



**UNIVERSITY OF CALICUT**

**Abstract**

General & Academic - CBCSS UG 2019 - Scheme and Syllabus of Bachelor of Computer Application Programme (B.C.A) (LRP) w.e.f 2020 Admission -Incorporating Outcome Based Education - rectified anomalies - Implemented - Subject to ratification by the Academic Council - Orders Issued.

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**G & A - IV - J**

U.O.No. 10988/2022/Admn

Dated, Calicut University.P.O, 02.06.2022

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- Read:-*1. U.O.No. 5460/2021/Admn dated, 21.05.2021  
2. Item No.2 in the minutes of the online meeting of Computer Science and Application UG held on 11.05.2022  
3. Remarks of Dean, Faculty of Science dated 27.05.2022  
4. Orders of the Vice Chancellor in the file of even no. dated 28.05.2022

**ORDER**

1. The scheme and syllabus of Bachelor of Computer Application Programme (B.C.A)(LRP Pattern), incorporating Outcome Based Education (OBE) & Syllabus of optional paper Research Methodology (In lieu of Project Work) in the existing syllabus , in accordance with CBCSS UG Regulations 2019, was implemented, with effect from 2020 Admission, vide paper read (1) above.
2. Vide paper read (2) above, the meeting of Board of Studies in Computer Science and Application (UG) held on 25.01.2021 resolved, to rectify the anomalies happened in the existing syllabus of BCA programmes, for affiliated colleges in accordance with CBCSS UG Regulations 2019, with effect from 2020 Admission.
3. The anomaly rectified scheme and syllabus of Bachelor of Computer Application Programme (B.C.A) (LRP Pattern), incorporating Outcome Based Education (OBE) syllabus has been approved by the Dean, Faculty of Science, vide paper read (3) above and by the Vice Chancellor, subject to ratification by the Academic Council, vide paper read (4) above.
4. The anomaly rectified scheme and syllabus of Bachelor of Computer Application Programme (B.C.A)(LRP Pattern), incorporating Outcome Based Education (OBE) & Syllabus of optional paper Research Methodology (In lieu of Project Work) in the existing syllabus , in accordance with CBCSS UG Regulations 2019, is therefore implemented, with effect from 2020 Admission , subject to ratification by the Academic Council.
5. Orders are issued accordingly.
6. U.O.No. 5460/2021/Admn dated, 21.05.2021 stands modified to this extent. (modified syllabus appended).

Abdussamad M

Assistant Registrar

To

The Principals of all Affiliated Colleges

Copy to: PS to VC/PA to PVC/ PA to Registrar/PA to CE/JCE I/JCE IV/DoA/EX and EG Sections/GA I F/CHMK Library/Information Centres/SF/DF/FC

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Section Officer

**UNIVERSITY OF CALICUT**  
**THENHIPALAM, CALICUT UNIVERSITY P.O**



**DEGREE OF**

**BACHELOR OF COMPUTER APPLICATIONS**

**(B. C. A)**

**(CHOICE BASED CREDIT AND SEMESTER SYSTEM FOR UNDERGRADUATE CURRICULUM)**

**UNDER THE**

**FACULTY OF SCIENCE**

**SYLLABUS**

**(FOR THE STUDENTS ADMITTED FROM THE ACADEMIC YEAR 2020 – 21 ONWARDS)**

**BOARD OF STUDIES IN COMPUTER SCIENCE & APPLICATIONS**

**(UG)**

**THENHIPALAM, CALICUT UNIVERSITY P.O**

**KERALA, 673 635, INDIA**

**AUGUST, 2020**

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**REGULATIONS**  
**FOR THE DEGREE OF**  
**BACHELOR OF COMPUTER APPLICATIONS (BCA)**  
(Choice Based Credit and Semester System for Under Graduate Curriculum 2019)  
EFFECTIVE FROM THE ACADEMIC YEAR 2020-21

**B.C.A PROGRAMME OBJECTIVE**

The basic objective of the Programme is to open a channel of admission for computing courses for students, who have done the 10+2 and are interested in taking computing/IT as a career. After acquiring the Bachelor's Degree (BCA) at University of Calicut, there is further educational opportunity to go for an MCA or other Master's Programme like MSc (Computer Science), MSc (IT), MBA, etc., at this university or at any other University/Institute. Also after completing the BCA Programme, a student should be able to get entry level job in the field of Information Technology or ITES or they can take up self-employment in Indian & global software market. The specific objectives of the Programme include

1. To attract young minds to the potentially rich and employable field of computer applications.
2. To be a foundation graduate Programme this will act as a feeder course for higher studies in the area of Computer Science/Applications.
3. To develop skills in software development so as to enable the BCA graduates to take up self-employment in Indian and global software market.
4. To train and equip the students to meet the requirements of the Software industry in the country and outside.

## Qualification Descriptors

On completion of BCA, the expected learning outcomes that a student should be able to demonstrate are the following.

- QD-1.** Fundamental understanding of the principles of Computer Applications and its connections with other disciplines.
- QD-2.** Procedural knowledge that creates different types of professionals related to Computer Applications, including research and development, teaching and industry, government and public service;
- QD-3.** Skills and tools in areas related to computer Applications and current developments in the academic field of study.
- QD-4.** Use knowledge, understanding and skills required for identifying problems and issues, collection of relevant quantitative and/or qualitative data drawing on a wide range of sources, and their application, analysis and evaluation using methodologies as appropriate to Computer Applications for formulating solutions

- QD-5.** Communicate the results of studies undertaken in Computer Applications accurately in a range of different contexts using the main concepts, constructs and techniques
- QD-6.** Meet one's own learning needs, drawing on a range of current research and development work and professional materials
- QD-7.** Apply Computer Science knowledge and transferable skills to new/unfamiliar contexts
- QD-8.** Demonstrate subject-related and transferable skills that are relevant to industry and Employment opportunities.

## Programme Learning Outcomes

The Bachelor of Computer Applications program enable students to attain, by the time of graduation:

- PLO-1.** Demonstrate the aptitude of Computer Programming and Computer based problem solving skills.
- PLO-2.** Display the knowledge of appropriate theory, practices and tools for the specification, design, implementation
- PLO-3.** Ability to learn and acquire knowledge through online courses available at different massive open online course providers.
- PLO-4.** Ability to link knowledge of Computer Science with other two chosen Complementary disciplines of study.
- PLO-5.** Display ethical code of conduct in usage of Internet and Cyber systems.
- PLO-6.** Ability to pursue higher studies of specialization and to take up technical employment.
- PLO-7.** Ability to formulate, to model, to design solutions, procedure and to use software tools to solve real world problems and evaluate.
- PLO-8.** Ability to operate, manage, deploy, configure computer network, hardware, software operation of an organization
- PLO-9.** Ability to present result using different presentation tools.
- PLO-10.** Ability to appreciate emerging technologies and tools.

## PROGRAMME STRUCTURE

**Duration:** The duration of the BCA Programme shall be six semesters distributed over a period of three academic years. The odd semesters (1, 3, 5) shall be from June to October and the even Semesters (2, 4, 6) shall be from November to March. Each semester shall have 90 working days inclusive of all examinations.

**Courses:** The UG programme shall include five types of courses, viz; Common Courses (Code A), Core courses (Code B), Complementary courses (Code C), Open Course (Code D) and Audit courses (Code E).

**Course code :** Each course shall have a unique alphanumeric code number, which includes abbreviation of the subject in three letters, the semester number (1 to 6) in which the course is offered, the code of the course (A to E) and the serial number of the course (01,02 .....). The course code will be centrally generated by the university. For example: ENG2A03 represents a common course of serial number 03 offered in the second semester and PHY2B02 representing second semester Core course 2 in Physics programme.

**Credits(C):** Each course shall have certain credits. A student is required to acquire a minimum of 140 credits for the completion of the UG programme, of which 120 credits are to be acquired from class room study and shall only be counted for SGPA and CGPA. Out of the 120 credits, 14 credits for common courses (English), 8 credits for additional language courses and 16 credits for General courses. The maximum credits for a course shall not exceed 5. Audit courses shall have 4 credits per course and a total of 16 credits in the entire programme. The maximum credit acquired under extra credit shall be 4. If more Extra credit activities are done by a student, it may be mentioned in the Grade card. The credits of audited courses or extra credits are not counted for SGPA or CGPA.

**'Letter Grade'** or simply 'Grade' (G): in a course is a letter symbol(O,A+,A,B+,B,C,P,F, I and Ab). Grade shall mean the prescribed alphabetical grade awarded to a student based on his/her performance in various examinations.

**'Credit Point(P)'** of a course is the value obtained by multiplying the grade point (G) by the credit (C) of the course:  $P=G \times C$ .

**'Extra Credit'** is the additional credit awarded to a student over and above the minimum credits required in a programme, for achievements in co-curricular activities and social activities conducted outside the regular class hours, as decided by the University. For calculating CGPA, extra credits will not be considered.

**Attendance:** A student shall be permitted to appear for the semester examination, only if he/she secures not less than 75% attendance in each semester. Attendance shall be maintained by the Department concerned. Condonation of shortage of attendance to a maximum of 10% in the case of single condonation and 20% in the case of double condonation in a semester shall be granted by University remitting the required fee. Benefits of attendance may be granted to students who attend the approved activities of the college/university with the prior concurrence of the Head of the institution. Participation in such activities may be treated as presence in lieu of their absence on production of participation/attendance certificate (within two weeks) in

curricular/extracurricular activities (maximum 9 days in a semester). Students can avail of condonation of shortage of attendance in a maximum of four semesters during the entire programme (Either four single condonations or one double condonation and two single condonations during the entire programme). If a student fails to get 65% attendance, he/she can move to the next semester only if he/she acquires 50% attendance. In that case, a **provisional registration** is needed. Such students can appear for supplementary examination for such semesters after the completion of the programme. Less than 50% attendance requires Readmission. Readmission is permitted only once during the entire programme.

**Strike off the roll:** A student who is continuously absent for 14 days without sufficient reason and proper intimation to the Principal of the college shall be removed from the roll.

**Ability Enhancement courses/Audit courses:** These are courses which are mandatory for a programme but not counted for the calculation of SGPA or CGPA. There shall be one Audit course each in the first four semesters. These courses are not meant for class room study. The students can attain only pass (Grade P) for these courses. At the end of each semester there shall be examination conducted by the college from a pool of questions (Question Bank) set by the University. The students can also attain these credits through online courses like SWAYAM, MOOC etc (optional). The list of passed students must be sent to the University from the colleges at least before the fifth semester examination. The list of courses in each semester with credits is given below.

<b>Course with credit</b>	<b>Semester</b>
Environment Studies – 4	1
Disaster Management – 4	2
*Human Rights/Intellectual Property Rights/ Consumer Protection - 4	3
*Gender Studies/Gerontology- 4	4

\* Colleges can choose from any one of the courses.

**Admission to repeat** courses should be within the sanctioned strength. However if more candidates are there, the candidates who have suffered serious health problems, on production of a medical certificate issued by a physician not below the rank of a Civil Surgeon in Government service, may be permitted to repeat the course, with a written order issued by the Registrar, Calicut University (by considering his/her SGPA/CGPA and percentage of attendance). The number of such candidates should not exceed two.

**Grace Marks:** Grace Marks may be awarded to a student for meritorious achievements in co-curricular activities (in Sports/Arts/ NSS/NCC/ Student Entrepreneurship) carried out besides the regular class hours. Such a benefit is applicable and limited to a maximum of 8 courses in an academic year spreading over two semesters. No credit shall be assigned for such activities. In addition; maximum of 6 marks per semester can be awarded to the students of UG Programmes, for participating in the College Fitness Education Programme (COFE).

**Project:** Every student of a UG degree programme shall have to work on a project of 2 credits under the supervision of a faculty member or shall write a theory course based on Research Methodology as per the curriculum. College shall have the liberty to choose either of the above.

**Extension Activities:** Compulsory social service (CSS) for a period of 15 days is essential for the successful completion of the BCA Programme.

## ADMISSION

The admission to all programmes will be as per Rules and Regulations of the University. The eligibility criteria for admission shall be as announced by the University from time to time. Separate rank lists shall be drawn up for reserved seats as per the existing rules.

