



## IDHAYA COLLEGE FOR WOMEN, KUMBAKONAM

**Programme: B.C.A.**

PO NO.	Programme Outcomes upon Completion of the BCA., Degree Programme, the Graduates will be able
<b>PO1</b>	To comprehend the basic concepts learnt and apply in real life situations with analytical skills
<b>PO2</b>	To acquire skills and enhanced knowledge will be employable / become entrepreneurs or will pursue Higher Education.
<b>PO3</b>	To acquire knowledge of modern software tools will be able to contribute effectively as software engineers.
<b>PO4</b>	To comprehend the related concepts to computer science with Allied papers..
<b>PO5</b>	To imbibe with ethical values and social concerns to ensure peaceful society.

### Semester I

S. No	Course Code	Name of the Course	Course Outcomes
1	<b>22SCCCA1</b>	Programming in C and Data Structures	<ul style="list-style-type: none"> <li>➤ To Store different data types in the same memory</li> <li>➤ To Manage I/O operations in C program.</li> <li>➤ To develop programs and applications in C and Data Structures.</li> </ul>
2	<b>22SCCCA1P</b>	Programming in C Lab	<ul style="list-style-type: none"> <li>➤ To Implement real time applications using the power of C language features</li> <li>➤ To enhance their analyzing and problem solving skills.</li> <li>➤ To understand the usage of file handling in C programming and solve data problems related to data structures.</li> </ul>
3	<b>22SCACMM2A</b>	Algebra and Calculus	<ul style="list-style-type: none"> <li>➤ To analyzing and describing the behavior of functions.</li> <li>➤ To use the tools for analyzing and describing the behavior of functions.</li> </ul>

			<ul style="list-style-type: none"> <li>➤ To use these tools to solve application problems in a variety of settings ranging from physics and biology to business and economics.</li> </ul>
4	22UGVED	Value Education	<ul style="list-style-type: none"> <li>➤ To practice values and ethics in life.</li> <li>➤ To sharpen students thinking skill.</li> <li>➤ To make students culturally, aware of the target situation.</li> </ul>

### Semester II

S. No	Course Code	Name of the Course	Course Outcomes
1	22SCCCA2	Programming in Java	<ul style="list-style-type: none"> <li>➤ To learn Object- oriented programming.</li> <li>➤ To implement real-world entities like inheritance, hiding, polymorphism.</li> <li>➤ The main aim of OOPs is to bind together the data and the functions.</li> </ul>
2	22SCCCA2P	Programming in Java Lab	<ul style="list-style-type: none"> <li>➤ To learn concepts like inheritance, packages and interfaces.</li> <li>➤ To learn methodologies and essential to building software.</li> <li>➤ To understand the life cycle of the Applets.</li> </ul>
3	22SCACMM2B	Numerical Analysis and Probability	<ul style="list-style-type: none"> <li>➤ To understand Programming Problems and to know the methods of solving them.</li> <li>➤ To know the basics and the methods of solving network problems</li> <li>➤ To understand different methods of solution of the equations.</li> </ul>
4	22SCACMM2C	OperationResearch	<ul style="list-style-type: none"> <li>➤ To know the basics of inventory models and to solve inventory problem.</li> </ul>

			<ul style="list-style-type: none"> <li>➤ To understand variety of problems such as assignment, transportation, travelling salesman etc.</li> <li>➤ To solve the problems using linear programming approach</li> </ul>
5	22PELPS1	Professional English for Physical Sciences I	<ul style="list-style-type: none"> <li>➤ To develop the language skills of students by offering adequate practice in professional contexts.</li> <li>➤ To develop strategic competence that will help in efficient communication.</li> <li>➤ To develop professional work habits, including those necessary for effective collaboration and cooperation.</li> </ul>
6	22UGCES	Environmental Studies	<ul style="list-style-type: none"> <li>➤ To have a basic knowledge of Natural resources, its classification, concepts, and natural resources and local scales.</li> <li>➤ To understand the concerns related to Sustainable Development of environment and health.</li> <li>➤ To create the awareness about environmental problems among people.</li> </ul>

### Semester III

S. No	Course Code	Name of the Course	Course Outcomes
1.	22SCCCA3	Programming in Python	<ul style="list-style-type: none"> <li>➤ To recall and understand the features of Python programming language.</li> <li>➤ To illustrate various programming mechanism and apply various language construct to write simple programs in Python.</li> <li>➤ To examine the application of object oriented concept and distinguish the various constructs used in Python.</li> </ul>

