RAJMATA JIJAU SHIKSHAN PRASARAK MANDAL'S ARTS, COMMERCE AND SCIENCE COLLEGE, LANDEWADI, BHOSARI – 39

Program Outcome BBA (CA) / BCA

1. To understand fundamental concept of computer, business environment and IT application in business.
2. Successfully understand and analyses techniques data to reach actionable conclusions including technological solutions to the business.
3. Learn new technologies and IT languages so the business problems could be addresses.
4. Improve communication and business management skills in commerce, finance and accounting and IT application in business content.
5. To identify and sharpen their IT or programming skills.

PO1	To Provide sound academic base from which an advanced career in Computer Application can be developed.
PO2	To conceptualize grounding in computer usage and its practical business application will be provided.
PO3	To provide deep & update knowledge of computers to the students.
PO4	To groom Computer Professionals who can be directly employed.
PO5	To make the students competent to pursue higher studies.

Programme Objectives

The primary objective of the course is to create a sound academic base from which an advanced career in computer applications can be developed and initiate young minds into the world of computer applications and provide them with a solid grounding in the domain of software. The course structure envelops all aspects required by a successful IT professional and on completion of the course, student will be absolutely ready to face the challenges of a dynamic and challenging industry.

After successful completion of this 3-year BBA (CA) course, students are getting placed in good organizations however a number of students also opt for higher education.

Program Specific Outcome

In view of growing demand of IT professionals in the area of computer application, a course like BBA(CA) is need of the hour, where student can apply computer science principles to solve problems produced by the interface between business and technology.

In the modern professional world, the BBA (CA) programme has become an important preparatory level graduate course after completing Class 12, especially in the context of the IT industry. With the exponential growth in the IT sector in our country, and with the entry and FDI of various multi-national companies, it is reasonable to expect that the IT industry will require a large number of competent professionals in coming years, more so at the entry level. It is in this context that BBA (CA) assumes a significant role.

All the necessary foundation courses required for this is offered at BBA(CA) level starting from Mathematics which strengthens the background achieved at the 10+2 level, Programming languages & Data Structures which hones the logical thinking & problem solving capabilities, various application software to give understanding & knowledge of the tools used in IT industry and even hard core theory papers like Digital Logic, Computer Architecture and Operating Systems for understanding the inner workings of the computer system.

What after BBA (CA)?

- After successful completion of this 3-year BBA(CA) course, students are getting placed in good organizations however a number of students also opt for higher education. Obvious choice after BBA(CA) is opting for PostGraduation (MCA/MBA)

- Joining as Management Trainee/Executive Trainee in any following sector:

o IT Companies

o Consultancy

o KPO

o Banking and many more……

Career Opportunities for BBA(CA) Grads

Software Career

- Software Industry is in continuous search for Technically strong students

- Industry offers varied career options for such students like :

o Technical Specialist

o Software Analyst

o 3D Animation / Graphic Designer

o Database Expert

o Software Engineering

o Hardwar Expert

o Networking Analyst

o Programmer / Software Developer

o Quality Assurance

o System Analyst

o Software Tester

o Technical Writing

o Security Expert

o Web Master / Web Designer

Department of BBA (CA)
Cross Cutting Issues

Sr. No.	Name of Subject	Topic	Outcome	Cross Cutting Issue
1.	Data Structure Using C	Structures	1. To learn the systematic way of solving problem. 2. To understand the different methods of organizing large amount of data. 3. To implement efficiently the different data structures. 4. To implement solutions for specific problems.	It cannot be cleanly decomposed from the rest of the system design.
2.	Object Oriented Programming using C++	Structures and union C Preprocessor File handling	1. To understand basic object oriented concepts and the issues involved in effective class design. 2. To write C++ programs that use object oriented concepts such as information Hiding, constructors, destructors, inheritance.	Also cannot be cleanly decomposed from the rest of the system implementation.
3.	Java Programming	File Handling, Swing, JDBC, Servlet	1. To handle Object Oriented Programming language. 2. To handle abnormal termination of a program using exception. 3. To create flat files. 4. To design User Interface using Swing and AWT.	It can result in either scattering (code duplication).
4.	VB.Net	Framework, Exception Handling, Database in VB	1. To design and develop Windows-based business applications using Visual Basic.NET programs that meet commercial programming standards 2. To design and develop Web based business applications using Visual Basic.NET programs that meet commercial programming standards	Also can result in either tangling (Significant dependencies between systems).

