2.6.1

FY.B.COM. (Sem. I & II)

Foundation course-I	To understand basic human values, environment awareness, human rights, knowledge of contemporary issues world over.
Bus. Economics	To understand basic term in business economics, to know about cost revenue, business tools, profit determination, pricing
Mathematics & Statistics	To develop thinking and reasoning power among students.
Environmental study	To create awareness about environment issues also make students understand about the working of the environment ,human impact, environment degradation and also probable situation to minimize that impact.
Commerce	Objective of business , new trend in business, bus .environment ,project planning & entrepreneurship and detail most significant branches of service sector.
Business Communication	Understanding of basic communication techniques and learning basic bus correspondence.
Accountancy	Learning the finalization of manufacturing concern and calculation of profit of departmental a/c.

SY B.COM. (Sem. II & IV)

Accountancy	Accounting of special business situation like dissolutions, mergers etc for partnership firm, along with accounting provisions of partnership Act. Introduction to basic issue and redemption transactions of shares of joint stock company.
Foundation course II	The syllabus contains topics which are contemporary, scientific and informative Acquainting students to be aware of their surroundings and keep them abreast with the issues relating to rights of citizens, principles of ecology, scientific and technological developments and growing them up for competitive examinations.
Bus. Economics	To get an idea about more economic concept sum as trade cycles, Banking, buyers theory and new classical views on economics. Get acquainted with Indian economy.
Business Law	Students get the knowledge about certain legal acts relating to business, the procedure of court and company and SEBI, SEBI trade mark consumers, the responsibility of sellers extra.
Commerce II	It gives theoretical knowledge about various management theories and organization structure and principle. It is help to understand investment market and various agencies associated with capital on stock market.
Management Account	Analysis of financial accounting from Layman point of view preparation of MIS from accounting data using tools ratio analysis etc.
Advertising	Help to understand the role of advertising media in advertising qualities requirement of have career in advertising field & economic, social aspect of advertising.
Computer Application	Knowledge of computer generation types , C – Programming, M.S. access applications and database.

TY B.COM. (Sem. V & VI)

Financial Accounts	Compliance to deal with company final accounts as per provisions of company Act of 2013 and basic accounting knowledge to deal with merger and acquisition.
Cost Accounts	To know the cost control through EOQ & calculation of cost of production and know the different costing methods and have to get idea about decision making by marginal costing and standard costing.
Bus. Economics	To get an idea about public finance, Govt. revenue, expenditure & debt. Management, to understand international trade theory foreign exchange management and help them to glance at budgetary decision & international relation & international relation.
M.H.R.M.	The various aspect / basic element of marketing along with recent trends in marketing & consumer behavior.
Computer System	Knowledge of networking & internet hardware, database, basic of E-business & E-security, excels worksheet & mySQL, VB. Net.
Export Marketing	It includes chapter having in detail information about need of export marketing & what one agency documentations & procedure to be followed in business of export.
Taxation	Basic knowledge about canons of taxation - Direct & Indirect practical knowledge about ascertainment of taxable income and tax procedures.

