

MANNAR THIRUMALAI NAICKER COLLEGE(Autonomous)

(An Autonomous Institution Affiliated to Madurai Kamaraj University) (Accredited with "A" Grade by NAAC) Pasumalai, Madurai -625004

DEPARTMENT OF COMPUTER APPLICATION

Programme	: UG	Part III	: Core
Semester	: III	Hours per week	: 05
Sub code	: 18UCAC31	Credit	:04
DATA STRUCTURES AND C++			

Course Outcomes

CO1: Gain knowledge to apply the major object-oriented concepts such as encapsulation, inheritance and polymorphism using C++.

CO2: Ability to summarize searching and sorting techniques

CO3: Gain knowledge about stack, queue and linked list operation

C04: Ability to have knowledge of tree and graph concepts.

Programme	: UG	Part III	: Core
Semester	: III	Hours per week	: 05
Sub code	: 18UCACP3	Credit	:04
DATA STRUCTURES AND C++ - LAB			

Course Outcomes

CO1: Understand fundamentals of object-oriented programming concepts and helps students to develop programming skill in 'C++' language

CO2: Use classes, constructors, destructors, inheritance, and operator over loading.in C++ **CO3:** Be aware of practical knowledge on the applications of data structures like arrays, strings, lists and trees.

CO4: Have practical knowledge on the applications of data structures

Create Data structures and C++ Programming in the following concept:

Programme	: UG	Part III	: Allied
Semester	: III	Hours per week	:4
Sub code	: 18UCAA31	Credit	:4

COMPUTER BASED FINANCIAL ACCOUNTING

Course Outcomes

CO1:To get the Knowledge about the important concepts and characteristics of accounting. **CO2:**To study the application of accounting in the general business environment.

CO3:To make the student familiar with generally accepted accounting principles of financial accounting and their applications in business organizations and to enhance their accounting skill.

CO4: Understand the importance and usefulness of Job costing and Job order processing. Programme :UG Part IV : Skill

Semester	: III	Hours per week	:02
Sub code	: 18UCASP3	Credit	:02

TALLY - LAB

Course Outcomes

CO1:To impart knowledge regarding concepts of Financial accounting. Tally is an accounting package which is used for learning to maintain accounts.

CO2:To impartpractical training on this software so that students could apply its various aspects in their day to day business/professional activities

CO3:To help future entrepreneur in managing their financial accounting along with business operation through practical session

CO4:To familiarize financial reporting and related key accounting assumptions and principles.

Programme	: UG	Part IV	: NME
Semester	: III	Hours per week	: 2
Sub code	: 18UCAN31	Credit	: 2

MULTIMEDIA - LAB

Course Outcomes

CO1: To familiarize with Photoshop tools.

CO2: To understand the animation techniques using Adobe Flash.

CO3: To understand the concept of mixing audio and video with text.

CO4: To motivate them towards developing their career in the area of multimedia and internet applications to improve employability skill

Programme	:UG	Part III	: Core
Semester	: IV	Hours per week	: 05
Sub code	: 18UCAC41	Credit	:04

JAVA PROGRAMMING

Course Outcomes

CO1: Gain knowledge about basic java language syntax and semantics to write java programs and use concepts such as variables, conditional and iterative execution methods etc.

CO2: Understanding the fundamentals of object-oriented programming in java,including defining classes, objects, invoking methods etc. and exception handling mechanisms.

CO3: Understand the principles of inheritance, packages and interfaces.

CO4: To learn the uses of Java in a variety of technologies and on different platforms

Programme	:UG	Part III	: Core
Semester	: IV	Hours per week	: 05
Sub code	: 18UCACP4	Credits	:04

JAVA PROGRAMMING - LAB

Course Outcomes

- **CO1:** Understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc
- **CO2:** Understand fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.

CO3: Be aware of the important topics and principles of software development.

C04: Have the ability to write a computer program to solve specified problems.

Create Java Programming in the following concept:

Programme	:UG	Part III	:Allied
Semester	: IV	Hours per week	:4
Sub code	: 18UCAA41	Credit	:4
		COST ACCOUNTING	

Course Outcomes

CO1:To acquaint the students with basic concepts used in cost accounting and various methods involved in cost ascertainment systems.

CO2:To train the students in finding the cost of products using different methods of costing. **CO3:**To provide the student knowledge about use of costing data for planning, controls and

decision making and enhance their accounting skill.

CO4: Use accounting methods of cost calculation.

Programme	:UG	Part IV	: Skill
Semester	: IV	Hours per week	: 2
Sub code	: 18UCASP4	Credit	:2

ANDROID APPLICATION DEVELOPMENT- LAB

Course Outcomes

CO1: To learn the basic concepts of Android platform.

- **CO2:** To write simple GUI applications, use built-in widgets and components, work with the database to store data locally, and much more.
- **CO3:** Ability to write apps for Android devices.
- **CO4:** Integrate applications with enterprise web and location-based services provide employability skill

Programme	: UG	Part IV	: NME
Semester	: IV	Hours per week	:2
Sub code	: 18UCAN41	Credit	:2
		ANIMATION - LAB	

Course Outcomes

CO1: Develop the skill & knowledge in 3D Modelling & Animation.

CO2: Understand the function either as an entrepreneur or can take up jobs in the multimedia and animation industry,

CO3: Develop the skill and creativity by practicing video studios, edit set-up and other special effects

C04: Create a 3D environment featuring lighting and textures.