

		disorders and substance related disorders.
	Statistical Methods for Psychological Research	<ol style="list-style-type: none"> 1. Developing an understanding of the nature of qualitative and quantitative inquiry 2. To educate students with the techniques of inferential statistics and hypothesis testing 3. Developing a basic knowledge of how to analyze data quantitatively
UF-ED-990	Psychology for Health and Well being	<ol style="list-style-type: none"> 1. Understanding the spectrum of health and illness. 2. Demonstrating adequate knowledge about issues related to stress, stress management and coping. 3. Developing adequate knowledge about the promotion of healthy behaviour. 4. Cultivating inner strengths and virtues, like hope and optimism
UF-ED-991	Effective Decision Making	<ol style="list-style-type: none"> 1. To learn decision making skills. 2. To develop an understanding into the choices that one has about one's career. 3. To promote skills pertaining to interpersonal relationships, conflict resolution and negotiations. 4. To develop skills enhancing competency at work.
UF-ED-992	Abnormal Psychology -I	<ol style="list-style-type: none"> 1. Understand the sub-cellular physiological phenomena in plants; 2. Understand the water relations in plants; 3. Understand the functioning of plant from the physiological point of view;

		<ol style="list-style-type: none"> 4. Understand about enzymes and their mechanism of action 5. Understand various facets of growth, differentiation and physiology of flowering in angiosperms
	Health Psychology	<ol style="list-style-type: none"> 1. On successful completion of the course, the Students will be able to comprehend the modern concepts of developmental biology to understand the developmental sequences in vertebrates; to compare the developmental of organs and systems.
	Introduction to Positive Psychology	<p>On successful completion of the course, the Students will be able to</p> <ol style="list-style-type: none"> 1. Acquire the ability to utilize technology and information for the betterment of humankind; 2. Strengthen knowledge and attitude related to livelihood skills;
UF-ED-1002	Holistic Education	<ol style="list-style-type: none"> 1. Develop and understanding the concept of health. 2. Understand the roll of health education and its importance in education 3. Get a broad spectrum of avenues for maximum potential. 4. Prepares for life long learning 5. Understand basic and practical health programmes
UF-ED-1003	Applied Social Psychology	<ol style="list-style-type: none"> 1. Understanding the key issues and theoretical concepts related to social inequalities, especially in the Indian context 2. Developing insights into

		<p>one's own behaviours as a man (or as a woman) through self reflexivity.</p> <ol style="list-style-type: none"> Learning to apply theoretical knowledge of social psychology in designing intervention systems. Developing insights into issues related to groups, environment and the legal system.
UF-ED-1004	Abnormal Psychology -II	<ol style="list-style-type: none"> Deepen knowledge of complex psychological disorders and their diagnosis, including rare and severe conditions. Analyze and critique advanced theories and research related to the causes and treatment of abnormal behavior. Develop the ability to apply evidence-based interventions for individuals with challenging psychological conditions.
UF-ED-1005	Rehabilitation Psychology	<p>On successful completion of the course, the Students will be able to</p> <ol style="list-style-type: none"> Learn about the psychological aspects of disability and the impact on an individual's functioning and well-being. Explore various models of rehabilitation and intervention strategies to enhance individuals' independence and quality of life. Understand the role of rehabilitation psychologists in interdisciplinary teams

		for comprehensive care.
UF-ED-1006	Educational Psychology	<ol style="list-style-type: none"> 1. Explain the meaning, scope and functions of concepts of education and psychology. 2. Analyze the fundamentals of development. 3. Create knowledge of different approaches. 4. Understand role of an educational psychologist in learning environment. 5. Recognize the difficulties and benefits that can arise from the application of diagnostic labels. 6. Understand the responsibilities of teacher towards special children.
UF-ED-1007	Psychology and Mental Health	<p>On successful completion of the course, the Students will be able to</p> <ol style="list-style-type: none"> 1. Starting conversations around mental health and creating mental health awareness amongst non-Psychology students. 2. Basic understanding of common mental health problems like anxiety and depression. 3. Understanding and enhancing positive mental health and wellbeing



REGISTRAR

Jayoti Vidyapeeth Women's University
Jaipur



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DEPARTMENT OF SCIENCE & TECHNOLOGY

Course Outcomes of Bachelor of Technology (Computer Science)

Course Code	Course Name	Course Outcomes
	Multivariable Calculus	<ol style="list-style-type: none">1. To develop the understanding of basic mathematics i.e. algebra, calculus, trigonometry and statistics.2. To develop the understanding of measurements.3. Students will able to perform various mathematical operations using methods.
	Fundamentals of Computer	<ol style="list-style-type: none">1. To develop the understanding of basic computer system.2. Understanding inside the hardware and how computer works on machine level.3. The working and use of Microsoft Office.4. Students will able to recognize hardware components, working of an operating system and various applications.
	Elementary Physics-I	<ol style="list-style-type: none">1. This course gives a balance account of the fundamentals of Physics.2. Engineering applications in different branches and

		<p>to provide the knowledge and methodology necessary for solving problems in the field of engineering.</p> <p>3. Students will be able to perform various mathematical operations using methods.</p>
	Fundamentals of Chemistry	<ol style="list-style-type: none"> 1. To develop the understanding of basic chemistry and its types. 2. To make students understand about the practical aspects of things. 3. Students will be able to identify various matters and equipment used in labs, perform some basic experiments.
	English Communication	<ol style="list-style-type: none"> 1. To develop the understanding of communication with the practical aspects and real time reading, writing and practicing with other students. 2. Students will be able to learn communication techniques and the practice in the course will make them to see the things in real life. 3. Students will be able to perform various communication techniques using methods.
	Fundamentals of Computer Lab	<ol style="list-style-type: none"> 1. Demonstrate the knowledge of the basic structure, components, features and generations of computers. 2. Describe the concept of computer languages, language translators and construct algorithms to

