Class: BSC COMPUTER APPLICATIONS	Semester: V
Subject: DESKTOP PUBLISHING	
PAPER-I	

S. No.	Course Outcomes
1	Students gain the Knowledge Desktop Publishing: Concept, Need and Applications; Hardware and Software requirements for DTP, Introduction to Page Maker.
2	They will learn the Creating of Publications: Starting PageMaker, Setting Page size, Placing the text Formatting the text.
3	Students will kindle their knowledge about Editing Publication, Control palette, Working with Graphics.
4	They will exacerbate their Knowledge about Working with Frame, Working with colors, Working with Table.

Class: BSC COMPUTER APPLICATIONS	Semester: V
Subject: PROGRAMMING USING C++	
PAPER-II	

S. No.	Course Outcomes
1	Students will come to know about Object oriented programming, classes.
2	They will expedite their knowledge in constructor, destructors, Console Input Output.
3	Students will gain the knowledge about manipulators, Friend functions, Friend Class, Arrays, String handling in C++, Memory management.
4	Students will Understand the Static Polymorphism.

Class: BSC COMPUTER APPLICATONS	Semester: VI

Subject: **MULTIMEDIA TOOLS**
 PAPER-I

S. No.	Course Outcomes
1	Students will learn the concepts of Multimedia, characteristics, Applications and concept of project generation.
2	Students come to know about Multimedia Text – Concepts of plain & formatted text, RTF & HTML texts and Images – importance of graphics in multimedia.
3	They will Study about Sound, Overview of various sound file formats on PC – WAV, MP3, MP4 etc. Students will grasp the knowledge about Animation, Overview of 2-D and 3-D animation techniques and software, Animation on the Web.
4	Students will learn the concepts of Video: Basics of Video – Analog and Digital Video, Various video standards – NTSC, PAL, SECAM, HDTV, Introduction to digital video compression techniques and file formats – AVI, MPEG, MOVE Real Video and Multimedia on the Web.

Class: BSC COMPUTER APPLICATIONS	Semester: VI

Subject: ADVANCE PROGRAMMING USING C++

PAPER-II

S. No.	Course Outcomes
1	Students will Understand the Dynamic Polymorphism: Virtual Function
2	They will learn about Type Conversions, Basics of Inheritance
3	Students will get the knowledge of Different forms of Inheritance, Introduction to Templates, Function Templates
4	Students will gain the knowledge about Class Templates, Exception Handling, Files I/O in C++