The admitted candidates shall subsequently undergo the prescribed courses of study in a college affiliated to the University for six semesters within a period of not less than three years; clear all the examinations prescribed and fulfil all such conditions as prescribed by the University from time to time.

The college shall make available to all students admitted a **prospectus** listing all the courses offered in various departments during a particular semester. The information so provided shall contain title of the courses, the semester in which it is offered and credits for the courses. Detailed syllabi shall be made available in the University/college websites.

There shall be a uniform **calendar** prepared by the University for the registration, conduct/schedule of the courses, examinations and publication of results. The University shall ensure that the calendar is strictly followed.

There shall be provision for **Inter Collegiate and Inter University Transfer** in third and fifth semester within a period of two weeks from the date of commencement of the semester. College transfer may be permitted in Second and Fourth semester also without change in complementary course within a period of two weeks from the date of commencement of the semester concerned.

**Complementary change** at the time of college transfer is permitted in the third semester if all conditions are fulfilled.

CBCSS regular students can join distance education stream/Private Registration in any semester in the same programme or different one. If core and complementary courses are different, they have to undergo them in the new stream. The marks/grace obtained for common courses will be retained.

A student registered under distance education stream/Private Registration in the CBCSS pattern may be permitted to join the regular college (if there is a vacancy within the sanctioned strength) in the third and fifth semester with the same programme only. If there is a change in complementary courses, it can be done with following conditions: i) the external and internal marks/grade obtained in the previous semesters for the earlier complementary courses will be cancelled. ii) the students have to write the external examinations for the previous semester for the new complementary courses along with the subsequent batch. iii) An undertaking to the effect that “the internal evaluation for the previous semesters of the new complementary courses will be conducted”, is to be obtained from the Principal of the college in which the student intends to join.

Provision for **credit transfer** is subject to common guidelines prepared by the faculty concerned.

There shall be provision for **Readmission** of students in CBCSSUG 2019.

The Principal can grant readmission to the student, subject to the conditions detailed below and inform the matter of readmission to the Controller of Examinations within one month of such readmission.

This readmission is not to be treated as college transfer. There should be a gap of at least one semester for readmission.

The candidate seeking readmission to a particular semester should have registered for the previous semester examination. Readmission shall be taken within two weeks from the date of commencement of the semester concerned. For readmission, the vacancy should be within the sanctioned strength in the parent college. If there is no vacancy in the junior batch of the parent college, readmission can be taken in another college with the junior batch if there is vacancy within the sanctioned strength in the concerned college. If there is a change in complementary courses, it can be done with following conditions: i) the external and internal marks/grade obtained in the previous semesters for the earlier complementary courses will be cancelled. ii) the students have to write the external examinations for the previous semester for the new complementary courses along with the subsequent batch

iii) An undertaking to the effect that “the internal evaluation for the previous semesters of the new complementary courses will be conducted”, is to be obtained from the Principal of the college in which the student intends to take re-admission.



If change in scheme occurs while readmission, provision for credit transfer is subject to common guidelines prepared by Board of Studies/Faculty concerned. For readmission to CBCSS UG2019 involving scheme change, the Principal concerned shall report the matter of readmission to Controller of Examinations with the details of previous semesters and course undergone with credits within two weeks in order to fix the deficiency/excess papers.

## REGISTRATION

Each student shall make an online registration for the courses he/she proposes to take, in consultation with the Faculty Adviser within two weeks from the commencement of each semester. The college shall send a list of students registered for each programme in each semester giving the details of courses registered, including repeat courses, to the University in the prescribed form within 45 days from the commencement of the semester.

It is mandatory that the students who got admission under CBCSSUG 2019 in SDE/Private shall register for the examinations of the concerned semesters in the same year itself.

A student shall be normally permitted to register for the examination if he/she has required minimum attendance. If the student has a shortage of attendance below 65% in a semester, the student shall be permitted to move to the next semester (if the attendance is more than 50% - Provisional registration) and can write the examination for the entire courses of the semester in which shortage of attendance occurs as supplementary examination only after the completion of the entire programme. In such cases, a request from the student may be forwarded through the Principal of the college to the Controller of Examinations within two weeks of the commencement of the semester. If the attendance is less than 50%, the student is ineligible to continue the programme and has to seek re-admission. **There will not be any Repeat semester in CBCSSUG 2019.**

A student who registered for the course shall successfully complete the programme within 6 years from the year of first registration. If not, such candidate has to cancel the existing registration and join afresh as a new candidate.

For open courses there shall be a minimum of 10 and maximum of 75 students per batch. For other courses existing pattern will be followed.

Those students who have followed the UG Programmes in annual pattern or Choice based Credit & Semester

System pattern can cancel their earlier registration and register afresh for CBCSSUG 2019 scheme in the same discipline or a different one.

The students who have attendance within the limit prescribed, but could not register for the examination have to apply for **Token registration**, within two weeks of the commencement of the next semester.

## COURSE EVALUATION

Total marks for each core, elective course is 75 and lab courses shall be **100** marks and Industrial Visit & Project Evaluation cum Programme viva- voce shall be **75** marks and open course shall be **75** marks. The evaluation scheme for each course shall contain two parts (1) Internal evaluation (2) external evaluation. 20% weight shall be given to the internal evaluation. The remaining 80% weight shall be for the external evaluation.

## INTERNAL EVALUATION

The internal assessment shall be based on a predetermined transparent system involving written test, assignments, seminars and attendance in respect of theory courses and on test/record/viva/attendance in respect of lab courses. 20% of the total marks in each course (15 marks for theory, 20 marks for lab/project) are for internal examinations. The marks secured for internal assessment only need to be sent to University by the colleges concerned. Internal assessment of the project will be based on its content, method of presentation, final conclusion and orientation to research aptitude.

*Components with percentage of marks of Internal Evaluation of Theory Courses are*

Test paper (40%)	–	6 Marks
Attendance (20%)	–	3 Marks
Assignment (20%)	–	3 Marks
Seminar (20%)	–	3 Marks

*Components with percentage of marks of Internal Evaluation of Lab Courses are*

Test paper (50%)	–	10 Marks
Attendance (20%)	–	4 Marks
Assignment/Lab involvement (30%)	–	6 Marks

*(if a fraction appears in internal marks, nearest whole number is to be taken)*

For the test paper marks, at least one test paper should be conducted. If more test papers are conducted, the mark of the best one should be taken. To ensure transparency of the evaluation process, the internal assessment marks awarded to the students in each course in a semester shall be notified on the notice board at least one week before the commencement of external examination. There shall not be any chance for improvement for internal marks. The course teacher(s) shall maintain the academic record of each student registered for the course, which shall be forwarded to the University by the college Principal after obtaining the signature of both course teacher and Head of the Department.

The Split up of marks for Test paper and Class Room Participation (CRP) for internal evaluation are as follows.

*Split up of marks for Test paper:*

	<b>Theory</b>	<b>Practical</b>
85% -100%	6	10
65% -85%	5	8
55% - 65%	4	6
45% - 55%	3	5
35%- 45%	2	4
Less than 35%	1	2

*Attendance of each course will be evaluated as below*

	<b>Theory</b>	<b>Practical</b>
85 % and above	3	4
75% $\leq$ CRP <85%	2	2
50% $\leq$ CRP <75%	1	1

Internal evaluation for the project shall be generally based on content, method of presentation, final conclusion, and orientation to research aptitude. The split up shall be

Originality	–	3 Marks
Methodology	–	3 Marks
Scheme/Organization of Report	–	3 Marks

Viva-voce

–

6 Marks

## EXTERNAL EVALUATION

There shall be University examinations for each course at the end of each semester. Practical examinations shall be conducted by the University at the end of second, fourth and sixth semesters. External evaluation of Project, Industrial Visit Report and Programme viva-voce shall be conducted along with the project evaluation at the end of the sixth semester. External evaluation carries 80% of marks, i.e., 60 marks, for each theory course.

The model of the question paper for external examination for theory courses of 2 Hours duration:

The students can answer all the questions in Sections A and B. But there shall be Ceiling in each section.

1. **Section A:** Short answer type carries 2 marks each-12 questions(**Ceiling -20**)
2. **Section B:** Paragraph/Problem type carries 5 marks each-7 questions(**Ceiling -30**)
3. **Section C:**Essay type carries 10 marks(1out of 2)- (**Ceiling -10**)

The external examination in theory courses is to be conducted with question papers set by external experts. The evaluation of the answer scripts shall be done by examiners based on a well-defined scheme of valuation and answer keys shall be provided by the University. The external examination in practical courses shall be conducted by two examiners, one internal and an external, appointed by the University. The project evaluation with Programme viva voce will be conducted by two examiners, one internal and an external (appointed by the University), at the end of the sixth semester. No practical examination will be conducted in odd semester. Practical examinations for BCA Programme shall be conducted in the even semesters 2, 4 and 6.

The model of the question paper for external examination (lab courses) of 3 Hours duration shall be:

1. **Section A:** One marked question of 30 Marks from Programming Lab Part A is to be attempted (Design Algorithm/Flowchart/Interface: 10 Marks, Code: 10 Marks Result: 10 Marks. **Total 30 Marks**)
2. **Section B:** One marked question of 30 Marks from Programming Lab Part B is to be attempted (Design Algorithm/Flowchart/Interface: 10 Marks, Code: 10 Marks Result: 10 Marks. **Total 30 Marks**)
3. **Section C:**Lab viva voce (**Total 10 Marks**)
4. **Section D:**Lab Record (**Total 10 Marks**)

*Number of students in one batch for practical examination must be limited to 14.*

**Project guidelines** – Students must be encouraged to do projects in the latest tools or tools appropriate for their topic. Department should conduct monthly evaluation of the project and give necessary instructions to the students as and when required. Number of students in a project group must be limited to 4.

Every student of BCA degree programme shall have to work on a project of 2 credits under the supervision of a faculty member or shall write a theory course based on Research Methodology as per the curriculum. College shall have the liberty to choose either of the above.

The scheme of evaluation for project cum Programme viva voce shall be

1. Relevance of the Topic, Statement of Objectives (**Total 10 Marks**)
2. Methodology (Reference/ Bibliography, Presentation, quality of Analysis/Use of Statistical Tools) (**Total 10 Marks**)
3. Findings and recommendations (**Total 15 Marks**)
4. Project cum Programme Viva Voce (**Total 15 Marks**)
5. Report of Industrial visit (**Total 10 Marks**)

**OR**

### **Research Methodology Theory Paper**

1. **Section A:** Short answer type carries 2 marks each - 12 questions (**Ceiling - 20**)
2. **Section B:** Paragraph/ Problem type carries 5 marks each - 7 questions (**Ceiling - 30**)
3. **Section C:** Essay type carries 10 marks (1 out of 2)- (**Ceiling - 10**)

**Audit course:** The students can attain only pass (Grade P) for these courses. At the end of each semester (up to fourth semester) there shall be examination conducted by the college from a pool of questions set by the University. The students can also attain the credits through online courses like SWAYAM, MOOC etc. The College shall send the list of passed students to the University at least before the commencement of fifth semester examination.

## **REVALUATION**

In the new system of grading, revaluation is permissible. The prevailing rules for revaluation are applicable. Students can apply for photocopies of answer scripts of external examinations. Applications for photocopies/scrutiny/revaluation should be submitted within 10 days of publication of results. The fee for this shall

be as decided by the university.

## COURSE IMPROVEMENT

A maximum of two courses (Common, Core, Complementary or Open) can be improved in each semester. Improvement of a particular semester can be done only once. The student shall avail the improvement chance in the succeeding year after the successful completion of the semester concerned. The internal marks already obtained will be carried forward to determine the grades/marks in the improvement examination. If the candidate fails to appear for the improvement examination after registration, or if there is no change in the results of the improvement examination appeared, the marks/grades obtained in the first appearance will be retained. Improvement and supplementary examinations cannot be done simultaneously.

## EVALUATION AND GRADING

Evaluation (both internal and external) is carried out using Mark system. The Grade on the basis of total internal and external marks will be indicated for each course, for each semester and for the entire programme.

