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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  PO9:INDIVIDUAL AND TEAM WORK |  |
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|  |  | PSO1:Professional Skills  PSO2:Problem Solving Skill |
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|  |  | CO1:Explain and apply the object-oriented concepts for solving simple problems using C++ features. |
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|  |  | CO2: Illustrate JAVA Buzzwords and apply Object Oriented constructs and semantics for a given simple problem. |
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|  |  | CO3: Elucidate the need of classes, inheritance, packages, exception handling and interface in JAVA language and develop simple programs of JAVA for corresponding problem statement. |
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|  |  | CO4:Explain the need of multithreaded programming and the event handling procedure in JAVA language and develop simple programs of JAVA for a given problem statement  . |
|  |  | CO5: Write a JAVA program to create an appropriate user interface using Applet and swing components for a given problem statement. |
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