F. Y. B. Sc. (Computer Science)

Sr. No.	Name of the Subject	Objective
SEMESTER-I		
01	Computer Organization and Design	Learning Outcomes. Ability to identify the basic components and design of a computer, including CPU, memories, and input/output units; Ability to identify the issues. RTL interpretation of instructions, addressing modes, instruction set, Instruction set architecture CISC, RISC, Case study – instruction sets of common CPUs
02	Programming with Python – I	Python Programming Training Objectives. Master the fundamentals of writing Python scripts; Learn core Python scripting elements such as variables and flow control structures; Discover how to work with lists and sequence data; Write Python functions to facilitate code reuse; Use Python to read and write files; Make their ..
03	Free and Open source Software	The practical objective of the course is to teach students how they can begin to participate in a FOSS project in order to contribute to and improve aspects of the ... Learning Outcomes. Ability to install and run open-source operating systems. Ability to gather information about Free and Open Source Software projects from ...
04	Database System	To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS. Learning Outcomes: 1. Define program-data independence, data models for database systems, database schema and database instances.
05	Discrete Maths.	This course introduces and studies (with an emphasis on problem solving) several of the main areas of discrete mathematics, which provide important.
06	Descriptive statics & intro to probability	In this subject plan, teachers will find a guide to presenting measures of central tendency. Students will practice calculating these measures as.
07	Skill Enhancement: Soft Skill Development	These lessons are developed with a view to create awareness of the importance of the soft skills and assist the learners to improve them. The main objectives of this course are To help the students understand interpersonal skills. To support them in building interpersonal skills.
SEMESTER-II		
01	Programming with C	Objective-C is a general-purpose, object-oriented programming language that adds Smalltalk-style messaging to the C programming language. This is the main programming language used by Apple for the OS X and iOS operating systems and their respective APIs, Cocoa and Cocoa Touch.
02	Programming with Python– II	Advanced Programming in Python. This particular course focuses on skills needed for programming on an advanced level. So, if you have previously completed the course "Basics of Programming and Application Creation" or you have other previous programming experience, then come test your skills
03	Linux	The objective of these class sessions is to introduce participants to the Linux computing environment, with a particular focus on the ubuntu environment provided as a virtual machine through the NC

		State Virtual Computing Laboratory
04	Data Structure	To impart the basic concepts of data structures and algorithms ... data structures. Recursion: Definition, Design Methodology and Implementation of recursive algorithms, Linear and binary recursion, recursive algorithms for factorial ... 2 To study the concepts in process management and concurrency control mechanisms.
05	Calculus	The study of calculus is normally aimed at giving you the "mathematical sophistication" to relate to such more advanced work.
06	Statistical Methods and Testing of Hypothesis	Upon completion of the program, students should: Demonstrate knowledge of probability and the standard statistical distributions
07	Skill Enhancement: Green Technologies	Green technology is potentially important concept which plays a role to achieve the global sustainable development. Today the world needs a new serious innovation, which would lead for a better environment. The basic objective of the study is to realize the requirement of innovative green products for today's global
S. Y. B. Sc. (Computer Science)		
SEMESTER-III		
01	Theory of Computation	In theoretical computer science and mathematics, the theory of computation is the branch that deals with how efficiently problems can be solved on a model of computation, using an algorithm.
02	Core JAVA	Understand fundamentals of object-oriented programming in Java, including defining classes, invoking
03	Operating System	Describe the basic components of an operating system and their role in implementations for general purpose, real-time, and embedded applications. Link to Program Outcomes: Computational Practice, Computational Theory. Basic Concepts. Define the concepts of processes, threads, asynchronous signals and competitive
04	Database Management Systems	To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS. Learning Outcomes: 1. Define program-data independence, data models for database systems, database schema and database instances.
05	Combinatorics and Graph Theory	On successful completion of the course students will be: able to formulate problems in terms of graphs, solve graph theoretic problems and apply algorithms taught in the course, able to use generating functions to solve a variety of combinatorial problems.
06	Physical Computing and IoT Programming	To learn about SoC architectures; Learn how Raspberry Pi. Learn to program Raspberry Pi. Implementation of internet of Things and Protocols. Expected Learning Outcomes: 1. Enable learners to understand System On Chip Architectures. 2. Introduction and preparing ...
07	Skill Enhancement: Web Programming	The course introduces you to the basic concepts of the World Wide Web, and the principles and tools that are used to develop Web applications. The course will provide an overview of Internet technology and will introduce you to current Web protocols, client side and server side programming, communication and design.
SEMESTER-IV		

