PO,PSO,CO OF DEPARTMENT OF COMPUTER APPLICATION(BCA)

Department of Computer Application	
B.C.A.	
Programme Outcome	At the end of the threeyear(6 Semester) **BCA** programme the students will be able to: Understand, analyse and develop computer programs in the areas related to algorithm, web design and networking for efficient design of computer based system. Students develop the skills necessary in career of Computer Applications. The course creates highly skilled, adaptable graduates who are able to design computer-based solutions to address information management and processing complications in industry, commerce, science, entertainment and the public sector. To integrate ethics and values in designing computer application. Design / Development of Solutions: Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies.
Programme Specific Outcome	Upon successful completion of the course, a student will be able to: 1. Develop ability to understand theory of Design and Computer Organization to provide an insight of how basic computer components are specified. 2. Develop ability to understand the functions of various hardware components and their building blocks. 3. Recognize & appreciate the role of computing in a wide variety of activities & applications in modern society, including commerce, communication, education, travel & social interactions. 4.To become a software entrepreneur. 5. Explore technical comprehension in varied areas of Computer Applications and experience a conducive environment in cultivating skills for thriving career and higher studies. 6. To be a broadly educated, ethical and responsible citizen.
Course Outcomes The curriculum prepares students for a career in software industry by equipping the students with the latest revolution in technology. Creates the ability to design a computer application by considering realistic constraints such as safety, security and applicability.	
Course	Outcome
Computer Architecture and Organization	❖ To introduce the components of computers • To

	introduce basic concepts of hardware and software. • To introduce the general structure of the CPU, motherboard and advance interfaces • To understand problem solving methodologies • To introduce the elementary concepts of word processing, ESS and Web designing ❖ After learning the course the students should be able to explain about the fundamentals of computers, digital number systems and logic circuits. The student should be able to solve logic function minimization. The students should be able to differentiate between combinational and sequential circuits such as decoders, encoders, multiplexers, de-multiplexers, flip-flops, counters, registers. The students should be able state the specifications of logic families. The student should be able to explain the different types of computer memories ❖ Understood Computer Architecture. • Understood I/O, Registers and memory. • Understood processor design, control unit design. • Understood I/O interfacing.
Operating System and Networking	❖ At the end of this subject, students should be able to : ❖ Identify the basic element and functions of 8085 microprocessor. ❖ Describe the architecture of 8085 microprocessor. ❖ Apply the programming techniques in developing the assembly language program. ❖ To introduce to the concept behind the Operating system. ❖ To acquire the fundamental knowledge of the operating system architecture and components . ❖ To know the various operations performed by the operating system. ❖ Understand the basic working process of an operating system. ❖ Understand the importance of process and scheduling. Understand the issues in synchronization and memory management.
Programming Languages	❖ The course provides students with a detailed study of programming techniques using programming language. Good programming habits, proper logical thinking, algorithm and flowchart development, writing efficient programs are taught in the course. Detailed lab exercises covering all aspects of the language are prepared. ❖ To analyse problems efficiently and develop comprehensive logic to solve it. To develop good algorithms and flowcharts to solve problems. · To write programs in a structured manner. ❖ An understanding of the principles behind the object oriented development process. • Competence in the use of object oriented programming language in the

	development of small to medium sized application programs Understanding the core terms, concepts, and tools of relational database management systems. Understanding database design and logic development for database programming.
Mathematical Ability	❖ To inculcate in students the fundamental mathematical background in computer science. • To gain knowledge about Sets, Relations Functions, Matrices, Mathematical logic, and Group theory. ❖ Understand the basic concepts of Sets, Relations Functions, Matrices, Mathematical logic, and Group theory. • Develop analytical ability to solve real-world problems using these methodologies.
Application Programming Concept(Project)	❖ Students will be required to pursue a project work for an organization of their choice with the permission of the Institution. This work generally involves collecting data, solving and implementing a problem for the organization, developing computer programs using the knowledge acquired in the theory and laboratory courses. They will have to submit a report of the work done by them. Finally a demonstration of the work with the help of a presentation has to be done.