

**BCA - COURSE OUTCOME (CO)**

<b>Core - I - C++ Programming</b>	C01	To understand Object Oriented Programming concepts.
	C02	An ability to create an simple C++ Programming.
	C03	Implement the concept of classes and objects.
	C04	An ability to develop a program using any type of Inheritance.
	C05	To understand and develop a program using file operations.
<b>Core - Practical - I - C++ Programming Lab</b>	C01	Understand basic Structure of the C ++ PROGRAMMING, declaration and usage of variables
	C02	Understand C++ programs using Class and operators
	C03	Exercise conditional and iterative statements to Write C++ programs
	C04	Understand for C++ programs using Pointers to access arrays, strings and functions
	C05	Understand C++ programs using pointers and allocate memory using dynamic memory management functions.
<b>Value Added Course - I : C programming</b>	C01	Understand the basics of programming concept
	C02	Demonstrate the flowchart and design an algorithm for a given problem and to develop C programs using operators
	C03	Develop conditional and iterative statements to write C programs
	C04	Exercise user defined functions to solve real time problems
	C05	Exercise user defined data types including structures and unions to solve problem Inscribe C programs that use Pointers to access arrays, strings and functions.
<b>Data Structures</b>	C01	Students develop knowledge of basic data structures for storage and retrieval of ordered or unordered data.
	C02	Students develop knowledge of linked lists.
	C03	Students develop knowledge of applications of data structures including the ability to implement algorithms for the creation, insertion, deletion, searching, and sorting of each data structure.
	C04	Student develop Knowledge of Tree
	C05	Student develop Knowledge of Graph

<b>Data Structure Lab</b>	C01	Understand basic Concept of the data structure using C program
	C02	Implementing STACK Operations using C Program
	C03	Exercise linked List using C programs
	C04	Understand nodes concepts in Linked List using C programs
	C05	Implementing QUEUE Operations using C Program
<b>Big data Analytics</b>	C01	To understand the meaning of big data, need of big data and how worth to study by understands their characteristics of big data.
	C02	To gain knowledge in evolution of Hadoop, understanding the components of Hadoop. To analyze how to develop an application through Hadoop. To getting knowledge of data into Hadoop.
	C03	To understand the value of data analyst and how to implementing a big data in organization.
	C04	To analysis the big data in context, getting the knowledge of predictive analytics and big data.
	C05	To understanding the concepts of humanizing and consumerization of big data analytics.
<b>Android Application Development</b>	C01	To understand about the need for android and the basics in it. To know about the installation of Java JDK and Android SDK.
	C02	To understand about the creation of android projects and user interfaces.
	C03	To code the android applications and to work with android framework classes.
	C04	To work with home screen widgets and app widgets in android.
	C05	To create a distributable file and outsourcing it in the market for the developed application.
<b>Java Programming</b>	C01	Define the concept of OOP as well as the purpose and usage principles of inheritance, polymorphism, encapsulation and method overloading. K1
	C02	Identify the situations of Program Control Statements, Introducing Classes, Objects and Methods of their usages. K2
	C03	Identify String Handling , Arrays, classes, objects, members of a class and the relationships among them needed for a specific problem.K2
	C04	OOP concepts like inheritance, Interface & package in real time situations.K3
	C05	Develop Java application programs using sound OOP practices (e.g., interfaces and APIs) and proper program structuring (e.g., by