Indirect Grading System in 10-point scale is as below:

### Ten Point Indirect Grading System

Percentage of Marks (Both Internal & External put together)	Grade	Interpretation	Grade point Average (G)	Range of grade points	Class
95 and above	O	Outstanding	10	9.5 -10	First Class with Distinction
85 to below 95	A+	Excellent	9	8.5 -9.49	
75 to below 85	A	Very good	8	7.5 -8.49	
65 to below 75	B+	Good	7	6.5 -7.49	First Class
55 to below 65	B	Satisfactory	6	5.5 -6.49	
45 to below 55	C	Average	5	4.5 -5.49	Second Class
35 to below 45	P	Pass	4	3.5 -4.49	Third Class
Below 35	F	Failure	0	0	Fail
Incomplete	I	Incomplete	0	0	Fail
Absent	Ab	Absent	0	0	Fail

**Example-1 SGPA Calculation**

Semester I Course Code	Course Name	Grade Obtained	Grade point (G)	Credit (C)	Credit point (CXG)
xxxxxxx	Xxxxxxx	A	8	4	32
xxxxxxx	Xxxxxxxxx x	C	5	3	15
xxxxxxx	Xxxxxxxxx x	A+	9	4	36
xxxxxxx	Xxxxxxxxx x	B+	7	3	21
xxxxxxx	Xxxxxxxxx	P	4	3	12
xxxxxxx	Xxxxxxxxx	C	5	4	20

$$\text{SGPA} = \frac{\text{Sum of the Credit points of all courses in a semester}}{\text{Total Credits in that semester}}$$

$$\text{SGPA} = (32+15+36+21+12+20)/21 = 136/21$$

$$\text{SGPA} = 6.476$$

$$\text{Percentage of marks of semester I} = (\text{SGPA}/10) \times 100 = 64.76\%$$

Note: The SGPA is corrected to three decimal points and the percentage of marks shall be approximated to two decimal points.

**Example: 2**

Semester II Course Code	Course Name	Grade Obtained	Grade point (G)	Credit (C)	Credit point (CXG)
xxxxxxx	Xxxxxxx	A	8	4	32
xxxxxxx	Xxxxxxxxx x	C	5	3	15
xxxxxxx	Xxxxxxxxx x	A+	9	4	36
xxxxxxx	Xxxxxxxxx x	B+	7	3	21
xxxxxx*	Xxxxxxxxx	F	0	3	0
xxxxxxx	Xxxxxxxxx	C	5	4	20

\*Failed course

Note: In the event a candidate failing to secure 'P' grade in any Course in a semester, consolidation of SGPA and CGPA will be made only after obtaining 'P' grade in the failed Course in the subsequent appearance.

### **CGPA Calculation**

#### **Example**

*Total Credit points obtained in six semesters*

$$\text{CGPA} = \frac{\text{Total Credit points obtained in six semesters}}{\text{Total Credits acquired (120)}}$$

$$\text{CGPA} = 136 + 145 + 161 + 148 + 131 + 141 / 120 = 862/120$$

$$\text{CGPA} = 7.183$$

$$\text{Total percentage of marks} = (\text{CGPA}/10) * 100$$

$$\text{Total \% of marks} = (7.183/10) * 100 = 71.83$$

*Total Credit points obtained for Core Courses*

$$\text{CGPA of Core Courses} = \frac{\text{Total Credit points obtained for Core Courses}}{\text{Total Credits acquired for Core Courses}}$$

Similarly CGPA of Complementary courses, Open courses, English Common courses and Additional Language Common courses may be calculated and the respective percentage may be calculated. All these must be recorded in the Final Grade Card.

## **GRADE CARD**

The University shall issue to the students grade/marks card (by online) on completion of each semester, which shall contain the following information.

- a) Name of University
- b) Name of College
- c) Title of UG Programme
- d) Semester concerned
- e) Name and Register Number of student
- f) Code number, Title and Credits of each Course opted in the semester
- g) Letter grade in each course in the semester
- h) The total credits, total credit points and SGPA in the Semester (corrected to three decimal places)



The final Grade card issued at the end of the final semester shall contain the details of all courses taken during the entire programme including those taken over and above the prescribed minimum credits for obtaining the degree. The final grade card shall show CGPA (corrected to three decimal places), percentage of marks (corrected to two decimal places) and the overall letter grade of a student for the entire programme. The final grade card shall also include the CGPA and percentage of marks of common courses, core courses, complementary courses and open courses separately. This is to be done in a 10-point indirect scale. The final Grade card also contains the list of Audit courses passed and the details of Extra credits.

- i) **Evaluation of Audit courses:** The examination shall be conducted by the college itself from the Question Bank prepared by the University. The Question paper shall be of 100 marks of 3 hour duration. For SDE/Private students it may be of MCQ/ fill in the blank type questions or online question paper may be introduced.

## **AWARD OF DEGREE**

The successful completion of all the courses (common, core, complementary and open courses) prescribed for the BCA Programme with P grade (35 %) shall be the minimum requirement for the award of BCA Programme degree.

## **GRIEVANCE REDRESSAL COMMITTEE**

### **COLLEGE LEVEL**

The College shall form a Grievance Redressal Committee in each department comprising of course teacher and one senior teacher as members and the Head of the department as Chairman. This committee shall address all grievances relating to the internal assessment grades of the students. There shall be a College Level Grievance Redressal Committee comprising of Student Advisor, two senior teachers and two staff council members (one shall be elected member) as members and principal as Chairman.

### **UNIVERSITY LEVEL**

The University shall form a Grievance Redressal Committee as per the existing norms.

## BACHELOR OF COMPUTER APPLICATIONS PROGRAMME STRUCTURE

<b>LEGEND</b>	
<b>Item</b>	<b>Description</b>
C	Credits
E	External Component
I	Internal Component
L	Lecture Hours
P	Practical Hours
T	Total

<b>Semester I</b>									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
01	A01	Common English	3	15	60	75	5	0	5
02	A02	Common English	3	15	60	75	4	0	4
03	A07	Languages other than English	4	20	80	100	4	0	4
04	BCA1B01	Computer Fundamentals & HTML	3	15	60	75	2	2	4
05	BCA1C01	Mathematical Foundation for Computer Applications	3	15	60	75	4	0	4
06	BCA1C02	Discrete Mathematics	3	15	60	75	4	0	4
<b>Total</b>			<b>19</b>			<b>475</b>	<b>23</b>	<b>2</b>	<b>25</b>

<b>Semester II</b>									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
07	A03	Common English	4	20	80	100	5	0	5
08	A04	Common English	4	20	80	100	4	0	4
09	A08	Literature in Languages other than English	4	20	80	100	4	0	4
10	BCA2B02	Problem Solving using C	3	15	60	75	2	2	4
11	BCA2B03	Programming Laboratory I: HTML and Programming in C	4	20	80	100	0	0	0
12	BCA2C03	Financial and Management Accounting	3	15	60	75	4	0	4
13	BCA2C04	Operations Research	3	15	60	75	4	0	4
<b>Total</b>			<b>25</b>			<b>625</b>	<b>23</b>	<b>2</b>	<b>25</b>
<b>Semester III</b>									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
14	A11	Python Programming	4	20	80	100	4	0	4
15	A12	Sensors and Transducers	4	20	80	100	4	0	4
16	BCA3B04	Data Structures using C	3	15	60	75	3	4	7
17	BCA3C05	Computer Oriented Numerical and Statistical Methods	3	15	60	75	5	0	5
18	BCA3C06	Theory of Computation	3	15	60	75	5	0	5
<b>Total</b>			<b>17</b>			<b>425</b>	<b>21</b>	<b>4</b>	<b>25</b>

<b>Semester IV</b>									
No	Course Code	Course Name	Credit	Marks			Hrs/wk		
				I	E	T	L	P	T
19	A13	Data Communication and Optical Fibers	4	20	80	100	4	0	4
20	A14	Microprocessors Architecture and Programming	4	20	80	100	4	0	4
21	BCA4B05	Database Management System and RDBMS	3	15	60	75	3	4	7
22	BCA4B06	Programming Laboratory II: Data Structures and RDBMS	4	20	80	100	0	0	0
23	BCA4C07	E-Commerce	3	15	60	75	5	0	5
24	BCA4C08	Computer Graphics	3	15	60	75	5	0	5
<b>Total</b>			<b>21</b>			<b>525</b>	<b>21</b>	<b>4</b>	<b>25</b>
<b>Semester V</b>									
No	Course Code	Course Name	Credit	Marks			Hrs/wk		
				I	E	T	L	P	T
25	BCA5B07	Computer Organization and Architecture	3	15	60	75	4	0	4
26	BCA5B08	Java Programming	3	15	60	75	3	3	6
27	BCA5B09	Web Programming Using PHP	3	15	60	75	3	3	6
28	BCA5B10	Principles of Software Engineering	3	15	60	75	4	0	4
29	XXX5DXX	Open Course	3	15	60	75	3	0	3
		Industrial Visit							
		Project Work	0				0	2	2
<b>Total</b>			<b>15</b>			<b>375</b>	<b>17</b>	<b>8</b>	<b>25</b>

### List of Open Courses (XXX5DXX)

No	Course Code	Course Name
29	BCA5D01	Introduction to Computers and Office Automation
29	BCA5D02	Web Designing
29	BCA5D03	Introduction to Problem Solving and C Programming
29	BCA5D04	Introduction to Data Analysis using spread sheet

### Semester VI

No	Course Code	Course Name	Credit	Marks			Hrs/wk		
				I	E	T	L	P	T
30	BCA6B11	Android Programming	3	15	60	75	4	3	7
31	BCA6B12	Operating Systems	3	15	60	75	4	3	7
32	BCA6B13	Computer Networks	3	15	60	75	5	0	5
33	BCA6B14	Programming Laboratory III: Java and PHP Programming	4	20	80	100	0	0	0
34	BCA6B15	Programming Laboratory IV: Android and Linux shell Programming	4	20	80	100	0	0	0
35	BCA6B16X	Elective Course	3	15	60	75	4	0	4
36	BCA6B17	Industrial Visit& Project Work(Industrial Visit- 1 Credit, Project Work OR Research Methodology - 2 Credit)	3	15	60	75	0	2	2
<b>Total</b>			<b>23</b>			<b>575</b>	<b>17</b>	<b>8</b>	<b>25</b>

<b>List of Electives (BCA5B16X)</b>		
<b>No</b>	<b>Course Code</b>	<b>Course Name</b>
35	BCA6B16A	System Software
35	BCA6B16B	Machine Learning
35	BCA6B16C	Software Testing and Quality Assurance
35	BCA6B16D	Technical Writing
35	BCS6B16E	Fundamentals of Life Skill Education

## SEMESTER I

### BCA1B01 – Computer Fundamentals and HTML

**Course Number:** 4

**Contact Hours per Week:** 4 (2T + 2L)

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

#### Objectives

- To equip the students with fundamentals of Computer
- To learn the basics of Computer organization
- To equip the students to write algorithm and draw flow chart for solving simple problems
- To learn the basics of Internet and webpage design

#### Prerequisites

- Background of the basic science at +2 level

#### Course Outcomes

- CO1 Familiar with fundamental concepts of Computer hardware and software
- CO2 Have knowledge of different Number system, Digital codes and Boolean algebra
- CO3 Understand the problem-solving aspect
- CO4 Demonstrate the algorithm and flow chart for the given problem.
- CO5 Design a Webpage with CSS

#### Course Outline

##### Unit I[ 5T]

Concepts of Hardware and Software: Computer Languages, Language Translators, Features of good language, Basics Computer Organization: Von Neumann Model, Input Unit, Output Unit, Storage Unit, Control Unit, Memory Hierarchy, Primary Storage, Cache Memory, Registers, Secondary Storage Devices, Basics of Hardware Components – SMPS, Motherboard, Add-on Cards, Ports, Memory, Adapters, Network cables, Basic Computer Configuration.