		<p>solve problems using programming concepts.</p> <ol style="list-style-type: none"> 3. Compare and contrast features, functioning & types of operating system and computer networks. 4. Demonstrate architecture, functioning & services of the Internet and basics of multimedia.
	Elementary Physics-I Lab	<ol style="list-style-type: none"> 1. This course gives a balance account of the fundamentals of Physics. 2. Engineering applications in different branches and to provide the knowledge and methodology necessary for solving problems in the field of engineering. 3. Students will able to perform various mathematical operations using methods.
	Fundamentals of Chemistry Lab	<ol style="list-style-type: none"> 1. To develop the understanding of basic chemistry and its types. 2. To make students understand about the practical aspects of things. 3. Students will able to identify various matters and equipment used in labs, perform some basic experiments.
	Engineering Drawing Lab	<ol style="list-style-type: none"> 1. Student's ability to convert sketches to engineered drawings will increase. 2. Students will be able to draw orthographic projections and sections. 3. Student's ability to perform basic sketching techniques will improve.
	Human Behaviour & Ethics	<ol style="list-style-type: none"> 1. Imparting quality education to students to enhance their skills and make them globally

		<p>competitive.</p> <ol style="list-style-type: none"> 2. Prepare its graduates to pursue life-long learning, serve the profession and meet intellectual, ethical and career challenges. 3. Maintain a vital, state-of-the-art research to provide its students and faculty with opportunities to create, interpret, apply and disseminate knowledge.
	Certificate Program in MS Office	<ol style="list-style-type: none"> 1. To develop the understanding of basic computer system. 2. Understanding inside the hardware and how computer works on machine level. 3. The working and use of Microsoft Office.
	Cyber Law and Ethics	<ol style="list-style-type: none"> 1. Make Learner Conversant With The Social And Intellectual Property Issues Emerging From Cyberspace. 2. Explore The Legal And Policy Developments In Various Countries To Regulate Cyberspace. 3. Develop The Understanding Of Relationship Between Commerce And Cyberspace.
	Mathematics-II	<ol style="list-style-type: none"> 1. To develop the understanding of algebra and equations to write and understand basic proofs. 2. Use mathematical ideas to model real-world problems. 3. Students will able to perform various mathematical operations using methods.

	Develop and maintain problem-solving skills.	<ol style="list-style-type: none"> 1. This course gives a balance account of the fundamentals of Physics. 2. Engineering applications in different branches and to provide the knowledge and methodology necessary for solving problems in the field of engineering. 3. Students will able to perform various mathematical operations using methods.
	Elementary Physics - II	<ol style="list-style-type: none"> 1. This course gives a balance account of the fundamentals of Physics. 2. Engineering applications in different branches and to provide the knowledge and methodology necessary for solving problems in the field of engineering. 3. Students will able to perform various mathematical operations using methods.
	Programming in C	<ol style="list-style-type: none"> 1. To develop simple algorithms for arithmetic and logical problems. 2. To translate the algorithms to programs & execution (in C language). 3. To implement conditional branching, iteration and recursion. 4. To use arrays, pointers and structures to develop algorithms and programs.
	Basics of Electrical and Electronic Engineering	<ol style="list-style-type: none"> 1. To introduce the students about domestic wiring, the functioning of various electrical apparatus and the safety measures. 2. Emphasize the effects of electric shock and precautionary measures. 3. To impart basic

		<p>knowledge of electrical quantities such as current, voltage, power, energy and frequency to understand the impact of technology in a global and societal context.</p> <p>4. To provide knowledge about the basic DC and AC electric circuits and magnetic circuits.</p>
	Environmental Science	<ol style="list-style-type: none"> 1. Explore the problems we face in understanding our natural environment and in living sustainability. 2. Develop scientific, interpretive and creative thinking skills. 3. Learn to apply quantitative analysis and field research techniques. 4. Use computer-based geographical information systems to study environmental change.
	Introduction to PHP	<ol style="list-style-type: none"> 1. Analyze PHP scripts and determine their behaviour. 2. Construct PHP scripts to create dynamic web content. 3. Create PHP scripts capable of inserting and modifying data in a MySQL database.
	Computer Hardware Maintenance	<ol style="list-style-type: none"> 1. Students will be able to identify the essential components of a computer. 2. Students will be able to describe the function of the essential components of a computer. 3. Students will be able to troubleshoot hardware components.
	Multimedia Applications	<ol style="list-style-type: none"> 1. Communicate clearly and concisely, visually, verbally and in writing,

		<p>using techniques appropriate for the intended audience.</p> <ol style="list-style-type: none"> 2. Demonstrate knowledge of discipline-specific skills and vocabulary. 3. Participate as a team member to make collaborative decisions toward shared objectives with civility and interpersonal skills.
	Elementary Physics-II Lab	<ol style="list-style-type: none"> 1. This course gives a balance account of the fundamentals of Physics. 2. Engineering applications in different branches and to provide the knowledge and methodology necessary for solving problems in the field of engineering. 3. Students will able to perform various mathematical operations using methods.
	Programming in C Lab	<ol style="list-style-type: none"> 1. Draw a flow chart of a given problem. 2. Recognize and understand the syntax and construction of C programming code. 3. Understand using header files. 4. Understand function declaration and definition
	Basics of Electrical and Electronic Engineering Lab	<ol style="list-style-type: none"> 1. To introduce the students about domestic wiring, the functioning of various electrical apparatus and the safety measures. 2. Emphasize the effects of electric shock and precautionary measures. 3. To impart basic knowledge of electrical quantities such as current, voltage, power, energy and frequency to

