

PG Diploma in Web Designing

PROGRAM OUTCOMES (PO)

PO1: It will equip the students with skills required for designing, developing web applications in Information Technology.

PO2: Students will be able to learn the latest trends in various subjects of computers & information technology.

PO3: The PG Diploma is aimed at graduates with a computing background and provides a detailed coverage of the key concepts and challenges in data and resource protection and computer software security.

PO4: To train graduate students in basic computer technology concepts and information technology applications.

PO5: Design and develop E-Commerce websites.

PROGRAM SPECIFIC OUTCOMES (PSO)

PSO1: To expose the students to open Source technologies so that they become familiar with it and can seek appropriate opportunity in trade and industry.

PSO2: Able to provide socially acceptable technical solutions to real world problems with the application of modern and appropriate programming techniques.

PSO3: Design applications for any desired needs with appropriate considerations for any specific need on societal and industrial aspects.

PSO4: Apply the inherent skills with absolute focus to function as a successful entrepreneur.

COURSE OUTCOMES

COURSE NAME: Paper-I Fundamentals of Computer & Operating Systems

CLASS – PGDWD SEMESTER – I

Objectives:

- To introduce students with basic concepts of Operating System, its functions and services.
- To introduce Windows Vista and Unix Operating System.
- Making the students understand and learn the basics of computer how to operate it.

- To make familiar with the part and function of computer, its types, how to use computer in our day to day life , its characteristics, its usage , Limitations and benefits etc.

Outcomes:

After studying this course, students should be able to:

- Appreciate the role of operating system as System software.
- Understand the fundamental hardware components that make up a computer's hardware and the role of each of these components
- understand the difference between an operating system and an application program, and what each is used for in a computer
- describe some examples of computers and state the effect that the use of computer technology has had on some common products
- implement various commands of UNIX operating System.

COURSE NAME: Paper-II Web Designing Tools

CLASS – PGDWD SEMESTER – I

Objectives:

The purpose of Web Designing Tools is to provide instructions on creating and maintaining a web page for publishing on the Internet. Students will use an HTML editor (FrontPage) to author pages that include text and graphics. Students who are interested in Web design that may become responsible for designing a Web in his/her career field.

COURSE OUTCOMES

- At the end of the course the student will be able to:
- Prepare, Plan and Create a Web Site.
- Demonstrate a clear knowledge of Microsoft FrontPage and the features it offers.
- Explore Microsoft Office Tools on the Web.
- Explore the similarities among FrontPage and other Office XP applications.
- Utilize the many features of Microsoft FrontPage Help
- Find FrontPage Help on the World Wide Web.
- Add buttons to the toolbar and personalize menus.
- Demonstrates knowledge on modifying and enhancing FrontPage Webs and Pages
- Create and manipulate tables and borders within Microsoft FrontPage.

- Create and Customize Hyperlinks.

COURSE NAME: Paper-III Introduction to Scripting Languages, Web Designing

CLASS – PGDWD SEMESTER – I

Objectives of the Course:

- Understand the principles of creating an effective web page.
- Become familiar with graphic design principles that relate to web design and learn how to implement these theories into practice.
- Develop skills in analyzing the Social sites.
- Understand how to plan and conduct user research related to web usability.
- Learn the language of the web: HTML .
- Learn techniques of web design, Form Design, Table Design, Front page 2003.
- Be able to embed social media content into web pages.

Program Learning Outcomes:

(Knowledge and Understanding, Intellectual Skills, practical Skills, Transferable skills).

Learning Outcomes:

- Students will develop an understanding of the formalistic (aesthetic) aspects of design and visual communication.
- Students will demonstrate cross-platform (web, mobile, broadcast, print) storytelling skills.
- Students will demonstrate a consideration of audience and/or users in their production work.
- Students will become familiar with graphic .

Students will implement techniques of information design to interactive media projects, with consideration of a particular purpose and audience. The design decisions should be informed by these factors.

COURSE NAME: Paper-IV Programming in VB.NET

CLASS – PGDWD SEMESTER – I

Objectives:

The goal of the course is to help students gain knowledge in the basic concepts of object-oriented programming and build skills to develop modern software programs using the language Visual Basic. The course covers most of the Visual Basic language structure and syntax, as well as how to use features of Windows Forms and Controls to make programmes with graphical user interfaces.