**Unit II [10T]**

Number Systems and Boolean Algebra – Decimal, Binary, Octal and Hexadecimal Numbers, Arithmetic involving Number Systems, Inter Conversions of Number Systems, 1's and 2's Complements, Complement Subtractions, Digital Codes – Binary Coded Decimal (BCD), ASCII Code, Unicode, Gray Code, Excess-3 Code. Boolean Algebra: Boolean Operations, Logic Expressions, Postulates, Rules and Laws of Boolean Algebra, De Morgan's Theorem, Minterms, Maxterms, SOP and POS form of Boolean Expressions for Gate Network, Simplification of Boolean Expressions using Boolean Algebra and Karnaugh Map Techniques (up to 4 variables)

**Unit III [7T]**

Fundamentals of Problem Solving – The Problem Solving Aspect, Top-down Design, Definition –Algorithm, Flowchart, Program - Properties of Flowcharts – Flowchart Symbols for Designing Application Programs, Sample Algorithms – Sum, Average, Finding Smallest Number, Checking Odd/Even Number, Prime Number, Quadratic Equation

**Unit IV [5T + 16L]**

Basics of Web Design – www, W3C, Web Browser, Web Server, Web Hosting, Web Pages, DNS, URL, Introduction to HTML, XHTML, DHTML, HTTP.

Overview of HTML 5 – Basic Formatting Tags: heading, paragraph, break, underline, bold, italic, superscript, subscript, font and image, attributes: align, color, bgcolor, font face, border, size, navigation links using anchor tag: internal, external, mail and image, lists: ordered, unordered and definition, HTML media tags: audio and video

**Unit V [5T+16L]**

Creating Simple Tables: row, col, heading, cell, border, spanning – Form Controls: Input types – text, password, text area, button, checkbox, radio button, select box, hidden controls, frames and frame sets

CSS: Introduction - Concept of CSS, Creating Style Sheet: inline and internal, CSS Properties, CSS Styling: Background, Text Format, Controlling Fonts - Working with Block Elements and Objects, CSS ID and Class

**Text Books**

1. Sinha. P.K, Computer Fundamentals, BPB Publications
2. Ram. B, Computer fundamentals, New Age International Pvt. Ltd Publishers
3. Rajaraman V and Radhakrishnan, An introduction to Digital computer Design, PHI,
4. HTML 5 Blackbook, Dream Tech Press,2016 Edition



## Reference Books

1. Thomas L Floyd, Digital Fundamentals, Universal Book Stall
2. Bartee T.C, Digital Computer Fundamentals, THM

## BCA1C01 – Mathematical Foundation for Computer Applications

**Course Number:** 5

**Contact Hours per Week:** 4

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Objectives

- To learn the basic principles of linear algebra and vectors.
- To learn the basic principles of differential and integral Calculus.
- To learn mathematical modeling using ordinary and partial equations.

### Prerequisites

- Basic mathematical knowledge

### Course Outcomes

- CO1: Learn the basic principles of linear algebra and vectors.
- CO2: Familiar with Determinant and Matrices.
- CO3: Formulate Limit, Continuity and Differentiability.
- CO4: Learn the basic principles of differential and integral Calculus
- CO5: Demonstrate a working knowledge Definite and Indefinite Integrals.
- CO6: Learn the mathematical modeling using ordinary and partial differential equations

### Course Outline

#### UNIT I (12T)

Linear Algebra and Vector Calculus: Matrices: Matrix definition, order of a matrix, types of matrices, addition of matrices, multiplication of matrices, various kinds of matrices, transpose of a matrix.

**UNIT II (12T)**

Linear system of equations and solutions using gauss elimination , Gauss Jordan, and Gauss Siedel methods.

Linear independence and rank , determinants, inverse, Eigen values. Vectors: Vectors in 2- and 3-space, dot and cross products.

**UNIT III (14T)**

Differentiation: Limits (definition only).Derivative at a point, Derivative of a Function, Differentiation from first principle, Differentiation of important functions, Product rule, Quotient rule, Differentiation of a function of a function (problem based)

**UNIT IV (12T)**

Integration: Integral as Anti-derivative, Indefinite integral & constant of integration, Fundamental theorems, Elementary Standard results.

**UNIT V (14T)**

Methods of Integration, Integration through Partial Functions , Integration by parts. Definite Integral: Evaluation by Substitution, Properties of definite integrals (Problem Based)

**Text Books**

1. Advanced Engineering Mathematics, Erwin Kreyszig, Wiley

**Reference Books:**

1. Higher Engineering Mathematics, John Bird, Elsevier Direct

2. Skills in Mathematics: Algebra, S.K.Goyal

3. Higher Engineering Mathematics, B S Grewal, Khanna Publishers

4. Higher Engineering Mathematics, Ramana, Tata McGraw Hill

5. Engineering Mathematics, P Kandasamy, S. Chand Group

**BCA1C02 – Discrete Mathematics**

**Course Number:** 6

**Contact Hours per Week:** 4

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

## Objectives

- To learn mathematical logic and Boolean algebra.

## Prerequisites

- Basic mathematical knowledge

## Course Outcomes

- CO1 To equip the students with basic principles of discrete mathematics
- CO2 To learn the mathematical logic, set theory & Boolean Algebra
- CO3 To understand the basic concept of graphs and trees.

## Course Outline

### UNIT I (12T)

Mathematical Logic: Propositions and logical operators, Truth tables, equivalence and implementation, Laws of logic, Quantifiers.

Set theory: Introduction, concept of set of theory relation, types of relation, equivalence relation.

### UNIT II (12T)

Boolean Algebra and its properties, Algebra of propositions & examples, De-Morgan's Laws, Partial order relations, greatest lower bound, least upper bound, Algebra of electric circuits & its applications. Design of simple automatic control system

### UNIT III (14T)

Graph: Simple and multigraph, Incidence and degree, Isomorphism, Sub graphs and Union of graphs, connectedness, Walks, Paths and Circuits, Euler's Formula, Eulerian graph, Hamiltonian graph, Chromatic Graphs, Planer Graphs, Travelling salesman problem, Complete, Regular and Bipartite graphs, Directed Graphs

### UNIT IV (14T)

Trees: Properties of trees, pendant vertices. Centre of a tree, rooted and binary trees, spanning trees, spanning tree algorithms, fundamental circuits; spanning trees of a weighted graph: cut sets and cut-vertices; fundamental cut sets; connectivity and separativity; network- flows; max-flow min-cut theorem.

**UNIT V (12T)**

Plan on graphs, dual graphs, Kuratowski's two graph, matrix representation of graphs, incidence matrix, directed graphs, digraphs, directed paths and connectedness. Euler digraphs

**Text Books**

1. Discrete Mathematical Structures with applications to Computer Science, J.K. Tremblay and R.Manohar,  
McGraw Hill

**Reference Books:**

1. Elements of Discrete Mathematics, C. L. Liu, TMH Edition
2. Discrete mathematical Structures, Kolman, Busby, Ross, Pearson
3. Graph theory, Harry, F., Addison Wesley.
4. Finite Mathematics, S. Lipchutz, Schaum Series, MGH.
5. Graph Theory, Deo. N, PHI

## SEMESTER II

### BCA2B02 – Problem Solving Using C

**Course Number:** 10

**Contact Hours per Week:** 4(2T+2L)

**Number of Credits** 3

**Number of Contact Hours:** 64Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

#### Objective

- To equip the students with fundamental principles of Problem Solving aspects.
- To learn the concept of programming
- To study C language
- To equip the students to write programs for solving simple computing problems

#### Prerequisites

- Knowledge of basic computer operations

#### Course Outcomes

At the end of this course, students will be able to

- CO1 Interpret the basic principles of C Programming.
- CO2 Acquire decision making and looping concepts.
- CO3 Design and develop modular programming.
- CO4 Explore usage of Arrays, strings, structures, union and files.
- CO5 Effective utilization of pointers and dynamic memory allocation.

#### Course Outline

##### Unit I [4T+ 4L]

Introduction to C Programming - Overview and Importance of C, C Program Structure, Sample programs.

Familiarization of Integrated Development Environment - Invoking IDE, Opening a new window in IDE, Writing, Saving and Compiling a C program, making an Executable File.

Elements of C Language and Program Constructs: Character Set, C Tokens, Keywords and Identifier, Constants, Variables, Data types, Variable Declaration and Assignment of Values, Symbolic Constant Definition.

## **Unit II [4T+ 6L]**

C Operators - Arithmetic operators, relational operators, and logical operators, assignment operators, increment and decrement operators, conditional operators, special operators, arithmetic expressions, evaluation of expressions, precedence of arithmetic operators, Type conversion in expressions, operator precedence and associativity, Mathematical Functions, I/O operations - Library functions.

## **Unit III [4T+ 10L]**

Data input output functions - Simple C programs – Flow of Control - Decision making with IF statement, Simple IF statement, If-else statement, Nesting of If-else and else-if Ladder, Switch statement, Conditional operator, goto statement. Looping - While loop, Do-While, and For Loops, Nesting of loops, jumps in loop, skipping of loops.

## **Unit IV [6T+ 10L]**

Arrays and Strings - One dimensional array, two dimensional and multi-dimensional arrays, strings and string manipulation functions.

The Concept of modularization and User defined functions - Definition - Multifunction Program, proto-types, Passing arguments, calling functions, various categories of functions, Nesting of functions and recursion, functions and arrays, scope and lifetime of variables in functions, multi-file programs.

Structures & Union structure definition - giving values to members, structure initialization, comparison of structure variables, arrays of structures, arrays within structures, structures within arrays, structures and functions, Unions, bit fields.

## **Unit V [6T+10L]**

Pointers - Understanding pointers, accessing the address of a variable, declaring and initializing pointers, accessing a variable through its pointer, pointer expressions, pointer and arrays, pointer and character string, pointers and functions, pointers and structures, pointer to pointer dynamic memory allocation.

Files: Creating, Processing, Opening and Closing a data file, command line operations

### **Text Book:**

1. Balaguruswami. E, Programming in ANSI C, Tata McGraw-Hill Education, 2008

**Reference Books:**

1. Brian W. Kernighan & Dennis M. Ritchie, The C Programming Language, Prentice Hall, 2<sup>nd</sup> Edition 1998
2. Yashavant P. Kenetkar, Let us C
3. Byran Gotfried, Schaums Outline series Programming with C
4. Ashok N. Kamthane, Programming in C, Pearson, 2nd Edition

## **BCA2B03 - Programming Laboratory I: Lab Exam of 1<sup>st</sup>& 2<sup>nd</sup> Semester - HTML and Programming in C**

**Course Number: 11**

**Number of Credits: 4**

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

### **Objective**

- To make the students learn web designing
- To make the students learn programming environments.
- To practice procedural programming concepts.
- To make the students equipped to solve mathematical or scientific problems using C

### **Prerequisites**

- Knowledge in operating computer.
- Knowledge in Computer fundamentals.

### **Course Outcomes**

At the end of this course, students will be able to

- CO1 Analyze a web page and identify its elements and attributes.
- CO2 Create web pages using HTML5 and Cascading Style Sheets.
- CO3 Design and develop a webpage with Hyperlinks.
- CO4 Enhance their analyzing and problem solving skills and use the same for writing programs in C.
- CO5 To write diversified programs using C language

### **Course Outline**

## Part A: HTML lab work

### List of Exercises:

- 1) Design a web page to display the information of Computer Science department of your college by using basic page tags. Display the information in the form of paragraphs/sentences. Also use effects to highlight the information like bold, italic or underline.
- 2) (a) Create a webpage with HTML describing your department. Use paragraph and list tags.  
(b) Apply various colors to suitably distinguish key words. Also apply font styling like italics, underline and two other fonts to words you find appropriate. Also use header tags.
- 3) Use the above webpage to
  - a) Create links on the words e.g. “Wi-Fi” and “LAN” to link them to Wikipedia pages.
  - b) Insert an image and create a link such that clicking on image takes user to other page.
  - c) Change the background color of the page. At the bottom create a link to take user to the top of the page.
- 4) Design a page to display the information in table format. Display the list of colleges offering BCA along with the details College Name, Address, Contact no. Address column will consist of sub columns as House Name, Post, City and pin code.  
*(Purpose: - Introduction of table tags along with the sub columns and other supportive tags like caption, cell spacing, cell padding etc.)*
- 5) Create a webpage to create a photo Album. When the user clicks on the Image and Video Link it should open the corresponding album.
- 6) Design web pages which display the product images and its information with it. The products are computer, printers and laptop. The information displayed of product should be configuration/ technical details, price etc.  
*(Purpose: - Study image tag. Display image in tabular form along with the other text information.)*
- 7) Design a page to display the BCA syllabus by using List tag.  
*(Purpose: - Introduce list tag to display data in ordered or unordered format as main, sub main, sub-sub main, etc by using nos. or special types of bullets.)*
- 8) Create HTML pages using Hyper Links
  - i. File Link
  - ii. Single Page Link
- 9) Create a hyperlink to show the information and syllabus of BCA. When click on the links each page should display the objective of respective course, Lesson plan, Course duration etc.  
*(Purpose: - Introduce anchor tag to create links between pages. One can able to transfer the control to next page, previous page or to a specific page like Home page.)*
- 10) Design an HTML page describing your University infrastructure. Use tables to provide layout to your HTML page.
- 11) Use <span> and <div> tags to provide a layout to the above HTML page instead of a table layout.
- 12) HTML pages with Tables



- i. Use Tables to layout HTML pages
- ii. Use `<span>` and `<div>` tags to provide a layout to the above page instead of table layout
- iii. Use Frames to divide the page contents into different parts
- iv. Embed Audio and Video into your HTML webpage

13) Design a page to display the information in table format. Display the list of colleges offering Computer Science along with the details College Name, Address, Contact no. Address column will consist of sub columns as Post Office, City, District and Pin code.