		<p>understand the impact of technology in a global and societal context.</p> <ol style="list-style-type: none"> To provide knowledge about the basic DC and AC electric circuits and magnetic circuits.
	Discrete Mathematics Structure	<ol style="list-style-type: none"> Analyze logical propositions via truth tables. Prove mathematical theorems using mathematical induction. Determine properties of relations identify equivalence and partial order relations, sketch relations. Define graphs, digraphs and trees, and identify their main properties.
	Data Structures Using C	<ol style="list-style-type: none"> Describe how arrays, linked lists, stacks, queues, trees, and graphs are represented in memory, used by the algorithms and their common applications. Discuss the computational efficiency of the sorting and searching algorithms. Implementation of Trees and Graphs and perform various operations on these data structure. Identify the alternative implementations of data structures with respect to its performance to solve a real world problem.
	Introduction to Digital Systems	<ol style="list-style-type: none"> Develop an understanding of the subject. Understanding the concepts of Digital Systems. Understanding the practical aspects of Digital Systems. Demonstrate the skills of

		basic of Digital Systems.
	Network Security & Cryptography	<ol style="list-style-type: none"> 1. Analyze and design classical encryption techniques and block ciphers. 2. Understand and analyze data encryption standard. 3. Understand and analyze public-key cryptography, RSA and other public-key cryptosystems.
	Disaster Management	<ol style="list-style-type: none"> 1. Ensure the safety of all employees and visitors at the site/facility. 2. Reduce the risk of disasters caused by human error, deliberate destruction, and building or equipment failures. 3. Recover lost or damaged records or information after a disaster.
	Technical Communication	<ol style="list-style-type: none"> 1. Students will be enabled to understand the nature and objective of Technical Communication relevant for the work place as Engineers. 2. Students will utilize the technical writing for the purposes of Technical Communication and its exposure in various dimensions. 3. Students would imbibe inputs by presentation skills to enhance confidence in face of diverse audience.
	Web Designing Course	<ol style="list-style-type: none"> 1. Create meaning from interview and secondary data. 2. Recognize the design thinking stages and able to identify which stage of a project you may be in. 3. The consequences of the use in the world of

		products, systems, services, processes organizations and the like created using the instructions of design output.
	Block chain	<ol style="list-style-type: none"> 1. Block chain increases trust, security, transparency, and the traceability of data shared across a business network — and delivers cost savings with new efficiencies. 2. Block chain for business uses a shared and immutable ledger that can only be accessed by members with permission. 3. It maintains a decentralized and secure record of crypto transactions.
	Data Structures Using C Lab	<ol style="list-style-type: none"> 1. Discuss the computational efficiency of the sorting and searching algorithms. 2. Implementation of Trees and Graphs and perform various operations on these data structure. 3. Understanding the concept of recursion, application of recursion and its implementation and removal of recursion.
	Introduction to Digital Systems Lab	<ol style="list-style-type: none"> 1. Develop an understanding of the subject. 2. Understanding the concepts of Digital Systems. 3. Understanding the practical aspects of Digital Systems.
	Engineering Statistics & Linear Algebra	<ol style="list-style-type: none"> 1. Identify and associate Random Variables and Random Processes in Communication events. 2. Analyze and model the

		<p>Random events in typical communication events to extract quantitative statistical parameters.</p> <ol style="list-style-type: none"> Analyze and model typical signal sets in terms of a basis function set of Amplitude, phase and frequency. Demonstrate by way of simulation or emulation the ease of analysis employing basis functions, statistical representation and Eigen values.
	Theory of Automata	<ol style="list-style-type: none"> Analyze and design finite automata, pushdown automata, Turing machines, formal languages, and grammars. Analyze and design, Turing machines, formal languages, and grammars. Demonstrate the understanding of key notions, such as algorithm, computability, decidability, and complexity through problem solving.
	Microprocessor	<ol style="list-style-type: none"> Develop an understanding of the subject. Understanding the concepts of about Microprocessor. Understanding the practical aspects of about Microprocessor. Demonstrate the skills of basic of about Microprocessor.
	Python Language Programming	<ol style="list-style-type: none"> Interpret the fundamental Python syntax and semantics and be fluent in the use of Python control flow statements. Express proficiency in the handling of strings and

		<p>functions.</p> <ol style="list-style-type: none"> Determine the methods to create and manipulate Python programs by utilizing the data structures like lists, dictionaries, tuples and sets. Articulate the Object-Oriented Programming concepts such as encapsulation, inheritance and polymorphism as used in Python.
	Operating Systems	<ol style="list-style-type: none"> Explain main components, services, types and structure of Operating Systems. Apply the various algorithms and techniques to handle the various concurrency control issues. Compare and apply various CPU scheduling algorithms for process execution. Explain and apply various memory, I/O and disk management techniques.
	Microprocessor Lab	<ol style="list-style-type: none"> Develop an understanding of the subject. Understanding the concepts of about Microprocessor. Understanding the practical aspects of about Microprocessor. Demonstrate the skills of basic of about Microprocessor.
	Python Language Programming Lab	<ol style="list-style-type: none"> Interpret the fundamental Python syntax and semantics and be fluent in the use of Python control flow statements. Express proficiency in the handling of strings and functions.

		<ol style="list-style-type: none"> 3. Determine the methods to create and manipulate Python programs by utilizing the data structures like lists, dictionaries, tuples and sets. 4. Articulate the Object-Oriented Programming concepts such as encapsulation, inheritance and polymorphism as used in Python.
	Operating Systems Lab	<ol style="list-style-type: none"> 1. Ability to implement inter process communication between two processes. 2. Ability to design and solve synchronization problems. 3. Ability to simulate and implement operating system concepts such as scheduling, Deadlock management, file management, and memory management.
	Operational Research	<ol style="list-style-type: none"> 1. Explain optimization techniques for various problems. 2. Understand the given problem as transportation and assignment problem and solve. 3. Illustrate game theory for decision support system.
	Database Management System	<ol style="list-style-type: none"> 1. Apply knowledge of database for real life applications. 2. Apply query processing techniques to automate the real time problems of databases. 3. Identify and solve the redundancy problem in database tables using normalization. 4. Design, develop and implement a small database project using

		database tools.
	Introduction to Artificial Intelligence	<ol style="list-style-type: none"> 1. Understand the basics of the theory and practice of Artificial Intelligence as a discipline and about intelligent agents. 2. Understand search techniques and gaming theory. 3. The student will learn to apply knowledge representation techniques and problem solving strategies to common AI applications. 4. Student should be aware of techniques used for classification and clustering.
	Design and Analysis of Algorithm	<ol style="list-style-type: none"> 1. Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands. 2. Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate). 3. Understand the mathematical criterion for deciding whether an algorithm is efficient, and know many practically important problems that do not admit any efficient algorithms. 4. Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.
	Computer Organization	<ol style="list-style-type: none"> 1. Analysis of the design of arithmetic & logic unit and understanding of the fixed point and floating-point arithmetic operations.

