

**DEPARTMENT OF COMPUTER APPLICATIONS**  
**Programme: M.C.A., Computer Applications**

PO No.	Programme Outcomes Upon completion of the M.C.A. Degree Programme, the graduate will be able to
<b>PO-1</b>	apply knowledge of Computer fundamentals, computing specializations and domain knowledge for the perception and conceptualization of computing models from defined problems and requirements.
<b>PO-2</b>	understand and analyze a given problem and intend practicable computing solutions.
<b>PO-3</b>	Able to use the techniques, skills and recent hardware and software tools necessary for innovative software solutions.
<b>PO-4</b>	recognize the social, professional, cultural and ethical issues involved in the use of computer technology and give them due consideration in developing software systems.
<b>PO-5</b>	master fundamental project management skills, concepts and techniques, set attainable objectives and ensure positive results, meeting scope, time and budget constraints.

PSO No.	Programme Specific Outcomes Upon completion of these courses the student would
<b>PSO-1</b>	empower women graduates to meet global challenges through innovative Teaching-Learning methodologies
<b>PSO-2</b>	apply ethical and social aspects of contemporary computing technology to design and develop computing artifacts
<b>PSO-3</b>	practice effectively as individuals and as team members in multidisciplinary projects involving technical, managerial, economical and social constraints
<b>PSO-4</b>	encourage students capability to set up their own enterprise in various sectors of Computer Applications
<b>PSO-5</b>	prepare the students to pursue higher studies in computing and related fields and to work in the fields of teaching and research

<b>Course Title</b>	<b>DIGITAL COMPUTER FUNDAMENTALS</b>	
<b>CODE</b>	<b>18CAPC101</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Understanding the basic concept of the number systems, logic gates	K1
<b>CO-2</b>	Simplify the Boolean Functions with different methods	K2
<b>CO-3</b>	Get awareness of combinational circuit	K2
<b>CO-4</b>	Apply the Sequential circuits	K3
<b>CO-5</b>	Understand the fundamental concepts of Registers, Counters and Memory unit	K2

<b>Course Title</b>	<b>PROGRAMMING IN C</b>	
<b>CODE</b>	<b>18CAPC102</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	To understand the problem solving techniques using computer and basic concepts of C programming	K1
<b>CO-2</b>	Apply conditional and iterative statements to write C programs	K3
<b>CO-3</b>	Apply user defined functions to solve real time problems	K3
<b>CO-4</b>	Make use of user defined data types including structures and unions to solve problems	K3
<b>CO-5</b>	Experiment with files concept to show input and output of files and Error handling in C	K3

<b>Course Title</b>	<b>COMPUTER ORGANIZATION AND ARCHITECTURE</b>	
<b>CODE</b>	<b>18CAPC103</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Understand the basic concepts of computer architecture	K2
<b>CO-2</b>	Ability to evaluate performance of different computer structures	K3
<b>CO-3</b>	Analyzing the Parallel Processing, Pipelining techniques, Vector Processing and Array Processors and their impacts on performance	K4
<b>CO-4</b>	Assess the communication and the computing possibilities of parallel system	K3
<b>CO-5</b>	Analyze the difference between Memory Hierarchy	K4
<b>Course Title</b>	<b>MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE</b>	
<b>CODE</b>	<b>18CAPC104</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Classify the basic logical operations using truth table and properties of logic.	K2
<b>CO-2</b>	Compare and construct the basic principles of graph theory, matrix representation and trees.	K3
<b>CO-3</b>	Solve the problems related to distribution, measures of central tendency, correlation and regression.	K3
<b>CO-4</b>	Apply the concepts and able to solve the numerical methods and linear equations.	K3
<b>CO-5</b>	Analyze the topics of automata theory and its applications.	K4

<b>Course Title</b>	<b>C PROGRAMMING LAB</b>	
<b>CODE</b>	<b>18CAPCP01</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Distinguish different conditional and iterative statements in C	K3
<b>CO-2</b>	Skills to describe arrays, strings and functions	K3
<b>CO-3</b>	Demonstrate the concept of pointers and structures	K4
<b>CO-4</b>	Illustrate the concept of files	K3
<b>CO-5</b>	Apply numerical methods and statistics for various applications	K3