*(Purpose: - Introduction of table tags along with the sub columns and other supportive tags like caption, cell spacing, cell padding etc.)*

14) Create an HTML page to show the use of Navigation Frame

15) Create an HTML page to show the use of Floating Frame

16) Create an HTML page to show the use of Inline Frame

17) Design web pages to display the information about your college and UG Programmes offered in your college. Divide the page into three frames. The top frame should display the title of the college, left frame should display the UG Programmes and the right frame display the details of selected programme like fees, syllabus etc.

*(Purpose: - Study frame tag which allow to divide the screen into no of sections.)*

18) Design web pages to accept the student information. Student should enter the details like first name, last name, middle name, city up to 25 characters, and address up to 50 characters. Show the combo box to select the qualification, option button for gender selection. Display the information accepted in a formatted form.

*(Purpose: - Study form tag which allow to design the formatted screen to accept the information from the user.)*

19) Design a website to show the use of the following input controls

- i. Checkbox,
- ii. Radio button,

20) Design a website to show the use of the following input controls

- i. Select box,
- ii. Hidden controls

21) Design CSS style sheet to define settings for heading, body, table and links.

*(Purpose: - Study CSS style sheet facility. This allows setting the default settings for all the pages.)*

22) Design a webpage to show the use of External Style Sheets

## **Part B: C Programming**

Write programs to do the following:

1. Find the sum of digits and reverse of a number.
2. Find the distance between two points.
3. Find the factorial of a number.
4. Find the  $N^{\text{th}}$  Fibonacci number using recursion.
5. Print the reverse of a string using recursion.
6. Solve the problem of Towers of Hanoi using recursion.
7. Find  $\text{Sin}(x)$  and  $\text{Cos}(x)$  in the range  $0^\circ$  to  $180^\circ$  (interval  $30^\circ$ ) using functions.
8. Create a pyramid using '\*'.
 

```

      *
     **
    ***
   ****
  *****
 *****
  ****
   ***
    **
     *
```
9. Display the multiplication tables up to the number N.
10. Find the number of words in a sentence.
11. Perform matrix addition, subtraction, multiplication, inverse, and transpose using pointers and functions.
12. Replace a part of the string with another string.
13. Find the power of a number using structure and union.
14. Find the average of prime numbers in a group of N numbers using function.
15. Find the sum of the series  $S = 1 + (\frac{1}{2})^2 + (\frac{1}{3})^3 + \dots$  to 0.0001% accuracy.
16. Display the rightmost digit in a floating point number.
17. Create a pattern with the number N.
 

e.g. N = 39174      Pattern:

```

      3 9 1 7 4
      9 1 7 4
      1 7 4
      7 4
      4
```
18. Display the short form of a string. E.g. Computer Science : CS
19. Currency conversion (any four currencies)
20. Find the currency denomination of a given amount.
21. Prepare sales bill using array of structures.
22. Addition and subtraction of complex numbers using structure.
23. Find the amstrong numbers within a given range.
24. Check for palindrome string/number.
25. Check for leap year.
26. Find the number of special characters in a given string.
27. Store and read data from a text file.
28. Write odd and even numbers into separate files.
29. Swapping of two numbers using call-by-reference method.
30. Copy the contents of one file into another one using command line parameters.
31. Base conversion of numbers.
32. Calculate the percentage of marks obtained for N students appeared for examination in M subjects using array of structures.
33. Display a table of the values of function  $y = \exp(-x)$  for x varying from 0.0 to N in steps of 0.1

34. Design a Scientific Calculator and include as many functions as possible.
35. Merge two numeric arrays in sorted order.
36. Fill upper triangle with 1, lower triangle with -1 and diagonal elements with 0.
37. Count the occurrence of different words in a sentence.
38. Convert an input amount into words.
39. Convert a time in 24 hour clock to a time in 12 hour clock using structure.
40. Change the date/time format using structure.

**Include any 15 HTML programs and 20 C programs in the record book.**

*Note: All lab works should be neatly recorded in a Laboratory Record Book in written form. However Program results can be pasted in the left hand side of the fare record. All students should have a rough record (observation note book) too, in which they write all the works to be carried out in the lab prior to his/her entering the lab. He/She may also note down the i/p and o/p that he gives for program verification in the observation note book (rough record).*

## **BCA2C03 – Financial and Management Accounting**

**Course Number:** 12

**Contact Hours per Week:** 4

**Number of Credits:** 3

**Number of Contact Hours:** 64Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### **Objective**

- To get a general introduction on accounting and its general applications.
- To get an understanding on various tools for financial statement analysis.
- To get an understanding on accounting procedures upto the preparation of various financial statements.
- To get a general understanding of the important tools for managerial decision making.

### **Prerequisites**

- Basic accounting knowledge.

### **Course Outcomes**

- CO1 To get a general introduction on accounting and its general application.
- CO2 To get a general understanding on various tools for financial statement analysis.

- CO3 To get a general understanding on accounting procedures up to the preparation of various financial statements.
- CO4 To get a general understanding of the important tools for managerial decision making.

## Course Outline

### UNIT I (12T)

Principles of accounting - Some fundamentals concepts and conventions - Systems of accounting double entry principles - Advantages of Double entry system - personal, real, nominal accounts.

### UNIT II (12T)

Cash book - forms of cash books - subdivisions of Journal - Ledgers - limitations of financial accounting - Trial balance - Final accounts - Trading P/L A/c - Balance sheet

### UNIT III (12T)

Invitation to management accounting: Analysis and interpretation of trading accounts and financial statements - Horizontal Vertical analysis - Common size Balance sheet - common size income statement - comparative income and balance sheet - trend analysis.

### UNIT IV (12T)

Marginal costing - Breakeven point - cost volume profit analysis - margin of safety

### UNIT V (12T)

Standard costing - analysis of variance - material - labour - O/H - sales variables - Budget and Budgetary control - different types of budgets - master budget - sales budget - production budget - flexible budget - cash budget - advantages – preparation

### Text Book

1. Financial Management, Pandey I.M Vikas publishing house

### Reference Books:

1. Elements of Accounting, Kellock.J, Heinmann
2. Advanced Accountancy, S.N Maheshwari, Vikas Publishing
3. Cost and Management Accounting, A.Vinod, Calicut University Central Co-Operative Stores

## BCA2C04 - Operations Research

**Course Number:** 13

**Contact Hours per Week:** 4

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Objective

- To get a general introduction in solving linear programming problems.
- To get a general understanding of network analysis technique.
- To get a general understanding of different mathematical models.

### Prerequisites

- Basic Mathematical knowledge

### Course Outcomes

- CO1 To formulate a real-world problem as a mathematical model.
- CO2 To find solutions for the mathematical models using LPP, Assignment and Transportation methods
- CO3 Formulate and solve problems as networks and graphs.
- CO4 To use CPM and PERT techniques to plan, schedule and control the activities of a project.

### Course Outline

#### UNIT I (12T)

Operation research and LPP: Operation Research and Decision making, Advantages of O.R approach in decision making, Application of O.R, uses and limitations of O.R.

#### UNIT II (14T)

LPP: Introduction, mathematical formulation the problem, canonical and standard forms of LPP. Simplex method, artificial variable technique - Big M and two phase method - problem of degeneracy - concept of duality - dual simplex method.

#### UNIT III (12T)

Transportation model - North West corner rule, Least cost method, Vogel's approximation method - loops in transportation table - Degeneracy in transportation table - Transshipment problem.

#### **UNIT IV (12T)**

Assignment model: Mathematical formulation of the problem - assignment algorithm impossible algorithms - travelling salesman problem

#### **UNIT V (14T)**

Network Scheduling: Concept of network, basic components, PERT and CPM, Rules of network construction, maximal flow problem, project scheduling critical path calculations, advantages of network (PERT/CPM).

Sequencing models: processing  $n$  jobs through two machines,  $n$  jobs through three machines, two jobs through  $m$  machines.

#### **Text Book:**

1. Operation Research, Kanti Swarup, Gupta P.K Man Mohan, Sultan Chand & Sons

#### **Reference Books:**

1. Operation Research: An Introduction, Tahah. A, McMillan 1982
2. Operations Research, Prof.K.Venogopal, Calicut University Central Co-Operative Stores

## SEMESTER III

### XXXXA11– Python Programming

**Course Number: 14**

**Contact Hours per Week: 4T**

**Number of Credits: 4**

**Number of Contact Hours: 64**

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

#### Objectives

- To learn basics of Python programming
- To learn decision making, looping and functions in Python
- Understand Object Oriented Programming using Python

#### Prerequisites

- Knowledge of C language.

#### Course Outcomes

At the end of this course, students will be able to

- CO1 Explain basic principles of Python programming language
- CO2 Implement decision making and loop statements in Python,.
- CO3 Implement GUI applications using Python
- CO4 Explain modular programming concepts using Python
- CO5 Familiarize with List, Tuple, Dictionary concepts in Python

#### Course Outline

##### UNIT I [16T]

Introduction to python, features, IDLE, python interpreter, Writing and executing python scripts, comments, identifiers, keywords, variables, data type, operators, operator precedence and associativity, statements, expressions, user inputs, type function, eval function, print function.

##### UNIT II [16T]

Boolean expressions, Simple if statement, if-elif-else statement, compound boolean expressions, nesting, multi way decisions. Loops: The while statement, range functions, the for statement, nested loops, break and continue statements, infinite loops.

### **UNIT III [16T]**

Functions, built-in functions, mathematical functions, date time functions, random numbers, writing user defined functions, composition of functions, parameter and arguments, default parameters, function calls, return statement, using global variables, recursion.

### **UNIT IV [16T]**

String and string operations, List- creating list, accessing, updating and deleting elements from a list, basic list operations. Tuple- creating and accessing tuples in python, basic tuple operations. Dictionary, built in methods to access, update and delete dictionary values. Set and basic operations on a set.

### **Reference Books:**

1. E. Balaguruswamy, Introduction to Computing and Problem Solving Using Python
2. Richard L. Halterman, Learning To Program With Python
3. Martin C. Brown, Python: The Complete Reference.

## **XXXXA12 -Sensors and Transducers**

(Basic principle, working and applications only expected)

**Course Number: 15**

**Contact Hours per Week: 4T**

**Number of Credits: 4**

**Number of Contact Hours: 64Hrs.**

**Course Evaluation: Internal – 20 Marks + External – 80 Marks**

### **Course Outcomes**

The students will be able to

- CO1 Explain resistance, inductance and capacitance transducers.
- CO2 Perceive the concepts of temperature and pressure transducers.



- CO3 Perceive the concepts level transducers such as and flow transducers
- CO4 Explain Electromagnetic transducers and radiation sensors
- CO5 Explain force and torque transducers and sound transducers

## Course Outline

### Unit I [16T]

Transducers: Definition, Principle of sensing & transduction, Classification, Characteristics of transducers. Basic requirement of transducers.

Resistance Transducer: Basic principle – Potentiometer –Loading effects, Resistance strain gauge– Types.

