

**PUNJABI UNIVERSITY REGIONAL CENTRE FOR IT &  
MANAGEMENT, MOHALI**

**Computer Science**

**MASTER OF COMPUTER APPLICATIONS (M.C.A.)**

**(Course Outcomes)**

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
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<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Computer Organization and Architecture	<b>Course Code:</b> MCAM1101T
<b>Course Outcomes:</b> At the end of this course, the student will be able to: <ul style="list-style-type: none"><li>• understand the basics of computer hardware and how software interacts with computer hardware</li><li>• understand how computers represent and manipulate data</li><li>• understand computer arithmetic and convert between different number systems</li><li>• understand basics of Instruction Set Architecture</li></ul>	

<b>Program Name:</b> Master of Computer Applications	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Data Structures and Algorithms	<b>Course Code:</b> MCAM1102T
<b>Course Outcomes:</b> Upon completion of this course, students will: <ul style="list-style-type: none"><li>• Be familiar with basic techniques of algorithm analysis</li><li>• Be familiar with writing recursive methods</li><li>• Master the implementation of linked data structures such as linked lists and binary trees</li><li>• Be familiar with advanced data structures such as balanced search trees, hash tables, priority queues and the disjoint set union/find data structure</li></ul>	

<b>Program Name:</b> Master of Computer Applications >>	<b>Program Code:</b> MCAM2PUP
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<b>Course Name: Object Oriented Programming Using C++</b>	<b>Course Code: MCAM1103T</b>
<p><b>Course Outcomes:</b> On completion of course, Students should be able to:</p> <ul style="list-style-type: none"> <li>• Understand the basic components of an object-oriented program including methods and attributes.</li> <li>• Perform object oriented programming to develop solutions to problems demonstrating usage of control structures, modularity, I/O. and other standard language constructs.</li> <li>• Demonstrate adeptness of object oriented programming in developing solutions to problems demonstrating usage of data abstraction, encapsulation, and inheritance.</li> <li>• Demonstrate ability to implement one or more patterns involving realization of an abstract interface and utilization of polymorphism in the solution of problems which can take advantage of dynamic dispatching.</li> <li>• Learn syntax, features of, and how to utilize the Standard Template Library</li> </ul>	

<b>Program Name: Master of Computer Applications</b>	<b>Program Code: MCAM2PUP</b>
<b>Course Name: Business Intelligence</b>	<b>Course Code: MCAM1104T</b>
<p><b>Course Outcomes:</b> On successful completion of this course student will be able to:</p> <ul style="list-style-type: none"> <li>• Appraise and apply evidence practice (EBP) to formulate effective solutions to deal with contemporary performance problems and issues associated with the delivery of business information systems.</li> <li>• Create a consultant report that critically evaluates important design principles and operations involving business intelligence and that offers effective recommendations aimed at enhancing business outcomes.</li> <li>• Devise a framework to assess company/industry performance and to apply it to produce a performance report about a nominated entity.</li> <li>• Evaluate the importance and implementation of learning theory to construct and apply practices that facilitate aspects of personal and institutional change.</li> <li>• Demonstrate competence in oral, written, and visual communication in business reports and presentations.</li> </ul>	

<b>Program Name: Master of Computer Applications</b>	<b>Program Code: MCAM2PUP</b>
<b>Course Name: Information Systems</b>	<b>Course Code:MCAM1105E1</b>
<p><b>Course Outcomes:</b> On completion of this course, students should be able to:</p> <ul style="list-style-type: none"> <li>• Understand the conceptual foundations of information systems in organizations</li> <li>• Appreciate the salient peculiarities and differences among data, information, knowledge and other high-level concepts</li> <li>• Become familiar with the theories of decision making and its related concepts</li> <li>• Understand the treatment of quantitative decision problems</li> <li>• Explain the elements and working of systems in general and information systems in particular</li> </ul>	

- Describe the different types of information systems and their relevance and functions in modern day organizations.