| 5. | Web Technologies | Database Connections | 1. To understanding basic HTML designing
2. To learn different technologies used at client Side Scripting Language Learn CSS
3. To learn JavaScript to program the behavior of web pages
4. To learn Core-PHP, Server Side Scripting Language | Also can be both that is scattering and significant dependencies. |

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At a Glance

1. Students will possess a broad, foundation and an understanding of how developments in social and intellectual shape and affect human values and institutions.

2. Students will demonstrate an understanding of basic computer application methods.

3. Students will demonstrate a more advanced "working knowledge" of at least one social science discipline.

4. Students so inclined will demonstrate they possess the cognitive competencies and study skills to succeed in advanced/graduate studies in any of the social sciences.

5. Students will demonstrate that they have the competencies needed to function competently in an entry-level related career.

6. Students will demonstrate competency in written and oral communication.

(FYBBA-(CA) (SEM-I)

COURSE OUTCOME

I)Modern Operating Environment And MS-Office

CO1	To Provide Basic Knowledge of Peripheral Devices.
CO2	To become aware about Basic Knowledge of System software & Application Software.
CO3	To learn Basic Knowledge of Wired And Wireless Media

II) Financial Accounting

CO1	To impart basic accounting knowledge
CO2	To develop skills of Accounting Practices .
CO3	To gain knowledge of new Accounting trends &Technology
CO4	To make the students aware about various activities of business, business practices and recent trends in business world
CO5	To make the student well acquainted with current financial practices

III)Programming Principles &Algorithm

CO1	To develop Analytical / Logical Thinking
CO2	To become capable for Problem Solving

IV) Business Communication

CO1	To know the concept of electronic commerce
CO2	To acquaint the students with concepts, issues and various aspects of e-commerce .
CO3	To know the concept of Cyber Law & Cyber Jurisprudence
CO4	To know Internet marketing techniques

V) Principles of Management

CO1	To provide conceptual knowledge to the students regarding nature, complexity and various functions of management
CO2	To give historical perspective of management
CO3	To gain some basic knowledge on recent trends and international aspects of management
CO4	To observe and evaluate the influence of historical forces on the current practice of management

FYBBA-(CA) SEM-II

I) Procedure Oriented Programming using C

CO1	To develop Problem Solving abilities using computers
CO2	To understand basic principles of programming
CO3	To develop skills for writing programs using 'C'

II) Database Management System

CO1	To understand data processing using computers
CO2	To learn basic organization of data using files
CO3	To understand creations, manipulation and querying of data in databases

III) Organizational Behavior

CO1	To equip the students to understand the impact that individual, group & structures have on their behavior within the organizations
CO2	To help them enhance and apply the knowledge they have received for the betterment of the organization

IV)Computer Application in Statistics

CO1	To understand the power of excel spreadsheet in computing summery statistics
CO2	To understand the concept of permutation & combination & their use in business.
CO3	To understand the concept of probability, probability distribution & simulation in decision making in business.

V) E-Commerce

CO1	To know the concept of electronic commerce
CO2	To acquaint the students with concepts, issues and various aspects of e-commerce .
CO3	To know the concept of Cyber Law & Cyber Jurisprudence
CO4	To know Internet marketing techniques

SYBBA-(CA) SEM-I

I) Data Structure Using C

CO1	To learn the systematic way of solving problem
CO2	To understand the different methods of organizing large amount of data
CO3	To implement efficiently the different data structures
CO4	To implement solutions for specific problems

II) Relational Database Management System

CO1	To learn fundamental concepts of RDBMS
CO2	To understand principles of databases
CO3	To learn database management operations
CO4	To know about data security and its importance
CO5	To design client server architecture

III)Operating System

CO1	To understand design issues related to process management and various related algorithms
CO2	To understand design issues related to memory management and various related algorithms
CO3	To understand design issues related to File management and various related algorithms