Inductance Transducer: Basic principle – Linear variable differential transformer – RVDT-types. Capacitance

Transducer: Basic principle-transducers using change in area of plates– distance between plates- variation of dielectric constants–Types

### Unit II [16T]

Thermal sensors: Resistance change type: RTD - materials, types, working principle, Thermistor - materials, types, working principle, Thermo emf sensors: Thermocouple – Principle and types, Radiation sensors: Principle and types.

### Unit III [16T]

Pressure Transducers: basic principle- different types of manometers-u tube manometer-well type manometers.

Level transducer-continuous level measurement-discrete level measurement-mass –capacitive level gauges

### Unit IV [16T]

Flow Transducers: Bernoulli's principle and continuity, Orifice plate, nozzle plate, venture tube, Rotameter, anemometers, electromagnetic flow meter.

Radiation sensors: LDR, Photovoltaic cells, photodiodes, photo emissive cell types.

Sound Transducers: Sound level meter, Microphone.

Hall Effect transducers

### Text Books

1. D Patranabis, Sensors and Transducers, PHI, 2<sup>nd</sup> Edition.
2. Murthy D.V.S—Transducers and Instrumentation, 2<sup>nd</sup> Edition, Prentice Hall of India Private Limited, New Delhi, 2010.

## Reference Books

1. E.A. Doebelin, Measurement Systems: Application and Design McGrawHill, NewYork
2. A.K. Sawhney- A course in Electrical & Electronic Measurement and Instrumentation, Dhanpat Rai and Company Private Limited.
3. S.Renganathan—Transducer Engineering, Allied Publishers, 2005

## BCA3B04 – Data Structures Using C

**Course Number:** 16

**Contact Hours per Week:** 7 (3T + 4L)

**Number of Credits:** 3

**Number of Contact Hours:** 112 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Objective

- To introduce the concept of data structures
- To make the students aware of various data structures
- To equip the students implement fundamental data structures

### Prerequisites

- Knowledge in C Programming Language

### Course Outcomes

- CO1 To be familiar with fundamental data structures and with the manner in which these data structures can best be implemented; become accustomed to the description of algorithms in both functional and procedural styles
- CO2 To have knowledge of complexity of basic operations like insert, delete, search on these data structures.
- CO3 Ability to choose a data structure to suitably model any data used in computer applications.
- CO4 Design programs using various data structures including hash tables, Binary and general search trees, graphs etc.
- CO5 Implement and know the applications of algorithms for sorting, pattern matching

## Course Outline

### UNIT I [9 T + 7L]

Introduction: Elementary data organization, Data Structure definition, Data type vs. data structure, Categories of data structures, Data structure operations, Applications of data structures, Algorithms complexity and time-space trade off, Big-O notation.

Strings: Introduction, strings, String operations, Pattern matching algorithms

### UNIT II [10 T + 14 L]

Arrays: Introduction, Linear arrays, Representation of linear array in memory, Traversal, Insertions, Deletion in an array, Multidimensional arrays, Parallel arrays, sparse matrix.

Linked List: Introduction, Array vs. linked list, Representation of linked lists in memory, Traversal, Insertion, Deletion, Searching in a linked list, Header linked list, Circular linked list, Two-way linked list, Applications of linked lists, Algorithm of insertion/deletion in Singly Linked List (SLL).

### UNIT III [10 T + 14 L]

Stack: primitive operation on stack, algorithms for push and pop. Representation of Stack as Linked List and array, Stacks applications: polish notation, recursion.

Introduction to queues: Primitive Operations on the Queues, Circular queue, Priority queue, Representation of Queues as Linked List and array, Applications of queue: Algorithm on insertion and deletion in simple queue and circular queue.

### UNIT IV [10 T + 14 L]

Trees - Basic Terminology, representation, Binary Trees, Tree Representations using Array & Linked List, Basic operation on Binary tree: insertion, deletion and processing, Traversal of binary trees: In order, Pre-order & post-order, Algorithm of tree traversal with and without recursion, Binary Search Tree, Operation on Binary Search Tree, expression trees, implementation using pointers, applications.

### UNIT V [10 T + 14 L]

Introduction to graphs, Definition, Terminology, Directed, Undirected & Weighted graph, Representation of graphs, graph traversal- depth-first and breadth-first traversal of graphs, applications.

Searching: sequential searching, binary searching, Hashing – linear hashing, hash functions, hash table searching; Sorting: Quick Sort, Exchange sort, Selection sort and Insertion sort.

### Text Books

1. Seymour Lipschutz, “Data Structures”, Tata McGraw- Hill Publishing Company Limited, Schaum’s

Outlines, New Delhi.

2. Yedidyan Langsam, Moshe J. Augenstein, and Aaron M. Tenenbaum, “Data Structures Using C”, Pearson Education., New Delhi.
3. Horowitz and Sahani, “Fundamentals of data Structures”, Galgotia Publication Pvt. Ltd., New Delhi.

### Reference Books

1. Trembley, J.P. And Sorenson P.G., “An Introduction to Data Structures With Applications”, Mcgraw- Hill International Student Edition, New York.
2. Mark Allen Weiss, “Data Structures and Algorithm Analysis in C”, Addison- Wesley, (An Imprint of Pearson Education), Mexico City.
3. A.K.Sharma, Data Structures Using C, Pearson, Second edition, 2011
4. Nair A.S., Makhalekshmi, Data Structures in C, PHI, Third edition 2011.
5. R. Kruse etal, “Data Structures and Program Design in C”, Pearson Education Asia, Delhi-2002
6. K Loudon, “Mastering Algorithms with C”, Shroff Publisher & Distributors Pvt. Ltd.

## BCA3C05- Computer Oriented Numerical & Statistical Methods

**Course Number: 17**

**Contact Hours per Week: 5**

**Number of Credits: 3**

**Number of Contact Hours: 80 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Objective

- To learn the floating point arithmetic
- Learning to solve linear equations.
- To learn numerical differentiation and integration.
- To learn the basics of statistics and probability theory

### Prerequisites

Background of the basic Mathematics

### Course Outcomes

- CO1 To compute solution of algebraic and transcendental equation by numerical methods like Bisection method and Newton Raphson method.
- CO2 To recognize elements and variables in statistics and summarize qualitative and quantitative data.
- CO3 To calculate the mean, median and mode for individual series.
- CO4 To outline the properties of correlation and compute Karl-Pearson's coefficient of correlation

## Course Outline

### UNIT I (8T)

Floating Point Arithmetic - Errors, Significant digits and Numerical Instability, Roots of Algebraic Equations - Bisection Method - Method of False Position - Newton Raphson Method.

### UNIT II (12T)

Interpolation and Approximation–Lagrange & Newton; Interpolations- Finite Difference Operators, Interpolating; Polynomials using finite differences, Simpson's 1/3rd rule ,Trapezoidal method.

### UNIT III (20T)

Basics statistics: Measures of central tendencies - Mean, Median, Mode, Geometric mean and Harmonic mean. Measures of dispersion - Range, quartile deviation, Lorenz curve. Mean deviation and standard deviation.

### UNIT IV (20T)

Curve fitting- Principles of least squares, fitting of straight lines. Correlation (Bivariate case only) Pearson's coefficient of correlation. Rank correlation and Regression analysis. Probability theory: Random experiment. Sample point, sample space, events, union, intersection and compliment of events.

### UNIT V (20T)

Random variables and probability distribution, Discrete and continuous random variables-density function-distribution- density function.

### Reference Books

1. Numerical Methods in Engineering, Salvadori & Baron, PHI
2. Numerical Methods for Scientific and Engineering Computation, M.K. Jain, SRK, Iyengar, R.K. Jain, New Age International
3. Introduction to Mathematical Statistics, Hogg R V Craig A T, Macmillan
4. Mathematical Statistics, Freund J E, Waple R E, Prentice Hall of India.
5. Probability and Statistics for *Engineers*, Miller I Freund J E, Prentice Hall of India.

## BCA3C06 –Theory of Computation

**Course Number: 18**

**Contact Hours per Week: 5**

**Number of Credits: 3**

**Number of Contact Hours: 80 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Objective

- To get a general introduction to the theory of Computer Science
- To get a general understanding on different languages, grammar and automata

### Prerequisites

Basic knowledge in discrete structures and graph theory.

### Course Outcomes

- CO1 To discuss key notions of computation, such as algorithm and decidability through problem solving.
- CO2 To explain the models of computation, including formal languages, grammars and automata, and their connections.
- CO3 To analyze and design finite automata, pushdown automata and Turing machines.
- CO4 To solve computational problems regarding their computability and complexity and prove the basic results of theory of computation.

### Course Outline

#### UNIT I (10T)

Introduction to Mathematical preliminaries: Sets, Functions and Relations, graphs and trees,

Strings and their Properties, Proof techniques: By induction, by contradiction.

#### UNIT II (10T)

Formal languages: Definitions and examples, Chomsky classification of languages, Languages and their relation, Recursive and Recursively enumerable sets, Languages and automata.

#### UNIT III (20T)

Theory of Automata: Definition of automaton, description of a finite automaton, DFA, transition systems, properties of transition functions, acceptability of a string by a finite automaton, Non deterministic finite state machines: with epsilon moves and without epsilon moves, equivalence of DFA and NFA, Mealy and Moore

Models, minimization of finite automata. Regular sets and grammar: Regular expressions, Finite automata and regular expressions, closure properties of regular sets, Algebraic laws for regular expressions, regular sets and regular grammars

#### **UNIT IV (20T)**

Context free languages: Context free languages and derivation trees, Ambiguity in context free grammars, Simplification of context free languages, normal forms for context free languages.

#### **UNIT V (20T)**

Pushdown automata: Definition, Acceptance by PDA, Pushdown automata and Context-free languages, Parsing and Pushdown Automata. Turing Machines: Turing machine model, representation of Turing machines, languages accepted by Turing machine.

#### **Text Books**

1. Theory of Computer Science- Automata, Languages and Computation- K.L.P. Mishra, N Chandrasekaran, PHI
2. Theory of Computation, Sachin Agrawal, Vikas Publishing House

#### **Reference Books**

1. Introduction to Automata Theory, Languages & Computations, J.E Hopcroft, R Motwani & J. D. Ullman
2. Elements of theory of Computation, Second edition, H.R. Lewis and C.H. Papadimitriou, Pearson education.
3. An Introduction to the Theory of Computer Science, Languages and Machines-Thomas A. Sudkamp, Third Edition, Pearson Education.
4. An Introduction to Formal languages and Automata- Peter Linz

## SEMESTER IV

### XXXXA13– Data Communication and Optical Fibers

**Course Number: 19**

**Contact Hours per Week: 4T**

**Number of Credits: 4**

**Number of Contact Hours: 64**

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

#### Objectives

- To expose the students to the basics of network communication and signal propagation through optical fibers.

#### Pre- Requisite

- Basic knowledge of Data Communication

#### Course Outcomes

At the end of this course, students will be able

- CO1 To Acquaint with the structure of Data Communications System and its components.
- CO2 To Familiarize with different network terminologies and transmission media
- CO3 To gain knowledge of the different multiplexing techniques ,Telephone system, Mobile System-GSM
- CO4 To become familiar with the functions of a Datalink layer and Switching
- CO5 To acquire the knowledge of Optical Fibre Cable and its working

#### Course Outline

##### Unit I [16T]:

Introduction- Components, Networks, Protocols and standards, Basic Concepts: Line Configuration, Topology Transmission mode, analog and digital signals, Encoding and modulating- analog-to-digital conversion, digital to analog conversion, digital data transmission, DTE-DCE interface, modems, cable modems. Transmission media: guided media, unguided media, and transmission impairment.



**Unit II [16T]**

Multiplexing: Many to one/ one to many, frequency division multiplexing, wave division multiplexing, TDM, multiplexing applications: the telephone system, Cellular System, Mobile Communication-GSM, Mobile Services, GSM system Architecture, Radio Interface in GSM

**Unit III [16T]**

Data link Control: Line Discipline, flow control, error control, Data link Protocols: Asynchronous Protocols, synchronous protocols, character oriented protocols, bit – oriented protocols, link access procedures. Local Area Networks: Ethernet, token bus, token ring, FDDI, Comparison, Switching- circuit switching, packet switching, message switching, integrated services digital networks (ISDN): services, history, subscriber access to ISDN.

