Course Number and Name
BME 102 - Engineering Graphics

Credits and Contact Hours
3 & 45

Course Coordinator's Name
Mr.Saravana Kumar

Course Description
a) To develop graphical skills in students for communication of concepts, design ideas of engineering products, and expose them to existing standards related to technical Drawings. b) To impart a sound knowledge on the principles of computers involving the different application oriented topics required for all engineering branches. c) Graduates will demonstrate the ability to apply knowledge of mathematics to develop and analyze computing systems. d) Graduates will have a solid understanding of the theory and concepts underlying computer science

Prerequisites	Co-requisites
+2 Level Maths & Physics	Nil

required, elective, or selected elective (as per Table 5-1)
Required

Course Outcomes (COs)
CO1: To visualize two dimensional graphic representation of three dimensional objects and buildings
CO2: To produce two dimensional graphic representation of three dimensional objects
CO3: To comprehend and visualize 3D views of objects.
CO4: To understand and generate the different curves used in engineering applications.
CO5: To learn and write program in "C".
CO6: To introduce the fundamental of CAD Graphics used in design.

Student Outcomes (SOs) from Criterion 3 covered by this Course

COs/SOs	a	b	c	d	e	f	g	h	i	j	k	l
CO1	H											H
CO2	M	H										M
CO3			L									M
CO4						L		H	H			L
CO5			L						H			L
CO6			L							H		L