



PROGRAM AND COURSE OUTCOMES

DEPARTMENT OF COMPUTER SCIENCE



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BCA

Program Outcomes

- To attract young minds to the potentially rich & employable field of computer applications
- To be a foundation graduate program which will act as a feeder course for higher studies in the area of Computer Science/Applications
- To develop skills in software development so as to enable the BCA graduates to take up self-employment in Indian & global software market.
- To train & equip the students to meet the requirements of the Software industry in the country and outside.
- a student should be able to get entry level job in the field of Information Technology or ITES or they can take up self-employment in Indian & global software market

Course Outcomes

Semester	Course	Course Outcome
1	Computer Fundamentals & HTM	<ul style="list-style-type: none">• To equip the students with fundamentals of Computer• To learn the basics of Computer organization• To equip the students to write algorithm and draw flow chart for solving simple problems• To learn the basics of Internet and webpage design
	Mathematical Foundation of Computer Applications	<ul style="list-style-type: none">• To learn the basic principles of linear algebra and vectors• To learn the basic principles of differential and integral Calculus• To learn the mathematical modeling using ordinary and partial differential equations
	Discrete Mathematics	<ul style="list-style-type: none">• To learn the mathematical logic & Boolean Algebra
2	Problem Solving using C	<ul style="list-style-type: none">• To equip the students with fundamental principles of Problem Solving aspects.• To learn the concept of programming• To study C language

		<ul style="list-style-type: none"> To equip the students to write programs for solving simple computing problems
	Financial & Management Accounting	<ul style="list-style-type: none"> To get a general introduction on accounting and its general application. To get a general understanding on various tools for financial statement analysis. To get a general understanding on accounting procedures up to the preparation of various financial statements. To get a general understanding of the important tools for managerial decision making.
	Operations Research	<ul style="list-style-type: none"> To get a general introduction in solving linear programming problems. To get a general understanding of network analysis technique. To get a general understanding of different mathematical models.
	Programming Laboratory I. HTML & Programming in C	<ul style="list-style-type: none"> To make the students learn programming environments. To practice procedural programming concepts. To make the students equipped to solve mathematical or scientific problems using C To learn how to implement various data structures. To provide opportunity to students to use data structures to solve real life problems
3.	General Course I - Basic Numerical skills	<ul style="list-style-type: none"> To enable the students to acquire knowledge of Mathematics and Statistics. At the end of this course, the students should have understood set operations, matrix and Mathematics of finance, Statistical tools and their applications.

	General Course I I - General Informatics	<ul style="list-style-type: none"> • To update and expand basic Informatics skills of the students. • To equip the students to effectively utilize the digital knowledge resources for their study.
	Data Structures Using C	<ul style="list-style-type: none"> • To introduce the concept of data structures • To make the students aware of various data structures • To equip the students implement fundamental data structures
	Computer Oriented Numerical & Statistical Methods	<ul style="list-style-type: none"> • To learn the floating point arithmetic • To learn how to solve linear equations • To learn the numerical differentiation and integration • To learn basics of statistics, probability theory
	Theory Of Computation	<ul style="list-style-type: none"> • To get a general introduction to Theory of computer science • To get a general understanding on different languages, grammar, automata
4	General Course III - Entrepreneurship Development	<ul style="list-style-type: none"> • To familiarise the students with the concept of entrepreneurship. • To identify and develop the entrepreneurial talents of the students. • To generate innovative business ideas in the emerging industrial scenario
	General Course IV - Basics of Audio and Video	<ul style="list-style-type: none"> • Understand the basic of sound fundamental process. • Design and construct the audio-amplifier with various controls
	Database Management System and RDBMS	<ul style="list-style-type: none"> • To learn the basic principles of database and database design • To learn the basics of RDBMS • To learn the concepts of database manipulation SQL • To study PL/SQL language

	E-Commerce	<ul style="list-style-type: none"> To get a general introduction Electronic Commerce framework .To a general understand on various electronic payment system. To get a general understanding on Internal information systems. To get a general understanding on the new age of Information.
	Computer Graphics	<ul style="list-style-type: none"> To learn basics of Computer Graphics
	Programming Laboratory II: Data Structures & RDBMS	<ul style="list-style-type: none"> To make the students equipped to solve mathematical or scientific problems using C To learn how to implement various data structures. To provide opportunity to students to use data structures to solve real life problems.
	Practical-I	<ul style="list-style-type: none"> Apply the concepts learned in 4 semesters by performing experiments systematically. Analyze the results and identifies the procedural errors and verify the theoretical concepts.
5	Java Programming	<ul style="list-style-type: none"> To review on concept of OOP. To learn Java Programming Environments. To practice programming in Java. To learn GUI Application development in JAVA.
	Computer Organization And Architecture	<ul style="list-style-type: none"> To learn logic gates, combinational circuits and sequential circuits To learn basics of computer organization and architecture
	Web Programming Using PHP	<ul style="list-style-type: none"> To review on concept of OOP. To learn Java Programming Environments. To practice programming in Java.
	Principles of Software Engineering	<ul style="list-style-type: none"> To learn engineering practices in Software Development
	Open Course -Introduction to Computers & Office Automation	<ul style="list-style-type: none"> To get a general introduction to office automation packages To get a general introduction to Internet
	Android programming	<ul style="list-style-type: none"> To have a review on concept of Android

6		<p>programming.</p> <ul style="list-style-type: none"> • To learn Android Programming Environments. • To practice programming in Android. • To learn GUI Application development in Android platform with XML
	Operating Systems	<ul style="list-style-type: none"> • To learn objectives & functions of Operating Systems. • To understand processes and its life cycle. • To learn and understand various Memory and Scheduling Algorithms. • To have an overall idea about the latest developments in Operating Systems
	Computer Networks	<ul style="list-style-type: none"> • To learn about transmissions in Computer Networks. • To learn various Protocols used in Communication. • To have a general idea on Network Administration.
	Software testing & Quality Assurance	<ul style="list-style-type: none"> • To get a general introduction and basic skills on software testing and quality assurance techniques and tools
	Programming laboratory III- Java and Web Programming	<ul style="list-style-type: none"> • To practice Java programming. • To practice client side and server side scripting. • To practice PHP Programming. • To practice developing dynamic websites. • To practice how to interact with databases through PHP.
	Programming Laboratory IV: Android & Linux shell Programming	<ul style="list-style-type: none"> • To practice Android programming. • To practice user interface applications. • To develop mobile application. • To practice shell programming
	Project	<ul style="list-style-type: none"> • To provide practical knowledge on software development process