A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN (A), KAKINADA

DEPARTMENT OF COMPUTER SCIENCE

ACADEMIC YEAR: 2020-2021

B.COM(CA) - PROGRAMME OUTCOMES

PO1. Graduates will acquire adequate knowledge and leadership skills for a successful career

PO2. Graduates will cooperate with each other to solve problems with creative thinking

PO3. Graduates will acquire practical skills- plan & execute experimental techniques independently as well as to analyse & interpret data.

PO4. Graduates will effectively be able to manage resources, time, will be able to learn independently and develop critical thinking.

PO5. Graduates will accomplish ability to communicate effectively and able to understand ethical responsibility. They also acquire adequate knowledge to use information & communication technology.

PO6. Graduates will carry on to learn and to adapt in a world of constantly evolving technology.

B.COM(CA) - PROGRAMME SPECIFIC OUTCOMES

PSO1. To provide conceptual knowledge and application skills in the domain of commerce studies

PSO2. To sharpen students' analytical and decision making skills

PSO3. To provide a good foundation to students who plan to pursue professional courses like CA, ICWA, ICFA and MBA

PSO4. To develop entrepreneurship and managerial skills in students so as to enable them

PSO5. To establish and manage their business establishments effectively

A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN (A), KAKINADA

DEPARTMENT OF COMPUTER SCIENCE
ACADEMIC YEAR: 2020-2021

COURSE OUTCOMES

B.Com (CA) – I Year I Semester
Course: Information Technology

Course Code: IT201204   **No. of Hours/Week: 3**
Paper I

Course Outcomes:
At the end of the course, the student is expected to demonstrate the following cognitive abilities (thinking skill) and psycho-motor skills.

A. *Remembers and states in a systematic way (Knowledge)*
1. Describe the fundamental hardware components that make up a computer's hardware and the role of each of these components
2. Understand the difference between an operating system and an application program, and what each is used for in a computer
3. Use technology ethically, safely, securely, and legally
4. Use systems development, word-processing, spreadsheet, and presentation software to solve basic information systems problems

B. *Explains (Understanding)*
5. Apply standard statistical inference procedures to draw conclusions from data
6. Retrieve information and create reports from databases
7. Interpret, produce, and present work-related documents and information effectively and accurately

C. *Critically examines, using data and figures (Analysis and Evaluation**)*
8. Analyze compression techniques and file formats to determine effective ways of securing, managing, and transferring data
9. Identify and analyze user needs and to take them into account in the selection, Creation, integration, evaluation, and administration of computing based systems.
10. Analyses a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
11. Identify and analyze computer hardware, software

D. Working in 'Outside Syllabus *Area' under a Co-curricular Activity* (Creativity)
Design, implement, and evaluate a computing-based solution to meet a given set of Computing requirements in the context of the program's discipline.

E. Efficiently learn and use Microsoft Office applications.

B.Com (CA) – I Year I Semester
Course: Information Technology Lab

Course Code: IT201204P   **No. of Hours/Week: 2**

Course Outcomes:

At the end of the course student will be able to
- to perform documentation using MS Word
- to enter and manipulate data in Excel
- to perform presentation skills
- to manage databases using MS Access

B.Com (CA) – I Year II Semester
Course: E-COMMERCE AND WEB DESIGNING

Course Code: EC202204   **No. of Hours/Week: 3**

Paper II

Course Outcomes:
At the end of the course, the students is expected to demonstrate the following cognitive abilities (thinking skill) and psychomotor skills.

A. Remembers and states in a systematic way (Knowledge)
1. Understand the foundations and importance of E-commerce
2. Define Internet trading relationships including Business to Consumer, Business to Business, Intra-organizational
3. Describe the infrastructure for E-commerce
4. Discuss legal issues and privacy in E-Commerce
5. Understand the principles of creating an effective web page, including an in-depth Consideration of information architecture

B. Explains (Understanding)
6. Recognize and discuss global E-commerce issues
7. Learn the language of the web: HTML and CSS.

C. Critically examines, using data and figures (Analysis and Evaluation)
8. Analyze the impact of E-commerce on business models and strategy
9. Assess electronic payment systems
10. Exploring a web development framework as an implementation example and create dynamically generated web site complete with user accounts, page level security, modular design using css

D. Working in 'Outside Syllabus *Area' under a Co-curricular Activity*(Creativity)

Use the Systems Design Approach to implement websites with the following steps:
- Define purpose of the site and subsections
- Identify the audience
- Design and/or collect site content
- Design the website theme and navigational structure
- Design & develop web pages including: CSS Style Rules, Typography, Hyperlinks, Lists, Tables, Frames, Forms, Images, Behaviours, CSS Layouts

E. Build a site based on the design decisions and progressively incorporate tools and techniques covered.

Course: E-COMMERCE AND WEB DESIGNING LAB

Course Code: EC202204P   **No. of Hours/Week: 2**

Course Outcomes:

At the end of the course the student will be able to
1. Make use of HTML tags to design Web pages.
2. Develop dynamic Web pages

B.Com (CA) – II Year III Semester
Course: OFFICE AUTOMATION TOOLS

Course Code: OAT3204   **No. of Hours/Week: 5**

Course Outcomes:
At the end of the course the student will be able to

1. Know the basic concepts of MS-Excel
2. Understand the usage of different functions in MS-Excel.
3. Usage of different types of charts and macros
4. Know the basic concepts of MS-Access
5. Usage of queries and reports in MS-Access.

B.Com (CA) – II Year IV Semester
Course: PROGRAMMING IN C

Course Code: PC4204   **No. of Hours/Week: 5**

Course Outcomes:
At the end of the course the student will be able to

1. Understand the fundamentals of C programming.
2. Make use of loops, decision making statements and functions to solve the problem.
3. Implement different Operations on Arrays.
4. Understand Pointers, Structures and Unions.

B.Com (CA) – III Year V Semester
Course: DATA BASE MANAGEMENT SYSTEMS

Course Code: DBM5208   **No. of Hours/Week: 5**

Course Outcomes:

At the end of the course the student will be able to

1. Understand DBMS concepts, data models and Architecture.
2. Understand ER concepts and ER mapping to relational model
3. Improve the database design by normalization.
4. Make use of SQL to retrieve and maintain relational database.
5. Illustrate various constructs in PL/SQL.

B.Com (CA) – III Year V Semester
Course: WEB TECHNOLOGIES

Course Code: WT5209   **No. of Hours/Week: 5**

Course Outcomes:

At the end of the course the student will be able to

1. Write well-structured, easily maintained, standards-compliant, accessible HTML code to design a web page.
2. Design well-structured, easily maintained CSS code to present HTML pages in different ways.
3. Know the basics of java script to perform client side programming
4. Build dynamic web pages using JavaScript.

B.Com (CA) – III Year VI Semester
Course: E-COMMERCE

Course Code: ECE6209   **No. of Hours/Week: 5**

Course Outcomes:

At the end of the course the student will be able to

1. Recognize the fundamental principles of e-Business and e-Commerce
2. Describe scenarios for B2B e-commerce.
3. Identify the role of internet and extranet in E-Commerce.
4. Explain policy and regulatory issues in E-commerce.
5. Identify the necessary infrastructure for implementing E-Commerce.

N.N.S. Eswari

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DEPT OF COMPUTER SCIENCE
ASD GOVT DEGREE COLLEGE (AUTONOMOUS)
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H. Suvarchala

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