Indo-American College
Not just another college
Permanently Affiliated to THIRUVALLUVAR UNIVERSITY, Vellore.
Accredited by NAAC with 'B' Grade
Recognised Under Section 2 (f) & 12 (b) of UGC Act.
T.N.Govt.G.O.MS. No.172, Higher Education Dept, dt.27-4-1998

DEPARTMENT OF COMPUTER APPLICATION
PROGRAMME OUTCOMES (UG)

PO1:	Understand the fundamental concepts of computers, software hardware and peripheral devices and evolution of computer technologies.
PO 2:	Familiarized with business environment and information technology and its applications in different domains
PO 3:	Gain knowledge to identify, explain and apply functional programming and object-oriented programming techniques and use of databases to develop computer programs.
PO 4:	Analyze, design, implement and evaluate computerized solutions to real life problems, using appropriate computing methods including web applications.
PO 5:	Understand the front end and backend of software applications.
PO 6:	Gain expertise in at least one emerging technology.
PO 7:	Acquire knowledge about computer networks, network devices and their configuration protocols, security concepts at various levels etc.
PO 8:	Apply techniques of software validation and reliability analysis to the development of computer programs.
PO 9:	Acquire technical, communication and management skills to convey or present information, applications, instructions, policies, procedures, decisions, documentations etc. verbally as well as in writing.
PO 10:	Recognize the various issues related to society, environment, health and vivid cultures and understand the responsibilities to contribute in providing the solutions. Acquire technical skills to lead a productive life in the society as a professional or as an entrepreneur.

COURSE OUTCOMES

S.No.	Course Code	Course Title	Course Outcomes
1.	FCA 11	Programming in C	• Provide basic knowledge on Digital Electronics to understand the working principles of Digital computer and to develop programming skill using C language.

2.	FAMA 15B	Mathematical Foundations-I	• To know about Logical operators, validity of arguments, set theory and set operations, relations and functions, Binary operations, Binary algebra, Permutations & Combinations, Differentiation, Straight lines, pair of straight lines, Circles, Parabola, Ellipse, Hyperbola.
3.	FPCA 13	Programming in C Lab	• To learn problem solving through procedural language programming technique and Understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
4.	FCA 21	C++ and Data Structure	• To develop Object oriented programming skills using C++ and to introduce data • Structure concepts.
5.	FAMA 25B	Mathematical Foundations-II	• To know about Matrix Operations, Symmetric, Skew-Symmetric, Hermitical, Skew-Hermitical, Orthogonal, Unitary Matrices. Rank of a Matrix Solutions of linear equations.
6.	FPCA 23	C++ and Data Structure Lab	• To write and execute programs in C++ to solve problems using data structures such as arrays, linked lists, stacks, queues, trees.
7.	CCA31	Programming in Java	• To improve Object Oriented Programming gathered already through an independent platform.
8.	CCA32	E-Commerce	• Electronic Commerce Framework, Traditional vs. Electronic business applications, the anatomy of E-commerce applications.
9.	CACM15C	Financial Accounting I	• • To gain knowledge of accounting in general and to understand the system of Financial • Accounting.
10.	CSCA34	Web Technology (SBS I)	• Understand, analyze and apply the role of languages like HTML,DHTML,CSS, XML, JavaScript, VBScript, ASP, PHP and protocols in the • Workings of the web and web applications.
11.	CPCA36	Programming in JAVA Lab	• Students will be developing and testing java application as a practical course work. The course introduces the concept of UI design in java using SWING and JAVAFX
12.	CNBA37	Management Concept	• Learners will absorb various management concepts such as planning, organizing, implementing, staffing, coordinating, controlling, motivating and Managerial Grid.

13.	CCA41	Relational Database Management Systems	• To provide strong foundation of database concepts and develop skills for the design and implementation of a database application with a brief exposure to advanced database concepts
14.	CCA42	Enterprise Resource Planning	• To make student able to build an understanding of the fundamental concepts of ERP systems, their architecture, and working of different modules in ERP.
15.	CCA43	Wireless Data Communications	• Study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and transmission of digital media, Study data link layer concepts, design issues, and protocols and Local Area Networks.
16.	CACM25C	Financial Accounting II	• This is also to give them an overall idea about how accounting standards are followed in recording and maintaining books of accounts. It helps them in reading and analyzing the financial position of the company.
17.	CSCA44	Internet of Things (SBS II)	• To develop basic Programming Skills through Graphical Programming, To learn Hardware Interfacing and Debugging Techniques.
18.	CPCA46	RDBMS Lab	• The main objective of this lab is to provide a strong foundation in database concepts, understand and implement the use of Structured Query Language. (SQL)
19.	CNBA47	Training and Development	• Training programs should be designed by trainers and/or learners to achieve certain overall goals for the learner.
20.	CCA51	Mobile Applications Development	• This course introduces students to programming technologies, design and development related to mobile applications.
21.	CCA52	Operating System	• To introduce to the concept behind the Operating system. To acquire the fundamental knowledge of the operating system architecture and components.
22.	CCA53	Design and Analysis of Algorithms	• Analyze the asymptotic performance of algorithms. Write rigorous correctness proofs for algorithms. Demonstrate a familiarity with major algorithms and data structures.
23.	CECA54C	Software Testing	• To make the student more proficient with error free software development. The trainee learns to Perform Software Testing using different techniques. Implement Quality Methods in Software Testing.

24.	CSCA55	Software Engineering (SBS III)	• This course introduces the concepts and methods required for the construction of large software • Intensive systems.
25.	CPCA56	Mobile Applications Development Lab	• To give overall view of Mobile application development Develop and Publish Android applications using Graphical user interface Develop and Publish Android application which can use Location and network services.
26.	CPCA57	Operating System Lab	• This lab introduces basic commands in LINUX and helps students in familiarizing the concepts of operating system through various commands related to operating system activities.
27.	CCA61	Open Source Software	• To discuss techniques that can be effectively applied in practice about HTML5, JavaScript, PHP, CSS and Linux.
28.	CCA62	Python Programming	• To understand the basic building blocks for PYTHON programming. Build basic programs using fundamental programming constructs; acquire Object Oriented Skills in Python.
29.	CECA63B	Cryptography	• Understand OSI security architecture and classical encryption techniques.. Understand the different cryptographic operations of symmetric cryptographic Algorithms.
30.	CECA64B	System Software	• Understand the fundamentals of different instruction set architectures and their relationship to the CPU design.
31.	CSCA65	Object Oriented Analysis and Design (SBS IV)	• To understand the Object-based view of Systems. • To develop robust object-based models for Systems • To inculcate necessary skills to handle complexity in software design.
32.	CPCA66	Python Programming Lab	• To know about basic data types, operators in Python. To understand Loops in Python. To understand the on concepts of Arrays. To understand how to handle string. To know about functions.
33.	CPCA67	Open Source Software Lab	• The course aims to expose students to FOSS environment. It introduces the students to use open source packages in the open source platforms.

34.	CPCA68	Group / Individual Project	• The Individual Project is a learning experience that enables you to carry out research and bring together many of the concepts that you have learn.
35.	CEA60	Extension Activities	• This Course inspires the Students to identify & solve the problems of society & to create awareness of entrepreneurial skills, sources, structures and dynamics.