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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | OBJECT ORIENTED CONCEPTS | * Students can apply OOPs in user interface design such as windows, menu. Real Time Systems. Simulation and Modeling. * Object Oriented Development (OOD) has been touted as the next great advance in software engineering. It promises to reduce development time, reduce the time and resources required to maintain existing applications, increase code reuse, and provide a competitive advantage to organizations that use it. * Faster development of code is done as we develop classes parallel instead of sequentially. OOP provides greater security due to data abstraction. The outside world cannot access the hidden data | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO1:Engineering Knowledge  PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems  PO5:Modern Tool Usage  PO11:Project Management and Finance.  PO12: Life-long  Learning. |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
|  |  | PSO3: Successful |
|  |  | career and |
|  |  | entrepreneurship |
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|  |  | **CO1** Explain the object-oriented concepts and JAVA.  **CO2** Develop computer programs to solve real world problems in Java.  **CO3** Develop simple GUI interfaces for a computer program to interact with users, and to understand the event-based GUI handling principles using Applets and swings. |
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