



COMPUTER SCIENCE AND ENGINEERING (AI&ML)

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	Ms. IPPA SUMALATHA	Department:	Computer Science and Engineering (AI&ML)
Regulation:	IARE - BT23	Batch:	2023-2027
Course Name:	Object Oriented Software Engineering Laboratory	Course Code:	ACSD28
Semester:	V	Target Value:	70% (2.1)

Attainment of COs:

Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1 Outline various software development process models, including traditional and agile methodologies, to solve real-world software problems	3.00	0.00	3	Attained
CO2 Explain the importance of Software Requirements Specification (SRS) and the role of software prototyping in software development	3.00	0.00	3	Attained
CO3 Explain the purpose and principles of analysis modeling, including data, functional, and behavioral models.	3.00	0.00	3	Attained
CO4 Build software engineering methodologies and project management techniques to evaluate process and project metrics for improving software quality and development efficiency.	3.00	0.00	3	Attained
CO5 Utilize design principles, modularity concepts, and object-oriented approaches to develop effective software architecture and implement data, system, and object design using structured design techniques like transform and transaction mapping.	3.00	0.00	3	Attained
CO6 Make Use of top-down, bottom-up, and object-oriented implementation techniques to integrate software components and analyze their impact on system performance.	3.00	0.00	3	Attained

Action Taken Report: (To be filled by the concerned faculty / course coordinator)


Course Coordinator


Mentor


Head of the Department

Head of the Department,
CSE (Artificial Intelligence & Machine Learning)
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