

B. Com. Computer Applications Semester: III(Computer Applications)

Credits: 4 Course: 3C PROGRAMMING WITH C &C++ Hrs/Wk:5

---

**Learning Outcomes:** At the end of the course, the students is expected to DEMONSTRATE the following cognitive abilities (thinking skill) and psychomotor skills.

A. Remembers and states in a systematic way (Knowledge).

1. Develop programming skills.
2. Declaration of variables and constants use of operators and expressions.
3. learn the syntax and semantics of programming language.
4. Be familiar with programming environment of C and C++.
5. Ability to work with textual information (characters and strings) & arrays

B. Explains (Understanding).

1. Understanding a functional hierarchical code organization.
2. Understanding a concept of object thinking within the framework of functional model.
3. Write program on a computer, edit, compile, debug, correct, recompile and run it

C. Critically examines, using data and figures (Analysis and Evaluation).

D. Working in 'Outside Syllabus Area' under a Co-curricular Activity(Creativity) Planning of structure and content, writing, updating and modifying computer programs for user solutions

E. Exploring C programming and Design C++ classes for code reuse (Practical skills\*\*\*)