

**DYAL SINGH COLLEGE KARNAL
(KURUKSHETRA UNIVERSITY, KURUKSHETRA)**

NAME OF THE PROGRAMME : BASIC COMPUTER EDUCATION
DURATION : ONE YEAR

PROGRAMME OUTCOMES (POs)		
PO1	Knowledge	Capable of demonstrating comprehensive disciplinary knowledge gained during course of study.
PO2	Communication	Ability to communicate effectively on general and scientific topics with the scientific community and with society at large.
PO3	Problem Solving	Capability of applying knowledge to solve scientific and other problems.
PO4	Individual and Team Work	Capable to learn and work effectively as an individual, and as a member or leader in diverse teams, in multidisciplinary settings.
PO5	Investigation of Problems	Ability of critical thinking, analytical reasoning and research based knowledge including design of experiments, analysis and interpretation of data to provide conclusions.
PO6	Modern Tool Usage	Ability to use and learn techniques, skills and modern tools for scientific practise.
PO7	Science and Society	Ability to apply reasoning to access the different issues related to society and the consequent responsibilities relevant to the professional scientific practices.
PO8	Life-Long Learning	Aptitude to apply knowledge and skills that are necessary for participating in learning activities throughout the life.
PO9	Environment and Sustainability	Ability to design and develop modern systems which are environmentally sensitive and to understand the importance of sustainable development.
PO10	Ethics	Apply ethical principles and professional responsibilities in scientific practices.
PO11	Project Management	Ability to demonstrate knowledge and understanding of the scientific principles and apply these to manage projects.

PROGRAMME SPECIFIC OUTCOMES (PSOs)	
The objective of the curriculum designed for BCA course is to nurture the technical aptitude of students for professional competency in the IT industry.	
PSO1	Develop proficiency for solving real world problems with the application of programming and supplementary computing skills.
PSO2	Promote exposure to hardware as well as software knowledge with the inclusion of course content targeted to administer technical expertise for employment in the IT industry.
PSO3	Explicit course content is targeted to inculcate programming skills using both conventional and contemporary programming languages as well as to develop potential for realizing web oriented and other commercial/non-commercial applications.
PSO4	Judicious structuring of the course curriculum has been aimed in order to strengthen competitive ability as per the trending industry requirements.
PSO5	Encourage skillful expertise for employment in Commercial/ Government sectors or pursuance of higher studies aimed towards innovational research leading to the progressive growth of the society and the nation.

UG : BASIC COMPUTER EDUCATION

Course Objectives: The aim of this course is to give students a in-depth understanding of why computers are essential components in business, education and society.

Course Outcomes: At the end of this course, the student will be able to:

UG.1 learn the basic terminology of hardware and software components of a computer system.

UG.2. understand the concept to Identify the Windows screen elements and parts of a window.

UG.3. Indicate the names and functions of the Word interface components.

UG.4. understand basic computer network technology

CO-PO Mapping Matrix for Course Code: UG

COs#	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
UG.1	3	3	2	3	3	2	2	2	2	3	2
UG.2	3	2	3	3	2	3	2	2	2	2	2
UG.3	2	3	3	3	2	2	2	2	1	1	1
UG.4	3	2	2	2	3	3	3	3	3	2	2
Average	2.75	2.5	2.5	2.75	2.5	2.5	2.25	2.25	2	2	1.75

CO-PSO Mapping Matrix for Course Code: UG

COs#	PSO1	PSO2	PSO3	PSO4	PSO5
UG.1	3	3	2	3	3
UG.2	3	2	3	3	3
UG.3	2	3	3	3	2
UG.4	3	2	2	2	3
Average	2.75	2.5	2.5	2.75	2.75

UG (A): LAB BASED ON BASIC COMPUTER EDUCATION

Course Objectives: The aim of this course is to introduce the fundamentals of computing devices and reinforce computer vocabulary, particularly with respect to personal use of computer hardware and software, the Internet, networking and mobile computing.

Course Outcomes: At the end of this course, the student will be able to:

UG (A).1 develop program logic using algorithms, flowchart, decision tables, DFDs, etc.

UG (A).2. develop sorting, searching, merging and other basic algorithms to solve problems.

UG (A).3 learn basics of Internet and its services specifically e-mail services.

UG (A).4 check threats to a computer system and find suitable software to resolve them.

CO-PO Mapping Matrix for Course Code: UG (A)

COs#	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
UG (A).1	3	3	2	3	3	2	2	2	2	3	2
UG (A).2	3	2	3	3	3	2	2	2	2	2	2
UG (A).3	2	3	3	3	2	2	2	2	1	1	1
UG (A).4	3	2	2	2	3	3	3	3	3	2	2
Average	2.75	2.5	2.5	2.75	2.75	2.25	2.25	2.25	2	2	1.75

CO-PSO Mapping Matrix for Course Code: UG (A)

COs#	PSO1	PSO2	PSO3	PSO4	PSO5
UG (A).1	3	3	2	3	3
UG (A).2	3	2	3	3	3
UG (A).3	2	3	3	3	2
UG (A).4	3	2	2	2	3
Average	2.75	2.5	2.5	2.75	2.75


Principal
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