

Program Objective (PO)

- PO1:** To educate students for their career in software industries, academic and research institutions, entrepreneurial pursuit, government, consulting firms and other Information Technology enabled services.
- PO2:** To promote use of information technology and motivate to develop innovative software development skills.
- PO3:** To develop critical thinking, communication, teamwork, and leadership skills necessary to function productively and professionally.
- PO4:** To acclimate themselves to the changing IT requirements through lifelong learning that contributes in self and societal growth.
- PO5:** To explore an academic guidance to the students for handling challenging opportunities in Information Technology with the help of programming languages and application tools.
- PO6:** To train students to outlive in technical professions through quality education.
- PO7:** To prepare students for real-world problems by working on projects.

Program Specific Objective (PSO)

- PSO1:** To Enhance the exposure to variety of roles and responsibilities, skills students can take up in any areas of expertise.
- PSO2:** Provide sound academic base from which an advanced career in Computer Application can be developed. (Programming subjects)
- PSO3:** Give basic knowledge of computer h/w, networking, application software and s/w design.
- PSO4:** Apply standard software engineering design and development principles and strategies in software project development using open source programming environment to deliver a quality of product for business success.
- PSO5:** Increase capability of student to design, implement, and evaluate a software or a software/hardware system, component, or process to meet desired needs within realistic constraints.

- PSO6:** Empowering skills to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems with necessary constraints and assumptions
- PSO7:** Through projects, practical labs acquire the practices to function effectively as an individual or as a team member in achievement of desired objectives.
- PSO8:** Acquire learning inputs to identify, formulate, and provide systematic solutions to complex engineering/Technology problems
- PSO9:** Conceptual Grounding in computer usage as well as its practical business application will be provided.
- PSO10:** Acquaintance of programming skills, other technical skills to become successful Software professional or entrepreneur.
- PSO11:** To support base for various certifications which will enhance their career.

COURSE OUTCOMES

FYBBA(CA)

CA-101- Business Communication

- C01. Students understand the concept, process and importance of communication.
- C02. Students develop an integrative approach where reading, writing, presentation skills are used together to enhance the students' ability to communicate and write effectively.
- C03. Students understand about Methods and Media of communication.
- C04. Students become familiar with information technology and improve job seeking skills.
- C05. Students understand system and communication and their utility
- C06. Students become proficient in how to write business letters and other communications in required business.

CA-102 Principals Of Management (POM)

- C01: Students are able to understand Nature of management
- C02: Students are able to understand fundamental knowledge about working of business organization
- C03: Students will well acquaint with management process, functions and principles.
- C04: Students will get familiar with recent trends in management.
- C05: Students are able to understand Recent trends in Management
- C06: Students are able to understand Evolution of management thoughts

CA-103 C Programming

- C01. Students improve their Analytical / Logical Thinking and Problem-Solving capabilities
- C02. Students use the fundamentals of C programming in trivial problem solving
- C03. Students enhance skill on problem solving by constructing algorithms.
- C04. Students identify solution to a problem and apply control structures and user defined functions for solving the problem.
- C05. Students understand the use of Strings and string handling functions.
- C06. Students apply skill of identifying appropriate programming constructs for problem solving.

CA-104 DBMS

- C01. Enables students to understand relational database concepts and transaction management concepts in database system.
- C02. Enables student to write PL/SQL programs that use: procedure, function, package, cursor and trigger.
- C03. Enables to integrate database with the programming language
- C04. Enable students to work with real world problem in practical session
- C05. learn handling database with varieties of practical problem
- C06. to learn concept of database transaction with various example

CA-105 Statistics

- C01. To understand role and importance of statistics in various business situations.
- C02. To develop skills related with basic statistical technique
- C03. Develop right understanding regarding regression, correlation and data interpretation.

107 Principles of Programming and Algorithm

- C01: Will understand importance of algorithm, program development cycle, how programs are been developed sequentially with help of algorithm.
- C02: Student will be able to show. detail designing of algorithm and flow of programs with the help of flowchart
- C03: Student will be able to understand the use of function, library function and recursion with its syntax
- C04: To understand definition, characteristics and types of array .

CA-201 Organization Behavior & Human Resource Management(OB & HRM)

C01: Students are able to understand Fundamentals of Organizational Behavior

C02: Got more knowledge on Group Behavior and Change in Organization

C03: Have a good understanding of Wages and Salary Administration

C04: Students can efficiently implement solution for Grievance and discipline

C05: Got more knowledge on E-HR

C06: Students are able to understand Human Resource Processes that are concerned with planning, motivating and developing suitable employees for the benefit of the organization develop a application software

CA-202 Financial Accounting

C01: To develop right understanding regarding role and importance of monetary and financial transactions in business statement - Trading and P&L

C02: To cultivate right approach towards classifications of different transactions and their implications

C03: To develop proficiency preparation of basic financial as to how to write basis accounting

CA-203 Business Mathematics

C01: To understand role and importance of mathematics in varoius business situations and while developing software

C02: To develop skills related with basic mathematical technique.

