

GOVERNMENT DEGREE COLLEGE KHAIRATABAD
DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
PROGRAMME OUTCOMES: B. Com Computer Applications

Department of Computer Applications	After successful completion of three year degree program in Computer Applications a student should be able to:
Programme Outcomes	1) Get employment in IT fields, Software, Banks, Companies, BPOs and KPOs. 2) Posses competent skills in areas like MIS Databases, E-Commerce and IT. 3) develop a programme for system based applications and web page creation for business enterprises.
Programme Specific Outcomes	1) Understand the concepts of Computer application operations. 2) Apply the current techniques, skills, and tools necessary for computing practices. 3) Ability to design, implement domain knowledge for computer programming.

COURSE OUTCOMES: B.Com Computer Applications

Course	Outcomes
Information Technology- Theory	1) To know basic knowledge about Computer Systems and Information Technology. 2) To explain the details about Hardware and Software. 3) To gain knowledge in types of computer system 4) Write up the components of computers input, output and storage devices. 5) To learn about the operating systems. 6) Understand the system analysis and design.
Information Technology- Practical	1) Demonstrate the various Menus and its operating usage in Ms Word. 2) Write up Ms Excel along with practical usage like preparation of final accounts by using formulae and different types of charts. 3) Creation of various slides with different formats with the help of Ms PowerPoint. 4) Formation of payroll for employee and creation of forms and reports by using Ms Access. 5) Preparation of trial balance, profit and loss account and balance sheet 6) Learn to use search engines and visit various websites.

Database Management System	<ol style="list-style-type: none"> 1) Elucidation of Database system architecture and corresponding operations. 2) The relational approach and special relational operations 3) The Embedded SQL in detail. 4) To write up the Hierarchical Approach. 5) To give a detailed note on Distributed database approaches.
Object Oriented Programming with C++	<ol style="list-style-type: none"> 1) To know the proper lines of C++, Encapsulation, Inheritance and Polymorphism. 2) To explain the various data types, operations and functions of C++. 3) To know the concept of constructors and destructors. 4) To explain the concept of inheritances, types of inheritance and polymorphism, virtual Functions. 5) To explain the types of streams, format and format of input and output operations.
Management Information System	<ol style="list-style-type: none"> 1) Awareness of utilization of business. 2) Knowledge about the system concepts used in information system. 3) To know the information systems in business and management. 4) Define the database management system. 5) Write up the functional management information system.
Web Technologies	<ol style="list-style-type: none"> 1) Familiarity about the web designing. 2) Usage of the HTML tags, DHTML, XML and Java Script. 3) To use the lists and add images in HTML. 4) Creating a link within a web page and creating a table. 5) Create links to Video Files.
E-Commerce	<ol style="list-style-type: none"> 1) To define about E-Commerce, Types and components of I way. 2) To explain Electronic Data Interchange and Work flow automation 3) To define Network Firewall Security and Client Server Security. 4) To explain Consumer Oriented Application and mercantile Oriented Application. 5) To define electronic payment systems and smart card and Credit Card

PROGRAMME OUTCOMES: BA Computer Applications

Department of Computer Applications	After successful completion of three year degree program in Computer Science a student should be able to:
Programme Outcomes	<ol style="list-style-type: none">1) To develop problem solving abilities using a computer.2) To build the necessary skill set and analytical abilities for developing computer based solutions for real life problems.3) To imbibe quality software development practices.4) To create awareness about process and product standards5) To train students in professional skills related to Software Industry.6) To prepare necessary knowledge base for research and development in Computer Science7) To help students build-up a successful career in Computer Science
Programme Specific Outcomes	<ol style="list-style-type: none">1) Demonstrate understanding of the principles and working of the hardware and software aspects of computer systems.2) Design, implements, test, and evaluate a computer system, component, or algorithm to meet desired needs and to solve a computational problem.3) To Enhance skills and adapt new computing technologies for attaining professional excellence and carrying research.

COURSE OUTCOMES: BA Computer Applications

Course	Outcomes
CS-BS 505 Programming in Java	<ol style="list-style-type: none">1) To learn Object Oriented Programming language.2) To handle abnormal termination of a program using exception handling3) To create flat files4)To design User Interface using Swing and AWT
CS- BS 506 Operating Systems	<ol style="list-style-type: none">1) To understand design issues related to process management and various related algorithms.2) To understand design issues related to memory management and various related algorithms.3) To understand design issues related to File management and various related algorithms.

