 - Internet Programming (CS6501)	C302.1	Explain the concepts of Control Statements, I/O Applet and Threading
		C302.2	Develop a basic website using HTML and Cascading Style Sheets
		C302.3	Compare and contrast the Java Script programming for client and server along with its event handling mechanisms
		C302.4	Build a simple web page in PHP with XML data format
		C302.5	Explain web services and client presentation using AJAX
38	C303 - Object Oriented Analysis And Design (CS6502)	C303.1	Design and implement projects using OO concepts.
		C303.2	Use the UML analysis and design diagrams.
		C303.3	Know the next generation POS systems.
		C303.4	Apply appropriate design patterns.
		C303.5	Design models and Compare various testing techniques.
39	C304 - Theory of Computation (CS6503)	C304.1	Design Finite State Machine and Automata and solve problems on Pumping lemma.
		C304.2	Construct Regular grammar and context free grammar
		C304.3	Construct Pushdown Automata for regular grammars
		C304.4	Design Turing Machine for a given problems
		C304.5	Explain the Decidability or Undecidability of various problems
40	C305 - Computer Graphics (CS6504)	C305.1	Acquire knowledge about Computer Graphics and design two dimensional graphics.
		C305.2	Apply two dimensional algorithms.
		C305.3	Design and apply three dimensional transformations graphics representation and methods
		C305.4	Learn and implement illumination and Colour Models
		C305.5	Design animation sequences and Computer Graphics realism.
41	C306 - Case Tools Laboratory (CS6511)	C306.1	Design and implement projects using OO concepts
		C306.2	Use the UML analysis and design diagrams.
		C306.3	Apply appropriate design patterns for a domain model.
		C306.4	Create code from design.
		C306.5	Compare and contrast various testing techniques
42	C307 - Internet Programming Laboratory (CS6512)	C307.1	Design Web pages using HTML/XML and style sheets
		C307.2	Implement user interfaces using Java frames and applets.
		C307.3	Use dynamic web pages using server side scripting.

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	C307 - Java Programming (CS6513)	C307.4	Write Client Server applications.
		C307.5	Use the frameworks JSP Strut, Hibernate, Spring Create applications with AJAX
43	C308 - Computer Graphics Laboratory (CS6513)	C308.1	Implementation of Algorithms for drawing 2D Primitives
		C308.2	Design and implement 2D Geometric transformations
		C308.3	Relate 3D graphical scenes using open graphics library suits
		C308.4	Implement image manipulation and enhancement
		C308.5	Use 2D animations using tools in the programs
44	C309 - Distributed Systems (CS6601)	C309.1	Understand the knowledge of the basic elements and concepts related to distributed system technologies for identify core architectural aspects of distributed systems
		C309.2	Design and implement distributed applications
		C309.3	Identify the main underlying components of distributed systems and use those components for building a distributed system
		C309.4	Use and apply important methods in distributed systems to support scalability and fault tolerance
		C309.5	Demonstrate experience in building large-scale distributed applications.
45	C310 - Mobile Computing (IT6601)	C310.1	Explain the basics of mobile Computing
		C310.2	Describe the functionality of Mobile IP and Transport Layer
		C310.3	Classify different types of mobile telecommunication systems
		C310.4	Demonstrate the Adhoc networks concepts and its routing protocols
		C310.5	Make use of mobile operating systems in developing mobile applications
46	C311 - Compiler Design (CS6660)	C311.1	Demonstrate the fundamental knowledge of various phases of compiler and Programming Language basics.
		C311.2	Represent language tokens using regular expressions, context free grammar and finite automata and design lexical analyzer for a language.
		C311.3	Compare top down with bottom up parsers, and develop appropriate parser to produce parse tree representation of the input.
		C311.4	Write program in runtime environment and evaluate the code generation platform.
		C311.5	Apply optimization techniques to intermediate code and generate machine code for high level language program.
47	C312 - Digital Signal Processing (IT6502)	C312.1	Classify the Discrete signals and systems and analyze Discrete systems using z-transform.
		C312.2	Solve problems on LTI systems using Fourier transforms.
		C312.3	Formulate and design IIR filtering in digital domain.
		C312.4	Design FIR filter in digital domain.
		C312.5	Explain the finite word length effects in Digital filters.
	59)	C313.1	Know about Artificial Intelligence Problems Solving methods