CA-204 Relational Database Management System

C01.Enables students to understand relational database concepts and transaction management concepts in database system.

C02.Enables student to write PL/SQL programs that use: procedure, function, package, cursor and trigger.

C03.Enables to integrate database with the programming language

C04.Enable students to work with real world problem in practical session

C05.learn handling database with varieties of practical problem

C06.to learn concept of database transaction with various example

CA-205 Web Technology (HTML-JSS-CSS)

C01: Learn client and server, HTTP, FTP, IP protocols, WWW, Response and Request mechanism.

C02: Using All html tags create webpage

C03: Using CSS how make attractive web page.

C04: Come to know how to develop dynamic web site using client side Javascript

C05: Students can design and deploy web sites.

207 Advance C Programming

C01. Students study advanced concepts of programming using the 'C' language.

C02. Students understand code organization with complex data types and structures.

C03. Students work with files.

C04. Students understand concept of Graphics.

SYBBA(CA)

CA-301 Digital Marketing

C01. Students give knowledge about using digital marketing in and as business.

C02. Students make SWOT analysis, SEO optimization and use of various digital marketing tools.

C03. Students Analyse the confluence of marketing, operations, and human resources in real-time delivery.

C04. Students explain emerging trends in digital marketing and critically assess the use of digital marketing tools by applying relevant marketing theories and frameworks.

C05. Students investigate and evaluate issues in adapting to globalised markets that are constantly changing and increasingly networked.

C06. Students interpret the traditional marketing mix within the context of a changing and extended range of digital strategies and tactics.

CA-302 Data Structure

C01: Students are able to understand the Basic Concept and Introduction to Data Structure

C02: Students are able to understand the different concept of Data Structure

C03: Have a good understanding of link list, queue, stack, tree and graph

C04: Students can efficiently implement solution for different problems

C05: Got more knowledge on C programming language

C06: Students are able develop a application software

CA-303 Software Engineering

C01. To understand System concepts.

C02. Students understand Software Engineering concepts.

C03. Students understand the applications of Software Engineering concepts and Design in Software development

C04. Students decompose the given project in various phases of a lifecycle.

C05. Students will be able to choose appropriate process model depending on the user requirements.

C06. Students will be able perform various life cycle activities like Analysis, Design, Implementation, Testing and Maintenance.

CA-304 (Option)

Subject: Angular – JS

C01: By the end of this course, the students should be able to Understand Client Side MVC and SPA

C02: Explore AngularJS Component

C03: Develop an AngularJS Single Page Application

C04: Create and bind controllers with Javascript

C05: Apply filter in AngularJS application

CA-305 BigData

C01. To enable learners to develop expert knowledge and analytical skills in current and developing areas of analysis statistics, and machine learning

C02. To enable the learner to identify, develop and apply detailed analytical, creative, problem-solving skills.

C03. Provide the learner with a comprehensive platform for career development, innovation and further study.

C04. To provide different types of digital data structure of real world

C05. To enable learners various Data Manipulation, Data Visualization, Data Analysis tools

C06. To provide various application oriented statistical concepts like Populations and samples Statistical Modeling, Probability

CA-305 Block Chain

C01: Students are able to understand current concern about our impact on the environment

C02: Got more knowledge on how to securely interact with them,

C03: Have a good understanding of use case for a Blockchain application

C04: Students can efficiently implement, Integrate ideas from blockchain technology into their own projects.

C05: Student will create own Blockchain network application

C06: Students are able to understand Design, build, and deploy smart contracts and distributed applications,

307. Environment Awareness

- C01: Students are able to understand current concern about our impact on the environment
- C02: Got more knowledge on the things they do affect the environment.
- C03: Promote green practices at home and at work.
- C04: Students can efficiently implement solution to develop conscious towards a cleaner and better managed environment
- C05: Students can provide opportunities to acquire the knowledge, values, attitudes, commitment, and skills needed to protect and improve the environment
- C06: Describe what is being done and what we all can do to help prevent harm to the environment.

CA-401 Computer Networking

- C01: Able to understand networking types
- C02: Come to know the protocols used in networking
- C03: Get the knowledge how to assign IP addresses
- C04: Identify which type of media is to be used.
- C05: Compare different access techniques, channelization and Ethernet standards
- C06: Able to Compare different types of network connectivity devices and usage of it.
- C07: Come to know how internet works and
- C08: Students analyses how network security is provided using different devices, software's and cryptography

CA-402 Object Oriented through C++

- C01: Differentiate various programming paradigms and apply basic concepts of OOP.
- C02: Identify classes, objects, methods, and handle object creation, initialization, and destruction to model real-world problems
- C03: Identify relationship among objects using inheritance and polymorphism
- C04: Handle different types of exceptions and perform generic programming.
- C05: Use file handling for real world application.
- C06: Apply appropriate design patterns to provide object-oriented solutions.

CA-403 Operating System

- C01: Students come to know different OS structures and services of OS.
- C02: Able to use System services related to different services in building applications.
- C03: Students can create process and perform different operations on it.

