

## **CHRIST COLLEGE PUNE**

### **Department of Management**

#### **Programme Outcome**

After the successful completion of three-year BBA (CA) Programme, the graduate will be able to:

**PO1:** Understand the fundamental concepts of computers, software, hardware, and the evolution of computer technologies.

**PO2:** Emerge with competency in the subject of Business Administration and apply knowledge to cater to the needs of Society / Employer / Institution / Own Business Enterprise

**PO3:** Imbibe analytical/critical/logical/innovative thinking skills in the field of Business, Management, and Computer Applications

**PO4:** Analyze, design, implement, and evaluate computerized solutions to real-life problems, using appropriate computing methods including web applications.

**PO5:** Apply techniques of software validation and reliability analysis to the development of computer programs

**PO6:** Acquire technical skills to produce industry-ready resources and bring out the true spirit of entrepreneurship.

## Bachelor of Business Administration (Computer Applications)

### Semester I

Course Code	Course Title	Course Outcome
CA-102	Principles of Management	<ol style="list-style-type: none"><li>1. Understand fundamental concepts and principles of management, including the basic roles, skills, and functions of management;</li><li>2. Conceptualize how organizations manages its activities and functions.</li></ol>
CA-104	Database Management Systems	<ol style="list-style-type: none"><li>1. Define the Database concepts</li><li>2. Analyse the databases and various queries execution</li><li>3. Assess and transform information into relational database and produce entity- relationship model for particular system.</li><li>4. Design various operations on database</li></ol>
CA-101	Reasonable knowledge of the Business communication Skills	<ol style="list-style-type: none"><li>1. Understand what is the role of communication in personal and business world</li><li>2. Classify system and communication and their utility</li><li>3. Develop proficiency in how to write business letters and other communications in required form</li></ol>
CA-103	C Language	<ol style="list-style-type: none"><li>1. Demonstrate and trace the execution of programs written in C language.</li><li>2. Discover the C code for a given algorithm.</li><li>3. Evaluate and to implement Programs with pointers and arrays, perform pointer arithmetic, and use the pre-processor.</li><li>4. Develop and to perform operations using derived data types.</li></ol>

<b>CA-105</b>	<b>Statistics</b>	<ol style="list-style-type: none"> <li>1. Understand role and importance of statistics in various business situations</li> <li>2. Assess the skills related with basic statistical technique</li> <li>3. Develop right understanding regarding regression, correlation and data interpretation</li> </ol>
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### Semester II

<b>Course Code</b>	<b>Course Title</b>	<b>Course Outcome</b>
<b>CA-201</b>	<b>Organization Behavior &amp; Human Resource Management</b>	<ol style="list-style-type: none"> <li>1. Understand the concept of organizational behavior and Human Resource Management</li> <li>2. Examine the scope of Human Resource Management</li> <li>3. Identify the role of human resources in helping an organization gain a competitive advantage</li> <li>4. Analyse the recent trends in training and development</li> <li>5. Evaluate the factors affecting the recruitment and selection procedure</li> <li>6. Develop Strategies for overcoming the challenge of cultural diversity in an organization</li> </ol>
<b>CA-202</b>	<b>Financial Accounting</b>	<ol style="list-style-type: none"> <li>1. Understand the role of accounting in business</li> <li>2. Record the financial transaction in books of accounts</li> <li>3. Prepare final accounts to summarise the financial position of a business</li> <li>4. Reconcile the cash book and passbook with the help of the bank reconciliation statement</li> </ol>