		<ol style="list-style-type: none"> 2. Implementation of control unit techniques and the concept of Pipelining. 3. Understanding the hierarchical memory system, cache memories and virtual memory. 4. Understanding the different ways of communicating with I/O devices and standard I/O interfaces.
	Database Management System Lab	<ol style="list-style-type: none"> 1. Apply knowledge of database for real life applications. 2. Apply query processing techniques to automate the real time problems of databases. 3. Identify and solve the redundancy problem in database tables using normalization. 4. Understand the concepts of transactions, their processing so they will familiar with broad range of database management issues including data integrity, security and recovery. 5. Design, develop and implement a small database project using database tools.
	Design and Analysis of Algorithm Lab	<ol style="list-style-type: none"> 1. Design new algorithms, prove them correct, and analyze their asymptotic and absolute runtime and memory demands. 2. Find an algorithm to solve the problem (create) and prove that the algorithm solves the problem correctly (validate). 3. Understand the mathematical criterion for deciding whether an algorithm is efficient, and

		<p>know many practically important problems that do not admit any efficient algorithms.</p> <p>4. Understand basic techniques for designing algorithms, including the techniques of recursion, divide-and-conquer, and greedy.</p>
	Machine Learning Techniques	<ol style="list-style-type: none"> 1. To understand the need for machine learning for various problem solving. 2. To understand a wide variety of learning algorithms and how to evaluate models generated from data. 3. To understand the latest trends in machine learning. 4. To design appropriate machine learning algorithms and apply the algorithms to a real-world problems.
	Web Technology	<ol style="list-style-type: none"> 1. Explain web development Strategies and Protocols governing Web. 2. Develop Java programs for window/web-based applications. 3. Design web pages using HTML, XML, CSS and JavaScript. 4. Creation of client-server environment using socket programming.
	Embedded System & IOT	<ol style="list-style-type: none"> 1. Provide the participants in-depth knowledge and skills required by Embedded System and IoT Companies around the globe by imparting comprehensive understanding about the fundamental principles, methodologies and industry practices.

		<ol style="list-style-type: none"> 2. Makes the successful participants readily employable in multiple roles available in Embedded and IoT Industry. 3. Enhances the skill sets and confidence for Embedded Start-ups.
	Software Engineering	<ol style="list-style-type: none"> 1. Explain various software characteristics and analyze different software Development Models. 2. Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards. 3. Compare and contrast various methods for software design. 4. Formulate testing strategy for software systems, employ techniques such as unit testing, Testdriven development and functional testing.
	Real Time Systems	<ol style="list-style-type: none"> 1. Describe concepts of Real-Time systems and modelling. 2. Recognize the characteristics of a real-time system in context with real time scheduling. 3. Classify various resource sharing mechanisms and their related protocols. 4. Apply the basics of RTOS in interpretation of real time systems.
	Computer Networks	<ol style="list-style-type: none"> 1. Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media,

		<p>Analogue and digital data transmission.</p> <ol style="list-style-type: none"> 2. Apply channel allocation, framing, error and flow control techniques. 3. Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism. 4. Explain the functions offered by session and presentation layer and their Implementation.
	Machine Learning Techniques Lab	<ol style="list-style-type: none"> 1. To understand the need for machine learning for various problem solving. 2. To understand a wide variety of learning algorithms and how to evaluate models generated from data. 3. To understand the latest trends in machine learning. 4. To design appropriate machine learning algorithms and apply the algorithms to a real-world problems.
	Web Technology Lab	<ol style="list-style-type: none"> 1. Explain web development Strategies and Protocols governing Web. 2. Develop Java programs for window/web-based applications. 3. Design web pages using HTML, XML, CSS and JavaScript. 4. Creation of client-server environment using socket programming.
	Information Theory & Coding	<ol style="list-style-type: none"> 1. Explain each block involved in digital communication thoroughly with applications. 2. Apply the knowledge of basic concepts of probability and entropies

		<p>to analyze the behaviour of a communication system.</p> <ol style="list-style-type: none"> Analyze the use of source coding and evaluating all the techniques of source coding. Examine the significance of channel coding and evaluating all available techniques of channel coding and decoding with challenges.
	Mobile Computing	<ol style="list-style-type: none"> Explain and discuss issues in mobile computing and illustrate overview of wireless telephony and channel allocation in cellular systems. Explore the concept of Wireless Networking and Wireless LAN. Analyse and comprehend Data management issues like data replication for mobile computers, adaptive clustering for mobile wireless networks and Disconnected operations. Identify Mobile computing Agents and state the issues pertaining to security and fault tolerance in mobile computing environment.
	Applications of Soft Computing	<ol style="list-style-type: none"> Learn about soft computing techniques and their applications. Analyze various neural network architectures. Understand perceptions and counter propagation networks. Analyze the genetic algorithms and their applications.
	Computer Graphics	<ol style="list-style-type: none"> Understands the core concepts and

		<p>mathematical foundations of computer graphics.</p> <ol style="list-style-type: none"> 2. Knows fundamental computer graphics algorithms and data structures. 3. Has an overview of different modelling approaches and methods. 4. Understands light interaction with 3D scenes.
	Project Management & Entrepreneurship	<ol style="list-style-type: none"> 1. The successful development and implementation of all project's procedures. 2. Productive guidance, efficient communication and apt supervision of the project's team. 3. The achievement of the project's main goal within the given constraints. 4. This might mean that you need to shape and reform the client's vision or to negotiate with them as regards the project's objectives, to modify them into feasible goals.
	Computer Graphics Lab	<ol style="list-style-type: none"> 1. Develop an understanding of the subject. 2. Understanding the concepts of about Computer Graphics. 3. Understanding the practical aspects of about Computer Graphics. 4. Demonstrate the skills of basic of about Computer Graphics.
	Mobile Computing Lab	<ol style="list-style-type: none"> 1. Explain and discuss issues in mobile computing and illustrate overview of wireless telephony and channel allocation in cellular systems. 2. Explore the concept of Wireless Networking and