<b>Program Name:</b> Master of Computer Applications	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-I (Data Structures and Algorithms)	<b>Course Code:</b> MCAM1106L
<b>Course Outcomes:</b> On completion of this course, students should be able to: <ul style="list-style-type: none"> <li>• Develop solutions for a range of problems using objects and classes.</li> <li>• Apply fundamental algorithmic problems including type casting, inheritance, and</li> <li>• Implement linear data structures like stacks, queues, linked lists using static and dynamic allocation and their applications</li> <li>• Implement program for binary search tree and Graphs using nonlinear data structure</li> <li>• Understand and choose the appropriate data structure for solving real world problems.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-II (OOP using C++)	<b>Course Code:</b> MCAM1107L
<b>Course Outcomes:</b> On completion of this course, students should be able to: <ul style="list-style-type: none"> <li>• Develop solutions for a range of problems using objects and classes.</li> <li>• Programs to demonstrate the implementation of constructors, destructors and operator overloading.</li> <li>• Apply fundamental algorithmic problems including type casting, inheritance, and polymorphism.</li> <li>• Understand generic programming, templates, file handling</li> <li>• Write C ++programs using arrays, strings, dynamic memory allocation functions</li> <li>• Implement C++ program for binary search tree and Graphs using nonlinear data structure</li> <li>• Understand and choose the appropriate data structure for solving real world problems.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Data Communication and Computer Networks	<b>Course Code:</b> MCAM1201T
<b>Course Outcomes:</b> Upon completion of this course, students will: <ul style="list-style-type: none"> <li>• Learn how computer network hardware and software operate</li> <li>• Investigate the fundamental issues driving network design</li> <li>• Learn about dominant network technologies</li> <li>• Understand and be able to describe for common services, system services, such as name and address lookups, and communications applications.</li> </ul>	

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<b>Program Name:</b> Master of Computer Applications	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Operating Systems	<b>Course Code:</b> MCAM1202T
<b>Course Outcomes:</b> Upon completion of this course, students will have the knowledge: <ul style="list-style-type: none"> <li>• Of the principles of operating systems</li> <li>• the relationship between subsystems of a modern operating system</li> <li>• Evaluate the efficiency aspect of using system resources (processor, memory, disk).</li> <li>• Understand what a process is and how processes are synchronized and scheduled.</li> <li>• Understand different approaches to memory management.</li> <li>• Be able to use system calls for managing processes, memory, and the file system.</li> <li>• Understand the data structures and algorithms used to implement an OS.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications	<b>Program Code :</b> MCAM2PUP
<b>Course Name:</b> Relational Database Management System	<b>Course Code:</b> MCAM1203T
<b>Course Outcomes:</b> On completion of this course, the students will be able to <ul style="list-style-type: none"> <li>• Analyze the Information Systems as socio-technical systems, its need and advantages as compared to traditional file based systems.</li> <li>• Comprehend architecture of DBMS, conceptual data modelling, logical database design and physical database design.</li> <li>• Analyze Database design using E-R data model by identifying entities, attributes, relationships, generalization and specialization along with relational algebra.</li> <li>• Apply and create Relational Database Design process with Normalization and De-normalization of data.</li> <li>• Demonstrate use of SQL and PL/SQL to implementation database applications with usage of DDL aspect of SQL, DML aspect of SQL, aggregate functions, group by clause, sub query, joins, co-related sub query and indexes, cursor, stored function and procedure, triggers etc.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code :</b> MCAM2PUP
<b>Course Name:</b> Data Science using Python	<b>Course Code:</b> MCAM1204T
<b>Course Outcomes:</b> On completion of this course, the students will be able: <ul style="list-style-type: none"> <li>• To analyze the need and usage of various facets of data and data science process.</li> <li>• To understand and apply various visualization techniques.</li> <li>• To understand and perform Exploratory Data Analysis.</li> </ul>	

- To implement how to manage, manipulate, cleanse and analyze data.
- To understand the steps in model fitting and parameters fine-tuning.
- To apply model validation techniques.

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Object Oriented Modelling and Design using UML	<b>Course Code:</b> MCAM1205E3
<b>Course Outcomes:</b> After completing this class, student will be able to: <ul style="list-style-type: none"> <li>• Describe the three pillars of object-orientation and explain the benefits of each.</li> <li>• Create use case documents that capture requirements for a software system.</li> <li>• Create class diagrams that model both the domain model and design model of a software system.</li> <li>• Create interaction diagrams that model the dynamic aspects of a software system.</li> <li>• Explain the facets of the Unified Process approach to designing and building a software system.</li> <li>• Describe how design patterns facilitate development and list several of the most popular patterns.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-III (RDBMS and Minor Project)	<b>Course Code:</b> MCAM2106L
<b>Course Outcomes:</b> Upon successful completion of this course students will: <ul style="list-style-type: none"> <li>• The student will be exposed to a commercial RDBMS environment such as SQL server.</li> <li>• The student will learn SQL commands for data definition and manipulation.</li> <li>• The student understands conceptual through physical data base design and student takes up a case study and applies the design steps.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-IV (Data Science using Python Lab)	<b>Course Code:</b> MCAM2107L
<b>Course Outcomes:</b> Upon successful completion of this course student will: <ul style="list-style-type: none"> <li>• Apply basic data science techniques using Python</li> <li>• Understand and apply core concepts like Data Frames and joining data, and use data analysis libraries like pandas, numpy, and matplotlib</li> <li>• Analyse data further by applying learned skills in data aggregation and summarization, as</li> </ul>	