**Unit IV [16T] (Derivation not required)**

Overview of Optical Fiber Communication - Introduction, historical development, general system, advantages, disadvantages, and applications of optical fiber communication, optical fiber waveguides, fiber materials, Optical Sources And Detectors- Introduction, LED's, LASER diodes, Photo detectors. Ray theory, cylindrical fiber, single mode fiber, cutoff wave length, mode field diameter.

**Text Books:**

1. Behrouz A. Forouzan, Data Communication and Networking, TMH
2. Mobile Communications – Jochen H. Schiller , Second Edition ,Pearson
3. Optical Fiber Communication – Gerd Keiser, 4th Ed., MGH, 2008.

**Reference Books:**

1. William Stallings: Data & Computer Communications, 6/e, Pearson Education.
2. William L. Schweber : Data Communication, McGraw Hill.
3. Electronic Communication Systems - Kennedy and Davis, TMH
4. Optical Fiber Communications– – John M. Senior, Pearson Education. 3rd Impression, 2007.
5. Fiber optic communication – Joseph C Palais: 4th Edition, Pearson Education.

## XXXXA14- Microprocessors-Architecture and Programming

**Course Number: 19**

**Contact Hours per Week: 4T**

**Number of Credits: 4**

**Number of Contact Hours: 64 Hrs.**

**Course Evaluation: Internal – 20 Marks + External – 80 Marks**

### Objective

- To understand internals of Microprocessor.
- To learn architecture of 8085 Microprocessor
- To learn instruction set of 8085 Microprocessor
- To learn how to program a Microprocessor

### Prerequisites

- Basic knowledge of Computer.

### Course Outcomes

- CO1 To study general architecture of microprocessor
- CO2 To write assembly language programs, both simple programs and interfacing programs
- CO3 To know how to interface peripheral devices with 8085
- CO4 To study the architecture of 8086 microprocessor

### Course Outline

#### Unit I [16T]

General architecture of computer, Introduction to Microprocessor, Memory classification, Introduction to 8085, Microprocessor bus organizations ,data bus, addressbus, control bus. Memory addressing, memory mapping. 8085 architecture in detail. General purpose registers and special purpose registers, flag register -8085 pins and signals.

#### Unit II [16T]

Assembly language programming basics. Opcode, Mnemonics etc. 8085 instruction set ,Data transfer ,Arithmetic and Logic, Shifting and rotating, Branching/Jump, Program control. Addressing modes. Memory read and write cycle. Timing diagram. Instruction cycle , machine cycle and T-states. Types of I/O addressing. Simple programs.

**Unit III [16T]**

Types of programming techniques looping, indexing(pointers),delay generation. Stack in 8085, call and return Instructions. Data transfer between stack and microprocessor. Subroutine and delay programs. Interrupts in 8085. Interrupt driven programs. Interfacing - Programmable peripheral devices - 8255A, 8254, 8237.

**Unit IV [16T]**

Introduction to 8086/88 microprocessors – overview, 8086 internal architecture. The execution unit, BIU, Registers, Flags, Segmentation, physical address calculation, addressing modes.

**Text Books:**

1. Ramesh S. Gaonkar, Microprocessor Architecture Programming and Application with 8085, Prentice Hall
2. Doughles V Hall, Microprocessors and Interfacing: Programming and Hardware, Tata McGraw Hill

**Reference Books:**

1. Microprocessor and Microcomputer - Based system Design - M. Rafiquzzman - CRC press
- 2.A.P Mathur, Introduction to Microprocessors, Tata McGraw-Hill Education
- 3.The Intel Microprocessors: 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium,Pentium Pro, Pentium II, III, IV and Core 2 with 64 bit Extensions, Barry B. Brey,Prentice Hall Pearson
4. Microprocessors PC Hardware and Interfacing –N.Mathivanan – PHI

**BCA4B05 – Database Management System and RDBMS**

**Course Number:** 21

**Contact Hours per Week:** 7 (3T + 4L)

**Number of Credits:** 3

**Number of Contact Hours:** 112 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

## Objective

- To learn the basic principles of database and database design
- To learn the basics of RDBMS
- To learn the concepts of database manipulation SQL
- To study PL/SQL language

## Prerequisites

- Basic knowledge of computers, data structures and programming

## Course Outcomes

After the completion of the course the student will be able to

- CO1 Gain knowledge of data base systems and data base management system software.
- CO2 Ability to model data in applications using conceptual modeling tools such as ER Diagrams and design data base schemas based on the model.
- CO3 Formulate, using SQL, solutions to a broad range of query and data update problems.
- CO4 Demonstrate an understanding of normalization theory and apply such knowledge to the normalization of a database.
- CO5 Be acquainted with the basics of transaction processing and concurrency control.

## Course Outline

### Unit I [8 T+ 2L]

Database System concepts and applications Introduction to databases, File Systems vs. DBMS, Advantages and Disadvantages of using DBMS Approach, Database administrators and user, Data Models, Schemas, and Instances, Types of Data Models, Three Schema Architecture and Data Independence, Database Languages and Interfaces.

### Unit II [10 T+ 6L]

Entity-Relationship Model - Conceptual Data Models for Database Design Entity Relationship Models, Concept of Entity, Entity Sets, Relationship Sets, Attributes, Domains, Constraints, Keys, Strong and Weak Entities, Concepts of EER.

Relational Data Model Relations, Domains and Attributes, Tuples, Keys. Integrity Rules, Relational Algebra and Operations, Relational Calculus and Domain Calculus, Relational Database Design using ER to Relational Mapping.

### Unit III [10 T+12L]

Relational Database Design - Relational database design Anomalies in a Database, Normalization Theory, Functional Dependencies, First, Second and Third Normal Forms, Relations with more than one Candidate Key, Good and Bad

Decompositions, Boyce Codd Normal Form, Multivalued Dependencies and Fourth Normal Form, Join Dependencies and Fifth Normal Form.

#### **Unit IV [10 T +20L]**

SQL Concepts: Basics of SQL, DDL, DML, DCL, Tables – Create, Modify and Delete table structures, Rename and Drop tables, Defining constraints – Primary key, foreign key, unique, not null, check, IN operator

Select Command, Logical Operators, Functions - aggregate functions, Built-in functions –numeric, date, string functions, set operations, sub-queries, correlated sub-queries, Use of group by, having, order by, join and its types, Exist, Any, All. View - Creation, Renaming the column of a view, destroys view.

#### **Unit V [10 T+24L]**

Transaction Management and Concurrency Control - Transaction Properties (ACID), states, Commit, Rollback; Concurrency Control Lost update problems, Locks, two phase locking.

Programming with SQL: Data types: Base and Composite, Attributes. Variables – Constants - Using set and select commands, Control Structures: IF, IF THEN ELSE, IF THEN ELSEIF, CASE. Loops: LOOP, EXIT, CONTINUE, WHILE, FOR, and FOREACH - Looping Through Arrays - Looping Through Query Results. Security: Locks: Table-level Lock, Row-level Lock, Deadlock, Advisory Lock. Cursors: Bound and Unbound Cursors, Declaration, Opening, Working with cursors: FETCH, MOVE, UPDATE/DELETE, CLOSE, Looping through a Cursor. Concept of Stored Procedures – Advantages and Disadvantages – Creation – Parameters Setting for Function- Alter – Drop – Grant and Revoke - Passing and Returning data to/from Stored Procedures - Using stored procedures within queries – Triggers: Creation, Modification, Deletion, Error Handling: Control Structures, Cursors, Functions, Triggers.

#### **Text Books:**

1. Abraham Silberschatz, Henry F Korth, S.Sudharshan, Database System Concepts, 6<sup>th</sup>Edition
2. W. Gilmore, Beginning PHP and PostgreSQL 8: From Novice to Professional, Goels Computer Hut (2007), ISBN: 9788181286000
3. PostgreSQL Official Documentation Online

#### **Reference Books:**

1. Alex Krigel and Boris M.Trukhnov, SQL Bible, Wiley pubs
2. Paul Nielsen, Microsoft SQL Server 2000 Bible, Wiley Dreamtech India Pubs.
3. CJ Date, Introduction to Database Systems, Addison Wesley.
4. Ramkrishnan, Database Management Systems, McGraw Hill

## BCA4B06- Programming Laboratory II: Lab Exam of 3<sup>rd</sup> and 4<sup>th</sup> Semester - Data Structures and RDBMS

**Course Number:** 22

**Number of Credits:** 4

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

### Objective

- To make the students equipped to solve mathematical or scientific problems using C
- To learn how to implement various data structures.
- To provide opportunity to students to use data structures to solve real life problems.

### Prerequisites

- Knowledge in operating computer.
- Theoretical knowledge in Data structures.
- Knowledge in Database

### Course Outcomes

- CO1 Make use of typical data definitions and manipulation commands.
- CO2 Test the implementation of nested and join queries.
- CO3 Develop simple application using views, sequences and synonyms.
- CO4 Inspect and implement applications that require front-end tools.
- CO5 Familiarizing with different data structures tools like searching , sorting, Linked List etc.

### Course Outline

#### Part A: Data structure – Lab Questions

1. Sort a given list of strings
2. Reverse a string using pointers.
3. Implement Pattern matching algorithm.
4. Search an element in the 2-dimensional array
5. Append 2 arrays
6. Merge two sorted array into one sorted array.
7. Search an element in the array using iterative binary search.

8. Search an element in the array using recursive binary search.
9. Implement sparse matrix
10. Implement polynomial using arrays
11. Implement singly linked list of integers.
12. Delete a given element from a singly linked list
13. Sort a singly linked list.
14. Delete an element from a singly linked list
15. Implement a doubly linked list of integers
16. Implement a circular linked list.
17. Implement polynomial using linked list
18. Addition of 2 polynomials
19. Implement Stack using array
20. Implement Stack using linked list
21. Infix expression into its postfix expression
22. Implement Queue using array
23. Implement Queue using linked list
24. Implement a binary search tree of characters.
25. Traverse a binary search tree non recursively in preorder
26. Traverse a binary search tree non recursively in inorder
27. Traverse a binary search tree non recursively in postorder
28. Traverse a binary search tree recursively in preorder
29. Traverse a binary search tree recursively inorder
30. Traverse a binary search tree recursively postorder.
31. Delete an element from a binary search tree.
32. Search an element in a binary search tree
33. Implement linear sort
34. Implement bubble sort
35. Implement exchange sort
36. Implement selection sort.
37. Implement insertion sort.
38. Implement quick sort.
39. Implement merge sort.
40. Implement heap sort

## Part B: DBMS– Lab Questions

1. Create a table employee with fields (EmpID,EName, Salary, Department, Age). Insert some records. Write SQL queries using aggregate functions for
  - A. Display the total number of employees.
  - B. Display the age of the oldest employee of each department.
  - C. Display departments and the average salaries
  - D. Display the lowest salary in employee table

E. Display the highest salary in sales department;

2. A trading company wants to keep the data of their Order Processing Application using the following relations.

### **Customer\_Master**

Customer_Number	-	Primary Key
Customer_Name	-	Not NULL
Address	-	
Pincode	-	

### **Order\_Master**

Order_Number	-	Primary Key
Order_date	-	Not NULL
Customer_Number	-	Refers Customer_master table
Order_amount	-	Not NULL

### **Order\_Detail**

Line_Number	-	Primary Key
Order_Number	-	Primary Key
Item_No	-	Not NULL, Refers ITEM table
Quantity	-	Not NULL

### **ITEM**

Item_No	-	Primary Key
UnitPrice	-	Not NULL

### **SHIPMENT**

Order_Number	-	Primary Key
Warehouse_No	-	Primary Key, Refers Warehouse table
Ship_Date	-	Not NULL with Integrity Check

### **WAREHOUSE**

Warehouse_No	-	Primary Key
City	-	Not NULL

A. Create the above tables by properly specifying the primary keys and foreign keys.

B. Enter at least five tuples for each relation.

C. Produce a listing: Cust\_Name, No\_of\_orders, Avg\_order\_amount, where the middle column is the total number of orders by the customer and the last column is the average order amount for that customer.



