

Department of B.B.A.(Comp. App.)

Program Specific Outcomes	
PSO1	To offer eligible candidate specialization in a wide range of computer application.
PSO2	To produce skilled computer professionals ,preparing students to face the diverse challenges and opportunities in IT industry, while at the same time building competence in a particular area of business.
PSO3	The program prepares professionals for related carrier opportunities such as Software Developer, System Programmer ,Web Designer, Network Analyst, Test Engineer, Network Administrator etc.
PSO4	The banking sector, central services, defense services(air forces, navy, army) hire such professionals.
PSO5	To develop entrepreneurial skills among students, to develop academically competent and professionally motivated personnel, equipped with objective, critical thinking and to provide a sound academic base in computer application can be developed.
PSO6	To integrate both theoretical and practical components of study.

Program outcomes (POs) for Undergraduate Courses.

1) Program : Bachelor of Business Administration(Computer Application)

Program Outcomes	
PO1	Over all development of knowledge in subjects such as computer Languages(C,C++,JAVA,PHP, .NET etc.),business related subjects(business communication ,financial accounting, mathematics)
PO2	Successful graduate of the course interested in pursuing further studies in discipline may go for pursuing higher courses such as masters in computer application(MCA),masters in business administration(MBA),post graduate diploma in computer application(PGDCA) and post graduate diploma in business management(PGDBM).
PO3	Professionally and ethically develop the academic approach in implementing the subjective knowledge.
PO4	Development of communication skills, in overall progression of student.

COURSE OUTCOMES (COs) FOR UNDERGRADUATE COURSES

1) Program: B.B.A.(C.A)

Course Outcomes	
Subject Code :	F.Y.B.B.A (C.A.) SEM-I
CO1 (BUSINESS COMMUNICATION)	a) To understand what is the role of communication in personal and business world. b) To understand system and communication and their utility.
CO2 (PRINCIPLES OF PROGRAMMING ALGORITHM)	a) Define the basic concepts of algorithms and analyze the performance of algorithms. b) Discuss various algorithm design techniques for developing algorithms. c) Discuss various searching, sorting and graph traversal algorithms.
CO4 (C PROGRAMMING)	a) C language is one of the most popular programming languages which are able to make low level applications like device drivers, operating systems, firmware etc along with the high level applications like desktop applications. b) C language is much popular for embedded systems programming due to its flexibility.
CO5 (STATISTICS)	a) To understand role and importance of statistics in various business situations . b) To develop skills related with basic statistical technique. Develop right understanding regarding regression, correlation and data interpretation
CO4 (MS OFFICE AND ENVIRONMENT)	a) Understand basics of different computer peripherals and interfaces. b) Describe architecture of various computer hardware devices and their functioning. c) Study the details of system buses, memory system, and I/O interfaces. d) Identify the existing configuration of the computers and peripherals. e) Analyze progress in contemporary peripherals and bus systems..
CO5 (PRINCIPAL OF MANAGEMENT)	a) To understand basic concept regarding org. Business Administration b) To examining how various management principles . c) To develop managerial skills among the students

CO6 Pract (MS OFFICE & FIN.ACCOUNTING)	Student acquired the practical knowledge about subject.
Subject Code :	F.Y.B.B.A (C.A.) SEM-II
CO1 (ORGANIZATIONAL BEHAVIOUR)	The primary objective of Organization behavior is achieving higher productivity and accomplishing the goals of the organization. For that OB scientifically tries to understand the employee behavior within the organization and tries to control, improve, develop it.
CO3 (FINANCIAL ACCOUNTING)	a) To accurately prepare an organization's final accounts for a specific period, otherwise known as financial statements. b) The three primary financial statements are the income statement, the balance sheet and the statement of cash flows.
CO4 (BUSINESS MATHEMATICS)	On successful completion of this course, student should be able to: a) define basic terms in the areas of business calculus and financial mathematics. b) explain basic methods of business calculus, types and methods of interest account and their basic applications in practice. c) solve problems in the areas of business calculus, simple and compound interest account, use of compound interest account, loan and consumer credit discern effects of various types and methods of interest account. d) connect acquired knowledge and skills with practical problems in economic practice.
CO5 (DATABASE MANAGEMENT SYSTEM)	a) In this way, data appears centralized logically. b) Data integrity: Data integrity means the reliability and accuracy of data. Integrity rules are designed to keep the data consistent and correct.
CO6 PRACT(C,DBMS)	Student acquired the practical knowledge about subject.
Course Outcomes	
Subject Code :	S.Y.B.B.A (C.A.) SEM-III

