



# SACRED HEART COLLEGE (AUTONOMOUS)

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Ready for  
Every Good Work

A Don Bosco Institution of Higher Education, Founded in 1951 \* Affiliated to Thiruvalluvar University, Vellore \* Autonomous since 1987

Accredited by NAAC (4<sup>th</sup> Cycle – under RAF) with CGPA of 3.31 / 4 at 'A+' Grade

Name of the Course	Course Code	Name of the Program	Activities with direct bearing on Employability/ Entrepreneurship/ Skill development	Year of introduction
Problem Solving Techniques	CS120	B.Sc. Computer Science	<b>Skill Development</b> Practice for Drawing the flowchart, writing algorithm & Coding techniques through practice in Assignments, based on this activity the student can become a problem solver.	2021-22
Web Development Using HTML	CS121	B.Sc. Computer Science	<b>Skill Development</b> Practicing HTML tags and CSS for creating a website on their own through practice in computer laboratory, so that the students can become a web designer in a company.	2021-22

Practical -I: Web Development Using HTML	PCS108	B.Sc. Computer Science	<b>Skill Development:</b> Exercise to create a webpage using hyperlink, frameset, tables, forms, Styling with CSS through practice in computer laboratory, so that the student can be able to develop creative website designing skills.	2021-22
Digital Computer Fundamentals	CS221	B.Sc. Computer Science	<b>Skill Development</b> Learning the functionalities of logic gates, circuits, flip flops, registers through assignment writing, problem solving and seminar, so that the student can become a hardware design engineer.	2021-22
Programming Using C	CS222	B.Sc. Computer Science	<b>Skill Development</b> Practice for Drawing the flowchart, writing algorithm, Coding techniques, debugging, code review through practice in computer laboratory, based on this activity the student can become a programmer	2021-22

Practical -II: Programming Using C	PCS212	B.Sc. Computer Science	<b>Skill Development:</b> Employability & Skill Development: Practicing for Drawing the flowchart, writing algorithm, Coding techniques, debugging, code review through practice in computer laboratory, based on this activity the student can become a programmer	2021-22
Computer Organization And Architecture	CS322	B.Sc. Computer Science	<b>Skill development:</b> Learning the internal process of software instruction in hardware components through assignment writing, problem solving and seminar, so that the students can become a system admin.	2022-23
Data Structures and Algorithms Using C	CS323	B.Sc. Computer Science	<b>Skill development:</b> Learning the functionalities of stack, queue, tree, graph techniques through practice in computer laboratory, based on these the students can face the interview and	2022-23

			also they can become a Data architect.	
Practical -III: Data Structures And Algorithms Using C	PCS309	B.Sc. Computer Science	<b>Skill development:</b> Exercise to create a functionalities of stack, queue, tree, graph techniques through practice in computer laboratory, based on these the students can face the interview and also they can become a Data architect.	2022-23
Software Engineering	CS422	B.Sc. Computer Science	<b>Skill development:</b> Practice the SDLC life cycle activities through assignment writing, problem solving and seminar and also applying the SDLC concept to the project to create software on his/her own. So that the students can become a software designer.	2022-23
Relational Database Management Systems	CS423	B.Sc. Computer Science	<b>Skill development:</b> Practice for writing queries on commands, constrains, and normalization concepts through	2022-23

			practice in computer laboratory. Based on these activities they can become a Database designer and Database admin.	
Practical -IV: Relational Database Management Systems	PCS412	B.Sc. Computer Science	<b>Skill development:</b> Exercise to create queries on commands, constrains, and normalization concepts through practice in computer laboratory. Based on these activities they can become a Database designer and Database admin.	2022-23
Programming Using Java	CS534	B.Sc. Computer Science	<b>Skill development</b> : Practice for creating simple application with use of Java applets and threading concepts through practice in computer laboratory, so that the students can become a programmer.	2022-23
Linux and Shell Programming	CS535	B.Sc. Computer Science	<b>Skill development</b> : Learning the Unix command like file management, disc management, security on files,	2020-21

			communication oriented, process oriented commands and shell scripting through practice in computer laboratory, so that the students can become a system admin and system side programmer.	
Programming Using PHP	CS536	B.Sc. Computer Science	<b>Skill development</b> : Learning the server side scripting with help of PHP through practice in computer laboratory, so that the student can become a web page designer.	2020-21
Practical -V :Programming Using Java	PCS512	B.Sc. Computer Science	<b>Skill development:</b> Creating simple application with use of Java applets and threading concepts through practice in computer laboratory, so that the students can become a programmer.	2020-21
Practical -VI :Linux and Shell Programming	PCS513	B.Sc. Computer Science	<b>Skill development</b> : Creating simple application with use of Linux and Microprocessor concepts through practice in computer laboratory, so that	2020-21

			the students can become a programmer.	
Practical -VII :Programming Using PHP	PCS514	B.Sc. Computer Science	<b>Skill development</b> : Exercise to create the small web application with html and php through practice in computer laboratory, so that the students can develop the web designing skills.	2020-21
Mobile Apps – Android Development	CS629	B.Sc. Computer Science	<b>Skill development</b> : Learning the android life cycle, layers, SDK, android common control and database operations through demonstration, so that the students can become an Android Mobile Application developer.	2020-21
Web Development Using XML	CS628	B.Sc. Computer Science	<b>Skill development</b> : Learning the xml self descriptive tags, DTD validation, Schema validation, XSLT and web services through assignment writing, and practice in computer laboratory, so that the students can become a web services developer.	2020-21

Programming Using Python	CS630	B.Sc. Computer Science	<b>Skill development</b> : Creating simple application with use of Python concepts through practice in Assignment and Computer laboratory, so that the students can become a programmer.	2020-21
Microprocessor and its Applications	CS629	B.Sc. Computer Science	<b>Skill development</b> : Learning the registers, instruction set and machine code, so the students can understand the assembly level language programming concepts through assignment writing, problem solving, seminar and demonstration of assembly programs using Emulator-Software. So that the students can become an embedded tool developer.	2020-21
Practical - VIII: Microprocessor and its Applications	PCS623	B.Sc. Computer Science	<b>Skill development</b> : Exercise to create the small mobile application with XML and Java through practice in computer laboratory, so that	2020-21



			the students can develop the skills.	
Practical -IX :Programming Using Python	PCS624	B.Sc. Computer Science	<b>Skill development</b> : Creating simple application with use of Python concepts through practice in computer laboratory, so that the students can become a programmer.	2020-21
Practical -VI :Web Development Using XML	PCS625	B.Sc. Computer Science	<b>Skill development</b> : Exercise to create the xml document with embedded to, DTD, Schema and XSLT to validate the xml documents through practice in computer laboratory, so that the students can develop the web service oriented skill.	2020-21