B.Sc. INFORMATION TECHNOLOGY

Programme Outcomes

This program could provide well trained professionals for the technology and allied industries to meet the well trained manpower requirements. The graduates will get hands on experience in various aspects of information technology viz. software updation, programme developers, software testing, BPO, web designer. The program will help the graduates to take up responsibilities in production, testing, designing and marketing in the information technologies and contribute for the growth of industry.

Programme Specific Outcome

The ability to understand, analyze and develop software programs in the areas related to system software, multimedia, web design, application program, database , graphics and networking for efficient design of technology of varying complexity.

Course Outcome

CORE 1: Computing Fundamentals and C Programming

The programming ability in C Language.

CORE 2: DIGITAL FUNDAMENTALS AND ARCHITECTURE

Knowledge on Digital circuits, Microprocessor architecture, and Interfacing of various components.

CORE 3: C++ PROGRAMMING

To inculcate knowledge on Object-oriented programming concepts using C++.

CORE 4: DATA STRUCTURES

To impart the basic concepts of data structures and algorithms, searching and sorting techniques, basic concepts about stacks, queues, lists, trees and graphs Writing algorithms and step by step approach in solving problems with the help of fundamental data structures.

CORE 5: JAVA PROGRAMMING

To inculcate knowledge on Java Programming concepts.

CORE 6: SYSTEM SOFTWARE AND OPERATING SYSTEMS

Enable the student to get sufficient knowledge on various system resources.

CORE 7: LINUX AND SHELL PROGRAMMING

Comfortably use basic UNIX/Linux commands from the command line, organize and manage their file system, organize and manage their processes & UNIX/Linux commands.

Core 8: RDBMS & Oracle

To inculcate knowledge on RDBMS concepts and Programming with Oracle.

CORE 9: VISUAL BASIC

To inculcate knowledge on Visual basic programming.

CORE 10: GRAPHICS AND MULTIMEDIA

To inculcate knowledge on Graphics & Multimedia concepts.

Allied-3 Microprocessor & ALP

To understand basic architecture of 16 bit and 32 bit microprocessors. Interfacing of 16 bit microprocessor with memory and peripheral chips involving system design.

Allied-4 Computer Networks

To inculcate knowledge on Networking concepts and technologies like wireless, broadband and Bluetooth.

Skill-1 Introduction to web design & Applications

To understand Fundamentals of Electronic Mail, The internet, Searching the World Wide Web, Basic HTML, News groups, Mailing Lists, Chat rooms and MUDs.

Skill-3 Dot Net Programming

To understand about .Net Programming, VB.NET, ASP.NET, and ADO.NET & Web services.

Elective- I Animation Techniques

To understand Flash, 3D Animation, motion caption & 3D Animated Movies.

Elective- II Internet Programming

To understand Basics of internet communications, HTML, Java Script, XML, ASP & PHP.

Elective- III E-Commerce

Understanding of: E-Commerce, E-Market, EDI, Business Strategies etc.

BCA

Programme Outcomes

Students will establish themselves as effective professionals by solving real problems through the use of computer application knowledge and with attention to team work, effective communication, critical thinking and problem solving skills. Students will develop professional skill s that prepare them for immediate employment and for life-long learning in advanced areas of computer applications and related fields.

Programme Specific Outcome

The ability to understand, analyze and develop of how, when and where to apply computer programs in the areas related to algorithms, system software, application program, database, graphics and networking for efficient design of computer-based systems of varying complexity.

Course Outcome

CORE 1: Computing Fundamentals and C Programming

The programming ability in C Language.

CORE 2: DIGITAL FUNDAMENTALS AND ARCHITECTURE

Knowledge on Digital circuits, Microprocessor architecture, and Interfacing of various components.

CORE 3: C++ PROGRAMMING

To inculcate knowledge on Object-oriented programming concepts using C++.

CORE 4: DATA STRUCTURES

To impart the basic concepts of data structures and algorithms, searching and sorting techniques, basic concepts about stacks, queues, lists, trees and graphs Writing algorithms and step by step approach in solving problems with the help of fundamental data structures.

CORE 5: JAVA PROGRAMMING

To inculcate knowledge on Java Programming concepts.

CORE 6: SYSTEM SOFTWARE AND OPERATING SYSTEMS

Enable the student to get sufficient knowledge on various system resources.

CORE 7: LINUX AND SHELL PROGRAMMING

Comfortably use basic UNIX/Linux commands from the command line, organize and manage their file system, organize and manage their processes & UNIX/Linux commands.

Core 8: RDBMS & Oracle

To inculcate knowledge on RDBMS concepts and Programming with Oracle.

CORE 9: VISUAL BASIC

To inculcate knowledge on Visual basic programming.

CORE 10: GRAPHICS AND MULTIMEDIA

To inculcate knowledge on Graphics & Multimedia concepts.

Skill-1 Web Programming

To understand Internet, HTML, XML & CSS.

Skill-3 CASE Tools Concepts and Applications

To understand about Data modeling, Ubridge, diagram definition tool, UML.

Elective- I PHP & Scripting Language

To understand about VB Script, Java Script & PHP.

Elective- II Computer Networks

To inculcate knowledge on Networking concepts and technologies like wireless, broadband and Bluetooth.

Elective- III E-Commerce

Understanding of: E-Commerce, E-Market, EDI, Business Strategies etc.

B.Sc. MULTIMEDIA & WEB TECHNOLOGY

Programme Outcomes

Students will establish themselves as effective professionals by solving real problems through the use of multimedia and web technological knowledge and with attention to team work, effective communication, critical thinking and problem solving skills. Students will develop professional skills that prepare them for immediate employment and for life-long learning in advanced areas of multimedia, web development and related fields.

Programme Specific Outcome

Graduates have the skills to work as specialists in multimedia projects, and they may be in charge of scripting, creating attractive websites or developing interactive programs for consumers. In addition to creating online products, graduates may work in film, television or video game industries. Some common job titles may include:

- Interactive media specialist
- Web media designer
- Multimedia artist

Course Outcome

CORE 1: Computing Fundamentals and C Programming

The programming ability in C Language.

CORE 2: DIGITAL FUNDAMENTALS AND ARCHITECTURE

Knowledge on Digital circuits, Microprocessor architecture, and Interfacing of various components.

CORE 3: C++ PROGRAMMING

To inculcate knowledge on Object-oriented programming concepts using C++.