DEPARTMENT OF COMPUTER SCIENCE

Programme Specific Outcomes (PSOs) – B.C.A. Programme

	Programme specific outcomes
PSO1	To prepare the young minds to work in a potentially rich and employable field of computer applications.
PSO2	To be a foundation graduate Programme this will act as a feeder course for higher studies in the area of Computer Science/Applications.
PSO3	To develop skills in software development so as to enable the BCA graduates to take up self-employment in Indian and global software market.
PSO4	To train and equip the students to meet the requirements of the Software industry in the country and outside

Course Outcomes

Semester	Course Code	Course Name	Course outcomes
Common Courses (Code A)			
III	A11	Python Programming	• CO1:Understand various statements, data types and functions in Python
			• CO2: Develop programs in Python programming language
			• CO3:Understand the basics of Object oriented programming using Python
	A12	Data Communication and Optical Fibers	• CO1:Understand Data Communication , Networks and Protocols
			• CO2:Understand Optical Fiber Communication
IV	A13	Microprocessors Architecture and Programming	• CO1: To understand internals of Microprocessor.
			• CO2: To learn architecture of 8085 Microprocessor
			• CO3: To learn instruction set of 8085 Microprocessor
			• CO4: To learn how to program a Microprocessor
	A14	Sensors and Transducers	• CO1: Explain resistance, inductance and capacitance transducers.
			• CO2: Perceive the concepts of temperature and pressure transducers.
			• CO3: Perceive the concepts level transducers such as and flow transducers
			• CO4:Explain Electromagnetic

			transducers and radiation sensors
			• CO5: Explain force and torque transducers and sound transducers
Core courses (Code B)			
I	BCA1B01	Computer Fundamentals & HTML	• CO1:To equip the students with fundamentals of Computer
			• CO2:To learn the basics of Computer organization
			• CO3:To equip the students to write algorithm and draw flow chart for solving simple problems
			• CO4:To learn the basics of Internet and webpage design
II	BCA2B02	Problem Solving Using C	• CO1:To equip the students with fundamental principles of Problem-Solving aspects.
			• CO2:To learn the concept of programming
			• CO3: To study C language
			• CO4: To equip the students to write programs for solving simple computing problems
	BCA2B03	Programming Laboratory I: HTML and Programming in C	• CO1:To make the students learn web designing.
			• CO2: To make the students learn programming environments.
			• CO3:To practice procedural programming concepts.
			• CO4:To make the students equipped to solve mathematical or scientific problems using C
III	BCA3B04	Data Structures Using C	• CO1:To introduce the concept of data structures
			• CO2: To make the students aware of various data structures
			• CO3:To equip the students implement fundamental data structures
IV	BCA4B05	Database Management System and RDBMS	• CO1: To learn the basic principles of database and database design
			• CO2: To learn the basics of RDBMS
			• CO3:To learn the concepts of database manipulation SQL
			• CO4: To study PL/SQL language

	BCA4B06	Programming Laboratory II: Data Structures and RDBMS	• CO1:To make the students equipped to solve mathematical or scientific problems using C
			• CO2:To learn how to implement various data structures.
			• CO3:To provide opportunity to students to use data structures to solve real life problems.
V	BCA5B07	Computer Organization and Architecture	• CO1:To learn logic gates, combinational circuits and sequential circuits
			• CO2:To learn basics of computer organization and architecture
	BCA5B08	Java Programming	• CO1: To review on concept of OOP.
			• CO2:To learn Java Programming Environments.
			• CO3:To practice programming in Java.
			• CO4:To learn GUI Application development in JAVA.
	BCA5B09	Web Programming using PHP	• CO1:To review on concept of Web Programming.
			• CO2: To learn Client side programming.
			• CO3:To practice programming in PHP
			• CO4: To learn PHP & PostgreSQL.
	BCA5B10	Principles of Software Engineering	• CO1:To learn engineering practices in Software Development.
			• CO2:To learn various software development methodologies and practices.
			• CO3:To learn and study various Evaluation methods in Software Development.
VI	BCA6B11	Android Programming	• CO1: To have a review on concept of Android programming.
			• CO2:To learn Android Programming Environments.
			• CO3:To practice programming in Android.
			• CO4:To learn GUI Application development in Android platform with XML
	BCA6B12	Operating Systems	• CO1:To learn objectives & functions of Operating Systems.
			• CO2: To understand processes and its life cycle.

