



PROGRAM

AMRITA AHEAD

Bachelor of Computer Applications

(BCA)

2021

| | |
|------------------------------|-----------|
| Program Outcomes (PO) | 3 |
| Curriculum | 4 |
| Syllabus | 5 |
| Semester 1 | 6 |
| Semester 2 | 15 |
| Semester 3 | 23 |
| Semester 4 | 33 |
| Semester 5 | 40 |
| Semester 6 | 46 |

Program Outcomes (PO)

PO-01: Computational Knowledge: Apply knowledge of computing fundamentals, mathematics, and domain knowledge appropriate for developing computing applications.

PO-02: Problem Analysis: Identify, formulate and solve complex computing problems using fundamental principles of mathematics and computer science.

PO-03: Design/Development of Solutions: Design and evaluate solutions for complex problems in societal and environmental domains.

PO-04: Conduct Investigations of Complex Computing Problems: Use knowledge-based computing techniques for the design and analysis of the system to provide optimal solutions.

PO-05: Modern Tool Usage: Create, select, adapt and apply appropriate techniques, resources, and modern tools to solve real world problems.

PO-06: Professional Ethics: Understand and commit to professional ethics and cyber regulations, responsibilities, and norms of professional computing practice.

PO-07: Life-long Learning: Recognize the need, and have the ability, to engage in independent learning for continual development as a computing professional.

PO-08: Project management and finance: Demonstrate knowledge and understanding of the computing and management principles to develop projects in multidisciplinary environments.

PO-09: Communication Efficacy: Communicate effectively with the scientific community, and with society at large, be able to write effective reports, make effective presentations.

PO-10: Societal and Environmental Concern: Understand and assess societal, environmental and cultural issues within local and global contexts

PO-11: Individual and Teamwork: Function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary environments.

PO-12: Innovation and Entrepreneurship: Identify and pursue a timely opportunity to create value and wealth for the betterment of the individual and society.

Curriculum

| | Course Code | Course Title | L | T | P | Cr | | Course Title | L | T | P | Cr | |
|------------------------|-------------|--|----|---|---|-----------|--|--------------|--|---|---|-----------|-----------|
| SEMESTER 1 | | | | | | | SEMESTER 2 | | | | | | |
| 1 | 21ENG101A | Communicative English -1 | 2 | 0 | 2 | 3 | 1 | 21ENG111A | Professional Communication | 1 | 0 | 2 | 2 |
| 2 | 21MAT101A | Foundations of Applied Mathematics - Part I | 3 | 0 | 0 | 3 | 2 | 21MAT111A | Foundations of Applied Mathematics - Part II | 3 | 0 | 0 | 3 |
| 3 | 21CSA101A | Principles of Management | 3 | 1 | 0 | 4 | 3 | 21CSA111A | Database Management System | 3 | 1 | 0 | 4 |
| 4 | 21CSA102A | Computer Essentials | 3 | 0 | 2 | 4 | 4 | 21CSA112A | Object Oriented Programming using Java | 3 | 1 | 0 | 4 |
| 5 | 21CSA103A | Problem Solving and Algorithmic Thinking | 3 | 0 | 0 | 3 | 5 | 21CSA113A | Operating System and Computer Architecture | 3 | 1 | 0 | 4 |
| 6 | 21CSA181A | Problem Solving and Algorithmic Thinking Lab | 0 | 0 | 2 | 1 | 6 | 21CSA182A | Database Management System Lab | 0 | 0 | 2 | 1 |
| | | | 2 | 1 | | | 7 | 21CSA183A | Object Oriented Programming using Java | 0 | 0 | 2 | 1 |
| | | TOTAL | | | | 18 | | TOTAL | | | | 22 | 19 |
| SEMESTER 3 | | | | | | | SEMESTER 4 | | | | | | |
| 1 | 21MAT201A | Discrete Mathematics | 3 | 1 | 0 | 4 | 1 | 21CSA211A | Distributed Systems | 3 | 1 | 0 | 4 |
| 2 | 21CSA201A | Data Structures and Algorithms | 3 | 1 | 0 | 4 | 2 | 21CSA212A | Web Application Development | 3 | 1 | 0 | 4 |
| 3 | 21CSA202A | Computer Networks | 3 | 1 | 0 | 4 | 3 | 21CSA213A | Software Engineering | 3 | 1 | 0 | 4 |
| 4 | | Elective A | 3 | 0 | 0 | 3 | 4 | | Elective C | 3 | 0 | 0 | 3 |
| 5 | | Elective B | 3 | 0 | 0 | 3 | 5 | | Elective D | 3 | 0 | 0 | 3 |
| 6 | 21CSA281A | Data Structures and Algorithms Lab | 0 | 0 | 2 | 1 | 6 | 21CSA283A | Web Application Development -Lab | 0 | 0 | 2 | 1 |
| 7 | 21CSA282A | Computer Networks Lab | 0 | 0 | 2 | 1 | | | | | | | |
| | | TOTAL | 22 | | | 20 | | TOTAL | 20 | | | 19 | |
| SEMESTER 5 | | | | | | | SEMESTER 6 | | | | | | |
| 1 | 21CSA301A | C# and .NET Framework | 3 | 0 | 2 | 4 | 1 | 21CSA399A | Industry Project | | | | 15 |
| 2 | 21CSA302A | Advanced Java and J2EE | 3 | 1 | 0 | 4 | | | | | | | |
| 3 | 21CSA303A | Mobile Application Development | 3 | 0 | 2 | 4 | | | | | | | |
| 4 | | Elective E | 3 | 0 | 0 | 3 | | | | | | | |
| 5 | | Elective F | 3 | 0 | 0 | 3 | | | | | | | |
| 6 | 21CSA381A | Advanced Java and J2EE Lab | 0 | 0 | 2 | 1 | | | | | | | |
| | | TOTAL | 22 | | | 19 | | TOTAL | 15 | | | 15 | |
| Overall Credits | | | | | | | 18+19+20+19+19+15 = 110 Total hours = 122 | | | | | | |