CS-BS 605 Computer Networks	1) Basic networking concepts. 2) Understand wired and wireless networks, its types, functionality of layer. 3) Understand importance of network security and cryptography.
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PROGRAMME OUTCOMES: B.Sc Computer Science

S.No	Programs Offered	Program Outcomes	Program Specific Outcome
1	MPCS	<p>➤ Objective:</p> <p>1. To inculcate enthusiasm in the core subjects Math's, Physics & Computer Science along with the languages to meet the curriculum designed by University.</p> <p>➤ Outcome:</p> <p>1. Generating students with overall skill ability catering wide career opportunities globally and also meeting the requirements of industries.</p> <p>2. Advanced learning techniques for students aiming to be a part of various research institutes were carried out by each of the science faculties.</p>	<p>1. Advanced learning techniques for students aiming to be a part of various research institutes were carried out by each of the science faculties.</p>

2	MSCS	<p>➤ Objective:</p> <p>1. To inculcate enthusiasm in the core subjects Math's, Physics & Chemistry along with the languages to meet the curriculum designed by University.</p> <p>➤ Outcome:</p> <p>1. Generating students with overall skill ability catering wide career opportunities globally and also meeting the requirements of industries.</p> <p>2. Advanced learning techniques for students aiming to be a part of various research institutes were carried out by each of the science faculties.</p>	<p>1. Advanced learning techniques for students aiming to be a part of various research institutes were carried out by each of the science faculties.</p>
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COURSE OUTCOMES: B.Sc Computer Science

S No	Courses Offered	Courses Outcomes
1	Paper – I : Programming in C	<p>Computer Fundamentals:</p> <p>1. to know the basics of computer and the fundamentals of C programming</p> <p>2. Program Fundamentals:</p> <p>The role of control statements (conditional and iterative) and the importance of arrays in C.</p> <p>3. working with different types of functions and usage of pointers in Array's</p> <p>4. Need of user defined types and working with files.</p>
2	Practicals – I : Programming in C	<p>Programs related to operators, control statements, arrays, strings, structures, unions, functions, enum, Files ,pointers concepts</p>
3	Paper – II: Programming in C++	<p>1. Introduction to C++, Functions, OOP concepts</p> <p>2. Working with classes, objects and constructors</p> <p>3. To know the need of Inheritance, Polymorphism and virtual functions. Writing programmes with OOPS concepts</p> <p>4. To work with exceptions and templates in CPP.</p>

4	Practicals – II : Programming in C++	Programs related to C++ Basics, Functions, OOP concepts
5	Paper – III : Data Structures	<ol style="list-style-type: none"> 1: Fundamental concepts of Data Structure and the introduction to algorithm, pseudo code and flow charts. 2. Working with Stack, Queue and Linked List (Singly Linked List, Double Linked List, Linear and Circular Linked List). 3. Writing Programs using different types of Trees and Graphs. 4. Working with Searching and Sorting Techniques.
6	Practicals – III : Data Structures	Programs related to Linear and Non Linear Data Structures
7	Paper – IV : DBMS	<ol style="list-style-type: none"> 1: Introduction to Database Systems and the relational algebra. 2. Working with structured Query Language (SQL), DDL, DML Commands and Advanced SQL. 3. to learn the concepts of Entity Relationship model, Normalisation and importance. 4. The Concepts of Transaction Management, Database Architecture, concurrency control and security in Database system.
8	Practicals – IV DBMS	Oracle(SQL Queries and PL/SQL programs)
9	Paper –V : Programming in Java	<ol style="list-style-type: none"> 1. Java fundamentals, inheritance concepts 2. packages, exception handling, multi threading, I/O streams 3. Letting the students know about GUI programming, database connection using jdbc
10	Practicals – V: Programming in Java	Programs related to java basics, packages, exception handling, multithreading, i/o streams, awt, jdbc
11	Paper – VI : Operating Systems	<ol style="list-style-type: none"> 1. Operating System Basics, semaphores, monitors 2. CPU scheduling algorithms, Deadlock concepts 3. Memory Management, RAID
12	Practicals – VI : Operating Systems	Example problems on deadlocks and resource allocation graphs, example problems on scheduling, page replacement algorithms
13	Paper – VII : Computer Networks	<ol style="list-style-type: none"> 1. Networks Fundamentals, OSI Layers 2. Data link layer, Switching 3. Networking & internetworking devices, routing algorithms, Transport Layer, Upper OSI LAYERS
14	Practical – VII : Computer Networks	Programs related to networks

15	Paper – VIII : Web Technologies	1.Web page design using HTML 2. Cascading Style Sheets(CSS) 3.to develop interactive web pages using Java script
16	Practicals – VIII : Web Technologies	Example programs on Designing the web site