

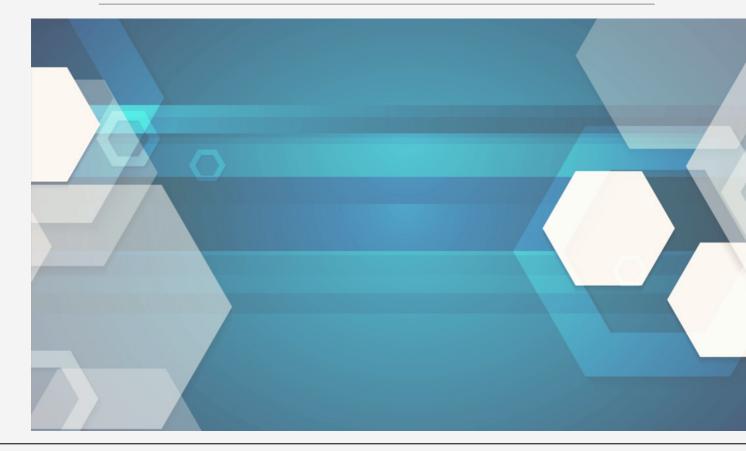
**BOOKLET** 

# DEPARTMENT OF SCIENCE (INFORMATION TECHNOLOGY)



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### **INTRODUCTION:**

The objective of B.Sc.-IT program is designed to provide basic inputs in various aspects of and a broad understanding in IT and its other interdisciplinary interfaces. The focus of the program is "Information Technology and management of information technology. Sadhana Education Society's L. S. Raheja College of Arts & Commerce started the Bachelor in Science in Information Technology (BSc IT) programme in 2007. In this department, students from L. S. Raheja College have demonstrated their interest and acquired a number of changes that have resulted in the advancement of the IT department. TECHNIKA is an intra-departmental fest initiated by the students in which they promote the department to students from other courses.

### MEMBERS OF DEPARTMENT:

| Name                 | Designation      |  |
|----------------------|------------------|--|
| Ms. Prajakta Joshi   | Coordinator      |  |
| Vahid Kapadia        | Visiting Faculty |  |
| Sayali Narayan Parab | Visiting Faculty |  |
| Amin Mirza           | Visiting Faculty |  |
| Vineet Khamrai       | Visiting Faculty |  |
| Yaquta Tambuwala     | Visiting Faculty |  |
| Jyoti Chaudhary      | Visiting Faculty |  |
| Gufran Qureshi       | Visiting Faculty |  |
| Snehal Borade        | Visiting Faculty |  |

# COURSES OFFERED BY THE COLLEGE:

#### Semester 1 - First Year

- · Imperative Programming
- · Digital Electronics
- · Operating System
- · Discrete Mathematics
- · Communication Skills

#### Semester 2 - First Year

- · Object Oriented Programming
- Microprocessor Architecture
- · Web Programming
- · Numerical Statistical Mathematics
- · Green Computing

#### Semester 3 - Second Year

- · Python Programming
- · Data Structure
- · Computer Networks
- Data Base Management System
- · Applied Mathematics + Mobile Programming.

#### Semester 4 - Second Year

- · Core Java
- · Introduction to Embedded systems
- Computer Oriented Statistic Techniques
- · Software Engineering
- Computer Graphics

#### Semester 5 - Third Year

- Software project Management
- · Internet Of Things
- · Advanced Web Programming
- · Artificial Intelligence
- · Enterprise Java

#### Semester 6 - Third Year

- · Software Quality Assurance
- · Security In Computing
- · Business Intelligence
- Principles of Geographic System
- · Cyber Law

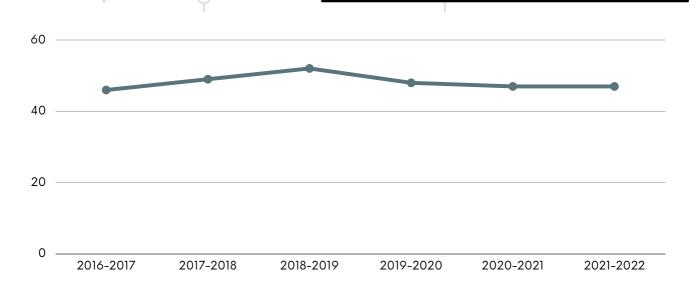
### PROGRAM OUTCOME:

- Identify information technology related problems, analyse them and design the system or provide solutions with current techniques and tools to the problem.
- Apply current technical concepts and practices in the core information technologies of artificial intelligence, information management, programming, networking and web systems and technologies.
- Be able to effectively integrate IT-based solutions into the user environment.

