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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

M.E. COMPUTER SCIENCE AND ENGINEERING

Programme Educational Objectives (PEOs):

PEO 1: Develop proficiency as a computer science engineer with an ability to solve a wide range of computational problems and have sustainable development in industry or any other work environment.

PEO 2: Analyze and adapt quickly to new environments and technologies, gather new information, and work on emerging technologies to solve multidisciplinary engineering problems.

PEO 3: Possess the ability to think analytically and logically to understand technical problems with computational systems for a lifelong learning which leads to pursuing research.

PEO 4: Adopt ethical practices to collaborate with team members and team leaders to build technology with cutting-edge technical solutions for computing systems

PEO 5: Strongly focus on design thinking and critical analysis to create innovative products and become entrepreneurs.

Program Outcomes (POs):

PO 1: An ability to independently carry out research / investigation and development work to solve practical problems.

PO 2: An ability to write and present a substantial technical report/document.

PO 3: Students should be able to demonstrate a degree of mastery over the area of Computer Science and Engineering.

PO 4: Efficiently design, build and develop system application software for distributed and centralized computing environments in varying domains and platforms.

PO 5: Understand the working of current Industry trends, the new hardware architectures, the software components and design solutions for real world problems by Communicating and effectively working with professionals in various engineering fields and pursue research orientation for a lifelong professional development in computer and automation arenas.

PO 6: Model a computer based automation system and design algorithms that explore the understanding of the trade-offs involved in digital transformation.