BBA (CA) 2013 Syllabus

Program outcomes (PO)

PO1-To impart professional training to upgrade computer and soft skills.
PO2-To develop competency and capability to prepare for test cases.
PO3-To make professional developer by inculcating a practice to develop creative and innovative program.
PO4-To develop analytical mind for the creation of effective software.
PO5-To promote working in team for software projects and practice basic management skills

Program Specific outcome (PSO)

PSO1-To learn and practically use various programming languages.
PSO2-To learn and create database using Access and SQL Server.
PSO3-To understand basics of statistics and business mathematics.
PSO4-To implement concept of Object Oriented Software Engineering through UML.
PSO5-To understand software testing and current trends in IT.
PSO6-To understand and apply software engineering concepts in software project development through teamwork.
PSO7-To get domain knowledge related to areas like accounting, organisational behavior, and human resource management.

Course Outcomes (CO)

101: Modern Operating Environment & MS Office

1. To acquaint with the basics and working of computer system
2. To introduce to office package like Excel, Word, Access and Powerpoint
3. To make aware of basics of networking and its protocols.

102: Financial Accounting

1. To enable the students to acquire sound knowledge of basic concepts of accounting
2. To impart basic accounting knowledge
3. To impart the knowledge about recording of transactions and preparation of final accounts
4. To acquaint the students about accounting software packages

103: Programming Principles & Algorithms

1. To develop Analytical / Logical Thinking and Problem Solving capabilities
2. To learn the design of algorithms and flowchart
3. To calculate the space time complexity of an algorithm.

104: Business Communication

1. To understand the concept, process and importance of communication.
2. To develop an integrative approach where reading, writing, presentation skills are used together
   to enhance the students' ability to communicate and write effectively.
3. To create awareness among students about Methods and Media of communication.
4. To make students familiar with information technology and improve job seeking skills.

105: Principles of Management

1. To provide the fundamental knowledge about working of business organization.
2. To make students well acquainted with management process, functions and principles.
3. To make the students familiar with recent trends in management.

106: Laboratory Course – I [Based on Paper No. 101 & 102]

1. To learn the design of algorithm and flowchart
2. To learn Tally as an accounting package
3. To understand mail merge and resume building using MS Word
4. To develop presentations using MS Powerpoint
5. To calculate using MS Excel and analyse using MS Excel Chart

201: Procedure Oriented Programming using C

1. To understand the basics of procedural programming language ie C
2. To build logic of implementing a program using basic programming constructs
3. To acquaint with file handling and basic memory allocation.

202: Database Management System

1. To understand the basics of data storage, data manipulation and data retrieval
2. To learn basics of data entity relationship and normalization
3. To acquaint with various types of data storage models.
4. To learn data abstraction layer

203: Organizational Behavior

1. To equip the students to understand the impact that individual, group & structures have on their
   behavior within the organizations.
2. To help them enhance and apply the knowledge they have received for the betterment of the organization.

204: Elements of Statistics

1. To understand the power of excel spreadsheet in computing summary statistics.
2. To understand the concept of various measures of central tendency and variation and their
   importance in business.
3. To understand the concept of probability, probability distributions and simulations in business
   world and decision making.

205: E-Commerce Concepts

1. To learn the basics of electronic commerce
2. To understand the basics of E Commerce like B2B, B2C, C2B, C2C etc
3. To differentiate between modern and traditional marketing
4. To understand internet basics and the development of website

206: Laboratory Course – II [Based on Paper No. 201 & 202]

1. To understand the basics of C programming
2. To implement various algorithms using programming constructs
3. To create data storage entity such as tables
4. To execute different database queries using structured query language

301: Relational Database Management Systems

1. To enable student to understand relational database concepts and transaction management concepts in database system.
2. To enable student to write PL/SQL programs that use: procedure, function, package, cursor and trigger.
3. To understand concurrency control and recovery in database system

302: Data Structures using C

1. To understand different methods of organising large amounts of data
2. To efficiently implement different data structure
3. To efficiently implement solution for different problems
4. To get more knowledge on C programming language

303: Operating System Concepts

1. To know services provided by operating system
2. To know the process scheduling concepts, synchronization and deadlocks
3. To understand memory and file management
4. To understand input output system and disk scheduling

304: Business Mathematics

1. To understand use of basic mathematics in everyday operations
2. To know matrices and determinants
3. To understand linear programming problem and transportation problem

305: Software Engineering

1. To enable student to understand system concepts and the types of systems
2. To understand analysis of a software system through various system methodologies
3. To know the designing of software system and its application in Software development.

306: Laboratory Course – III [Based on Paper No. 301 and 302]

401: OOPS using C++

1. Acquire an understanding of basic object-oriented concepts
2. To understand the issues involved in effective class design.
3. Enables student to write C++ programs that use: object-oriented concepts such as information hiding, constructors, destructors, inheritance.

402: Programming in Visual Basic

1. To learn properties and events, methods of controls in Visual Basic
2. To know handling of events of different controls.
3. To understand the use of active controls and designing of VB application
4. To learn connectivity between VB and databases.

403: Computer Networking

1. To know about computer network.
2. To understand different topologies used in networking
3. To learn different types of network.
4. To understand the use of connecting device used in network.

404: Enterprise Resource Planning

1. To know concepts of Enterprise Resource Planning
2. To learn different ERP technologies.

405: Human Resource Management

1. To acquaint the students with the Human Resource Management
2. To understand its role in different functions of an organization
3. To know the Human Resource Processes that are concerned with planning, motivating and developing suitable employees for the benefit of the organization.

406: Laboratory Course – IV [Based on Paper No. 401 & 402]

501: Java Programming

1. To learn the basic concept of Java Programming.
2. To understand how to use programming in day to day applications.
3. To know about applet, swing and abstract window toolkit

502: Web Technologies

1. To know & understand concepts of internet programming.
2. To understand markup language and client side scripting
3. To understand how to develop web based applications using PHP.

503: Dot Net Programming

1. To introduce visual programming and event driven programming theoretically as well as practically.
2. To enhance applications development skill of the student.
3. To implement object oriented programming and crystal reports using database connectivity

504: Object Oriented Software Engg.

1. To learn to analyse software systems using object orientation
2. To Understand concept of system design using Unified Modeling Language.
3. To understand system development through object oriented techniques.

505: Software Project – I [Based on C++ / VB Technology]

506: Laboratory Course – V [Based on Paper No. 501 & 502]

601: Advanced Web Technologies

1. To know & understand concepts of internet programming
2. To understand server side programming and database connectivity
3. To understand the concepts of XML and AJAX.
4. To be aware of web services

602: Advanced Java

1. To know the concept of multithreading in Java Programming.
2. To develop small applications using JDBC concepts
3. To understand Servlet and Java Servlet Pages

4. To learn Java Beans and remote method invocation

603: Recent Trends in IT

1. To introduce upcoming trends in Information technology.
2. To study Eco friendly software development.
3. To learn distributed databases concepts and data warehouse

604: Software Testing

1. To know the concept of software testing.
2. To understand the methods of testing bugs in software.
3. To get acquainted with software testing tools

605: Software Project – II [Java / Dot net Technology]

1. To develop a software for a given problem domain
2. To document the project development cycle
3. To work as a team member for the software project completion

606: Laboratory Course – VI [Based on Paper No. 601 & 602]

1. To implement the theory learnt in 601 and 602 through various practical assignments
2. To understand the installation and organization of web server like Apache