### ADD-ON COURSES:

| Course                          | Year    | Duration | No. of Participants |
|---------------------------------|---------|----------|---------------------|
| Advance Excel                   | 2019    | 30       | 45                  |
|                                 | to 2020 | hours    | students            |
| Advance Excel                   | 2021    | 30       | 57                  |
|                                 | to 2022 | hours    | students            |
| Computer Graphics and animation | 2021    | 30       | 61                  |
|                                 | to 2022 | hours    | students            |
| Machine                         | 2021    | 30       | 47                  |
| Intelligence                    | to 2022 | hours    | Students            |
| Programming Logic Building      | 2021    | 30       | 64                  |
|                                 | to 2022 | hours    | Students            |

### STUDENT DATA:



| 2016-2017 | 2017-2018 | 2018-2019 | 2019-2020 | 2020-2021 | 2021-2022 |
|-----------|-----------|-----------|-----------|-----------|-----------|
| 46        | 49        | 52        | 48        | 47        | 47        |

### PROJECT/BEST PRACTICE:

- ▶ WIFI SAMAI(2019-2020)
- ► STUDYLITE APP(2020-2021)
- MANAGEMENT QUOTA SOFTWARE(2020-2021)
- MAPPING OF TREES/PLANTS TO QR CODE (2021-2022)

### TEACHING LEARNING METHODS:

- Group Discussion
- Student Centric/ Constructive Approach
  - Project Based Learning
  - Inquiry Based Learning
    - Flipped Classroom
    - Cooperative Learning
  - Personalized Education



### RESULT ANALYSIS:

| YEAR      | 0 | A+ | Α  | Pass  |
|-----------|---|----|----|-------|
| 2016-2017 | 1 | 0  | 10 | 63    |
| 2017-2018 | 0 | 0  | 20 | 87.76 |
| 2018-2019 | 0 | 2  | 6  | 67.31 |
| 2019-2020 | 0 | 3  | 12 | 100   |
| 2020-2021 | 0 | 4  | 15 | 95.65 |
| 2021-2022 | 0 | 6  | 15 | 95.74 |



## LIST OF ACTIVITIES THROUGHOUT THE YEARS:

ACADEMIC YEAR 2016-2017

- 1. WORKSHOPS (PRE-PLACEMENT TRAINING)
- 2. WORKSHOPS (MICROSOFT ASP.NET WITH CLOUD)

ACADEMIC YEAR 2017-2018

- 1.WORKSHOP (WEBSITE DEVELOPMENT)
- 2.WORKSHOP (CERTIFICATION)

#### ACADEMIC YEAR 2019-2020

- 1.SEMINARS (TOPIC OF CAREERS IN THE AVIATION INDUSTRY[FLY HIGH AVIATION ACADEMY])
- 2.SEMINAR (CURRENT AFFAIRS)
- 3.SEMINAR (LIFE AT AN IIM)
- 4.SEMINARS (AVIATION, HOSPITALITY, FILM AND MEDIA [BY YOUNGBUTTERFLY])
- 5.SEMINARS (CONTENT WRITING, PRESENTATION AND STRESS MANAGEMENT (BY YOUNGBUTTERFLY)
- 6.CANDIDATES SHORTLISTED FOR CAMPUS ASSESSMENT PROGRAM, CONDUCTED BETWEEN 01-JAN TO 26-FEB 2020 (SQUAD INFOTECH)
- 7.GUEST LECTURE (HOW TO PRESENT YOURSELF)
- 8.ADD ON COURSE (ADVANCE EXCEL COURSE)

#### ACADEMIC YEAR 2020-2021

- 1.QUIZ ON "WEB TECHNOLOGY"
- 2.INAUGURATION CEREMONY & CL MEET OF TECHNIKA 3.O
- 3.TECHNIKA'S EVENTS (FACE PAINTING, TYPING MASTER, TECH QUIZ, COD, HACK IT OR RECEIVE IT, ARGUE WITH ETHICS, SHOW DOWN PPT)
- 4.TECHNIKA 3.O CLOSING AND PRIZE DISTRIBUTION
- 5.WORKSHOPS (MACHINE LEARNING, GETTING STARTED WITH LINKEDIN, EXPLORING GOOGLE PRODUCT)
- 6.WORLD TELE-COMMUNICATION DAY & INFORMATION SOCIETY DAY QUIZ.

#### ACADEMIC YEAR 2021-2022

- 1.ADD ON COURSE FOR SY.BSCIT & TY.BSCIT
- 2.INAUGURATION CEREMONY & CL MEET OF TECHNIKA 4.0
- 3.TECHNIKA'S EVENTS ( FACE PAINTING, COD, CLASH OF WITS, TECHNIKA STOCK EXCHANGE, DEBUG ME, DIGITAL POSTER, ESCAPE ROOM, ARTICLE WRITING, MURDER MYSTERY )
- 4.TECHNIKA 4.O CLOSING AND PRIZE DISTRIBUTION
- 5.GUEST LECTURE ("I.T. RECRUITMENT PROCESS-AN OVERVIEW")
- 6.CELEBRATION OF WORLD COMPUTER LITERACY DAY (DOODLE POSTER COMPETITION)
- 7.INTERVIEW PROCESS FOR FINCLUSION.
- 8. ORIENTATION ON TATA STRIVE GOOGLE SCHOLARSHIP PROGRAM
- 9.INDUSTRIAL VISIT
- 10.FAREWELL FOR TYBSCIT 2021-22

### FUTURE PLANS OF BSCIT DEPARTMENT.

- 1) WORKSHOPS/SEMINAR.
- 2) PROMOTING RESEARCH WORK AND SMALL PROJECTS.
- 3) COLLABORATION AND EXCHANGE PROGRAM.
- 4) INTERVIEW PREPARATIONS FOR STUDENTS (CV MAKING, MOCKS).
- 5) TRAINING PROGRAM FOR TEACHING AND NON-TEACHING STAFF.
- 6) ACADEMIC COUNSELLING FOR STUDENTS TO CHOOSE THE RIGHT PATH IN THEIR CAREER.
- 7) CERTIFIED COURSES.