01	Fundamentals of Algorithms	Course objectives: 1. To learn the fundamentals of Operating Systems. 2. To learn the mechanisms of OS to handle processes and threads and their ... To learn the mechanisms involved in memory management in contemporary OS. 4. ... Mutual exclusion algorithms, deadlock detection algorithms and agreement protocols.
02	Advanced JAVA	Course Objectives. This course covers the implementation of advanced program designs with the tools available in the Java programming language.
03	Computer Networks	Identify infrastructure components and the roles they serve, and design infrastructure including devices, topologies, protocols, systems software, management and security. Analyze performance of enterprise network systems. Effectively communicate technical information verbally, in writing, and in presentations.
04	Software Engineering	Identify infrastructure components and the roles they serve, and design infrastructure including devices, topologies, protocols, systems software, management and security. Analyze performance of enterprise network systems. Effectively communicate technical information verbally, in writing, and in presentations.
05	Linear Algebra using Python	The module will use primarily the Python programming language and assumes familiarity with linear algebra, probability theory, and programming in ... Learning Outcomes. By the end of the module, students should: develop an appreciation for what is involved in learning from data. understand a wide
06	.NET Technologies	Net Technologies. Objectives: To provide insight into .NET technologies for web programming and enable them design and develop interactive and responsive web applications. Explain learners the insights into the efficient usage of .NET technologies and their facilities.
07	Skill Enhancement: Android Developer Fundamentals	» Learn the basics of Android » Understand the application lifecycle. » Write simple GUI applications. » Use built-in widgets and components. » Work with the database to store data locally. » Build your own Android apps
T. Y. B. Sc. (Computer Science)		
SEMESTER-V		
01	Data Communication and Networking	By the end of this course, students should be able to: understand the fundamental concepts of data communications and networking. identify different components and their respective roles in a computer communication system. apply the knowledge, concepts and terms related to data communication and networking.
02	Advanced Java Programming– I	Course Objectives. This course covers the implementation of advanced program designs with the tools available in the Java programming language
03	Mobile Application Development	Learn the basics of Android » Understand the application lifecycle.

		» Write simple GUI applications. » Use built-in widgets and components. » Work with the database to store data locally. » Build your own Android apps
04	Data Management using PL/SQL-I	To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS. Learning Outcomes: 1. Define program-data independence, data models for database systems, database schema and database instances
05	Net Technologies	1. To gain Knowledge of .NET technologies framework. 2. To understand and implement various controls for Creating a web Application . 3. Understand the security aspects of web Application.
T. Y. B. Sc. (Computer Science)		
SEMESTER-VI		
01	Advanced Networking & Security	Identify infrastructure components and the roles they serve, and design infrastructure including devices, topologies, protocols, systems software, management and security. Analyze performance of enterprise network systems. Effectively communicate technical information verbally, in writing, and in presentations
02	Advanced Java Programming – II	Course Objectives. This course covers the implementation of advanced program designs with the tools available in the Java programming language
03	Software Engineering and Testing	Identify infrastructure components and the roles they serve, and design infrastructure including devices, topologies, protocols, systems software, management and security. Analyze performance of enterprise network systems. Effectively communicate technical information verbally, in writing, and in presentations.
04	Data Management using PL/SQL-II	To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS. Learning Outcomes: 1. Define program-data independence, data models for database systems, database schema and database instances
05	Advanced Web Technology	1. Learn about using XML for managing Data. 2. Learn about using Ajax programming 3. Lean about PHP and jQuery for developing web applications.

B. Sc. IT

Sr. No	University Course Code	Course Title	Objective of the course
1	USIT101	Imperative Programming	To understand *computer programming* and its roles in problem solving; To understand and develop well-structured *programs* using C *language*;
2	USIT102	Digital Electronics	To contrast and compare digital representation of information with the analog representation. To be able to explain fundamental concepts of the decimal number system. Represent number systems in powers of the base. To understand the basic electronics of logic circuits and be able to use integrated circuit packages. To be able to model, analyze, and test a digital circuit using a computer software application.
3	USIT103	Operating Systems	To be able to effectively utilize the whole spectrum of the modern computing infrastructure, including computer hardware, software, programming environments, operating systems, and networking environments.
4	USIT104	Discrete Mathematics	Continuous mathematics, including calculus in one and several variables, linear algebra, and statistics Theoretical computer science, including the design and analysis of algorithms, the basic notions of computability and complexity, logic in computer science and its applications, and modelling and v erification of computing systems.
5	USIT105	Communication Skills	Recognize their ethical responsibilities to their community, society, discipline, and profession based on various perspectives and associated standards of ethical communication.
6	USIT201	Object oriented Programming	To describe and explain the factors that contribute to a good object oriented solution, reflecting on your own experiences and drawing upon accepted good practices.
7	USIT202	Microprocessor Architecture	To provide solid foundation on interfacing the external devices to the processor according to the user requirements to create novel products and solutions for the real time problems

