Course Outcomes BCA I Year
Computer Fundamental, Organization and Architecture
Subject code S1 BCAA-1T

CO-1	To understand the theory and architecture of central processing unit.
CO-2	To analyze some of the design issues in terms of speed, technology, cost, performance.
CO-3	To understand the concepts of parallel processing, pipelining and inter-processor communication.
CO-4	To understand the architecture and functionality of central processing unit.
CO-5	To Exemplify in a better way the I/O and memory organization.
CO-6	To be able to define different number systems, binary addition and subtraction, 2's complement representation and operations with this representation.

Course Outcomes BCA I Year
Programming Methodologies using C++
Subject code S1 BCAA-2T

CO-1	To be familiar with fundamental programming concepts and methodology (variables, assignments, conditions, branches, loops, functions, recursions, structures);
CO-2	To be familiar with and appreciate good programming practice, and apply it.
CO-3	To be able to apply problem-solving knowledge and skills to write small, well-documented, effective C++ programs;
CO-4	To gain ability to incorporate exception handling in object-oriented programs
CO-5	To gain understanding of the concepts of OOPs including inheritance and polymorphism
CO-6	To gain ability to overload operators in C++
CO-7	To gain understanding of the difference between function overloading and function overriding

Course Outcomes BCA I Year

Operation system:

Subject code S1 BCAB-2T

CO-1	To understand various scheduling algorithms.
CO-2	To Analyze various scheduling algorithms.
CO-3	To understand deadlock, prevention and avoidance algorithms.
CO-4	To be able to compare and contrast various memory management schemes.
CO-5	To understand the functionality of file systems.

Course Outcomes BCA I Year

Numerical Methods

Subject code S1 BCAD1G

CO-1	To obtain an intuitive and working understanding of numerical methods for the basic problems of numerical analysis.
CO-2	To gain experience in the implementation of numerical methods using a computer.
CO-3	Be able to trace error in these methods and need to analyze and predict it.
CO-4	Be aware of the use of numerical methods in modern scientific computing.
CO-5	Be familiar with finite precision computation.

Course Outcomes BCA II Year
Subject - Data Communication and Networks
Course Code- S2-BCAA-1T

CO-1	To be able to demonstrate the basic concepts of networking, Networking Principles, Routing Algorithms, IP Addressing and working of network devices.
CO-2	To be able to describe compare and contrast LAN, MAN and WAN
CO-3	To be able to analyze the services and features of various protocol layers
CO-4	To be able to analyze TCP/IP and their protocols.
CO-5	To identify the different types of communications media and the advantages and disadvantages of each and explain the differences among servers and clients.

Course Outcomes BCA II Year
Subject - Database Management System using PL/SQL block
Course Code- S2-BCAA2T

CO-1	To understand database management systems and query languages. Design normalized database.
CO-2	To be able to construct an Entity-Relationship (E-R) model from specifications and transform it in to relational data model.
CO-3	To be able to design normalized database.
CO-4	To be able to retrieve any type of information from database a by formulating complex queries in database.
CO-5	To be able to create and populate a RDBMS for a real life application, with constraints and keys, using SQL

Course Outcomes BCA II Year
Subject - Internet of Things
Course Code- S2-BCAC-1G

CO-1	To get an idea of some of the application areas where Intenet of Things can be applied.
CO-2	To understand the middleware for Internet of Things and the concepts of Web of Things.
CO-3	To Understand the IOT protocols.
CO-4	To get knowledge of digital sensors.
CO-5	To understand the uses of DHT11 sensors.

Course Outcomes BCA II Year

Subject - Internet Applications using Java Programing

Course Code- S2-BCAB-2T

CO-1	To be able to use an IDE to write, compile, test and run simple object oriented Java programs.
CO-2	To be able to validate input in java program
CO-3	To be able to formulate iterative solutions and array processing algorithms
CO-4	To be able to implement Inheritance and Interface in Java.
CO-5	To be able to design and use basic applet for web page.

Course Outcomes BCA III Year

Subject - Python Programming

Course Code- S3-BCAA-2D

CO-1	To develop and execute simple python programs.
CO-2	To be able to use python list, tuples and dictionary to represent compound data.
CO-3	To gain knowledge of python and Oops concepts in python.
CO-4	To be able to develop pyhton programs for file processing.
CO-5	To gain introductory knowledge of Numpy, Pandas and MatPlotlib libraries of python.

Course Outcomes BCA III Year

Subject - Computer Graphics

Course Code- S3-BCAB-2T

CO-1	To understand the basics of computer grahics, different graphics systems and applications of computer graphics
CO-2	To be able to discuss various algorithms for scan conversion and filling of basic objects and their comparative analysis.
CO-3	To be able to explore projections and visible surface detection techniques for display of 3D scene on 2D screen.
CO-4	To be able to summarize different hidden surface elimination algorithms and shading techniques used in computer graphics and digital media production.
CO-5	To be able to extract scene with different clipping methods and its transformation to graphics display device.

Course Outcomes BCA III Year

Subject - Cloud Computing

Course Code- S3-BCAB-2T

CO-1	Learn fundamentals of Cloud Computing.

CO-2	To be able to choose among various cloud technologies for implementing applications.
CO-3	To understand cloud architecture types and services.
CO-4	To be able to implement different types of Virtualization technologies and Service Oriented Architecture systems
CO-5	To gain knowledge of market based management of clouds.

Course Outcomes BCA III Year
Subject - Multimedia and Animation
Course Code- S3-BCAC-1G

CO-1	Gain basic knowledge of multimedia tools and its applications.
CO-2	Explore various applications of Corel-draw and Photoshop.
CO-3	Student Know about Scanning a hand-drawn concept, Setting the dimensions or scale creating a border, incorporating and creating content, Getting client approval fabricating the sign.
CO-4	Student Know about workspace, Zooming, Panning & Scrolling, They also know about creating objects, Coloring & Styling Objects, Positioning, grouping and combine Objects.
CO-5	Apply the acquired knowledge in development of animation using Photoshop and Corel-draw.