

## PROGRAMME OUTCOMES

### DEPARTMENT OF COMPUTER APPLICATIONS (BCA)

<b>SEMESTER-1</b>			
<b>S. No:</b>	<b>Course Code</b>	<b>Course Title</b>	<b>Outcomes</b>
1.	BCA11	Digital Logic and Programming in C	<ul style="list-style-type: none"> <li>• Provide basic knowledge on Digital electronics</li> <li>• To understand the working principles of digital computer.</li> <li>• Develop programming skill using C language.</li> </ul>
2.	BPCA13	Programming in C Lab	<ul style="list-style-type: none"> <li>• Develop programming skill using c language.</li> </ul>
<b>SEMESTER-2</b>			
3.	BCA21	C++ and data structure	<ul style="list-style-type: none"> <li>• Perform bottom up solving of problems</li> <li>• Understand the significance of OOP</li> <li>• Identify various data structures</li> </ul>
4.	BPCA23	C++ and data structure lab	<ul style="list-style-type: none"> <li>• Develop programming skills using oops concepts</li> <li>• Understand how several fundamental algorithms work particularly those concerned with Stack, Queues, Trees and various Sorting algorithms.</li> </ul>
<b>SEMESTER-3</b>			
5.	BCA31	Java programming	<ul style="list-style-type: none"> <li>• To implement Object oriented designs using java</li> <li>• Learn to design a graphical user interface (GUI) with java swing API</li> <li>• Learn how to design applications with threads in java</li> </ul>
6.	BCA32	E-Commerce	<ul style="list-style-type: none"> <li>• Basics of E-commerce</li> <li>• Practices on E-payment and Digital Money</li> </ul>
7.	BCA33	Resource Management techniques	<ul style="list-style-type: none"> <li>• Learn to solve problems in transportation and industries with machines</li> <li>• To develop computational skill and logical thinking in formulating industry-oriented problems as a mathematical problem and finding solutions</li> </ul>
8.	BACM15 C	Financial Accounting I	<ul style="list-style-type: none"> <li>• To gain basic knowledge of accounting</li> <li>• To understand the system of Financial accounting</li> </ul>
9.	BPCA36	Java Programming Lab	<ul style="list-style-type: none"> <li>• How to take the statement of a business problem and able to find the logic for solving the problem</li> <li>• Use java APIs for program development</li> </ul>
10.	BSCA34	Design and Analysis of Algorithm	<ul style="list-style-type: none"> <li>• To build a solid foundation in algorithmic techniques</li> <li>• Develop creating thinking in algorithms design and mathematical acumen and programming skills</li> </ul>
<b>SEMESTER-4</b>			
11.	BCA41	Database management systems	<ul style="list-style-type: none"> <li>• To incorporate strong knowledge on database</li> <li>• Understanding of the architecture and functioning of database management systems as well as associated tools and techniques, principles of data modelling using entity relationship and develop a good database design and normalization techniques to normalize a database.</li> <li>• Understand the use of structured query language</li> </ul>

12.	BCA42	Enterprise resource planning	<ul style="list-style-type: none"> <li>To learn fundamental concepts and technologies related to ERP</li> <li>Understand ERP in an CRM, HR and Financial Perspectives</li> <li>At the end of the course, students familiar to use ERP in different business organizations by having latest scenario of ERP market in e-business</li> </ul>
13.	BCA43	Decision support system	<ul style="list-style-type: none"> <li>To Analysis, design and implementation of DSS</li> <li>Ability to identify and select appropriate decision support systems for generating innovative business solutions</li> </ul>
14.	BACM25C	Financial Accounting II	<ul style="list-style-type: none"> <li>To learn the process of Financial accounting</li> <li>To understand the fundamentals and reconstitution of partnership</li> <li>To find out financial position of the business</li> </ul>
15.	BPCA46	RDBMS Lab	<ul style="list-style-type: none"> <li>Design database and perform SQL queries</li> </ul>

#### SEMESTER-5

16.	UCA51	Database management systems	<ul style="list-style-type: none"> <li>Effectively conceptualize and depict a database system using ER diagram analysis.</li> <li>Data storage techniques and Query processing</li> </ul>
17.	UCA52	Visual Programming	<ul style="list-style-type: none"> <li>To learn visual programming basics and its components</li> <li>Main objectives are to provide visual programming skills needed for software development</li> </ul>
18.	UECA53A	Operating systems	<ul style="list-style-type: none"> <li>Analysis various process management concepts including CPU scheduling, deadlock and paging</li> <li>Learn the memory management including virtual memory</li> <li>To learn how to use system calls for managing processes, memory and the file system</li> </ul>
19.	USCA54	Cryptography	<ul style="list-style-type: none"> <li>To learn how to think from an adversarial viewpoint.</li> <li>To familiar with basic techniques to protect data in computer and communication environments against several different varieties of fraud.</li> </ul>
20.	UPCA55	RDBMS Lab	<ul style="list-style-type: none"> <li>Design database and perform SQL queries.</li> </ul>
21.	UPCA56	Visual Programming Lab	<ul style="list-style-type: none"> <li>To create simple applications using visual basic.</li> <li>To create applications with menus, data control, format dialogs.</li> </ul>

#### SEMESTER-6

22.	UCA61	Open source software	<ul style="list-style-type: none"> <li>To learn about tags and cascading style sheet</li> <li>To learn about java script to give interaction to the web pages</li> </ul>
23.	UCA62	Multimedia	<ul style="list-style-type: none"> <li>To understand multimedia devices, images and its formats</li> <li>To learn about data compression, image compression, and video compression techniques</li> </ul>
24.	UECA63A	Data Communication and Networks	<ul style="list-style-type: none"> <li>To learn communications networking , digital signal ,multiplexing ,controls and protocols.</li> <li>To equip students to basics data communications.</li> <li>To prepare them for better computer networking.</li> </ul>
25.	UECA64C	Software project management	<ul style="list-style-type: none"> <li>To make the student to become more proficient with project management..</li> </ul>
26.	USCA65	Internet and its applications	<ul style="list-style-type: none"> <li>To prepare the students for better applications of internet technology.</li> <li>To equip the student to basics of internet usage and prepare them for digital.</li> </ul>

27.	UPCA66	Open source software lab	<ul style="list-style-type: none"><li>• To learn basic idea of open source technology, their software development process.</li></ul>
28.	UPCA67	Multimedia lab	<ul style="list-style-type: none"><li>• Learn to give photo effects and text effect.</li><li>• Able to create simple images with photo editing tools.</li></ul>