BACHELOR OF COMPUTER APPLICATION (B. C. A)

Courses and Course Outcome

SEMESTE	ER 1			
Course Code	Course Name	Course Outcome		
BCA1B01	Computer Fundamentals and HTML	 To equip the students with fundamentals of Computer To learn the basics of Computer organization To equip the students to write algorithm and draw flow chart for solving simple problems To learn the basics of Internet and webpage design 		
BCA1C01	Mathematical Foundation for Computer Applications	 To learn the basic principles of linear algebra and vectors. To learn the basic principles of differential and integral Calculus. To learn mathematical modelling using ordinary and partial equations. 		
BCA1C02	Discrete Mathematics	To learn mathematical logic and Boolean algebra.		
SEMESTE	ER II			
BCA2B02	Problem Solving Using C	 To equip the students with fundamental principles of Problem-Solving aspects. To learn the concept of programming To study C language To equip the students to write programs for solving simple computing problems 		
BCA2B03	Programming Laboratory I: HTML and Programming in C	 To make the students learn web designing • To make the students learn programming environments. • To practice procedural programming concepts. • To make the students equipped to solve mathematical or scientific problems using C 		
BCA2C03	Financial and Management Accounting	 To get a general introduction on accounting and its general applications. To get an understanding on various tools for financial statement analysis. To get an understanding on accounting procedures up to the preparation of various financial statements. To get a general understanding of the important tools for managerial decision making. 		

BCA2C04	Operations Research	• To get a general introduction in solving linear		
		programming problems.		
		 To get a general understanding of network 		
		analysis technique.		
		 To get a general understanding of different 		
		mathematical models.		
SEMESTI	ER III			
XXXXA11	Python Programming	• Understand various statements, data types and		
		functions in Python		
		• Develop programs in Python programming		
		language		
		• Understand the basics of Object-oriented		
		programming using Python		
XXXXA12	Sensors and Transducers	• Explain resistance, inductance and capacitance transducers.		
		• Perceive the concepts of temperature and pressure		
		transducers.		
		• Perceive the concepts level transducers such as		
		and flow transducers		
		• Explain Electromagnetic transducers and radiation		
		sensors		
		• Explain force and torque transducers and sound transducers		
BCA3B04	Data Structures Using C			
DCA3D04	Data Structures Using C	 To understand the concept of data structures the students aware of various data structures 		
		• the students implement fundamental data structures		
BCA3C05	Computer Oriented	• To learn the floating-point arithmetic		
2013003	Numerical & Statistical	• Learning to solve linear equations.		
	Methods	 To learn numerical differentiation and integration. 		
		• To learn the basics of statistics and probability		
		theory		
BCA3C06	Theory of Computation	• To get a general introduction to the theory of		
	^	Computer Science		
		• To get a general understanding on different		
		languages, grammar and automata		
SEMESTI	ER IV			
XXXXA14	Microprocessors	• To understand internals of Microprocessor.		
	Architecture and	• To learn architecture of 8085 Microprocessor		
	Programming	• To learn instruction set of 8085 Microprocessor		
		• To learn how to program a Microprocessor		
BCA4B05	Database Management System and RDBMS	To learn the basic principles of database and database design		
	,	• To learn the basics of RDBMS		
		• To learn the concepts of database manipulation		
		SQL		
		• To study PL/SQL language		
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BCA4B06	Programming Laboratory II: Data Structures and RDBMS	 To make the students equipped to solve mathematical or scientific problems using C To learn how to implement various data structures. To provide opportunity to students to use data structures to solve real life problems. 		
BCA4C07	E-Commerce	 To get a general introduction of the Electronic Commerce framework. To get a general understanding on the various electronic payment system. To get a general understanding on the Internal information systems. To get a general understanding on the new age information. 		
BCA4C08	Computer Graphics	To learn the basics of Computer Graphics		
XXXXA13	Data Communication and Optical Fibres	To expose the students to the basics of network communication and signal propagation through optical fibres.		
SEMESTI	ER V			
BCA5B07	Computer Organization and Architecture	 To learn logic gates, combinational circuits and sequential circuits To learn basics of computer organization and architecture 		
BCA5B08	Java Programming	 To review on concept of OOP. To learn Java Programming Environments. To practice programming in Java. To learn GUI Application development in JAVA. 		
BCA5D04	Introduction to Data Analysis using Spread sheet	 To introduce the importance of software tools. To learn the Analysis using Spread sheets. 		
BCA5D03 -	Introduction to Problem Solving and C Programming	 To introduce fundamental principles of problem-solving aspects. To learn the concept of programming. To learn C language 		
BCA5D02	Web Designing	To learn Web designing		
BCA5D01	Introduction to Computers and Office Automation	To learn Office Automation		
BCA5B10	Principles of Software Engineering	 To learn engineering practices in Software development. To learn various software development methodologies and practices. 		

		To learn and study various Evaluation methods in Software Development.		
BCA5B09	Web Programming using PHP	 Too familiar with the concept HTML, CSS, JavaScript, Server-Side Scripting To learn PHP Programming Environments. To practice programming in PHP. To learn Application development in PH. With Database and AJAX 		
SEMESTI	ER VI			
BCA6B11	Android Programming	 To have a review on concept of Android programming. To learn Android Programming Environments. To practice programming in Android. To learn GUI Application development in Android platform with XML 		
BCA6B12	Operating Systems	 To learn objectives & functions of Operating Systems. To understand processes and its life cycle. To learn and understand various Memory and Scheduling Algorithms. To have an overall idea about the latest developments in Operating Systems 		
BCA6B13-	Computer Networks	 To learn about transmissions in Computer Networks. To learn various Protocols used in Communication. To have a general idea on Network Administration 		
BCA6B16A	-System Software	 To build fundamental knowledge in system software. To learn functions of various system software. To learn specifically learn compilation process of a program. 		
BCA6B15	Programming Laboratory IV: Lab Exam of Android and Linux Shell Programming	 To practice Android programming. To practice user interface applications. To develop mobile application. To practice shell programming 		
BCA6B14	Programming Laboratory III: Lab Exam of Vth Semester Java and PHP Programming	 To practice Java programming. To practice client side and server-side scripting. To practice PHP Programming. To practice developing dynamic websites. To practice how to interact with databases through PHP 		