2.	<b>22SCCCA3P</b>	Programming in Python Lab (Practical)	<ul style="list-style-type: none"> <li>➤ To write simple programs using control structures, functions and strings.</li> <li>➤ To develop programs using tuples, lists, dictionary, constructors, method overloading and inheritance.</li> <li>➤ To create programs using files, regular expressions, packages and exception handling.</li> </ul>
3.	<b>22SCACA0B1</b>	Principles of Accounting	<ul style="list-style-type: none"> <li>➤ To learn concepts and conventions of financial accounting.</li> <li>➤ To understand errors and rectify errors.</li> <li>➤ To prepare accounts of cash book and bills of exchange.</li> </ul>
4.	<b>22PELPS2</b>	Professional English for Physical Sciences II	<ul style="list-style-type: none"> <li>➤ To attend interviews with boldness and confidence.</li> <li>➤ To adapt easily into the workplace context, having become communicatively competent.</li> <li>➤ To develop strategic competence that will help in effective communication.</li> </ul>
5.	<b>22BNMEBB1</b>	E-Commerce	<ul style="list-style-type: none"> <li>➤ To identify core concepts of marketing and the role of marketing in business and society.</li> <li>➤ To gain knowledge of social, legal, ethical and technological forces on marketing decision making.</li> <li>➤ To develop marketing strategies based on product, price, place and promotion objectives and create an integrated marketing.</li> </ul>

### Semester IV

S. No	Course Code	Name of the Course	Course Outcomes
1.	22SCCCA4	Database Management Systems	<ul style="list-style-type: none"> <li>➤ To understand the basic concepts of database systems and know about SQL queries to interact with database.</li> <li>➤ To design a database using ER modeling.</li> <li>➤ To apply normalization on database design to eliminate anomalies.</li> </ul>
2.	22SCCCA4P	Database Management Systems Lab (Practical)	<ul style="list-style-type: none"> <li>➤ To understand the practical applicability of database management system concepts.</li> <li>➤ To work on existing database systems, designing of database, creating relational database, analysis of table design.</li> <li>➤ To introduce ER data model, database design and normalization.</li> </ul>
3.	22SCACA0B2	Computer Application in Business	<ul style="list-style-type: none"> <li>➤ To understand basics of computer application in business and create word documents.</li> <li>➤ To learn spread sheet programmes and create different types of charts.</li> <li>➤ To edit and delete ledgers, vouchers entry, inventories and budget controls.</li> </ul>
4.	22SCACA0B2P	Computer Application in Business (P)	<ul style="list-style-type: none"> <li>➤ To create business letters.</li> <li>➤ To prepare journals, ledger and trial balance in accordance with the standards and final accounts with adjustments by using Tally.</li> <li>➤ To acquire knowledge in preparing voucher entries, final accounting, inventory report and Bank Reconciliation Statement.</li> </ul>
5.	22SCACA0B3	Organisational Behaviour	<ul style="list-style-type: none"> <li>➤ To understand meaning and concept of organisational behaviour.</li> <li>➤ To gain knowledge about fundamentals of individual behavior, theories of personality, attitude, concepts of value and learning.</li> </ul>

			<ul style="list-style-type: none"> <li>➤ To know about group behaviour, group formation, job stress, leadership and styles of leadership.</li> </ul>
<b>6.</b>	<b>22NMEBB3</b>	Business Ethics	<ul style="list-style-type: none"> <li>➤ To outline the significance of ethics in business and the culture of organization.</li> <li>➤ To recognize the importance of Corporate Social Responsibility.</li> <li>➤ To understand the unethical issues in the environment.</li> </ul>

### Semester V

S. No	Course Code	Name of the Course	Course Outcomes
<b>1.</b>	<b>16SCCCA5</b>	Data Structures and Algorithms	<ul style="list-style-type: none"> <li>➤ To provide the knowledge of basic data structures and their implementations</li> <li>➤ To understand the importance of data structures in context of writing efficient programs.</li> <li>➤ To develop skills to apply appropriate data structures in problem solving.</li> </ul>
<b>2.</b>	<b>16SCCCA6</b>	Operating Systems	<ul style="list-style-type: none"> <li>➤ To provide users a convenient interface to use the computer system.</li> <li>➤ To act as an intermediary between the hardware and its users, making it easier for the users to access and use other resources.</li> <li>➤ To manage the resources of a computer system.</li> </ul>
<b>3.</b>	<b>16SCCCA7</b>	Digital Computer Fundamentals	<ul style="list-style-type: none"> <li>➤ To learn the fundamental components used in a Digital Computer which is essential for the programmer.</li> <li>➤ To solve problems by processing information in discrete form.</li> <li>➤ To know about operation on data including magnitudes, letters, and symbols which are expressed in binary code.</li> </ul>