C04: Can effectively use different process scheduling algorithms as per the need in application

C05: Using synchronization and deadlock concept while developing applications

C06: Students come to know how operating system allocate memory while creating file.

C07: Able to understand how data gets read from the disk and using interfaces for the memory storage devices

CA-404 Node Js

C01- Students will develop Analytical / Logical Thinking and Problem-Solving capabilities

C02- Students will understand how to develop web applications

C03-Students will know the concept of server-side scripting

C04- Students will know the concept of Javascript

C05-Students will be able to develop simple programs in Node Js

C06-Students will understand concept of file management in NodeJs

CA-404 Advanced PHP

C01. Understand how server-side programming works on the web.

C02. Using PHP built-in functions and creating custom functions

C03. Understanding POST and GET in form submission.

C04. How to receive and process form submission data.

C05. Read and process data in a MySQL database.

C06. Enable learners to practical web-based application using database.

CA-407 J Query

C01. Students get hands-on experience on JavaScript and jQuery.

C02. Students learn how to work with binding events to the controls in JavaScript.

C03. Students learn how to download jQuery library and refer it to the Html page.

C04. Students learn Traversing of Html elements.

C05. Students learn handling different events for different Controls.

C06. Students learn how to provide effects to the elements or sections in the Html page.

C07. Students learn manipulating elements by adding CSS classes dynamically, by inserting Elements.

TYBBA(CA)

CA-501 Cyber Security

C01.To understand the fundamentals of cyber security.

C02. To understand various categories of Cybercrime.

C03.To understand, Cyber-attacks on mobile, tools.

C04. To have an overview of the Cyber laws and concepts of Cyber forensics.

C05. To understand and techniques used in Cybercrime and case studies.

CA-502: Object Oriented Software Engineering

C01. To Understand concept of system design using UML.

C02. To understand system development through object-oriented techniques.

C03. Get acknowledged with UML and its Conceptual Model.

C04. Awareness about Class Diagrams, Object Diagram, Packages.

C05. Understanding requirements, Acquire introduction about 4 phases of RUP.

C06. Awareness about different types of UML diagram like Class Diagrams, Object Diagram, Packages.

CA-503: Core Java

C01-To learn the basic concept of Java Programming.

C02-To understand how to use programming in day-to-day applications.

C03-Able to solve real world problems using OOP techniques.

C04.-Able to understand the use of abstract classes.

C05-Able to solve problems using java collection framework and I/o classes.

C06-Able to develop multithreaded applications with synchronization.

C07-Able to develop applets for web applications

C08-Able to design GUI based applications

CA- 504 Subject: Python

C01: Define and demonstrate the use of built-in data structures “lists” and “dictionary”.

C02:.. Design and implement a program to solve a real-world problem.

C03. Design and implement a program to solve a real-world problem.

CA-507 Subject: Internet of Things (IoT)

C01. To understand technical aspects of Internet of things.

C02. To describe smart objects and IoT Architecture.

C03. To study and compare different Application protocols of IoT.

C04. To understand IoT platform using Arduino Uno.

CA-601 Subject: Recent Trends in IT

C01. To understand upcoming trends in Information technology.

- C02. To study Eco friendly software development concepts.
- C03. To provide a strong foundation of fundamental concepts in Artificial Intelligence.
- C04. To evaluate the performance of various data mining task.
- C05. To understand Data analytics using Spark Programming.

CA-602: Software Testing

- C01. Students understand how to test bugs in software.
- C02. Students learn to apply software testing knowledge and engineering methods
- C03. Students understand and identify various software testing problems, and solve these problems by designing and selecting software test models, criteria, strategies, and methods
- C04. Students analyze and understand the use of software testing methods and modern software testing tools for their testing projects
- C05. Students identify defects and manage those defects for improvement in quality for given Software
- C06. Students learn to design SQA activities, SQA strategy, formal technical review report for software quality control and assurance.

CA-603: Advanced Java

- C01-Students will able to develop programming logic
- C02-Students will know the concepts of JDBC Programming.
- C03-Students will know the concepts of Multithreading and Socket Programming.
- C04-Students will know the concepts Networking
- C05-Students will develop the project by using JSP and JDBC.
- C06-Students will know concept of Remote method invocation

CA 604 Dot Net Framework

- C01. To understand the fundamentals of Dot Net Framework
- C02. To develop applications using windows application.
- C03. Demonstrate their skills of using Vb.net software development tools.
- C04. The student will learn to create web application.
- C05. To develop built and create and consume libraries, work with the database to store data locally.
- C06. To develop the website and application

CA- 604 Android Programming

- C01. To understand the fundamentals of Android operating systems.
- C02. To develop applications using Google's Android open-source platform.

- C03. Demonstrate their skills of using Android software development tools.
- C04. The student will learn the basics of Android platform and get to understand the application lifecycle.
- C05. To develop built-in widgets and components, work with the database to store data locally.
- C06. To understand the fundamentals location-based services and Google map.