<b>Course Title</b>	<b>LINUX LAB (Script)</b>	
<b>CODE</b>	<b>18CAPCP02</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Identify and use linux utilities to create and manage simple file processing operations	K2
<b>CO-2</b>	Design shell script using filters and pipes	K3
<b>CO-3</b>	Design shell script to exhibit programming logic	K4
<b>CO-4</b>	Implement conditional execution and repetitive task	K3

<b>Course Title</b>	<b>JAVA PROGRAMMING</b>	
<b>CODE</b>	18CAPC308	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Illustrate concepts of object-oriented programming with inheritance.	K2
<b>CO-2</b>	Describe the concept of multithreading, packages and interfaces.	K2
<b>CO-3</b>	Create applet and enable Multithreaded applications.	K3
<b>CO-4</b>	Demonstrate the use of AWT with event handling.	K3
<b>CO-5</b>	Illustrate the concepts of Layout Managers and SWING with event handling.	K3

<b>Course Title</b>	<b>ADVANCED OPERATING SYSTEM</b>	
<b>CODE</b>	18CSPC104/ 18CAPC309	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Recall various OS architectures	K2
<b>CO-2</b>	Ability to utilize various type of architecture for Resource management.	K4
<b>CO-3</b>	Classify the implementation process management and file system	K4
<b>CO-4</b>	Outline the principles of various OS	K1
<b>CO-5</b>	Construct the process according to the complexity of a problem	K3

<b>Course Title</b>	<b>ADVANCED RELATIONAL DATABASE MANAGEMENT SYSTEM</b>	
<b>CODE</b>	<b>18CSPC105 / 18CAPC310</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Summarize the basics and fundamentals of RDBMS and concept of Entity Relationship Model in Database Applications.	K2
<b>CO-2</b>	Make use of SQL for Database Definition and Manipulation	K3
<b>CO-3</b>	Demonstration of various normalization techniques and data modeling	K2
<b>CO-4</b>	Create a RDBMS package using PL/SQL	K4
<b>CO-5</b>	Ability to classify different types of databases.	K4

<b>Course Title</b>	<b>SOFTWARE ENGINEERING</b>	
<b>CODE</b>	<b>18CAPC311</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Able to build and use a model of the application to guide choices of the many trade-offs	K2
<b>CO-2</b>	Developing model which is used to explain the behavior of the system and its performance	K3
<b>CO-3</b>	Ability to schedule work both of his own and that of others	K3
<b>CO-4</b>	Develop techniques for building software that can cope with heterogeneous platforms and execution environments	K4
<b>CO-5</b>	Distinguish the strategic Approach of Software Testing and debugging. Analyze the quality of system using various metrics	K4

<b>Course Title</b>	<b>JAVA PROGRAMMING LAB</b>	
<b>CODE</b>	<b>18CAPCP05</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Apply class and object concepts to solve real world problems.	K4
<b>CO-2</b>	Design and develop programs using interfaces and packages.	K4
<b>CO-3</b>	Demonstrate the concept of multithreading and applet.	K4
<b>CO-4</b>	Implement the concept of Event Handling and AWT.	K4
<b>CO-5</b>	Develop applications using Layout Managers and SWING.	K4

<b>Course Title</b>	<b>RDBMS LAB</b>	
<b>CODE</b>	<b>18CAPCP06</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Design multiple tables and handle queries to populate a database	K2
<b>CO-2</b>	Recognize the application of aggregate function, set operation and View.	K3
<b>CO-3</b>	Analyze PL/SQL for Application development.	K4
<b>CO-4</b>	Able to manage various error handling mechanisms	K5
<b>CO-5</b>	Develop a DBMS package	K5

<b>Course Title</b>	<b>COMPUTER NETWORKS</b>	
<b>CODE</b>	<b>18CAPC412</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Outline of basic network theory and layered communication architectures.	K2
<b>CO-2</b>	Understand the issues of Data link layer and the elementary data link protocols with its types.	K2
<b>CO-3</b>	Classify the various Routing algorithms.	K2
<b>CO-4</b>	Make use of TCP and UDP protocols in various applications.	K3
<b>CO-5</b>	Categorize the Network security algorithms and its uses.	K4

