

Course Outcomes(CO) Under Four Year Undergraduate Programme (FYUGP)

Department of Information Technology

Semester	Paper	Course Outcome	Units	Unit wise learning objectives
B.Com 2nd Semester	E- Commerce	Upon completion of the course students should be able to analyze the impact of E-commerce on business models and strategy, describe the major types of E-commerce, explain the process that should be followed in building an E-commerce presence, identify the key security threats in the E-commerce environment, describe how procurement and supply chains relate to B2B E-commerce.	Unit 1: Introduction to E- Commerce Unit 2: Security and Encryption Unit 3 : E-Payment System	Understand the basic concepts and technologies used in the field of management information systems. The basic aim of e-commerce security and encryption is to protect sensitive customer data and financial transactions from unauthorized access, cyberattacks, and fraud, thereby building trust and ensuring long-term business success. The basic aims of an e-payment system are to provide,Convenience, Speed, Security, Cost-Efficiency, and Accessibility for transactions.

			Unit 4: On-line Business Transactions Unit 5: Website Designing	Online transactions save time for both merchant and customer. The main purpose of a website is to serve as a digital platform for information sharing, brand building, and customer engagement.
B.Com 3rd Semester	Information Technology in Business	Upon successful completion of this course, students will be able to identify basic terms, concepts, and functions of computer system components, select and use the appropriate software application to complete a particular task such as a Word Processing skills to create, save, modify business documents, identify basic concepts and procedures for creating, viewing, and managing files and folders for different operating systems, identify basic concepts of organization and procedures for creating and viewing will software presentation such as PowerPoint, DBMS etc., explain what a computer is, how it processes data and its use to produce information in society.	Unit 1: Fundamentals of Computers and Information Technology Unit 2: Introduction to the System Software	The fundamental aims of learning about computers and information technology are to understand how they work, effectively use digital tools for personal and professional success, and grasp the broader societal and ethical implications of technology. The basic objectives of system software are to provide user convenience through an easy-to-use interface, ensure efficient use of computer hardware and resources, and prevent interference by providing security and stability.

			Unit 3 : Introduction to the Computer Networks	The basic objectives of computer networks are to enable resource sharing, facilitating access to hardware, software, and data across multiple users.
			Unit 4: Introduction to MS- Office 2010/11	The basic aims of Microsoft Office 2010/11 were to enhance user productivity and efficiency through a suite of applications for creating documents (Word), managing spreadsheets (Excel), designing presentations (PowerPoint), and handling email and tasks (Outlook).
			Unit 5: Database Fundamentals	The fundamental aims of a database are efficient data storage and retrieval, data integrity, data security, data independence, and centralized control to support various applications and decision-making processes.
			Unit 6: Introduction to Web Resource Creation	The creation of web resources, encompassing websites, applications, and digital content, aims to achieve several fundamental objectives.

			Unit 7: Introduction to Management Information System	The main objectives of a Management Information System (MIS) are to improve organizational efficiency and decision-making by capturing, processing, storing, and disseminating data to support management functions like planning, control, and strategic development.
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(Mr. Jitumoni Borah)
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K.C.Das Commerce College