4.	<b>16SCCCA5P</b>	Computer Graphics and Animation (Practical)	<ul style="list-style-type: none"> <li>➤ To impart Practical Training in Computer Graphics and Animation related problems.</li> <li>➤ To create graphics using design elements and differentiate between vector and raster image.</li> <li>➤ To develop vector graphics and 2D animations, making use of various tools and animation techniques provided by Flash.</li> </ul>
5.	<b>16SMBECA1:1</b>	Computer Graphics	<ul style="list-style-type: none"> <li>➤ To understand the concepts on basic graphical techniques.</li> <li>➤ To apply Raster Graphics techniques for creating graphical applications.</li> <li>➤ To implement two dimensional and three dimensional graphics.</li> </ul>
6.	<b>16RSBE7:2</b>	Office Management Tools	<ul style="list-style-type: none"> <li>➤ To help the students gain understanding the functions and responsibilities of Managers.</li> <li>➤ To provide them tools and techniques to be used in the performance of the managerial job.</li> <li>➤ To enable them to analyse and understand the environment of the organization.</li> </ul>
7.	<b>16RSBE7:3</b>	Communication and Interpersonal Skills	<ul style="list-style-type: none"> <li>➤ To acquire knowledge about the importance of Interpersonal Skills.</li> <li>➤ To develop the personal strengths and self-awareness.</li> <li>➤ To establish and enhance personal and work-based relationships characterized by open and honest communication and effective conflict resolution.</li> </ul>
8.	<b>RUGSDC</b>	Soft Skill Development	<ul style="list-style-type: none"> <li>➤ To communicate through verbal/oral communication and improve the listening skills.</li> </ul>

			<ul style="list-style-type: none"> <li>➤ To become more effective individual through goal/target setting, self-motivation and practicing creative thinking.</li> <li>➤ To perform in multi-disciplinary and heterogeneous teams through the knowledge of team work, inter-personal relationships, conflict management and leadership quality.</li> </ul>
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### Semester VI

S. No	Course Code	Name of the Course	Course Outcomes
1.	16SCCCA8	Computer Networks	<ul style="list-style-type: none"> <li>➤ To enable seamless exchange of data between any two points in the world. This exchange of data takes place over a computer network.</li> <li>➤ To understand the concepts of Data Communication and OSI Layer</li> <li>➤ To understand Wireless LANs and Wireless Sensor Networks Operation.</li> </ul>
2.	16SCCCA9	Programming in PHP	<ul style="list-style-type: none"> <li>➤ To develop dynamic and interactive websites.</li> <li>➤ To make it easier to add functionality to web pages without any need to call external files for data.</li> <li>➤ To control use-access and can encrypt data as well.</li> </ul>
3.	16SCCCA6P	Programming in PHP (Practical)	<ul style="list-style-type: none"> <li>➤ To create dynamic websites and applications</li> <li>➤ To generate dynamic page content.</li> <li>➤ To create, open, read, write, delete, and close files on the server.</li> </ul>
4.	16SMBECA2:3	Mobile Computing	<ul style="list-style-type: none"> <li>➤ To understand the concepts of architecture and operating systems in Mobile Computing.</li> <li>➤ To learn ad hoc networks and infrastructure networks.</li> <li>➤ To learn protocols and security in Mobile File Systems.</li> </ul>



5.	16SMBECAPW	Mini Project	<ul style="list-style-type: none"> <li>➤ To practice acquired knowledge within the chosen area of technology for project development</li> <li>➤ To identify, discuss and justify the technical aspects of the chosen project with a comprehensive and systematic approach</li> <li>➤ To reproduce, improve and refine technical aspects for engineering projects and work as an individual or team in development of technical projects.</li> </ul>
6.	UGGS	Gender Studies	<ul style="list-style-type: none"> <li>➤ To make boys and girls aware of each other's strength and weakness.</li> <li>➤ To develop sensitivity towards both genders in order to lead an ethically enriched life.</li> <li>➤ Identify and analyse the link among gender, sexuality, power and social justices. Analyses inter-sections among gender and sexuality and other categories of difference such as class, race, religion, nationality and physical ability.</li> </ul>