		<p>Wireless LAN.</p> <ol style="list-style-type: none"> Analyse and comprehend Data management issues like data replication for mobile computers, adaptive clustering for mobile wireless networks and Disconnected operations. Identify Mobile computing Agents and state the issues pertaining to security and fault tolerance in mobile computing environment.
	Cloud Computing	<ol style="list-style-type: none"> Describe architecture and underlying principles of cloud computing. Explain need, types and tools of Virtualization for cloud. Describe Services Oriented Architecture and various types of cloud services. Explain Inter cloud resources management cloud storage services and their providers Assess security services and standards for cloud computing. Analyze advanced cloud technologies.
	Big Data	<ol style="list-style-type: none"> Analysis of the design of arithmetic & logic unit and understanding of the fixed point and floating-point arithmetic operations. Implementation of control unit techniques and the concept of Pipelining. Understanding the hierarchical memory system, cache memories and virtual memory. Understanding the different ways of communicating with I/O

		devices and standard I/O interfaces.
	Rural Development: Administration And Planning	<ol style="list-style-type: none">1. Students can understand the definitions, concepts and components of Rural Development.2. Students will know the importance, structure, significance, resources of Indian rural economy.3. Students will have a clear idea about the area development programmes and its impact.4. Students will be able to acquire knowledge about rural entrepreneurship.


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DEPARTMENT OF EDUCATION AND METHODOLOGY

Course Outcomes of Bachelor in Library Science

Course Code	Course Name	Course Outcomes
UF-LB-005	LIBRARY, INFORMATION AND SOCIETY	1. Libraries play a vital role for a nation by preserving its cultural heritage. In the modern age with the abundance of information, libraries assist the society by maintaining and disseminating the relevant information as and when required.
UF-LB-003	LIBRARY CLASSIFICATION	1. On successful completion of the course, the Students will be able to Classification systems in libraries generally play two roles. Firstly, they facilitate subject access by allowing the user to find out what works or documents the library has on a certain subject. Secondly, they provide a known location for the information source to be located (e.g. where it is shelved).
UF-LB-004	LIBRARY CLASSIFICATION	1. On successful completion of the course, the Students

	(Practical)	will be able to In libraries, classification deals with the determination of the primary subject of a work and the assignment of specific notation. This is used for retrieval purposes, and also for ordering the items in a systematic catalogue and for shelving the item with other items on similar subjects.
UF-LB-001	BASICS OF INFORMATION TECHNOLOGY IN LIS	1. On successful completion of the course, the Students will be able to In computer science, a library is a collection of non-volatile resources used by computer programs, often for software development. These may include configuration data, documentation, help data, message templates, pre-written code and subroutines, classes, values or type specifications.
UF-LB-002	BASICS OF INFORMATION TECHNOLOGY IN LIS (Practical)	1. On successful completion of the course, the Students will be able to Library and Information Science (LIS) is an interdisciplinary field of study that centers on the documentation that records our stories, memory, history, and knowledge. LIS professionals serve as custodians of printed materials, records, photographs, audiovisual materials, and ephemera, in both analogue and digital form.
VAD-008	English Language	1. To critically evaluate new ideas, research findings ,

		<p>methodologies and theoretical framework in specialized field of study.</p> <ol style="list-style-type: none"> To be proficient in using of appropriate information from diverse sources. Comprehend the importance of language skills. Knowledgeable across disciplines with a kaleidoscopic view
VAD-009	HEALTH AND WELLNESS	<ol style="list-style-type: none"> To introduce the fundamental concepts of physical education, health and fitness. To provide a general understanding on nutrition, first aid and stress management. To familiarize the students regarding yoga and other activities for developing fitness. To create awareness regarding hypo-kinetic diseases, and various measures of fitness and health assessment.
UF-LB-011	MANAGEMENT OF LIBRARY AND INFORMATION CENTRES	<ol style="list-style-type: none"> On successful completion of the course, the Students will be able to The Library Management System allows the user to store the book details and the person's details. This software allows storing the details of all the data related to library.
UF-LB-007	INFORMATION SOURCES AND SERVICES	<ol style="list-style-type: none"> On successful completion of the course, the Students will be able to It is more reliable than the tertiary information source. For example, newspapers, magazines, bibliographies, encyclopaedia, directory, geographical source, text

		book, critics, index and abstract.
UF-LB-010	LIBRARY CATALOGUING (Practical)	1. On successful completion of the course, the Students will be able to The objectives behind library catalogue are to enable a user to find a book when one of the author, or title, or subject is known; to show what the library has by a given author.



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DEPARTMENT OF MANAGEMENT & COMMERCE

Course Outcomes of Bachelor of Commerce

Course Code	Course Name	Course Outcomes
UF-LW-004	Financial Accounting-I	<ol style="list-style-type: none">1. Define, distinguish and apply the basic concepts and terminology of Accounting.2. Develop the skills of recording financial transactions and preparation of reports using computers.
UF-MG-001	Business Economics	<ol style="list-style-type: none">1. Define, distinguish and apply the basic concepts and terminology of Economics.2. Develop the skills and knowledge of market structure.
UF-MG-002	Business Organization & Management	<ol style="list-style-type: none">1. Define, distinguish and apply the basic concepts and terminology of the Business.2. Demonstrate the roles, skills and functions of management.
UF-LW-006	Law of Contract	<ol style="list-style-type: none">1. Define, distinguish and apply the basic concepts and terminology of the law of contract.2. Identify the relevant legal issues that arise on a given set of facts in the area of contract law.

