**DCM (Bachelor of Computer Applications)COURSE OUTCOMES**

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| **DCM** | **Course code** | **Course Name** | **Course Outcomes** |
| **SEM –I &**  **SEM II** | 1.1 | Office Management | The students will be able to:  1.Identify the different components of the Excel worksheet. Differentiate between an Excel workbook & worksheet. ·  2.Use the Office Assistant ·  3.Open an existing workbook and create a new workbook ·  4.Enter text and formulas in to an Excel spreadsheet · Enhance alpha and numeric date in an Excel Worksheet ·  5.Move & Copy alpha and numeric data ·  Construct formulas to manipulate numeric data in an Excel Worksheet ·  6.Create a spreadsheet to tabulate and record numeric values ·  7.Change the appearance of an Excel spreadsheet · 8.Use the print function to create a printable copy of data stored on an Excel spreadsheet. ·  9.Set up the chart function of Excel to represent numeric data in multiple formats. ·  10.Differentiate between formulas and functions in Excel. ·  11.Use at least four functions that are stored in Excel. ·  12. Access and manipulate data using the database functions of Excel. ·  13.Create simple & complex macros in Excel.  Students will create documents that demonstrate proficiency in the use of word processing, spreadsheet, database, and presentation applications. |
| 1.2 | Tally ERP | On completion of the course, students are able to:   1. Students learn the basics of tally and importance of tally in today‟s computerized environment. 2. . Students learn how to create company accounts using tally and about function keys and shortcut keys. 3. To know about voucher entry, payment voucher, receipt voucher, credit and debit note. 4. Students learn how to create single and multiple ledgers, group creation, budget, inventory groups and other functions. 5. Students learn to prepare final accounts in tally along with cash flow statements and inventory analysis reports. |
| 1.3 | MS-Access and VB 6.0 | On completion of the course, students are able to:  the general idea behind a database  **For MS-Access**  • planning a new database ,creating a database  template  • adding records to a new or existing database  • viewing the data in data base ,clearing entries and  Records from a database  • making a backup copy of a database  **For VB 6.0**  a. Design, create, build, and debug Visual Basic  applications.  b. Explore Visual Basic’s Integrated Development  Environment (IDE).  c. Implement syntax rules in Visual Basic programs. d. Explain variables and data types used in program  development.  e. Apply arithmetic operations for displaying  numeric output.  f. Write and apply decision structures for  determining different operations.  g. Write and apply loop structures to perform  repetitive tasks.  h. Write and apply procedures, sub-procedures, and  functions to create manageable code.  i. Create one and two dimensional arrays for  sorting, calculating, and displaying of data.  j. Write Windows applications using forms,  controls, and events. |
| 1.4 | E-Commerce & Internet Services | Students are able to  1. Define and understand the nature, scope and use of a wide variety of electronic commerce applications.  2. Define and understand the role of internet technologies in electronic commerce.  3. Understand and apply electronic commerce business models to real-world scenarios.  4. Analyze case studies and conduct online research into electronic commerce.  5. Manage the design, engineering and implementation of electronic commerce applications.  6. Understand and apply the security, legal and ethical issues that may arise when using internet technologies.  7. Understand the History of Computers.  8. Understand What Computer and Basic concepts of computer are  9. Students will be able to understand Cyber threats |
| 1.5 | Computer Animation | On completion of the course, students are able to:  1.Create graphics using design elements  2.Differentiate between vector and raster image  3.Change attributes of images  4. Identify the fundamental animation features and  functions  5Produce key drawings for animations.  6. Create 2D digital animation Develop vector graphics and 2D animations, making use of various tools and animation techniques provided by Flash 7.Develop animation using action script of flash  8. Publish flash movie |
| 1.6 | Practical | On completion of the course, students are able to  1. Create simple & complex macros in Excel.  Students will create documents that demonstrate proficiency in the use of word processing, spreadsheet, database, and presentation applications.  2. adding records to a new or existing database  3.viewing the data in data base ,clearing entries and  Records from a database  4.making a backup copy of a database  Design, create, build, and debug Visual Basic  applications.  5.. Explore Visual Basic’s Integrated Development  Environment (IDE).  6. Implement syntax rules in Visual Basic programs. 7. Explain variables and data types used in program  development. |
|  | 1.7 | Project | Students are able to:  1. Develop and understand project concept.  1. Students will learn how to work in teams to complete a Group Project, Individual Project , Advanced Project.  2. Students learn how to create single and multiple ledgers, group creation, budget, inventory groups and other functions.  3.Students learn to prepare final accounts in tally along with cash flow statements and inventory analysis reports. |

**DCM PROGRAM OUTCOMES (PO):**

1: Understand the concepts of key areas in computer.

2: Analyze and apply latest technologies to solve problems in the areas of computer applications.

3: Analyze and synthesis computing systems through quantitative and qualitative techniques.

4 Analyze case studies and conduct online research into electronic commerce.

5: apply electronic commerce business models to real-world scenarios.

6: Develop practical skills to provide solutions to industry, society and business.

7: Student will be able to develop project report in computerized languages.

8. The course will enable students to know cyber law in India with special reference to IT Act 2000.

9. . Manage the design, engineering and implementation of electronic commerce applications