		using access applet, multithreading)K3
<b>Java Programming lab</b>	C01	Execute JAVA programs based on simple constructs like arrays, loops , decision statements, functions etc
	C02	Incorporate object oriented concepts like classes, objects, inheritance, polymorphism resembling real time situation.
	C03	Demonstrate the use of packages and interfaces
	C04	Develop OOP programs containing User created Exception handling & Threading.
	C05	Familiarize with Java development Environment such as Eclipse, NetBeans etc. Suggestive list of programs.
<b>Web Technology</b>	C01	Understand the basics of Internet and Its Protocol.
	C02	To Learn about HTML Language and its features.
	C03	To learn about basic knowledge about CSS.
	C04	Understand basic in Servlete and HTTP
	C05	Understand basic of JSP and Cookies
<b>PHP &amp; MySQL</b>	C01	To provide an insight of PHP basics
	C02	Understand and practice the function and array handling in PHP
	C03	Understand and practice the the file handling and date functions
	C04	To provide an insight of MYSQL basics
	C05	Strategies of file handling and Cookies in MYSQL
<b>PHP and MySQL Lab</b>	C01	To provide an insight of PHP basics
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<b>DSC – RDBMS</b>	C01	Demonstrate an understanding of the elementary & advanced features of DBMS & RDBMS
	C02	Attain a good practical understanding of the SQL. Develop clear concepts about Relational Model.
	C03	Prepare various database tables and joins them using SQL commands
	C04	Able to design and documents data structures incorporating integrity constraints to satisfy business rules by applying the relational model

	C05	Able to develop structured query language (SQL) queries to create, read, update, and delete relational database data
<b>DSC - Computer Graphics</b>	C01	To gain knowledge about the computer graphics and their hardware and software systems used to make these images.
	C02	To Recognize and evaluate critical and aesthetic issues within computer graphics and the mixed media.
	C03	To be able to describe the general software architecture of programs that use 3D computer graphics.
	C04	The task of producing photo-realistic images is an extremely complex one, but this is a field that is in great demand because of the nearly limitless variety of applications.
	C05	To Apply aesthetic judgments and critical thinking skills to art and graphics related issues.
<b>DSC - Linux and Shell Programming</b>	C01	Understanding the basic set of commands and utilities in Linux/UNIX systems.
	C02	To learn to develop software for Linux/UNIX systems.
	C03	To learn the important Linux/UNIX library functions and system calls.
	C04	To obtain a foundation for an advanced file system manipulation.
	C05	To understand the Pattern, URL and E-mail for web content.
<b>DSC - Linux and Shell Programming Lab</b>	C01	Comfortably use basic UNIX/Linux commands from the command line
	C02	Organize and manage their files within the UNIX/Linux file system. And organize and manage their processes within UNIX/Linux
	C03	Usefully combine UNIX/Linux tools using features such as filters, pipes, redirection, and regular expressions.
	C04	Customize their UNIX/Linux working environment
	C05	Know how to use UNIX/Linux resources to find additional information about UNIX/Linux commands
<b>Principles of Multimedia</b>	C01	To develop an understanding and awareness how issues such as content, information architecture, motion, sound, design, and technology merge to form effective and compelling interactive experiences for a wide range of audiences and end users.
	C02	To become familiar with various tools used in the creation and implementation of multi- media
	C03	To understand about the color and 3D Cloud

	C04	To become familiar with Blender with images
	C05	To create an animation and An introduction to the development of Graphics.
<b>Multimedia Lab</b>	C01	To give an overall view of multimedia tools.
	C02	To understand and differentiate text, image, video & audio
	C03	Design and implement an animation for various themes.
	C04	To understand about data compression techniques, image compression techniques like JPEG, video compression techniques like MPEG, and the basic concepts about animation.
	C05	To develop an interactive multimedia presentation by using multimedia devices and identify theoretical and practical aspects in designing multimedia applications surrounding the emergence of multimedia technology
<b>Software Engineering</b>	C01	This gives the Knowledge about various models in software engineering.
	C02	It gives the brief description about requirements.
	C03	To understand knowledge about Planning.
	C04	To analyze various testing in software testing
	C05	It deals the concept of Maintenance.
<b>Software Engineering Lab</b>	C01	To Understanding the Requirement tasks.
	C02	To Understanding the Requirement analysis and SRS.
	C03	To Implement a DFD and Structured chart.
	C04	To Understand and Implement the concept of Use case Diagram.
	C05	To Understand and Implement the concept of Class Diagram & Object Diagram.
<b>Computer Networks</b>	C01	To understand the basics of computer networks , models and services.
	C02	To explain the transmission media and to apply the error detection and correction of data transmission.
	C03	To analyze the importance and design issues of layers.
	C04	To differentiate the services and protocols of various layers.
	C05	To illustrate the types of security and digital signature.
<b>Skill -</b>	C01	The objective of this course is to provide students with a basic