COURSE OUTCOMES

After the completion of the course, students are expected to:

- have gained a good understanding of the basic concepts of object orientation
- have a good understanding of the Visual Basic language structure and language syntax
- be able to effectively develop applications with full functionality and a graphical user interface using the language Visual Basic
- have the capability of analysing and finding suitable and effective solutions to Windows based applications using classes and objects

COURSE NAME: Paper-I Network Concepts and Management

CLASS – PGDWD SEMESTER – II

Objectives of the Course:

- Study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and TCP/IP model.
- Gain core knowledge of Network layer routing protocols and IP addressing.

Program Learning Outcomes:

Students will come to learn

- the cell structure and various layers of ATM.
- various classes of IP Addressing
- Data Compression Techniques
- Cryptography
- Creating, renaming, deleting, disabling user account in Windows NT

COURSE NAME: Paper-II Programming in JAVA

CLASS – PGDWD SEMESTER – II

Objectives of the Course:

Students will get familiar with

- Object-oriented programming: data abstraction, encapsulation, classes, objects, templates, operator overloading, function overloading, inheritance, polymorphism, exception handling, and streams.
- The principles of inheritance, interface and packages and demonstrate through problem analysis assignments how they relate to the design of methods, abstract classes and interfaces and packages.
- To understand importance of Multi-threading & different exception handling mechanisms.

Program Learning Outcomes:

(Knowledge and Understanding, Intellectual Skills, practical Skills, Transferable skills).

A. Knowledge and Understanding):

Students will

- Implement Object Oriented programming concept using basic syntaxes of control Structures, strings and function for developing skills of logic building activity.
- Identify classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem

B. Intellectual(Cognitive/ Analytical) Skills:

Students will be able to

- Evaluate how to achieve reusability using inheritance, interfaces and packages and describes faster application development can be achieved.
- understand and use of different exception handling mechanisms and concept of multithreading for robust faster and efficient application development.

C. Practical Skills

Students will be able to

- Design, implement, test, debug, and document programs that use basic data types and computation, simple I/O, conditional and control structures, string handling and functions.

- Understand the importance of Classes & objects and will be able to implement it along with constructors, Arrays and Vectors.
- Develop computer-based systems.
- Deploy the tools for software projects documentation.

D. Transferable Skills :

Students will be able to

- Practice Designing skills in software projects.

Practice Engineering skills for software development

COURSE NAME: Paper-III Internet Applications

CLASS – PGDWD SEMESTER – II

Objectives:

- The primary goal is to prepare students for full knowledge of internet its application and working of Internet
- To get good knowledge of internet protocol, working of all protocols

Program Learning Outcomes:

(Knowledge and Understanding, Intellectual Skills, practical Skills, Transferable skills).

B. Knowledge and Understanding):

Students will

- know how to define internet, www, various protocols
- understand the working of internet
- are able to create email id and use it for sending online mails and attachments
- Students will understand and be able to describe the differences between internet and intranet.

B. Intellectual(Cognitive/ Analytical) Skills:

Students will be able to

- identify which medium and topology should be used for networking
- They will be able to judge which connection should they use for getting an internet at home or work.

- Browsing at high speed using keywords

C. Practical Skills

Students will learn to:

- Create email ids
- Surf net using shortcuts.

D. Transferable Skills :

Students will be able to

- Create projects and earn money by selling them

COURSE NAME: Paper-IV PC Computing

CLASS – PGDWD SEMESTER – II

Objectives of Course:

- Identify the ways of utilizing Excel as a tool
- Students will be able to differentiate between spreadsheet and workbook.
- Students will be able to create, record data, save, rename excel sheet
- Able to copy and paste formulas and functions in Excel sheet.
- Able to understand the worksheets, workbooks, cells, columns, rows, and Excel cursors standard and formatting toolbars and menus of MS Excel.
- Uses of Spreadsheet.
- Identify the terminology and functions common to most database management systems and identify the qualities of valuable information.
- Identify the elements of good database design.
- Create and use tables and queries.
- Create simple reports and forms in MS Access.

Learning Outcomes

- Understand the basic terminology of computers
- Understand the practical concepts of MS Word, MS Excel, MS PowerPoint, and MS Access.