CO1 (Digital Marketing)	<p>a) Analyse the confluence of marketing, operations, and human resources in real-time delivery.</p> <p>b) Demonstrate cognitive knowledge of the skills required in conducting online research and research on online markets, as well as in identifying, assessing and selecting digital market opportunities.</p> <p>c) Explain emerging trends in digital marketing and critically assess the use of digital marketing tools by applying relevant marketing theories and frameworks.</p> <p>d) Investigate and evaluate issues in adapting to globalised markets that are constantly changing and increasingly networked.</p> <p>e) Interpret the traditional marketing mix within the context of a changing and extended range of digital strategies and tactics.</p>
CO2 (DATA STRUCTURE USING C)	<p>a) Understand the concept of Dynamic memory management, data types, algorithms, Big O notation.</p> <p>b) Understand basic data structures such as arrays, linked lists, stacks and queues.</p> <p>c) Describe the hash function and concepts of collision and its resolution methods</p> <p>d) Solve problem involving graphs, trees and heaps</p>
	e) Apply Algorithm for solving problems like sorting, searching, insertion and deletion of data
CO3 (SOFTWARE ENGINEERING)	To develop methods and procedures for software development that can scale up for large systems and that can be used consistently to produce high-quality software at low cost and with a small cycle of time.
CO4 (PHP)	<p>a) Explain the history of the internet and related internet concepts that are vital in understanding web development.</p> <p>Discuss the insights of internet programming and implement complete application over the web.</p>
CO5 (Big Data)	<p>a) Student must be Able to understand the building blocks of Big Data</p> <p>b) Student must be able to articulate the programming aspects of cloud computing(map Reduce etc)</p> <p>c) Student must be able to understand the specialized aspects of big data with the help of different big data applications</p> <p>d) Student must be able to represent the analytical aspects of Big Data</p> <p>e) Student must be know the recent research trends related to Hadoop File System, MapReduce and Google File System etc</p>
CO6 PRACT(D.S, PHP, Big Data)	Student acquired the practical knowledge about subject.
Subject Code :	S.Y.B.B.A (C.A.) SEM-IV

<p>CO1 (COMPUTER NETWORKING)</p>	<p>a) Identify and use various networking components Understand different transmission media and design cables for establishing a network</p> <p>b) Implement any topology using network devices</p> <p>c) Understand the TCP/IP configuration for Windows and Linux</p> <p>d) Implement device sharing on network</p> <p>b) Learn the major software and hardware technologies used on computer networks</p>
<p>CO2 (C++ PROGRAMMING)</p>	<p>a) Describe the procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects.</p> <p>b) Understand dynamic memory management techniques using pointers, constructors, destructors, etc</p> <p>c) Describe the concept of function overloading, operator overloading, virtual functions and polymorphism.</p> <p>d) Classify inheritance with the understanding of early and late binding, usage of exception handling, generic programming.</p> <p>e) Demonstrate the use of various OOPs concepts with the help of programs</p>
<p>CO3 (OPERATING SYSTEM CONCEPTS)</p>	<p>a) Understand the basics of operating systems like kernel, shell, types and views of operating systems</p> <p>b) Describe the various CPU scheduling algorithms and remove deadlocks.</p> <p>c) Explain various memory management techniques and concept of thrashing</p> <p>d) Use disk management and disk scheduling algorithms for better utilization of external memory.</p> <p>e) Recognize file system interface, protection and security mechanisms.</p> <p>f) Explain the various features of distributed OS like Unix, Linux, windows etc.</p>
<p>CO4 (Advance PHP)</p>	<p>Understand the major areas and challenges of web programming. Distinguish web-related technologies.</p> <p>a) Use advanced topics in HTML5, CSS3, JavaScript</p> <p>b) Use a server-side scripting language, PHP</p> <p>c) Use a relational DBMS, MySQL</p> <p>d) Use PHP to access a MySQL database.</p> <p>e) Design and implement :typical static web pages and interactive web applications</p>

<p style="text-align: center;">CO5 (SOFT PROJ)</p>	<p>Students will be able to:</p> <ul style="list-style-type: none"> a) Discover potential research areas in the field of IT b) Conduct a survey of several available literature in the preferred field of study c) Compare and contrast the several existing solutions for research challenge d) Demonstrate an ability to work in teams and manage the conduct of the research study. e) Formulate and propose a plan for creating a solution for the research plan identified <p>To report and present the findings of the study conducted in the preferred domain</p>
<p>CO6(C++, Advanced PHP)</p>	<p>Student acquired the practical knowledge about subject.</p>