			• CO3: To learn and understand various Memory and Scheduling Algorithms
			• CO4: To have an overall idea about the latest developments in Operating Systems
	BCA6B13	Computer Networks	• CO1:To learn about transmissions in Computer Networks.
			• CO2:To learn various Protocols used in Communication.
			• CO3: To have a general idea on Network Administration.
	BCA6B14	Programming Laboratory III: Java and PHP Programming	• CO1:To practice Java programming.
			• CO2: To practice client side and Server Side Scripting.
			• CO3: To practice PHP Programming
			• CO4:To practice developing dynamic websites.
			• CO5: To practice how to interact with databases through PHP.
	BCA6B15	Programming Laboratory IV: Android and Linux shell Programming	• CO1:To practice Android programming.
			• CO2:To practice user interface applications.
			• CO3:To develop mobile application.
			• CO4:To practice shell programming.
	BCA6B16	Software testing & Quality Assurance	• CO1:To get a general introduction and basic skills on software testing and quality assurance techniques and tools
	BCA6B17	Industrial Visit and Project Work	• CO1:To provide practical knowledge on software development process
Complementary courses (Code C)			
I	BCA1C01	Mathematical Foundations for Computer Applications	• CO1: To learn the basic principles of linear algebra and vectors.
			• CO2: To learn the basic principles of differential and integral Calculus
			• CO3:To learn the mathematical modeling using ordinary and partial equations
	BCA1C02	Discrete Mathematics	• CO1: To learn the mathematical logic & Boolean Algebra
II	BCA2C03	Financial & Management Accounting	• CO1: To get a general introduction on accounting and its general application.
			• CO2: To get a general understanding on various tools for financial statement analysis.

			• CO3: To get a general understanding on accounting procedures up to the preparation of various financial statements.
			• CO4: To get a general understanding of the important tools for managerial decision making.
	BCA2C04	Operations Research	• CO1: To get a general introduction in solving linear programming problems.
			• CO2: To get a general understanding of network analysis technique.
			• CO3: To get a general understanding of different mathematical models.
III	BCA3C05	Computer Oriented Numerical and Statistical Methods	• CO1: To learn the floating point arithmetic
			• CO2: To learn how to solve linear equations
			• CO3: To learn the numerical differentiation and integration
			• CO4: To learn basics of statistics, probability theory
	BCA3C06	Theory of Computation	• CO1: To get a general introduction to Theory of computer science
			• CO2: To get a general understanding on different languages, grammar, automata
IV	BCA4C07	E-Commerce	• CO1: To get a general introduction Electronic Commerce framework.
			• CO2: To a general understand on various electronic payment systems.
			• CO3: To get a general understanding on internal information systems.
			• CO4: To get a general understanding on the new age of Information.
	BCA4C08	Computer Graphics	• CO1: To learn basics of Computer Graphics
Open Course (Code D)			
V	BCS5D01	Introduction to Computers & Office Automation	• CO1: To get a general introduction to office automation packages.
			• CO2: To learn Office Automation.
COMPUTER SCIENCE - COMPLEMENTARY			
I	CSC1C01	Computer Fundamentals	• CO1:To learn the basics of computer hardware units and how they work together
			• CO2:To acquire basic skill with office packages

II	CSC2C02	Fundamentals of System Software,Networks and DBMS	• CO1:To learn the basic concepts of various system software
			• CO2:To learn the basics of Computer Networks
			• CO3:To learn the basics of Databases
III	CSC3C03	Problem Solving Using C	• CO1:To learn the concepts of programming.
			• CO2: To learn the C language
IV	CSC4C04	Data Structure Using C	• CO1:To introduce the concept of datastructures
			• CO2: To make the students aware of various datastructures
			• CO3:To equip the students implement fundamental datastructures
	CSC4C05	Programming Lab: C and Data structure	• CO1:To develop C Programming skills
			• CO2:To make the students equipped to solve mathematical or scientific problems using C
			• CO3:To learn how to implement various data structures.