Faculty Name: Computer Science

Programme Name: Master of Computer Application (MCA)

Programme Structure Summary

SEMESTER 1												
Course Group	Course Name	Cr	Teaching Scheme				INT(T) Max./ Passing	EXT(T) Max./ Passing	INT(P) Max./ Passing	EXT(P) Max./ Passing	Grand Total Max./ Passing
			T	P	Tu	Cont. Hrs					
Core Courses	Java – Beginner to Professional	4	4	-	-	4	50/20	50/20	-	-	100/40
	Python – Beginner to Professional	4	4	-	-	4	50/20	50/20	-	-	100/40
	Operating system	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based on Java – Beginner to Professional	3	-	6	-	6	-	-	50/20	50/20	100/40
	Practical based on Python – Beginner to Professional	3	-	6	-	6	-	-	50/20	50/20	100/40
Elective Courses (Any Two)	Web Programming Concepts – Beginner to Professional	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based on Web Programming Concepts – Beginner to Professional	3	-	6	-	6	-	-	50/20	50/20	100/40
	Data Structure	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based on Data Structure	3	-	6	-	6	-	-	50/20	50/20	100/40

SEMESTER 2												
Course Group	Course Name	Cr	Teaching Scheme				INT(T) Max./ Passing	EXT(T) Max./ Passing	INT(P) Max./ Passing	EXT(P) Max./ Passing	Grand Total Max./ Passing
			T	P	Tu	Cont. Hrs					
Core Courses	Databases – Beginner to Professional	4	4	-	-	4	50/20	50/20	-	-	100/40
	Full Stack Web Development	4	4	-	-	4	50/20	50/20	-	-	100/40
	Software Testing and Quality Assurance	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based Databases – Beginner to Professional	3	-	6	-	6	-	-	50/20	50/20	100/40
	Practical based on Full Stack Web Development	3	-	6	-	6	-	-	50/20	50/20	100/40
Elective Courses (Any Two)	PHP Framework	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based on PHP Framework	3	-	6	-	6	-	-	50/20	50/20	100/40
	Linux Programming and Shell Scripting	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical based on Linux Programming and Shell Scripting	3	-	6	-	6	-	-	50/20	50/20	100/40

Faculty Name: Computer Science

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Programme Structure Summary

SEMESTER 3											
Course Group	Course Name	Cr	Teaching Scheme				INT(T) Max./ Passing	EXT(T) Max./ Passing	INT(P) Max./ Passing	EXT(P) Max./ Passing	Grand Total Max./ Passing
			T	P	Tu	Cont. Hrs					
Core Courses	Mobile Application Development	4	4	-	-	4	50/20	50/20	-	-	100/40
	Advanced Data Structure	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical Based on Mobile Application Development	3	-	6	-	6	-	-	50/20	50/20	100/40
	Practical Based on Advanced Data Structure	3	-	6	-	6	-	-	50/20	50/20	100/40
Elective Courses - I (Any Two)	Responsive framework	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical Based on Responsive framework	3	-	6	-	6	-	-	50/20	50/20	100/40
	Advanced Java	4	4	-	-	4	50/20	50/20	-	-	100/40
	Practical Based on Advanced Java	3	-	6	-	6	-	-	50/20	50/20	100/40
Elective Courses - II (Any One)	Cloud Computing	4	4	-	-	4	50/20	50/20	-	-	100/40
	Blockchain	4	4	-	-	4	50/20	50/20	-	-	100/40
	Cyber Security	4	4	-	-	4	50/20	50/20	-	-	100/40
	Big Data Analytics	4	4	-	-	4	50/20	50/20	-	-	100/40

SEMESTER 4											
Course Group	Course Name	Cr	Teaching Scheme				INT(T) Max./ Passing	EXT(T) Max./ Passing	INT(P) Max./ Passing	EXT(P) Max./ Passing	Grand Total Max./ Passing
			T	P	Tu	Cont. Hrs					
Core Courses	Project Work	25	-	-	-	-	-	-	350/ 140	350/ 140	700/ 280

Faculty Name: Computer Science

Programme Name: Master of Computer Application (MCA)

Programme Outcomes

PO-1	An ability to understand and confer fundamentals of computer science, Software Management, Software Development and Web Application Development.
PO-2	Prepare students with a command to evaluate real world computer science related problems with reasonable and practical solutions.
PO-3	Design and Develop Advanced Web Application using latest technologies or frameworks
PO-4	Design and Develop Advanced Web and Mobile Applications and Configure Virtual Machine on Cloud.
PO-5	To excel in problem solving and programming skills in computing fields of IT industries as a Full Stack Developer.
PO-6	To Improve skill in Advance Database Management Systems function effectively to solve computer science real-world problems by Utilize the Computing Knowledge Efficiently in Projects.
PO-7	Use research-based knowledge and methods to analyze, interpret data, and synthesize solutions to computing problems.
PO-8	Select and apply appropriate techniques, tools, and resources (including prediction and modeling) for modern computing practices.

Programme Specific Outcomes

PSO-1	Understand and apply the computing techniques with latest programming and frameworks for industrial concepts and solving the real time industrial problems.
PSO-2	Ability to apply the knowledge of computer science to analyze, design, develop, test and maintain the software, web and mobile applications with latest computing tools and technologies
PSO-3	Demonstrate logical and analytical thinking to identify, analyze, and solve complex computational problems across various domains for IT industries and research as well.