		5. Adapt the accounting software to record and prepare financial statements
<b>CA-203</b>	<b>Business Mathematics</b>	<ol style="list-style-type: none"> <li>1. Demonstrate the appropriate understanding as how to use mathematics like computation interest, profit etc</li> <li>2. Construct right understanding regarding numerical aptitude</li> <li>3. Develop logical approach towards analytical approach data</li> </ol>
<b>CA-204</b>	<b>Relational Database</b>	<ol style="list-style-type: none"> <li>1. Understand and explain the database concepts like data types, operators and control statements.</li> <li>2. Apply the database concepts in writing PL/SQL programs.</li> <li>3. Distinguish between DBMS and RDBMS</li> <li>4. Select from various programming constructs like cursors, triggers, functions, and procedures and use them while creating programs.</li> <li>5. Create and organise data in tables and make modifications through PL/SQL programs</li> </ol>
<b>CA-205</b>	<b>Web Technology HTML-JS-CSS</b>	<ol style="list-style-type: none"> <li>1. Understand the Structure and implement HTML/CSS. (L2)</li> <li>2. Apply intermediate and advanced web development practices. (L3)</li> <li>3. Implement basic JavaScript. (L3)</li> <li>4. Create visualizations in accordance with UI/UX theories and create webpages that function using external data. (L6)</li> <li>5. Develop a fully functioning website and deploy on a web server. (L6)</li> </ol>

**Semester III**

<b>Course Code</b>	<b>Course Title</b>	<b>Course Outcome</b>
<b>CA-301</b>	<b>Digital Marketing</b>	<ol style="list-style-type: none"><li>1. Determine the knowledge about using digital marketing in and as business.</li><li>2. Formulate the SWOT analysis, SEO optimization and use of various digital marketing tools.</li></ol>
<b>CA-302</b>	<b>Data Structure</b>	<ol style="list-style-type: none"><li>1. Understand the concepts of ADTs</li><li>2. Illustrate the need for data structures while building applications.</li><li>3. Analyse the efficiency and optimize the algorithms</li><li>4. Apply advanced linear and non-linear data structures for real world problems</li><li>5. Design the Tree and Graph structures</li></ol>
<b>CA-303</b>	<b>Software Engineering</b>	<ol style="list-style-type: none"><li>1. Demonstrate the System concepts.</li><li>2. Assess the Software Engineering concepts.</li><li>3. Formulate the software engineering concepts and Design in Software</li></ol>
<b>CA-304</b>	<b>Angular JS</b>	<ol style="list-style-type: none"><li>1. Understand Client Side MVC and SPA</li><li>2. Explore AngularJS Component</li><li>3. Develop an AngularJS Single Page Application</li><li>4. Create and bind controllers with JavaScript</li><li>5. Elaborate the filter in AngularJS application</li></ol>
<b>CA-305</b>	<b>Big data / Block chain</b>	<ol style="list-style-type: none"><li>1. Infer the expert knowledge and analytical skills in current and developing areas of analysis statistics, and machine learning</li><li>2. Identify, develop and apply detailed analytical, creative, problem-solving skills.</li></ol>

		<ol style="list-style-type: none"> <li>3. Determine the learner with a comprehensive platform for career development, innovation, and further study.</li> <li>4. Estimate the architecture of R and WEKA with practical's.</li> </ol>
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#### Semester IV

<b>Course Code</b>	<b>Course Title</b>	<b>Course Outcome</b>
<b>CA401</b>	<b>Networking</b>	<ol style="list-style-type: none"> <li>1. Discuss the basic of networking concepts.</li> <li>2. Analyse in detail and understood the basic idea of different protocol.</li> <li>3. Compare the routing, packet switching and routing algorithms concepts.</li> <li>4. Interpret the services of connectionless and connection-oriented protocols.</li> <li>5. Formulate the internet domains and its services</li> </ol>
<b>CA-402</b>	<b>Object Oriented Concept ThroughCPP</b>	<ol style="list-style-type: none"> <li>1. Understand various object-oriented concepts.</li> <li>2. Analyse the different OOPs concepts and apply them to write programs.</li> <li>3. Compare various dynamic memory management techniques like pointers, constructors, destructors.</li> <li>4. Interpret the appropriate concepts and use them in writing CPP programs.</li> <li>5. Create classes and objects which implements all the OOPs features.</li> </ol>
		<ol style="list-style-type: none"> <li>1. Understand the services provided by operating systems.</li> <li>2. Examine to some details of major OS concepts.</li> </ol>

