

# **Course Outcomes**

## **MCA**

**Course Outcomes  
BCA 3 to 6 Sem.  
2016 Scheme Onwards**

MCA 3 <sup>rd</sup> sem		
MCAP1-312	Computer Networks	<ol style="list-style-type: none"> <li>1. To understand basic computer network technology, data communication system and its components.</li> <li>2. To identify the different types of network topologies, protocols, layers of the OSI model and TCP/IP.</li> <li>3. To identify the different types of network devices and their functions within a network.</li> <li>4. To get Familiar with the basic protocols of computer networks, and how they can be used to assist in network design and implementation</li> </ol>
MCAP1-313	Operating Systems	<ol style="list-style-type: none"> <li>1. Understand functions, Role, different structures and views of Operating system</li> <li>2. Understand Process management in operating system.</li> <li>3. Understand Memory Management in operating system</li> <li>4. Understand Device Management in operating system</li> </ol>
MCAP1-314	Object Oriented Programming using C++	<ol style="list-style-type: none"> <li>1. Able to learn basic concepts of object oriented programming using C++</li> <li>2. Able to learn how to manage the memory by using dynamic memory management</li> <li>3. Able to learn how to Design methods and procedures, constructor and destructor programs and use reusability concept by using inheritance and templates</li> <li>4. Able to learn the skills of handing modular approach and exceptions</li> </ol>
MCAP1-315	Software Lab-V (Operating System Based on MCAP1-313)	<ol style="list-style-type: none"> <li>1. Able to understand the difference between different types of modern operating systems, virtual machines and their structure of implementation and applications</li> <li>2. The software architecture(pre emptive, OS virtualization, online algorithms)</li> <li>3. Cloud computing algorithms</li> <li>4. Load balancing algorithms.</li> <li>5. The MOSIX project.</li> </ol>
MCAP1-316	Software Lab-VI (Object Oriented Programming using C++ based on MCAP1-314 )	<ol style="list-style-type: none"> <li>1. To be able to apply an object oriented approach to programming and identify potential benefits of object-oriented programming over other Approaches.</li> <li>2. To be able to reuse the code and write the classes which work like built-in types.</li> <li>3. To be able to design applications which</li> </ol>

		<p>are easier to debug, maintain and extend.</p> <p>4. To be able to apply object-oriented concepts in real world applications.</p>
MCAP1-360	Multimedia Technologies	<p>1. To recognize fundamental principles of multimedia, including digitization and data compression for non-textual information</p> <p>2. To understand core multimedia technologies and standards.</p> <p>3. To understand image, sound and video editing.</p> <p>4. To design, capture, store and integrate sound, images and video to deliver multi-modal information.</p>

MCA 4 <sup>th</sup> sem		
MCAP1-417	Computer Graphics	<p>1. Understand the basics of computer graphics, different graphics systems and applications of computer graphics.</p> <p>2. Discuss various algorithms for scan conversion and filling of basic objects and their comparative analysis.</p> <p>3. Use of geometric transformations on graphics objects and their application in composite form.</p> <p>4. Understand the concepts of shading, surface Elimination on the objects.</p>
MCAP1-418	Programming in Java	<p>1. Understand the concept of OOPs as well as the purpose and usage principles of Inheritance, polymorphism, encapsulation etc</p> <p>2. Understand the basic concepts of classes and objects JVM Concept, Data types and Operators.</p> <p>3. Understand Internet Programming Using Java Applets.</p> <p>4. Make use of array, constructors, Inheritance, Packages and Interfaces.</p>
MCAP1-419	System Programming	<p>1. To understand the execution process of HLL programs and understand the working of scanners and parsers.</p> <p>2. To understand the basic design of various system software.</p> <p>3. To understand Assembler, Compilers &amp; Loaders.</p> <p>4. Able to understand basic concepts of Operating System &amp; file Management.</p>

MCAP1-420	Software Lab-VII (Computer Graphics based on MCAP1-417)	<ol style="list-style-type: none"> <li>1. Understand practical fundamentals of line drawing, circle drawing, curve drawing.</li> <li>2. Understand practical concepts of region fill algorithms.</li> <li>3. Understand the concept of different type of geometric transformation of objects in 2D and 3D.</li> <li>4. Understand practical implementation of computer graphics output primitives, modeling, rendering and viewing of objects.</li> </ol>
MCAP1-421	Software Lab-VIII (Programming in Java based on MCAP1- 418)	<ol style="list-style-type: none"> <li>1. Internet Programming using Applets</li> <li>2. Apply basics of event programming.</li> <li>3. Apply String Handling Functions. Install JDK and Its Editor</li> <li>4. Method to write, save, compile and execute Java Programs</li> <li>5. Implement the concepts of classes, loops, conditions.</li> <li>6. Implement the concepts of constructors, Inheritance.</li> <li>7. Implement the concepts of Packages and Interfaces</li> </ol>
MCAP1-462	Data Warehousing and Data Mining	<ol style="list-style-type: none"> <li>1. To understand operational database, Data warehousing, need of database to meet industrial needs.</li> <li>2. Identify the components in typical Data warehouse Architecture and understand the multidimensional schemas for data warehouse.</li> <li>3. Understand the knowledge about data mining, decision tree, generic algorithms and Fuzzy set approach.</li> <li>4. To introduce with the knowledge about data mining and clustering methods.</li> </ol>