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48	C313 - Artificial Intelligence (CS666)	C313.2	Recognize various representations such as Logical languages and Solve problems
		C313.3	Understand Expert Systems- Inference Systems Input , Output and Process
		C313.4	Implement Artificial Intelligence Algorithms and their use
		C313.5	Know about Real Time Applications of AI
49	C314 - Data Warehousing And Data Mining (IT6702)	C314.1	Illustrate the data warehouse concepts, architecture.
		C314.2	Interpret the business analysis and tools
		C314.3	Apply suitable pre-processing, visualization, techniques, frequent pattern and association techniques for data analysis.
		C314.4	Relate and apply various classification techniques.
		C314.5	Analyze and apply various clustering techniques.
50	C315 - Mobile Application Development Laboratory (CS6611)	C315.1	Develop an application that uses GUI components, Font and Colors.
		C315.2	Develop an application that makes use of database.
		C315.3	Implement an application that implements Multi threading
		C315.4	Design and Implement various mobile applications using emulators.
		C315.5	Deploy applications to hand-held devices
51	C316 - Compiler Laboratory (CS6612)	C316.1	Implementation of Symbol Table using programming
		C316.2	Implement the different Phases of compiler using tools
		C316.3	Implement the control flow and data flow of a typical program
		C316.4	Apply the Optimization techniques of a given program
		C316.5	Develop an assembly language program equivalent to a source language Program
52	C317 - Communication and Soft Skills - Laboratory (GE6674)	C317.1	Take international examination such as IELTS and TOEFL
		C317.2	Make presentations and Participate in Group Discussions.
		C317.3	Successfully answer questions in interviews.
53	C401 - Cryptography and Network Security (CS6701)	C401.1	Realize various Cryptographic Techniques
		C401.2	Compare various operations of block ciphers, stream ciphers and public key cryptography.
		C401.3	Apply the various hash functions.
		C401.4	Illustrate various authentication schemes.
		C401.5	Apply various security practices and system security standards.
	Theory and (CS6702)	C402.1	Understand the basic concepts and terminologies of graph, isomorphism, trees and its properties.
		C402.2	Explain about trees, Connectivity, Planarity and network flows.

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54	C402 - Graph Applications	C402.3	Interpret about chromatic characteristics and directed graph.
		C402.4	Apply the fundamental knowledge of Counting principles
		C402.5	Interpret and make use of the concepts of recurrence relations and generating functions.
55	C403- Grid and Cloud Computing (CS6703)	C403.1	Outline the concept of Grid and Cloud Architectures.
		C403.2	Illustrate the data intensive grid service models and grid computing techniques
		C403.3	Demonstrate the concept of virtualization in cloud.
		C403.4	Experiment with the programming model for Hadoop and globus toolkit.
		C403.5	Interpret the security models in the grid and cloud environment.
56	C404 - Resource Management Techniques (CS6704)	C404.1	Apply simplex method for solving optimization problems with mathematical formulation.
		C404.2	Solve Transportation and Assignment problems with real time problems.
		C404.3	Apply the concepts of Dynamic and Integer programming problems.
		C404.4	Understanding the Concepts of Constrained and Unconstrained problems
		C404.5	Explain Pert and Cpm problems in project valuation.
57	C405 - Service Oriented Architecture (T6801)	C405.1	Understand the XML fundamentals.
		C405.2	Build application on XML using SAX and DOM.
		C405.3	Illustrate the key principles of service oriented architecture.
		C405.4	Apply various web services technology elements (such as SOAP and UDDI) for realizing SOA.
		C405.5	Demonstrate the various web service standards for service oriented applications.
58	C406 - Embedded and Real Time Systems (EC6703)	C406.1	Describe the architecture and programming of ARM processor.
		C406.2	Outline the concepts of embedded systems
		C406.3	Explain the basic concepts of real time Operating system design.
		C406.4	Use the system design techniques to develop software for embedded systems
		C406.5	Differentiate between the general purpose operating system and the real time operating system
59	C407 - Security Laboratory (CS6711)	C407.1	Develop code for classical encryption techniques to solve the problems
		C407.2	Build cryptosystems by applying symmetric & public key encryption algorithms
		C407.3	Construct code for authentication algorithms
		C407.4	Develop a signature scheme using digital signature standard.
		C407.5	Demonstrate the network security system using open source tools
60	Grid and Cloud Computing Laboratory (CS6712)	C408.1	Develop a new web service and implement calculator
		C408.2	Use the grid and cloud tool kits.
		C408.3	Design and implement applications on the Grid.

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	C408- G Computi (C	C408.4	Design applications on the Cloud.
		C408.5	Implement applications on the Cloud.
61	C409 - Multicore Architecture and Programming (CS6801)	C409.1	Explain the SIMD and MIMD Systems
		C409.2	Design an various parallel programming paradigms and solutions.
		C409.3	Explain the concept of OpenMP Execution
		C409.4	Describe Distributed Memory Programming MPI Execution
		C409.5	Compare and Contrast programming for serial processor and programming for of parallel processor
62	C410 - Human Computer Interaction (CS6008)	C410.1	Describe the foundations of human computer interaction and design effective dialog for HCI.
		C410.2	Outline effective HCI for individuals and persons with disabilities
		C410.3	Explain the various models and theories for Multimedia, WWW and Social networks.
		C410.4	Develop the platform, application and frameworks for mobile HCI
		C410.4	Build an mobile interface for HCI.
63	C411 - Software Project Managemnt (MG6088)	C411.1	Infer the project and perform project planning
		C411.2	Summarize the budget for the project
		C411.3	Infer activity planning models and analyze software risk by risk management strategies
		C411.4	Apply different models of software process and network planning
		C411.5	Identify the factors that influence people's behavior in a project environment and people in an organization
64	C412 - Project Work (CS6811)	C412.1	Understand the problem statement in a various domain
		C412.2	Identify the problem and do the literature survey
		C412.3	Design a module for solving a problem in the respective area.
		C412.4	Implement a module for solving a problem identified.
		C412.5	Evaluate the module results and make improvements.