<b>CA-403</b>	<b>Operating System</b>	<ul style="list-style-type: none"> <li>3. Evaluate the issues related to memory management and various related algorithms.</li> <li>4. Design issues related to file management and various related algorithms</li> <li>5. Discuss with an operating system via system calls</li> <li>6. Combine the different types of memory used in OS</li> </ul>
<b>CA-404</b>	<b>Node JS</b>	<ul style="list-style-type: none"> <li>1. Understand Node JS and REPL terminal.</li> <li>2. Experiment with Node JS Modules and Node Package Manager.</li> <li>3. Find and use code packages based on their documentation to produce working results in a project.</li> <li>4. Develop applications to handle events in Node JS</li> </ul>

#### Semester V

<b>Course Code</b>	<b>Course Title</b>	<b>Course Outcome</b>
<b>CA-501</b>	<b>Cyber Security</b>	<ul style="list-style-type: none"> <li>1. Understand the Cyber Security and the Tools.</li> <li>2. Identify the different types of Cyber Crimes.</li> <li>3. Develop Cyber forensics awareness.</li> <li>4. Estimate the attacks, security policies and credit card frauds in mobile and Wireless Computing Era</li> </ul>
		<ul style="list-style-type: none"> <li>1. Understand the fundamentals of object modelling</li> <li>2. Classify and differentiate Unified Process from other approaches.</li> <li>3. Design with static UML diagrams.</li> <li>4. Improve with the UML dynamic and implementation diagrams.</li> </ul>

<b>CA-502</b>	<b>Object Oriented Software Engineering (OOSE)</b>	<ol style="list-style-type: none"> <li>5. Improve the software design with design patterns.</li> <li>6. Develop the software against its requirements specification</li> </ol>
<b>CA-503</b>	<b>Core Java</b>	<ol style="list-style-type: none"> <li>1. Relate the real-world problems using OOP techniques.</li> <li>2. Solve problems using java collection framework and I/o classes.</li> <li>3. Develop multithreaded applications with synchronization.</li> <li>4. Design GUI based applications</li> </ol>
<b>CA-504</b>	<b>Python</b>	<ol style="list-style-type: none"> <li>1. Understand the need and importance of Python language.</li> <li>2. Examine how to design and implement Python applications.</li> <li>3. Design and implement a program to solve a real-world problem</li> <li>4. Formulate the knowledge of handling the concepts of exceptions and files</li> </ol>
<b>CA-507</b>	<b>IOT</b>	<ol style="list-style-type: none"> <li>1. Illustrate the role of IoT protocols for efficient network communication.</li> <li>3. Identify IoT platform such as Arduino Uno.</li> <li>4. Relate about real time IOT Devices</li> <li>5. Design the key technologies, smart objects, IoT Architecture and security in Internet of Things.</li> </ol>



Semester VI

Course Code	Course Title	Course Outcome
CA-601	Recent Trends in Information Technology	<ol style="list-style-type: none"> <li>1. Understand the basic concepts AI.</li> <li>2. Apply basic, intermediate and advanced techniques to mine the data.</li> <li>3. Compare the concept of Spark programming and to Analysis of emergent research data</li> <li>4. Determine and familiarity with emergent technologies/resources</li> <li>5. Formulate and integrate principles.</li> </ol>
CA-602	Software Testing	<ol style="list-style-type: none"> <li>1. Define the approaches to software testing and identify different testing tools for appropriate environments.</li> <li>2. Apply the various testing strategies on specialized environments.</li> <li>3. Evaluate different software metrics using the various measures of complexity</li> <li>4. Design Test Cases and Create Test Plans based on various requirements under various test scenarios.</li> </ol>
CA-603	Advanced Java	<ol style="list-style-type: none"> <li>1. Understand concepts of JDBC Programming, Multithreading and Socket Programming, Spring and Hibernate.</li> <li>2. Differentiate between servlet-JSP and Spring-Hibernate</li> <li>3. Develop application by using JDBC,Servlet- JSP and Spring-Hibernate framework</li> </ol>
CA-604	Android Programming	<ol style="list-style-type: none"> <li>1. Define app requirements for digital devices.</li> <li>2. Classify the constraints in developing real time app.</li> <li>3. Apply skill on real time applications.</li> <li>4. Evaluate the logic and challenges of Android programming.</li> <li>5. Develop and Integrate Java and android to develop game and applications for different Industries.</li> </ol>