well as basic data visualization

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Artificial Intelligence	<b>Course Code:</b> MCAM2101T
<b>Course Outcomes:</b> Upon successful completion of this course student will: <ul style="list-style-type: none"><li>• be able to design a knowledge based system,</li><li>• be familiar with terminology used in this topical area,</li><li>• have read and analyzed important historical and current trends addressing artificial intelligence</li></ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Theory of Computation	<b>Course Code:</b> MCAM2102T
<b>Course Outcomes:</b> At the end of this course, students will be able to do the following: <ul style="list-style-type: none"><li>• Acquire a full understanding and mentality of Automata Theory as the basis of all computer science languages design</li><li>• Have a clear understanding of the Automata theory concepts such as RE's, DFA's, NFA's, Stack's, Turing machines, and Grammars</li><li>• Be able to design FAs, NFAs, Grammars, languages modeling, small compilers basics</li><li>• Be able to design sample automata</li><li>• Be able to minimize FA's and Grammars of Context Free Languages</li></ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming in Java	<b>Course Code:</b> MCAM2103T
<b>Course Outcomes:</b> Upon completion of this course, students will: <ul style="list-style-type: none"><li>• Write, compile and execute Java programs</li><li>• Build robust applications using Java's object-oriented features</li><li>• Develop platform-independent GUIs</li><li>• Read and write data using Java streams</li><li>• Retrieve data from a relational database with JDBC</li><li>• Write network programs.</li></ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Computer Graphics	<b>Course Code:</b> MCAM2104T
<b>Course Outcomes:</b> After completing this course, students will be able to: <ul style="list-style-type: none"> <li>• Identify and explain the core concepts of computer graphics.</li> <li>• Apply graphics programming techniques to design, and create computer graphics scenes.</li> <li>• Understand the basic principles of implementing computer graphics primitives</li> <li>• Familiarity with key algorithms for modeling and rendering graphical data</li> <li>• Develop design and problem solving skills with application to computer graphics</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Cryptography and Network Security	<b>Course Code:</b> MCAM2105E5
<b>Course Outcomes:</b> After studying this course, student should be able to: <ul style="list-style-type: none"> <li>• identify some of the factors driving the need for network security</li> <li>• identify and classify particular examples of attacks</li> <li>• define the terms vulnerability, threat and attack</li> <li>• identify physical points of vulnerability in simple networks</li> <li>• compare and contrast symmetric and asymmetric encryption systems and their vulnerability to attack, and explain the characteristics of hybrid systems.</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-V (Java Programming and Minor Project)	<b>Course Code:</b> MCAM2106L
<b>Course Outcomes:</b> After studying this course, student should be able to:	

- To understand Object Oriented Programming concepts, class hierarchy, characteristics of Java, inheritance and polymorphism and become familiar with the relationship between classes and objects in a Java program
- The course also intended for students who would like to learn how to develop internet based applications, graphical user interface (GUI), and graphics in both AWT and SWING.
- Advanced Java topics discussed helps students writing programs for Java database connectivity with JDBC; Manipulating databases with JDBC; Programming for Internet, JavaServer pages.
- Students will learn programming in Java. Java language elements and characteristics, including data types, operators, and control structures are discussed in order to make the students develop Java applications.

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> Programming Lab-VI (Computer Graphics)	<b>Course Code:</b> MCAM2107L
<b>Course Outcomes:</b> After studying this course, student should be able to:	
<ul style="list-style-type: none"> <li>• Programming User-interface issues</li> <li>• Concepts of 2D &amp; 3D object representation</li> <li>• Implementation of various scan &amp; clipping algorithms</li> <li>• 2D modeling 6. Implementation of illumination model for rendering 3D objects</li> <li>• Visibility detection &amp; 3D viewing 8. Implementation of a project based on learned concepts</li> </ul>	

<b>Program Name:</b> Master of Computer Applications Semester	<b>Program Code:</b> MCAM2PUP
<b>Course Name:</b> PROJECT	<b>Course Code:</b> MCAM2401P
<b>Course Outcomes:</b> After studying this course, students should be able to:	
<ul style="list-style-type: none"> <li>• Discover potential research areas in the field of IT.</li> <li>• Conduct a survey of several available literatures in the preferred field of study.</li> <li>• Compare and contrast the several existing solutions for the research challenge.</li> <li>• Demonstrate an ability to work in teams and manage the conduct.</li> <li>• Formulate and propose a plan for creating a solution for the research plan identified.</li> <li>• Report and present the findings of the study conducted in the preferred domain.</li> </ul>	