UF-MG-005	Fundamentals of Information Technology	<ol style="list-style-type: none"> 1. Acquire a foundational understanding of Information Technology principles and concepts, essential for effective decision-making in a business environment. 2. Develop practical skills in utilizing various IT tools and technologies to enhance business processes and productivity.
UF-ED-177	English Language	<ol style="list-style-type: none"> 1. Develop the skills and knowledge of reading, writing, listening, speaking.
UF-MG-304	Financial Accounting-II	<ol style="list-style-type: none"> 1. Define, distinguish and apply the basic concepts and terminology of Accounting. 2. Develop the skills of recording financial transactions and preparation of reports using computers.
UF-MG-257	Financial Management	<ol style="list-style-type: none"> 1. Define, distinguish and apply the basic concepts and terminology marketing. 2. Identify the complete relationship between marketing and other management functions.
UF-MG-253	Basic of Company Law	<ol style="list-style-type: none"> 1. Gain comprehensive knowledge of the legal framework governing companies and their operations, enabling effective compliance and governance.
UF-MG-252	Principle of Marketing	<ol style="list-style-type: none"> 1. Define, distinguish and apply the basic concepts and terminology marketing. 2. Identify the complete relationship between marketing and other management functions.
UF-MG-255	Corporate Governance and Social Responsibility	<ol style="list-style-type: none"> 1. Understand the principles and practices of effective corporate governance and its role infostering ethical business conduct and accountability. 2. Gain insights into the significance of corporate social responsibility (CSR) and its impact on sustainable business practices, stakeholder relationships, and

		community development.
UF-MG-254	Corporate Accounting	1. Analyse the matters related to issues of share capital, debentures, bonus shares, redemption of preference shares and debentures of a company.
UF-MG-016	Indian Financial Market	1. Student will be able make better financial decision making on the basis of Indian financial market.
UF-MG-018	Industrial and Labor Law	1. Understand and explain the conceptual framework of Industrial Law.
UF-MG-015	Cost and Works Accounting	1. Understand and explain the conceptual framework of Cost Accounting. 2. Explain the basic concepts and processes in determination of cost of products and services.
UF-LW-151	Business Environment	1. Understand and explain the conceptual framework of Business Environment.
UF-MG-014	Business Math and Statistics	1. Enhanced analytical skills and the ability to interpret and communicate numerical data effectively to support business decision-making. 2. Improved proficiency in financial calculations, statistical modelling, and data interpretation, aiding in budgeting, forecasting, and risk assessment for business operations.
UF-MG-306	Direct Tax-I	1. To comprehend the complexities of direct tax laws, accurately calculate tax liabilities for individuals. 2. Provide tax planning advice for simple business transactions.
UF-MG-021	Principle of Banking	1. Learn about various banking operations, financial instruments, and regulatory frameworks, empowering them to make informed decisions and contribute effectively to the banking industry.
UF-MG-054	Human Resource Management	1. Learn the selection process of the organization.

		<ol style="list-style-type: none"> 2. Get the wider knowledge of industrial relation and handling grievances.
UF-MG-023	Strategic Management	<ol style="list-style-type: none"> 1. Understand the strategic decisions that organizations make and have an ability to engage in strategic planning. 2. Explain the basic concepts, principles and practices associated with strategy formulation and implementation.
UF-MG-308	Advanced Cost Accounting	<ol style="list-style-type: none"> 1. Deeper understanding of cost concepts, budgeting, cost allocation methods, and cost analysis.
UF-MG-307	Direct Tax-II	<ol style="list-style-type: none"> 1. Students will be proficient in analyzing intricate tax scenarios, handling tax compliance for various entities.
UF-LW-040	International Economics	<ol style="list-style-type: none"> 1. Gain a good working knowledge of the international economic environment and recognize the linkages between political, diplomatic and financial developments and their impact on international business. 2. Apply the various theoretical aspects of the principles of finance and economics in an international context.
UF-LW-039	Essential of E-Commerce	<ol style="list-style-type: none"> 1. Understand the basic concepts and technologies used in the field of management information systems. 2. Understand the processes of developing and implementing information Systems.
UF-LW-98	Principles of Auditing	<ol style="list-style-type: none"> 1. Demonstrate awareness, knowledge and appreciation in application of auditing principles and practices in global business operations. 2. Demonstrate knowledge of different functions of business and appreciation of integrated functional business areas; and make use of adaptive and innovative skills in solving business problems.

UF-MG-067	Management Accounting	<ol style="list-style-type: none"> 1. Analyzing financial data for informed decision-making. 2. Implementing cost control measures to enhance profitability.
UF-MG-305	Goods and Service Tax	<ol style="list-style-type: none"> 1. Understand the GST return filing process, input tax credit (ITC) mechanisms, invoicing requirements. 2. Understand about the advantages and challenges of GST implementation, its effects on pricing strategies, supply chain management.
UF-MG-034	Principles of Insurance	<ol style="list-style-type: none"> 1. Discuss and apply different types of insurance in different organization.
UF-MG-035	Research Methods in Business	<ol style="list-style-type: none"> 1. Discuss and apply different research approaches and methodologies. 2. Develop data collection instrument according to the underlying theoretical framework.
UF-MG-032	Entrepreneurship Development	<ol style="list-style-type: none"> 1. Develop the knowledge on different types of Entrepreneur.
UF-MG-022	Quantitative Technique	<ol style="list-style-type: none"> 1. Identify, formulate and solve Linear Programming Problems graphically, mathematically and by using excel solver. Identify different types of decision-making environments and choose the appropriate decision making approaches for each.
UF-MG-309	Business Research Method	<ol style="list-style-type: none"> 1. Increase the awareness of report writing, use of hypothesis testing.
UF-MG-111	Business Ethics and Corporate Governance	<ol style="list-style-type: none"> 1. Increase the awareness of ethics as a prelude to learn the skills of ethical decision-making.
UF-MG-240	Project Management	<ol style="list-style-type: none"> 1. Understanding the principles and best practices of project management. 2. Learning techniques to identify and manage project risks and uncertainties.
UF-MG-149	Organization Behaviour	<ol style="list-style-type: none"> 1. Understand the legal framework governing labour relations and employment contracts. 2. Analyze labour disputes and apply relevant laws to resolve conflicts

		in the workplace.
UF-MG-311	Advanced Business Research	<ol style="list-style-type: none"> 1. Advanced knowledge of research methodologies, including quantitative and qualitative research techniques. 2. Proficiency in designing and executing complex research projects in a business context.
UF-MG-225	Application of SPSS	<ol style="list-style-type: none"> 1. Learning how to perform inferential statistical tests, including t-tests, ANOVA (Analysis of Variance), correlation, and regression analysis using SPSS.

