

**Programme: Bachelor of Computer Applications**

**Semester V**

**UGCA1934**

**Computer Graphics**

*Course Outcomes (COs)*

<b>CO#</b>	<b>At the end of the course, the student will be able to:</b>
CO1	Identify different types of Input and Output devices.
CO2	Outline the key characteristics of virtual reality.
CO3	Explain different algorithms to draw shapes like line, circle, point, etc.
CO4	Differentiate between 2-D and 3-D coordinate system
CO5	Define projection.

(Source: IKGPTU Syllabus for Bachelor of Computer Applications (Affiliated Colleges), 2021.  
<https://ptu.ac.in/wp-content/uploads/2021/12/BCA-2021.pdf>)