

PRR & VS GOVERNMENT COLLEGE, VIDAVALUR

DEPARTMENT OF COMPUTER APPLICATIONS

COURSE 1C: INFORMATION TECHNOLOGY

I Year B Com CA),S e m -1

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. 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. Analyse compression techniques and file formats to determine effective ways of securing, managing, and transferring data
 - 9. Identify and analyse user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing based systems.
 - 10. Analyse a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
 - 11. Identify and analyse 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.*

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COURSE 2C: E-COMMERCE & WEB DESIGNING

I Year B Com (CA),

Semester- 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
- 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: Hyperlinks, Lists, Tables, Frames, Forms, Images, Behaviours
- E.* Build a site based on the design decisions and progressively incorporate tools and techniques covered

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COURSE 3C: PROGRAMMING WITH C & C++

II Year B Com (CA), S E M - III

COURSE-OUTCOMES

At the end of the course, the students is expected to DEMONSTRATE the following cognitiveabilities (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
- C. *Critically examines, using data and figures (Analysis and Evaluation)*
 - 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 and choose correct one for the task in hand.
- 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***)