Hemraj

REGISTRAR

Jayoti Vidyapeeth Women's University
Jaipur



JAYOTI VIDYAPEETH WOMEN'S UNIVERSITY, JAIPUR
ESTABLISHED BY GOVERNMENT OF RAJASTHAN
UGC APPROVED | NAAC ACCREDITED

DEPARTMENT OF MANAGEMENT & COMMERCE

Course Outcomes of Bachelor in Business in Administration(Retail)

Course Code	Course Name	Course Outcomes
UF-MG-043	Fundamentals of Accounting	<ol style="list-style-type: none">1. Understand and explain the conceptual framework of Accounting.2. Prepare Accounts for various entities under different situations.3. Acquire basic concepts of Cost & Management Accounting relevant for managerial decision making4. Analyze and interpret published financial information.5. Understand amalgamation, absorption and reconstruction of companies.
UF-MG-090	Principles of Management	<ol style="list-style-type: none">1. Develop an understanding of the subject.2. Understanding the various aspects of managerial functions like planning, organizing, staffing, leading, & controlling.
UF-MG-301	Organization Behavior	<ol style="list-style-type: none">1. Understand and analyze the individual needs, feelings, aspirations.2. Develop skills needed to plan for the implementation of change

		in an organization.
UF-MG-088	Marketing Management	<ol style="list-style-type: none"> 1. Understand and analyze the individual needs, feelings, aspirations. 2. Develop skills needed to plan for the implementation of change in an organization.
UF-MG-005	Fundamental of Information-technology	<ol style="list-style-type: none"> 1. Understand basic concepts and terminology of information technology. 2. Have a basic understanding of personal computers and their operation.
UF-MG-036	Business Communication	<ol style="list-style-type: none"> 1. Student applies the knowledge by speaking confidently and communicating effectively in different business situations. 2. Student creates correct business reports for both Internal and External business environments.
UF-MG-058	Sales and Customers Relationship Management	<ol style="list-style-type: none"> 1. To be aware of the nuances of customer relationship. 2. To be aware of the nuances of sales management.
UF-MG-302	Rural Retailing	<ol style="list-style-type: none"> 1. To create the awareness of the rural retailing. 2. Apply the knowledge of the subject in various practical situations.
UF-MG-051	Customer Redressal System	<ol style="list-style-type: none"> 1. To create the awareness of the rural retailing. 2. Apply the knowledge of the subject in various practical situations.
UF-MG-053	FMCG/FMCD Distribution and sales management	<ol style="list-style-type: none"> 1. To create the awareness of the FMCG Distribution. 2. Apply the knowledge of the subject in various practical situations.

UF-MG-303	Logistics and Supply Chain Management	<ol style="list-style-type: none"> 1. To be aware of the awareness of the FMCG Distribution. 2. Apply the knowledge of the Supply Chain in various practical situations.
UF-MG-056	Non-store Retailing	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the non-store retailing in various practical situations.
UF-MG-058	Sales and Marketing	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the non-store retailing in various practical situations.
UF-MG-040	Introduction to Retail Operations	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the store retailing in various practical situations.
UF-MG-038	In-store Cashiering and Merchandising Operations	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the merchandising store in various practical situations.
UF-MG-079	Team Management	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the team management in various practical situations.
UF-MG-300	Research methods in Business	<ol style="list-style-type: none"> 1. To be aware of the awareness of the subject knowledge. 2. Apply the knowledge of the research in various practical situations.

UF-MG-083	Operations of Team Leader at the Store	<ol style="list-style-type: none">1. To be aware of the awareness of the subject knowledge.2. Apply the knowledge of the research in various practical situations.
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DEPARTMENT OF SCIENCE & TECHNOLOGY

Course Outcomes of Bachelor in Computer Application

Course Code	Course Name	Course Outcomes
UF-CS-110	Mathematics-I	<ol style="list-style-type: none">1. The skill of selecting and applying appropriate numerical methods to obtain approximate solutions to difficult mathematical problems.2. Demonstrating the working of various numerical methods.3. Students will be able to perform various mathematical operations using methods.
UF-CS-111	Programming in C	<ol style="list-style-type: none">1. To develop simple algorithms for arithmetic and logical problems.2. To translate the algorithms to programs & execution (in C language).3. To implement conditional branching, iteration and recursion.4. To use arrays, pointers and structures to develop algorithms and programs.
UF-CS-108	Fundamentals of Digital Systems	<ol style="list-style-type: none">1. Digital system design and analysis.2. Computer arithmetic and data representation.3. Digital logic switch and gate design.4. Synchronous sequential logic design and analysis, finite-state machines.

UF-CS-106	Fundamentals of Computer	<ol style="list-style-type: none"> 1. To develop the understanding of basic computer system. 2. Understanding inside the hardware and how computer works on machine level. 3. The working and use of Microsoft Office. 4. Students will able to recognize hardware components, working of an operating system and various applications.
UF-CS-112	Programming in C Lab	<ol style="list-style-type: none"> 1. Draw a flow chart of a given problem. 2. Recognize and understand the syntax and construction of C programming code. 3. Understand using header files. 4. Understand function declaration and definition.
UF-CS-109	Fundamentals of Digital Systems Lab	<ol style="list-style-type: none"> 1. Digital system design and analysis. 2. Computer arithmetic and data representation. 3. Digital logic switch and gate design. 4. Synchronous sequential logic design and analysis, finite-state machines.
UF-CS-107	Fundamentals of Computer Lab	<ol style="list-style-type: none"> 1. Demonstrate the knowledge of the basic structure, components, features and generations of computers. 2. Describe the concept of computer languages, language translators and construct algorithms to solve problems using programming concepts. 3. Compare and contrast features, functioning & types of operating system and computer networks. 4. Demonstrate architecture, functioning & services of the Internet and basics of multimedia.