MCA 5 <sup>th</sup> sem		
MCAP1-522	ARTIFICIAL INTELLIGENCE	<ol style="list-style-type: none"> <li>1. Different types of AI agents.</li> <li>2. Various AI search algorithms.</li> <li>3. Be familiar with The fundamentals of knowledge representation.</li> <li>4. To provide basics of Expert Systems</li> </ol>
MCAP1-524	THEORY OF COMPUTATION	<ol style="list-style-type: none"> <li>1. To Design a finite automaton to recognize a given regular language and</li> </ol>

		<p>transform a language into regular expression or finite automaton or transition graph</p> <ol style="list-style-type: none"> <li>To define deterministic and nondeterministic finite automata and prove properties of regular languages and their classification.</li> <li>To build a context-free grammar for pushdown automata</li> <li>To Design Turing machine and Post machine for a given language</li> </ol>
MCAP1-525	INFORMATION AND NETWORK SECURITY	<ol style="list-style-type: none"> <li>Identify common network security vulnerabilities and attacks</li> <li>To explain the foundations of Cryptography and network security</li> <li>Impart knowledge on Encryption techniques, Design Principles and Modes of operation</li> <li>Be familiar with Firewall Design Principles and network security designs using available secure solutions</li> </ol>
MCAP1-566	DATABASE ADMINISTRATION	<ol style="list-style-type: none"> <li>Learn install and configure various database packages. The like tables, views and indexes.</li> <li>Learn various database tasks like data migration, Importing and Exporting data.</li> <li>Learn to create user accounts, grant privileges and implement database encryption.</li> <li>Learn Database backup and recovery student will also learn various database objects and perform database tuning and optimization</li> </ol>
MBAD0-F93	HUMAN RESOURCE MANAGEMENT	<ol style="list-style-type: none"> <li>To understand various functions and importance of the HR department in any organization</li> <li>To understand basics concerned with managing the human resources.</li> <li>To understands objective to motivate the human resources in any organization.</li> <li>To understand basics of Industrial Relations.</li> </ol>
MBAD0-F94	MARKETING MANAGEMENT	<ol style="list-style-type: none"> <li>To understand concepts, philosophies, processes and techniques of managing the marketing operations of a firm in turbulent business environment</li> <li>To provide better understanding of the complexities associated with marketing functions, strategies .</li> <li>To understand basics of Delivering and</li> </ol>

		Promoting Product. 4. To understand concepts of Emerging Trends in Marketing
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MCA 6 <sup>th</sup> sem		
MCAP1-626	CURRENT TRENDS AND TECHNOLOGIES	<ol style="list-style-type: none"> <li>1. To recognise the concepts of emerging technologies.</li> <li>2. To Analyse the components of cloud computing.</li> <li>3. To understand concepts of Soft Computing.</li> <li>4. Critically analyse case studies to derive the best practice model to apply when developing and deploying parallel, distributed, cloud and IoT based applications</li> </ol>
MCAP1-669	BIG DATA	<ol style="list-style-type: none"> <li>1. Model and implement efficient big data solutions for various application areas using appropriately selected algorithms and data structures</li> <li>2. Analyze methods and algorithms, to compare and evaluate them with respect to time and space requirements.</li> <li>3. To make appropriate design choices when solving real-world problems</li> <li>4. Apply non-relational databases, the techniques for storing and processing large volumes of structured and unstructured data, as well as streaming data</li> </ol>
MCAP1-670	CLOUD COMPUTING	<ol style="list-style-type: none"> <li>1. To understand the basic concepts Cloud Computing &amp; its Services</li> <li>2. To understand the taxonomy and types of Cloud Computing.</li> <li>3. To understand different hypervisors of Clouds for the Virtualization</li> <li>4. To understand how to secure the Cloud &amp; how to Demystify the Cloud</li> </ol>
MCAP1-671	DOT NET FRAMEWORK	<ol style="list-style-type: none"> <li>1. To know about basic goals of the .NET Framework.</li> <li>2. A working knowledge of the C# programming language.</li> <li>3. An understanding of how to use forms to develop GUI programs under .NET</li> </ol>

		<ol style="list-style-type: none"> <li>4. Knowledge of some of the tools available in the .NET Framework class library.</li> </ol>
MCAP1-672	MOBILE COMPUTING & ANDROID	<ol style="list-style-type: none"> <li>1. To understand the basic concepts of Android</li> <li>2. To understand the User Interaction and Navigation.</li> <li>3. To understand the basics of Internet.</li> <li>4. To understand the basics of Data Saving, Retrieving, Loading &amp; Windows Phone 7.</li> </ol>
MCAP1-673	SOFT COMPUTING	<ol style="list-style-type: none"> <li>1. To know the basics of soft computing techniques and also their use in some real life situations</li> <li>2. To learn the key aspects of Soft computing</li> <li>3. To understand the features of neural network and its applications</li> <li>4. To learn the key aspects of Fuzzy Systems</li> </ol>
MBAD0-F95	ORGANIZATION BEHAVIOR	<ol style="list-style-type: none"> <li>1. To provide an understanding of basic concepts, theories and techniques in the Field of human behaviour.</li> <li>2. To understand the key concepts of Motivation &amp; Job Satisfaction</li> <li>3. The course must be taught using case study method</li> </ol>