<b>Course Title</b>	<b>DATA MINING TECHNIQUES</b>	
<b>CODE</b>	<b>18CAPC413</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Understand the concepts of data mining tasks , issues, metrics and its related concepts	K2
<b>CO-2</b>	Describe the some of the statistical concepts and terminology associated with database systems and machine learning.	K2
<b>CO-3</b>	Apply different methods for data classification and prediction algorithm.	K3
<b>CO-4</b>	Apply different data clustering methods.	K3
<b>CO-5</b>	Illustrate methods for mining frequent patterns, associations, and techniques for mining text documents	K3



<b>Course Title</b>	<b>DATA MINING LAB</b>	
<b>CODE</b>	<b>18CAPCP07</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Analyze the different preprocessing methods.	K4
<b>CO-2</b>	Compare the different visualization techniques.	K4
<b>CO-3</b>	Evaluate the different classification algorithms for bench mark dataset.	K5
<b>CO-4</b>	Evaluate the different clustering algorithms for bench mark dataset.	K5
<b>CO-5</b>	Implement the association rule mining and frequent item set approaches for bench mark dataset.	K5
<b>Course Title</b>	<b>SOFTWARE TESTING LAB</b>	
<b>CODE</b>	<b>18CAPCP08</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Apply the concept of Design Phase Testing and Program Phase Testing using win runner tool	K3
<b>CO-2</b>	Implement the concept of Debugging and Acceptance Testing using win runner tool	K4
<b>CO-3</b>	Apply programming skills to evaluate the test results using silk test	K3
<b>CO-4</b>	Implement the concept of Unit Testing, System Testing using silk test tool	K4
<b>CO-5</b>	Apply stress testing using test director	K3

<b>Course Title</b>	<b>ASP.NET PROGRAMMING</b>	
<b>CODE</b>	<b>18CSPC309/ 18CAPC514</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Understand the framework of web programming and .NET	K1-K2
<b>CO-2</b>	Gain knowledge of web forms and controls to create a user interface	K1-K2
<b>CO-3</b>	Explore the knowledge on C#.NET with its applications	K1-K3
<b>CO-4</b>	Access and manipulate data in a Microsoft SQL Server database by using Microsoft ADO.NET	K1-K3
<b>CO-5</b>	Apply advanced controls in web applications	K2-K4

<b>Course Title</b>	<b>DESIGN OF INFORMATION SYSTEMS</b>	
<b>CODE</b>	<b>18CAPC515</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Understand the principles and tools of Information systems	K2
<b>CO-2</b>	Understand and apply the concept of DFD and Decision Tables	K3
<b>CO-3</b>	Create use case to capture requirements for a software system and class diagrams that model both the domain model and design model of a software system	K3
<b>CO-4</b>	Understand and apply packages diagrams that model the dynamic aspects of a software system	K3
<b>CO-5</b>	Understand and apply state and activity diagram for software system	K4

<b>Course Title</b>	<b>ASP.NET PROGRAMMING LAB</b>	
<b>CODE</b>	<b>18CSPCP04/ 18CAPCP09</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Implement web application using basic controls.	K3
<b>CO-2</b>	Skills to develop application using advanced controls.	K3
<b>CO-3</b>	Demonstrate the concept of flow control in C#.NET.	K4
<b>CO-4</b>	Illustrate the concept of Data grid and Grid View Controls.	K3
<b>CO-5</b>	Develop applications using XML Data Source Control.	K3
<b>Course Title</b>	<b>INTERNET of THINGS</b>	
<b>CODE</b>	<b>18CSPE241/19CAPE533</b>	
<b>CO No.</b>	<b>Course Outcomes</b>	<b>Knowledge Level</b>
<b>CO-1</b>	Know the facts about IoT paradigm and the fundamentals of IoT technologies	K1
<b>CO-2</b>	Understand and realize the techniques and protocols of Internet connections.	K4
<b>CO-3</b>	Analyze the performance and revolution of Internet in Mobile Devices, Cloud & Sensor networks	K4
<b>CO-4</b>	Analyze the quality of mobile & realtime networking	K4
<b>CO-5</b>	Apply the IoT Reference Architecture and face the challenges in realtime applications	K3