8	USIT203	Web Programming	To build a web page and identify its elements and attributes. Create web pages using XHTML and Cascading Styles sheets. Build dynamic web pages using JavaScript (client side programming).
9	USIT204	Numerical and Statistical Methods	To explore complex systems, physicists, engineers, financiers and mathematicians require computational methods since mathematical models are only rarely solvable algebraically.
10	USIT205	Green Computing	give an account of the concept green IT, - give an account of environmental perspectives on IT use, - give an account of standards and certifications related to sustainable IT products, - describe green IT in relation to technology, - relate green IT to sustainable development,
11	USIT301	Python Programming	To understand *computer programming* and its roles in problem solving; To understand and develop well-structured *programs* using C *language*;
12	USIT302	Data Structures	Problem solving through computer programming Ability to use different data structures
13	USIT303	Computer Networks	To be able to effectively utilize the whole spectrum of the modern computing infrastructure and networking environments.
14	USIT304	Database Management Systems	Provides students with theoretical knowledge and practical skills in the use of databases and database management systems in information technology applications. The logical design, physical design and implementation of relational databases.
15	USIT305	Applied Mathematics	Know the fundamentals of probability and statistics necessary for them to develop and implement models
16	USIT401	Core Java	Problem solving through computer programming
17	USIT402	Introduction to Embedded	To provide solid foundation on interfacing the external devices to the processor according to

		Systems	the user requirements to create novel products and solutions for the real time problems
18	USIT403	Computer Oriented Statistical Techniques	Know the fundamentals of probability and statistics necessary for them to develop and implement models
19	USIT404	Software Engineering	fine software-engineering practices to implement problem-solving schemes as correct, efficient, and well-structured programs, and can integrate the programs into the computing infrastructure as functional information systems.
20	USIT405	Computer Graphics and Animation	Know and be able to describe the general software architecture of programs that use 3D computer graphics. Be able to discuss future trends in computer graphics and quickly learn future computer graphics concepts and APIs.
21	USIT501	Network Security	identify some of the factors driving the need for network security identify and classify particular examples of attacks define the terms vulnerability, threat and attack identify physical points of vulnerability in simple networks compare and contrast symmetric and asymmetric encryption systems and their vulnerability to attack, and explain the characteristics of hybrid systems.
22	USIT502	Asp.Net With C#	to provide the knowledge of Dot Net Frameworks along with C#
23	USIT503	Software Testing	To study Various test procesess and continuous quality improvement Application of software testing techniques in commercial environments
24	USIT504	Advance Java	Be able to use the Java SDK environment to create, debug and run advance Java programs.
25	USIT505	Linux Administration	To learn accepted practices and

			responsibilities of system administrators.
26	USIT601	Internet Technology	To distinguish, identify and relate between the principal layers of a complex communications system.
27	USIT602	Project Management	☐ Conduct project planning activities that accurately forecast project costs, timelines, and quality. Implement processes for successful resource, communication, and risk and change management. Demonstrate effective project execution and control techniques that result in successful projects.
28	USIT603	Data Warehousing	To understand and implement classical models and algorithms in *data warehousing and data mining*.
29	USIT606	Geographic Information Systems	Comprehend fundamental concepts and practices of Geographic Information Systems (GIS) and advances in Geospatial Information Science and Technology
30	USIT607 USIT608	Project Viva-Voce	To develop plans with relevant people to achieve the project's goals break work down into tasks and determine handover procedures identify links and dependencies, and schedule to achieve deliverables estimate and cost the human and physical resources required, and make plans to obtain the necessary resources allocate roles with clear lines of responsibility and accountability.