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

DEPARTMENT OF COMPUTER SCIENCE

ACADEMIC YEAR: 2022-2023

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

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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

Learning 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: Programming with C & C++

Course Code: PC203204 **No. of Hours/Week: 3**

Paper : III

Course Outcomes:

At the end of the course, the student is expected to demonstrate the following abilities (thinking skill) and psychomotor skills.

A. Remembers and states in a systematic way (Knowledge)

1. Develop programming skills
2. Declaration of variables and constants use of operators and expressions
3. learn the syntax and semantics of programming language
4. Be familiar with programming environment of C and C++
5. Ability to work with textual information (characters and strings) & arrays

B. Explains (Understanding)

6. Understanding a functional hierarchical code organization
7. Understanding a concept of object thinking within the framework of functional model
8. Write program on a computer, edit, compile, debug, correct, recompile and run it
9. Choose the right data representation formats based on the requirements of the problem
10. Analyze how C++ improves C with object-oriented features
11. Evaluate comparisons and limitations of the various programming constructs andchoose correct one for the task in hand.

C. Critically examines, using data and figures (Analysis and Evaluation)

D. Working in 'Outside Syllabus Area' under a Co-curricular Activity(Creativity)Planning of structure and content, writing, updating and modifying computer programs for user solutions

E. Exploring C programming and Design C++ classes for code reuse (Practical skills***)

B.Com(CA) II Year – III Semester
Course: Programming with C & C++ LAB

Course Code: PC203204P **No. of Hours/Week: 2**

Course Outcomes:

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

1. Implement programs using fundamental features of C Language.
2. Solve problems with the use of loops, decision making statements and functions.
3. Implement programs performing various Operations on Arrays
4. Implement programs using constructor.
5. Implement programs to implement inheritance
6. Implement programs for operator overloading

B.Com(CA) II Year – IV Semester
Course: Database Management Systems

Course Code: DBMS204207 **No. of Hours/Week: 3**

Paper : III

Course Outcomes:

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

A. Remembers and states in a systematic way (Knowledge)

1. Understand the role of a database management system in an organization.
2. Understand basic database concepts, including the structure and operation of therelational data model.
3. Understand and successfully apply logical database design principles, including E-R diagrams and database normalization
4. Understand Functional Dependency and Functional Decomposition

B. Explains (Understanding)

5. To design and build a simple database system and demonstrate competence with thefundamental tasks involved with modeling, designing, and implementing a DBMS.
6. Perform PL/SQL programming using concept of Cursor Management, ErrorHandling, Packages

C. Critically examines, using data and figures (Analysis and Evaluation)

7. Apply various Normalization techniques
8. Model an application's data requirements using conceptual modeling tools like ER diagrams and design database schemas based on the conceptual model

D. Working in 'Outside Syllabus *Area' under a Co-curricular Activity*(Creativity) Design and implement a small database project

E. Construct simple and moderately advanced database queries using Structured QueryLanguage (SQL)(Practical skills)

B.Com (CA) II Year – IV Semester
Course: Database Management Systems Lab

Course Code: DBMS204207P **No. of Hours/Week: 2**

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

1. Design database for the real world scenarios
2. Make use of SQL and PL/SQL to efficiently retrieve and maintain relational database.

B.Com (CA) III Year – V Semester
Paper: VIA, Course: BIG DATA ANALYTICS USING R

Course Code: BDA205207 **No. of Hours/Week: 3**
Paper : VIA

Course Outcomes:
Upon successful completion of the course, a student will be able to:

1. Understand data and classification of digital data.
2. Understand Big Data Analytics.
3. Load data in to R.
4. Organize data in the form of R objects and manipulate them as needed.
5. Perform analytics using R programming.

B.Com (CA) III Year – V Semester
Paper: VIIA Course: DATA SCIENCE USING PYTHON

Course Code: DSP205208 **No. of Hours/Week: 3**
Paper : 7A

Course Outcomes:
Upon successful completion of the course, a student will be able to:

1. Understand basic concepts of data science
2. Understand why python is a useful scripting language for developers.
3. Use standard programming constructs like selection and repetition.
4. Use aggregated data (list, tuple, and dictionary).
5. Implement functions and modules.

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Signature of the HOD
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