<b>Information and Cyber Security</b>		understanding of Information and Cyber Security issues and make them aware of the Challenges.
	C02	To provide components of the Information and Cyber Security Organization.
	C03	To achieve a basic understanding of information and Cyber Security.
	C04	To master information security governance, and related legal and regulatory Issues
	C05	To be familiarity with information security awareness and a clear understanding of its importance
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<b>Internet of Things</b>	C01	Students can understand and develop their knowledge of Internet of Things
	C02	Analyze basic protocols in wireless sensor network
	C03	Students can develop their knowledge of applications related with IOT.
	C04	Design IoT applications in different domain and be able to analyze their performance
	C05	Implement basic IoT applications on embedded platform.
<b>Enterprise Resource Planning</b>	C01	To understand about ERP systems
	C02	To expose the students to ERP software and modules, Implementation of ERP
	C03	To familiarize Emerging trends on ERP
	C04	Enhanced Evaluation of ERP systems, Business Analytics, Future trends in ERP Systems.
	C05	To familiarize ERP SOLUTIONS AND FUNCTIONAL MODULES.
<b>Distributed Programming</b>	C01	To understand the foundations of distributed systems.
	C02	To learn process and naming concepts in distributed systems.
	C03	To learn issues related to clock Synchronization and the need for global state in distributed systems.
	C04	To understand the fault tolerance and recovery protocols in Distributed Systems.
	C05	To learn the characteristics of distributed object based System and file systems.
<b>DHTML and XML</b>	C01	To understand the concept and importance of Dynamic web page designing
	C02	To recognize the types and attributes of different concepts
	C03	To identify the key relationship between different concepts
	C04	To be aware of the real functions of website development
	C05	To compare static concept with dynamic and to deal with every

		tiny elements of website
<b>Scripting Languages</b>	C01	Understand the concepts of scripting languages for developing web based projects.
	C02	Illustrates object oriented concepts like VBscript, JavaScript.
	C03	Create database connections using PHP and build the website for the world.
	C04	Demonstrate IP address for connecting the web servers.
	C05	Analyze the internet ware application, security issues and frame works for application.
<b>PC and Mobile Hardware</b>	C01	Understand the basics of Computer Maintenance and understands the Mobile servicing.
	C02	Exercise Mobile Phone Repair and Maintenance , Diagnosing and repairing mobile phone faults
	C03	To learn about basic knowledge about Laptop device and components.
	C04	Understand basic troubleshooting in mobile and Ethics and Legal Aspects of Working
	C05	Understand basic repair and maintenance
<b>Software Project Management</b>	C01	To understand and explore the basics of Software Projects and Risks.
	C02	Understand the Methods and techniques of Software Projects.
	C03	To learn the functions of Classes and Objects.
	C04	To familiarize the Project schedules and activities
	C05	Implementing Framework and Management control
<b>R Programming</b>	C01	To understand and explore the basics of R Programming language.
	C02	Understand the basics of classes, lists and data frames
	C03	To learn the integrated collection of tools for data analysis.
	C04	Understand the working of various applications with functions
	C05	To familiarize the graphical facilities for data analysis.
<b>Block chain Fundamentals</b>	C01	understand Blockchain and its Uses
	C02	Understand the Bitcoin details.
	C03	students will be familiar with blockchain and cryptography basics.
	C04	Students will learn how this system works and how can they utilize and what application can be build.



