Regulation 22 : PG Programmes 2022-23 and onwards					
S.NO	NAME OF THE PROGRAMME	PROG.C ODE	PSO1	PSO2	
6	M.C.A.	PS04	To make the students industry ready as far as possible to enhance their employability in the industries.	Create an ambience of education through faculty training, self learning, sound academic practices and research endeavors.	
			PROGRAMME OUTCOMES(Pos)		
		PO1	Technical Expertise and Knowledge in Multiple Domains: Ability to develop an understanding of modern computing concepts and architectures from a design and performance perspective of various domains.		
		PO2	Assessment from System level perspective: Able to analyze and appreciate the structure of computer systems and the processes involved in their construction at various levels of detail and abstraction.		
		PO3	Critical Thinking, Business Analytics & Problem Solving and Innovation: An ability to apply knowledge of mathematics and computer science practices to build Innovative Public & Private Sector Applications involving complex computing problem solving and in research.		
		PO4	Professional Ethics & Social Responsibility: Ability to apply and commit to professional ethics following cyber regulations in a global economic environment. Create and design innovative applications to solve complex problems using established practices for the betterment of the society.		
		PO5	Apposite to Industry: Gain exposure to multiple programming languages, tools, paradigms, and technologies as well as the fundamental underlying principles throughout their education there by making them the right choice for industry positions.		
		PO6	Effective Communication & Leadership: Ability to communicate effectively and present technical & project management information using audio visual tools as well as in oral and written reports. Rise up to the need and be able to lead teams of individuals.		
		PO7	Life-long Learning: Understand the importance of, and possess pre-requot for contemporary technological advancements	uisite skill set to undertake life-long independent learning in the context	