

CO's of MCA 3rd sem

MCA 3rd sem		
MCAP1-312	Computer Networks	<ol style="list-style-type: none"> 1. Understanding network models and different network technologies. 2. Understand the OSI & TCP/IP Model. 3. Be updated with different advanced network technologies that can be used to connect different networks. 4. Be familiar with various hardware and software that can help protect the network
MCAP1-313	Operating Systems	<ol style="list-style-type: none"> 1. Understand functions, Role, different structures and views of Operating system 2. Understand Process management in operating system. 3. Understand Memory Management in operating system 4. Understand Device Management in operating system
MCAP1-314	Object Oriented Programming using C++	<ol style="list-style-type: none"> 1. Able to learn basic concepts of object oriented programming using C++ 2. Able to learn how to manage the memory by using dynamic memory management 3. Able to learn how to Design methods and procedures, constructor and destructor programs and use reusability concept by using inheritance and templates 4. Able to learn the skills of

		handling modular approach and exceptions
MCAP1-315	Software Lab-V (Operating System Based on MCAP1-313)	<ol style="list-style-type: none"> 1. Able to understand the difference between different types of modern operating systems, virtual machines and their structure of implementation and applications 2. The software architecture(pre emptive, OS virtualization, online algorithms) 3. Cloud computing algorithms 4. Load balancing algorithms. 5. The MOSIX project.
MCAP1-316	Software Lab-VI (Object Oriented Programming using C++ based on MCAP1-314)	
MCAP1-360	Multimedia Technologies	<ol style="list-style-type: none"> 1. To acquire fundamental principles of multimedia and Human's Visual and Audio System 2. Discuss the technical details of common multimedia data formats and to gain hands-on experience in image, sound and video standards. 3. Describe and understand the technical details of JPEG and MPEG families of standards and coding requirements. 4. To understand the Multimedia Technology Development