Course Outcomes	
Subject Code :	T.Y.B.B.A (C.A.) SEM-V
CO1 (JAVA PROGRAMMING)	<p>Students will be able to:</p> <p>a) Implement Object Oriented programming concept using basic syntaxes of control Structures, strings and function for developing skills of logic building activity.</p> <p>b) Identify classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem</p> <p>c) Demonstrates how to achieve reusability using inheritance, interfaces and packages and describes faster application development can be achieved.</p> <p>d) Demonstrate understanding and use of different exception handling mechanisms and concept of multithreading for robust faster and efficient application development.</p> <p>e) Identify and describe common abstract</p>
CO2 (WEB TECHNOLOGY)	<p>b) Explain the history of the internet and related internet concepts that are vital in understanding web development.</p> <p>c) Discuss the insights of internet programming and implement complete application over the web.</p>
	<p>c) Demonstrate the important HTML tags for designing static pages and separate design from content using Cascading Style sheet.</p> <p>d) Utilize the concepts of JavaScript and Java.</p> <p>e) Use web application development software tools i.e. Ajax, PHP and XML etc. and identify the environments currently available on the market to design web sites.</p>
CO3 (.NET)	<p>a) To introduce visual programming and event driven programming practically.</p> <p>b) To enhance applications development skill of the student.</p>
CO4 (OOSE)	<p>a) To learn and understand various O-O concepts along with their applicability contexts.</p> <p>b) Given a problem, identify domain objects, their properties, and relationships among them.</p> <p>c) How to identify and model/represent domain constraints on the objects and (or) on their relationships</p> <p>d) Develop design solutions for problems on various O-O concepts</p> <p>e) To learn various modeling techniques to model different perspectives of object-oriented software design (UML)</p> <p>f) To learn software development life cycle for Object-Oriented solutions for Real-World Problems.</p> <p>g) To learn O-O design solutions for the recurring problems</p>

<p style="text-align: center;">CO5 (SOFT PROJ)</p>	<p>Students will be able to:</p> <ul style="list-style-type: none"> f) Discover potential research areas in the field of IT g) Conduct a survey of several available literature in the preferred field of study h) Compare and contrast the several existing solutions for research challenge i) Demonstrate an ability to work in teams and manage the conduct of the research study. j) Formulate and propose a plan for creating a solution for the research plan identified k) To report and present the findings of the study conducted in the preferred domain
<p style="text-align: center;">CO6 PRACT(WEB TECH,JAVA)</p>	<p>Student acquired the practical knowledge about subject.</p>
<p>Subject Code :</p>	<p style="text-align: center;">T.Y.B.B.A (C.A.) SEM-VI</p>
<p style="text-align: center;">CO1 (ADV. WEB TECHNOLOGY)</p>	<p>Understand the major areas and challenges of web programming. Distinguish web-related technologies.</p> <ul style="list-style-type: none"> f) Use advanced topics in HTML5, CSS3, JavaScript g) Use a server-side scripting language, PHP h) Use a relational DBMS, MySQL i) Use PHP to access a MySQL database. j) Design and implement :typical static web pages and interactive web applications :dynamic web applications.
<p style="text-align: center;">CO2 (ADV JAVA)</p>	<ul style="list-style-type: none"> a) learn the Internet Programming, using Java Applets b) create a full set of UI widgets and other components, including windows, menus, buttons, checkboxes, text fields, scrollbars and scrolling lists, using Abstract Windowing Toolkit (AWT) & Swings c) apply event handling on AWT and Swing components. d) learn to access database through Java programs, using Java Data Base Connectivity (JDBC) e) create dynamic web pages, using Servlets and JSP. f) make a reusable software component, using Java Bean. g) invoke the remote methods in an application using Remote Method Invocation (RMI) h) understand the multi-tier architecture of web-based enterprise applications using Enterprise JavaBeans (EJB). i) develop Stateful, Stateless and Entity Beans. j) use Struts frameworks, which gives the opportunity to reuse the codes for quick development. k) map Java classes and object associations to relational database tables with Hibernate mapping files

<p>CO3 (RECENT TRENDS IN IT)</p>	<p>a) To introduce upcoming trends in Information technology. b) To study Eco friendly software development.</p>
<p>CO4 (SOFTWARE TESTING)</p>	<p>Finding defects which may get created by the programmer while developing the software. Gaining confidence in and providing information about the level of quality. To prevent defects.</p>
<p>CO5 (PROJECT)</p>	<p>Students will be able to: a) Discover potential research areas in the field of IT b) Conduct a survey of several available literature in the preferred field of study c) Compare and contrast the several existing solutions for research challenge d) Demonstrate an ability to work in teams and manage the conduct of the research study. e) Formulate and propose a plan for creating a solution for the research plan identified f) To report and present the findings of the study conducted in the preferred domain</p>
<p>CO6 PROJ(ADV WEB,ADV JAVA)</p>	<p>Student acquired the practical knowledge about subject.</p>