**Programme: PGDCA**

<b>PO No.</b>	<b>Programme Outcomes upon Completion of the PGDCA Programme, the Graduates will be able</b>
<b>PO1</b>	To make use of internet for searching and downloading information on web, sending or receive e-mails.
<b>PO2</b>	To prepare presentation and perform computation on excel sheet.
<b>PO3</b>	To handle windows and Linux operating system for general purpose applications and networking.
<b>PO4</b>	To develop general purpose application based on C/C++ and HTML based languages.
<b>PO5</b>	To perform various office activities on computer system such as installation of software, handling of printer and scanner, internet connection along with troubleshooting of system.

**Semester I**

<b>S.No</b>	<b>Course Code</b>	<b>Name of the Course</b>	<b>Course Outcomes</b>
<b>1.</b>	<b>P16DCA11</b>	Programming with C++	<ul style="list-style-type: none"> <li>➤ To describe OOPs concepts, functions and pointers in C++ program</li> <li>➤ To understand tokens, expressions and control structures.</li> <li>➤ To implement OOPs concepts in C++ Programs.</li> </ul>
<b>2.</b>	<b>P16DCA12</b>	Operating Systems	<ul style="list-style-type: none"> <li>➤ To understand the basics of operating systems and types of operating systems.</li> <li>➤ To know the various memory management and disk scheduling algorithms for better utilization of external memory.</li> <li>➤ To understand file organization for storing the data.</li> </ul>
<b>3</b>	<b>P16DCA13</b>	Computer Organization and Architecture	<ul style="list-style-type: none"> <li>➤ To explain the Organisation of basic computer, its design and the design of control units.</li> <li>➤ To elaborate advanced concepts of computer architecture, parallel processing, interprocess or communication and synchronization.</li> <li>➤ To demonstrate the working of Central Processing Unit and RISC and CISC Architecture.</li> </ul>

4	P16DCA14P	C++ Programming Lab	<ul style="list-style-type: none"> <li>➤ To Apply C++ features for program design and implementation in practical experiences.</li> <li>➤ To analyse problem description and design &amp; build object-oriented software using good coding practices and techniques.</li> <li>➤ To recognize the applications of software development contexts.</li> </ul>
5	P16DCA15P	Shell Programming Lab	<ul style="list-style-type: none"> <li>➤ To practice the Shell Basics and Scripts.</li> <li>➤ To develop the different types of Files by using File Commands.</li> <li>➤ To provide linkage for already existing programs.</li> </ul>

### Semester II

S.No	Course Code	Name of the Course	Course Outcomes
1.	P16DCA21	Programming in Java	<ul style="list-style-type: none"> <li>➤ To understand the concept of OOPs and advanced Java.</li> <li>➤ To learn about Package and to implement in programs.</li> <li>➤ To read and make elementary modifications in Java Programs.</li> </ul>
2.	P16DCA22	Data Base Systems	<ul style="list-style-type: none"> <li>➤ To learn about DDL and DML</li> <li>➤ To acquire the knowledge about Relational Database and SQL.</li> <li>➤ To gain the knowledge about File, Transaction Model and Distributed Databases.</li> </ul>
3.	P16DCA23	Computer Graphics	<ul style="list-style-type: none"> <li>➤ To understand the basic of computer graphics.</li> <li>➤ To know geometric transformations on graphics and their applications in composite form.</li> <li>➤ To explore projections and visible surface detection techniques for display of 3D scene on 2D screen.</li> </ul>
4.	P16DCA24P	Java Programming Lab	<ul style="list-style-type: none"> <li>➤ To develop Java programs for Classes, Objects, Multiple Threads, Constructors and Overriding.</li> <li>➤ To write java programs using Applets</li> <li>➤ To develop java programs to connect Databases and Files.</li> </ul>
5.	P16DCA25P	Database Systems Lab	<ul style="list-style-type: none"> <li>➤ To practice the SQL queries</li> <li>➤ To gain knowledge on designing and creating relational database systems.</li> <li>➤ To implement database applications.</li> </ul>