

**Programme Outcomes (U.G)**

**The overall aims of B.Com (COMPUTER APPLICATIONS)**

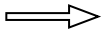

1. Create deep interest in learning COMPUTERS.
2. Develop broad and balanced knowledge and understanding of definitions, concepts, principles and PROGRAMMING.
3. Familiarize the students with suitable tools of DATA analysis to handle issues and problems in COMPUTER PROGRAMMING.
4. Enhance the ability of learners to apply the knowledge and skills acquired by them during the programming to solve specific theoretical and applied PROGRAMMING LANGUAGES.
5. Provide students/learners sufficient knowledge and skills enabling them to undertake further studies in COMPUTERS and its allied areas on multiple disciplines concerned with COMPUTERS.
6. Encourage the students to develop a range of generic skills helpful in employment, internships and social activities

**Course Outcomes (U.G)**  
**COMPUTER APPLICATIONS**  
**COURSE-I Semester-I -Paper-I**  
**I Year B Com (CA), Semester- I (w.e.f. 2020-21 Admitted Batch)**  
**Course 1C: Information Technology**

- After successful completion of this course, the student will be able to;
1. Knowing the fundamental hardware components that make up a computer's hardware and the role of each of these components.
  2. Knowing the operating system and an application program, and what each is used for in a computer.
  3. Using technology ethically, safely, securely, and legally.
  4. Using systems development, word-processing, spreadsheet, and presentation software to solve basic information systems problems.
  5. Understand the concept and apply appropriate methods for solving programming errors.

**COMPUTER APPLICATIONS**  
**COURSE-I Semester-I -Paper-I**  
**COs-PSOs: Mapping**

Title of the paper: **Information Technology**

PSOs 		1	2	3	4	5	6
COs 							
1	Knowing the fundamental hardware components that make up a computer's hardware and the role of each of these components.	√			√	√	√
2	Knowing operating system and an application program, and what each is used for in a computer.	√			√	√	√
3	Using technology ethically, safely, securely, and legally	√			√	√	√
4	Using systems development, word-processing, spreadsheet, and presentation software to solve basic information systems problems.	√			√	√	√
5	Understand the concept and apply appropriate methods for solving programming errors.	√			√	√	√

## **COURSE-II Semester-II- Paper-II**

### **Course 2C: E- Commerce & Web Designing**

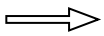

#### **I Year B Com (CA), Semester- II (w.e.f. 2020-21 Admitted Batch)**

- After successful completion of this course, the student will be able to;
1. Understand the foundations and importance of E-commerce
  2. Internet trading relationships including Business to Consumer, Business-to-Business, Intra-organizational
  3. Knowing the infrastructure for E-commerce
  4. legal issues and privacy in E-Commerce
  5. Understand the principles of creating an effective web page, including an in-depth consideration of information architecture

#### **COURSE-II Semester-II -Paper-II**

##### **COs-PSOs: Mapping**

Title of the paper: **E- Commerce & Web Designing**

PSOs 		1	2	3	4	5	6
COs 							
1	Understand the foundations and importance of E-commerce.	√			√	√	√
2	Internet trading relationships including Business to Consumer, Business-to-Business, Intra-organizational	√			√	√	√
3	Knowing the infrastructure for E-commerce	√			√	√	√
4	legal issues and privacy in E-Commerce	√			√	√	√
5	Understand the principles of creating an effective web page, including an in-depth consideration of information architecture	√			√	√	√

### **COURSE-III Semester-III- Paper-III**

#### **Course 3C: Programming with C & C++**

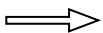

#### **II Year B Com (CA), Semester- I (w.e.f. 2020-21 Admitted Batch)**

- After successful completion of this course, the student will be able to;
1. To Develop programming skills
  2. Declaration of variables and constants use of operators and expressions
  3. Using the syntax and semantics of programming language
  4. knowledge in programming environment of C and C++
  5. Ability to work with textual information (characters and strings) & arrays

### **COURSE-III Semester-III -Paper-III**

#### **COs-PSOs: Mapping**

Title of the paper: **Programming with C & C++**

<b>PSOs</b> 		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>COs</b> 							
1	To Develop programming skills	√	√	√	√	√	√
2	Declaration of variables and constants use of operators and expressions	√	√	√	√	√	√
3	Using the syntax and semantics of programming language	√	√	√	√	√	√
4	knowledge in programming environment of C and C++	√	√	√	√	√	√
5	Ability to work with textual information (characters and strings) & arrays	√	√	√	√	√	√

## COURSE-IV Semester-IV- Paper-IV

### Course 4E: Object Oriented Programming with Java

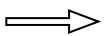

#### II Year B Com (CA), Semester- II (w.e.f. 2020-21 Admitted Batch)

- After successful completion of this course, the student will be able to;
1. Use object oriented programming concepts to solve real world problems
  2. Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection
  3. Use multithreading concepts to develop inter process communication
  4. Understand the basics of java console and GUI based programming.
  5. Knowledge on usage of graphical IDE for design and implementation of real time applications in java

### COURSE-IV Semester-IV -Paper-IV

#### COs-PSOs: Mapping

Title of the paper: **Object Oriented Programming with Java**

PSOs 		1	2	3	4	5	6
COs 							
1	Use object oriented programming concepts to solve real world problems	√	√	√	√	√	√
2	Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection	√	√	√	√	√	√
3	Use multithreading concepts to develop inter process communication	√	√	√	√	√	√
4	Understand the basics of java console and GUI based programming.	√	√	√	√	√	√
5	Knowledge on usage of graphical IDE for design and implementation of real time applications in java	√	√	√	√	√	√

## **COURSE-VI Semester-VI- Paper-VI**

### **Course 6A: BIG DATA ANALYTICS USING R**

#### **III Year B Com (CA), Semester- VI (w.e.f. 2020-21 Admitted Batch)**

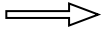

➤ After successful completion of this course, the student will be able to;

1. Understand data and classification of digital data.
2. Understand Big Data Analytics.
3. Load data in to R.
4. Organize data in the form of R objects and manipulate them as needed.
5. Perform analytics using R programming.

### **COURSE-IV Semester-VI -Paper-6A**

#### **COs-PSOs: Mapping**

Title of the paper: **BIG DATA ANALYTICS USING R**

<b>PSOs</b> 		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>COs</b> 							
1	Understand data and classification of digital data.	√			√	√	√
2	Understand Big Data Analytics.	√			√	√	√
3	Load data in to R.	√			√	√	√
4	Organize data in the form of R objects and manipulate them as needed.	√			√	√	√
5	Perform analytics using R programming.	√			√	√	√