IV) Business Mathematics

CO1	To get a relational understanding of mathematical concepts, mathematical reasoning.
CO2	To able to apply their skill & knowledge that is translate the information into the mathematical form.
CO3	To select & use appropriate mathematical formulae or techniques to draw relevant conclusion

V) Software Engineering

CO1	To learn basics of System Analysis and Design
CO2	To understand principles of Software Engineering
CO3	To know various process models used in practice
CO4	To know the system engineering and requirement engineering

SYBBA-(CA) SEM-II

I) Object Oriented Programming using C++

CO1	To understand basic object oriented concepts and the issues involved in effective class design
CO2	To write C++ programs that use object oriented concepts s such as information Hiding, , constructors, destructors, inheritance

II)Visual Basic

CO1	To develop the necessary skills to use a very powerful and popular front-end tool, Visual Basic
CO2	To create an application in Visual Basic, to work with objects and use objects provided by Visual Basic, such as controls, forms, and data

III) Computer Networks

CO1	To understand different types of networks, various topologies and application of networks
CO2	To learn types of addresses, data communication.
CO3	To be aware about the concepts of networking models, protocols, functionality of each layer.
CO4	To learn basic networking hardware and tools.
CO5	To understand wired and wireless networks, its types, functionality of layer.
CO6	To understand importance of network security and cryptography.

IV)Enterprise Resource Planning

CO1	To provide the ERP Business Transformation Strategy to modernize and integrate business processes and systems
CO2	To understand the success of any ERP implementation
CO3	To informabout the goals and objective of enterprise resource planning software implementation

V) Human Resource Management

CO1	To introduce to the students the functional department of human resource management and acquaint them with planning, its different functions in an organization
CO2	To introduce the human resource processes that are concerned with planning, motivating and developing suitable employees for the benefit of the organization
CO3	Explain the importance of human resources and their effective management in organizations
CO4	Demonstrate a basic understanding of different tools used in forecasting and planning human resource needs
CO5	Analyse the key issues related to administering the human elements such as motivation, compensation, appraisal, career planning, diversity, ethics, and training.
CO6	Analyse the role of recruitment and selection in relation to the organization's business and HRM objectives
CO7	Research the advantages and disadvantages of induction processes for new incumbents in a role

TYBBA-(CA) SEM-I

I) Java Programming

CO1	To handle Object Oriented Programming language
CO2	To handle abnormal termination of a program using exception
CO3	To create flat files
CO4	To design User Interface using Swing and AWT

II) Web Technologies

CO1	To understanding basic HTML designing
CO2	To learn different technologies used at client Side Scripting Language Learn CSS
CO3	To learn JavaScript to program the behavior of web pages
CO4	To learn Core-PHP, Server Side Scripting Language

III)VB.Net

CO1	To design and develop Windows-based business applications using Visual Basic.NET programs that meet commercial programming standards
CO2	To design and develop Web based business applications using Visual Basic.NET programs that meet commercial programming standards

IV)Object Oriented Software Engineering

CO1	To understand importance of Object Orientation in Software engineering
CO2	To understand the components of Unified Modeling Language
CO3	To understand techniques and diagrams related to structural modeling
CO4	To understand techniques and diagrams related to behavioral modeling
CO5	To understand techniques of Object Oriented analysis, design and testing

TYBBA-(CA) SEM-II

I)Advance Web Technologies

CO1	To learn different technologies used at client Side Scripting Language Learn XML,CSS and XML
CO2	To learn PHP-Database handling
CO3	To learn PHP framework for effective design of web application
CO4	Tolearn AJAX to make our application more dynamic

II) Advance Java

CO1	To learn database programming using Java
CO2	To study web development concept using Servlet and JSP
CO3	To develop a game application using multithreading
CO4	To learn socket programming concept

III)Recent Trends In IT

CO1	To learn principles of Distributed database.
CO2	To understand data security and its importance
CO3	To design client server architecture

IV) Software Testing

CO1	To understand defects while developing the software and to gain confidence in and providing information about the level of quality
CO2	To discuss the distinctions between validation testing and defect testing
CO3	To describe the principles of system and component testing
CO4	To describe strategies for generating system test cases
CO5	To understand the essential characteristics of tool used for test automation