| Streams and Electives | | |
|---|---|-------|
| Artificial Intelligence and Data Science | | |
| 21CSA331A | Introduction to Artificial Intelligence | 3 0 0 |
| 21CSA332A | Applications of Machine Learning | 3 0 0 |
| 21CSA333A | Data Mining | 3 0 0 |
| 21CSA334A | Linear Algebra and Optimization for Data Science | 3 0 0 |
| 21CSA335A | AI for Drug Discovery & Target Validation | 3 0 0 |
| 21CSA336A | Applied Predictive Analytics | 3 0 0 |
| 21CSA337A | Big Data Analytics & Visualization | 3 0 0 |
| 21CSA338A | Natural Language Processing | 3 0 0 |
| 21CSA339A | Probability and Statistics for Data Science | 3 0 0 |
| 21CSA340A | Business Analytics | 3 0 0 |
| 21CSA341A | Bio medical & Health Informatics | 3 0 0 |
| Virtual and Augmented Reality (Google) | | |
| 21CSA351A | Introduction to VR Programming | 3 0 0 |
| 21CSA352A | Game programming | 3 0 0 |
| 21CSA353A | 3D interaction design and 3D models for virtual reality | 3 0 0 |
| 21CSA354A | Cross platform game development | 3 0 0 |
| 21CSA355A | Designing human computer interfaces | 3 0 0 |
| 21CSA356A | Augmented Reality for Marketing and Business Integrations | 3 0 0 |
| Other Industry-relevant Electives | | |
| 21CSA361A | Parallel & Distributed Data Management | 3 0 0 |
| 21CSA362A | Modelling & Simulation | 3 0 0 |
| 21CSA363A | Bioinformatics | 3 0 0 |
| 21CSA364A | Representation Learning | 3 0 0 |
| 21CSA365A | Pattern Recognition | 3 0 0 |
| 21CSA366A | Information Retrieval | 3 0 0 |
| 21CSA367A | GPU Architecture & Programming | 3 0 0 |
| 21CSA368A | Multimedia and Graphics | 3 0 0 |
| 21CSA369A | Semantic Web | 3 0 0 |
| 21CSA370A | Algorithm Analysis | 3 0 0 |
| 21CSA371A | Compiler design | 3 0 0 |