VAD-008	English Communication	<ol style="list-style-type: none"> 1. To develop the understanding of communication with the practical aspects and real time reading, writing and practicing with other students. 2. Students will able to learn communication techniques and the practice in the course will make them to see the things in real life. 3. Students will able to perform various communication techniques using methods.
SEC-012	Human Behaviour & Ethics	<ol style="list-style-type: none"> 1. Imparting quality education to students to enhance their skills and make them globally competitive. 2. Prepare its graduates to pursue life-long learning, serve the profession and meet intellectual, ethical and career challenges. 3. Maintain a vital, state-of-the-art research to provide its students and faculty with opportunities to create, interpret, apply and disseminate knowledge.
SEC-011	Hands on Training Certificate Program in MS Office	<ol style="list-style-type: none"> 1. To develop the understanding of basic computer system. 2. Understanding inside the hardware and how computer works on machine level. 3. The working and use of Microsoft Office.

Course Code	Course Name	Course Outcomes
UF-CS-248	Mathematics –II	<ol style="list-style-type: none"> 1. To develop the understanding of algebra and equations to write and understand basic proofs. 2. Use mathematical ideas to model real-world problems. 3. Students will be able to perform various mathematical operations using methods. 4. Develop and maintain problem-solving skills.
UF-CS-131	Data Structures Using C	<ol style="list-style-type: none"> 1. Describe how arrays, linked lists, stacks, queues, trees, and graphs are represented in memory, used by the algorithms and their common applications. 2. Discuss the computational efficiency of the sorting and searching algorithms. 3. Implementation of Trees and Graphs and perform various operations on these data structure. 4. Identify the alternative implementations of data structures with respect to its performance to solve a real world problem.
UF-CS-133	Data Base Management System	<ol style="list-style-type: none"> 1. In the context of DBMS, students comprehend client-server computing. 2. Recognize additionally how the SQL environment interacts with the host programming language environment. 3. In order to create relational table schemas, students can transform data models (DDL). 4. Convert the ER-model to relational tables, populate relational database and formulate SQL queries on data.
UF-CS-249	Financial	<ol style="list-style-type: none"> 1. Develop techniques for corporate decision making

	and Accounting Management	<p>under conditions of risk.</p> <ol style="list-style-type: none"> 2. Outline the process and methods of financial decision-making. 3. Identify appropriate financial theory and analytical techniques to solve various corporate financial problems.
UF-CS-250	Principles Of Programming Languages	<ol style="list-style-type: none"> 1. Knowledge and ability to use, language features used in current programming languages. 2. An ability to program in different language paradigms and evaluate their relative benefits. 3. An understanding of the key concepts in the implementation of common features of programming languages.
UF-CS-132	Data Structures Using CLab	<ol style="list-style-type: none"> 1. Discuss the computational efficiency of the sorting and searching algorithms. 2. Implementation of Trees and Graphs and perform various operations on these data structure. 3. Understanding the concept of recursion, application of recursion and its implementation and removal of recursion.
UF-CS-134	Data Base Management System Lab	<ol style="list-style-type: none"> 1. Develop database modelling for a problem. 2. Design a database using normalization. 3. Implement a data base query language. 4. Develop a connection between frontend and database. 5. Implement a Data Manipulation Language.
SEC-013	Hands on Training Course in Computer Hardware Maintenance	<ol style="list-style-type: none"> 1. Students will be able to identify the essential components of a computer. 2. Students will be able to describe the function of the

		essential components of a computer. 3. Students will be able to troubleshoot hardware components.
SEC-014	Ability enhancement courses (AEC)- Language (Applicable : Introduction to PHP)	1. Analyze PHP scripts and determine their behaviour. 2. Construct PHP scripts to create dynamic web content. 3. Create PHP scripts capable of inserting and modifying data in a MySQL database.
SEC-015	Common Value Added Courses Multimedia Applications	1. Communicate clearly and concisely, visually, verbally and in writing, using techniques appropriate for the intended audience. 2. Demonstrate knowledge of discipline-specific skills and vocabulary. 3. Participate as a team member to make collaborative decisions toward shared objectives with civility and interpersonal skills.

Course Code	Course Name	Course Outcomes
UF-CS-251	Basic Statistics and Probability	1. Prove mathematical theorems using mathematical induction. 2. Determine properties of relations identify equivalence and partial order relations, sketch relations. 3. Define graphs, digraphs and trees, and identify their main properties.
UF-CS-252	Computer Organization and Architecture	1. Analysis of the design of arithmetic & logic unit and understanding of the fixed point and floating-point arithmetic operations. 2. Implementation of control unit techniques and the concept of Pipelining.

		<ol style="list-style-type: none"> 3. Understanding the hierarchical memory system, cache memories and virtual memory. 4. Understanding the different ways of communicating with I/O devices and standard I/O interfaces.
UF-CS-124	Object Oriented Programming using Java	<ol style="list-style-type: none"> 1. It emphasizes the fundamentals of structured design with classes including programming development, testing, implementation and documentation. 2. Object-oriented programming techniques include classes and objects. 3. Java programming language is used as the teaching vehicle for this course.
UF-CS-253	Data Communication & Protocols	<ol style="list-style-type: none"> 1. Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data Transmission. 2. Apply channel allocation, framing, error and flow control techniques. 3. Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism. 4. Explain the functions offered by session and presentation layer and their Implementation.
UF-CS-125	Object Oriented Programming using	<ol style="list-style-type: none"> 1. It emphasizes the fundamentals of structured design with

	JavaLab	<p>classes including programming development, testing, implementation and documentation.</p> <ol style="list-style-type: none"> Object-oriented programming techniques include classes and objects. Java programming language is used as the teaching vehicle for this course.
SEC-016	Ability enhancement courses (AEC)- Language(Technical Communication)	<ol style="list-style-type: none"> Students will be enabled to understand the nature and objective of Technical Communication relevant for the work place as Engineers. Students will utilize the technical writing for the purposes of Communication and its exposure in various dimensions. Students would imbibe inputs by presentation skills to enhance confidence in face of diverse audience.
SEC-017	Hands on Training Web Designing Course	<ol style="list-style-type: none"> Create meaning from interview and secondary data. Recognize the design thinking stages and able to identify which stage of a project you may be in. The consequences of the use in the world of products, systems, services, processes organizations and the like created using the instructions of design output.
SEC-018	Common Value Added Courses Block chain	<ol style="list-style-type: none"> Block chain increases trust, security, transparency, and the traceability of data shared across a business network — and delivers cost savings with new