

Programme Educational Objectives (PEOs)

1. Achieve the understanding of the basics and emerging techniques of a broad range of computer science and engineering concepts.
2. Gain the ability to analyze and solve computer science and engineering problems through application of fundamental knowledge of maths, science, and engineering.
3. Learn to apply modern skills, techniques, and engineering tools to create computational systems.
4. Understand the state of the art in the recent areas of research in computer science and engineering and to formulate problems from them and perform original work to contribute in the advancement of the state of the art.
5. To be able to adapt to the evolving technical challenges and changing career opportunities.
6. Learn to effectively communicate ideas in oral, written, or graphical form and to promote collaboration with other members of software developer's teams.
7. Acquire background in humanities and social sciences required to be effective software professionals, leaders, and citizens.

Programme Outcomes (POs)

1. To obtain sound knowledge in the theory, principles and applications of computer systems.
2. Apply knowledge of mathematics, science, and engineering in the design and development of software systems.
3. Configure recent software tools, apply test conditions, and deploy and manage them on computer systems.
4. Perform experiments on different software packages either obtain from external parties or developed by themselves and analyse the experimental results.
5. Design and develop software projects given their specifications and within performance and cost constraints.
6. Identify, formulate and solve software problems and understand the software project management principles.