	C05	build their own application using the learned concepts.
<b>Software Quality Assurance</b>	C01	Understand the basic concepts of software quality Assurance. The ability to understand the software requirements.
	C02	Know the theoretical concept of software quality factors. The ability to know the software life cycle
	C03	Understand the planning stages of software quality assurance. To know about the reviews of software quality assurance.
	C04	Know the software development methodologies. The ability to know the verification and validation process.
	C05	The ability to understand the testing concepts. To understand the quality and cost of the projects
<b>Information Storage Management</b>	C01	Select Various Technology for Information Storage Management
	C02	Illustrate the various Storage System Architecture.
	C03	Apply Networked Storage Levels.
	C04	Apply security measures to safeguard storage & farm
	C05	Analyze Quos on Storage
<b>Cloud Infrastructure and Service</b>	C01	To explain the core concepts of the cloud computing paradigm: how and why this paradigm shift came about, the characteristics, advantages and challenges brought about by the various models and services in cloud computing
	C02	To discuss system virtualization and outline its role in enabling the cloud computing system model.
	C03	To analyze various cloud programming models and apply them to solve problems on the cloud.
	C04	To understand various management and other distinguish services of AWS.
	C05	To deploy applications over commercial cloud computing infrastructures such as Amazon
<b>Software Testing</b>	C01	To explain the core concepts of the software testing Basics. How and why this testing shift came about, the characteristics, advantages and challenges brought about by the various Testing and services in Software Testing.
	C02	To discuss various types of Testing and its features.
	C03	To analyze various Testing Technique which is directly implemented into real time application software

	C04	To Analyze Performance and Functional of Real time Application Software.
	C05	To Plan Overall Software Development Process.
<b>Wireless Sensor Network</b>	C01	To understand about Sensor networks overview and Basic Wireless Sensor Technology
	C02	To expose Wireless Transmission Technology and Systems
	C03	To familiarize Fundamentals of MAC Protocols and Routing Protocols for Wireless Sensor Networks
	C04	To understand Transport Control Protocols for Wireless Sensor Networks , Middleware for Wireless Sensor Networks
	C05	To familiarize Performance and Traffic Management and Operating Systems for Wireless Sensor Networks
<b>Digital Image Processing</b>	C01	Understand the fundamentals of digital image processing and sampling and quantization concepts.
	C02	Apply image processing techniques in both the spatial and frequency domains using various transform techniques.
	C03	Understanding the filtering techniques for Image restoration and reconstruction.
	C04	Understanding fundamentals and some basic models of Image Compression
	C05	Applying the image segmentation process.
<b>Cryptography and Network Security</b>	C01	Explain the concepts of Cyber security
	C02	Illustrate key management issues and solutions
	C03	Familiarize with Cryptography and very essential algorithms & Design and develop simple cryptography algorithms
	C04	Understand about IEE security related applications in networking.
	C05	Introduce cyber Law and ethics to be followed. Understand cyber security and need cyber Law
<b>Web Mining</b>	C01	To Understand the fundamentals of web data mining.
	C02	To analyze the social networks and web crawling algorithms.
	C03	To Understand the concept of web mining and information retrieval and web search
	C04	To Apply the data extraction and information integration
	C05	To design the data modeling and understand the web usage mining areas.
<b>Digital</b>	C01	To Create a structured digital marketing plan and budget

<b>Marketing</b>	C02	To Identify the correct measures to set objectives and evaluate digital marketing
	C03	To Review and prioritize the strategic options for boosting customer acquisition, conversion, and retention using digital marketing
	C04	To Understand and follow the practical success factors to improve results from digital marketing
	C05	To Understand the basic concept of search engines, social media platforms, content creation & advertising in order to educate, engage & market your product or service to potential buyers
<b>Social Networks</b>	C01	Understanding the basic Network and its Analyzing.
	C02	To learn knowledge representation using ontology.
	C03	To learn the important Graph techniques Networks.
	C04	To obtain a foundation for an Anatomy and Python.
	C05	To understand the file representaion, Bigdata work.