- D. List the Order\_Number for orders that were shipped from *all* the warehouses that the company has in a specific city.
- E. Demonstrate the deletion of an item from the ITEM table and demonstrate a method of handling the rows in the ORDER\_ITEM table that contains this particular item.
3. In this session you need to create database for an Employee management system of an ABC organization. The details about different tables are given below. According to that you can proceed further and create tables using PostgreSQL/MySQL

Create the following tables with the specified constraints:

**Department:**

Department Number - Primary Key  
 Department Name - Not NULL unique  
 Manager ID - Refers to EmployeeID of employee table.  
 Manager  
 Date of Joining - Not NULL.

**Employee:**

First Name - Not NULL  
 Middle Initials  
 Last Name - Not NULL  
 Employee ID - Primary Key  
 Date of Birth - Not NULL  
 Address  
 Gender - M or F  
 Salary - Range of 5000 to 25000  
 Date of Joining  
 Department Number - Refers to Department Number of Department table.

**Department location:**

Department Number - Refers to Department number of department table.  
 Department Location - Not NULL.  
 Department number & Department location are combined Primary Key

**Project:**

Project Name - Not NULL.  
 Project Number - Primary Key.  
 Project Location - Not NULL.  
 Department number - Refers to department number of Department table.

**Works-on:**

Employee ID - Not NULL refers to Employee ID of Employee table.  
 Project Number - Not NULL refers to Project number of Project table.  
 Hours - Not NULL.  
 Employee ID & Project Number are combined primary key.

**Dependent:**

Employee ID - Refer to employee table Employee ID field  
 Dependent Name - Gender - M or F  
 Date of Birth - Not NULL  
 Relationship - Not NULL

Now enter a few sets of meaningful data and answer the following queries.

- A. List the department wise details of all the employees.
  - B. Find out all those departments that are located in more than one location.
  - C. Find the list of projects.
  - D. Find out the list of employees working on a project.
  - E. List the dependents of the employee whose employee id is 001
4. These sessions is similar to the previous one, but in this session, assume that you are developing a prototype database of the College library management system, for that you need to create the following tables:
- Book Records
  - Book details
  - Member details and
  - Book issue details

**Book Records:**

Accession Number  
 ISBN Number

**Books:**

ISBN Number  
 Author  
 Publisher  
 Price

**Members:**

Member ID  
 Member Name  
 Maximum Number of books that can be issued  
 Maximum Number of days for which book can be issued

**Book Issue:**

Member ID

Accession Number

Issue Date

Return Date

You must create constraints, including referential integrity constraints, as appropriate. Please note accession number is unique for each book. A book, which has no return date, can be considered as issued book. Enter suitable data into the tables. Now answer the following:

- A. Insert data in all the three tables (use insert).
  - B. Insert appropriate description associated with each table and the column (use comment).
  - C. Display the structure of the tables.
  - D. Display the comments that you have inserted.
  - E. Using SELECT statement, write the queries for performing the following function:
    - a. Get the list of all books (No need to find number of copies).
    - b. Get the list of all members.
    - c. Get the Accession number of the books which are available in the library.
    - d. On return of a book by a member calculate the fine on that book.
    - e. List of books issued on 01-Jan-2005.
    - f. Get the list of all books having price greater than Rs. 500/-
    - g. Get the list of members who did not have any book issued at any time.
    - h. Get the list of members who have not returned the book.
    - i. Display member ID and the list of books that have been issued to him/her from time to time.
    - j. Find the number of copies of each book (A book accession number would be different but ISBN number would be the same).
    - k. Find the number of copies available of a book of given ISBN number.
    - l. Get the member ID and name of the members to whom no more books can be issued, because they have already got as many books issued as the number for which they are entitled.
5. This session is based on Lab 2 where you have created a library management system. In this session you have different query specification.

You must create appropriate forms, reports, graphs, views and data filtering, use of multilevel report, etc. to answer these queries.

- A. Get the list of ISBN-Number, Book name, available copies of the books of which available copies are greater than zero.
- B. Get the list of ISBN-Number, Book name, Total copies, available copies of the book of which available copies are greater than zero. List should be displayed in alphabetical order of book name.
- C. Get the list of ISBN number, Book name, Author, total copies, cost (cost is price total copies). List should be displayed in descending order of cost.
- D. Get the list of books issued to each member.
- E. Write query to know the maximum and average price of the books.

- F. Get the list of all existing members and the number of days for which a member is allowed to keep the book. Also find out the members who have got the maximum number of books issued.
- G. Get the list of member codes of those members who have more than two books issued.
- H. Find the details of the books presently issued to a member.
- I. Create the history of issue of a book having a typical accession number.
- J. To set the width of the book name to 35.
6. Create the following table and perform the necessary tasks defined below one by one. You must use the query tools/ SQL/ Reports/ Forms/ Graphs/Views/ using client/server wherever needed.
1. Create the following table named customer

Column name	Type	size
Customer ID	Character	10
Name	Character	25
Area	Character	3
Phone	Numeric	7

Insert the appropriate data into table and do the following.

- Update Phone numbers of all customers to have a prefix as your city STD Code
  - Print the entire customer table
  - List the names of those customers who have e as second letter in their names.
  - Find out the Customer belonging to area 'abc'
  - Delete record where area is NULL.
  - Display all records in increasing order of name.
  - Create a table temp from customer having customer-id, name, and area fields only
  - Display area and number of records within each area (use GROUP by clause)
  - Display all those records from customer table where name starts with a or area is 'abc'.
  - Display all records of those where name starts with 'a' and phone exchange is 55.
7. Answer the following queries using Library system as created earlier. You must create a view to know member name and name of the book issued to them, use any inbuilt function and operators like IN, ANY, ALL, EXISTS.
- a. List the records of members who have not been issued any book using EXISTS operator.
  - b. List the members who have got issued at least one book (use IN / ANY operator).
  - c. List the books which have maximum Price using ALL operator.
  - d. Display Book Name, Member Name, and Issue date of Book. Create a view of this query of the currently issued books.
8. Create a table of Employee (emp\_number, name, dept\_number, salary) and Department (dept\_number, dept\_name). Insert some records in the tables through appropriate forms having integrity checks. Add some

records in employee table where department value is not present in department table. Now answer the following query:

- a. Display all records from employee table where department is not found in department table.
- b. Display records from employee table in a report format with proper headings. This report must also contain those records where department number does not match with any value of department table.
- c. Display those employee records who have salary less than the salary of person whose emp\_number= A100.
- d. Create another table: SalesData (RegionCode, City, SalespersonCode, SalesQty).
- e. Display records where salesperson has achieved sales more than average sales of all sales persons of all the regions.

9. Create the following tables:

Order party: (Order number, Order date, customer code)

Order: Order number, Item code, Quantity

The key to the second table is order-number + item-code

Create a form for data entry to both the tables.

10. Create a table shop with fields Item\_ID, Item\_Name, Price, and Quantity. Write a procedure 'sales' to update the quantity by accepting Item\_ID and Quantity as argument. Write PostgreSQL block to invoke the procedure
11. Implement student information system
12. SQL scripts to display various reports like Result of an Examination, Salary Report, Sales Report, Sales reports grouped on Sales person or item, etc
13. Write simple PostgreSQL anonymous blocks for displaying whole numbers from 1 to 100, odd numbers from 1 to 100, even numbers from 1 to 100, positive whole numbers up to a given number, odd numbers from 1 to a given number, even numbers from 2 to a given number, Fibonacci numbers up to 100, Strange numbers up to 1000, factorials of the numbers from 1 to 10, etc.
14. Create a table product with the fields(Product\_code primary key, Product\_Name, Category, Quantity, Price). Insert some records Write the queries to perform the following.
  - a. Display the records in the descending order of Product\_Name
  - b. Display Product\_Code, Product\_Name with price between 20 and 50
  - c. Display the Product\_Name and price of categories bath soap, paste, washing powder
  - d. Display the product details whose Quantity less than 100 and greater than 500
  - e. Display product names starts with 's'
  - f. Display the products which not belongs to the category 'paste'
  - g. Display the product names whose second letter is 'a' and belongs to the Category 'washing powder'

15. Create a STUDENT table with following fields:

Field Name	Type	Width
RegNo	Character	10
Name	Character	20

Paper1	Numeric	3
Paper2	Numeric	3
Paper3	Numeric	3
Paper4	Numeric	3
Paper5	Numeric	3
Total	Numeric	3
Result	Character	6
Grade	Character	1

Enter the RegNo, Name and Marks in 5 Papers of at least 10 students. Write a SQL program to process the records to update the table with values for the fields Total (Paper1+Paper2+Paper3+Paper4+Paper5), Result ('Passed' if total is greater than or equal to 50% of the total; 'Failed' otherwise), and Grade ('A' if mark obtained is greater than or equal to 90% of the total mark, 'B' if mark obtained is greater than or equal to 75% of the total mark, 'C' if mark obtained is greater than or equal to 60% of the total mark, 'D' if mark obtained is greater than or equal to 50% of the total mark, and 'F' if mark obtained is less than 50% of the total mark). Display a report in descending order of the total mark, showing the data entered into the table along with the total marks, result and grade.

16. An examination has been conducted to a class of 10 students and 4 scores of each student have been provided in the data along with their reg\_no, name, total and avg\_score. Assign null values to the fields total and average. Write Postgresql block to do the following

Find the total and average of each student. Update the table with the calculated values  
Assign a letter grade to each student based on the average Score as

avg_score between 90 and 100	-	A
avg_score 75 -89	-	B
avg_score 60- 74	-	C
avg_score 50 -59	-	D
avg_score below 50	-	Failed

17. Prepare a salary report of the employees showing the details such as:

EmpNo, Name, Basic Pay, DA, Gross Salary, PF, Net Salary, Annual Salary and Tax  
For this purpose, create a table named SALARIES having the following structure.

Field Name	Type	Width
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EmpNo	Character	10
Name	Character	20
Basic	Numeric	6

Enter the records of at least 10 employees. Use the following information for calculating the details for the report:

DA is fixed as the 40% of the basic pay.

PF is fixed as 10% of the basic pay.

Gross Salary is (Basic Pay + DA).

Net Salary is (Gross Salary – PF)

Annual Salary is (12 \* Net Salary)

Tax is calculated using the following rules:

If annual salary is less than 100000, No Tax

If annual salary is greater than 100000 but less than or equal to 150000, then the tax is 10% of the excess over 100000.

If annual salary is greater than 150000 but less than or equal to 250000, then the tax is 20% of the excess over 150000.

If annual salary is greater than 250000, then the tax is 30% of the excess over 250000.

**18.** Generate a Hospital information system that can generate the following reports:

- Patients who belongs to in-patient category
- Patients who belongs to out-patient category

For this purpose, create a table named HOSPITAL having the following structure.

Field Name	Type	Width
PatientID	character	10
Name	character	20
Age	numeric	3
Doctor	character	20
PatientType	character	15
ConsultCharge	numeric	6
BloodTestCharge	numeric	6
XrayCharge	numeric	6
OtherCharges	numeric	6
TotalAmount	numeric	6

Enter the records of at least 10 patients. Write a SQL program to display the report in the ascending order of patient name.

19. Using the Hospital table created in Lab 16, generate a Hospital information system that can generate the following reports:
  - Patients undergone blood test.
  - Patients who have taken X-Rays
20. Design a Hotel Bill calculating system that generates hotel bills for the customers.
21. Design an Electricity Bill Report generating system that generates electricity bills details of customers for a month.
22. Generate a Library Information System that generates report of the books available in the library.
23. Programs involving multiple tables.
24. Create a table named Elec\_Bill (Cust\_No, Cust\_Name, Units\_Consumed, Bill\_Amt). Set bill\_amt as null. Write a PostgreSQL function to calculate the Bill\_Amt by accepting Cust\_No and Units\_Consumed. Write a PostgreSQL block to update the calculated amount by invoking the function.
25. Create two tables Book (BookID, BookName, Author, Publisher) and Book\_Del (Date\_of\_Del, BookID, BookName)

Create an application to generate a trigger before deleting a record from book table. The trigger procedure should insert the deleted BookID and BookName along with current date to the table Book\_Del.

**Include any 20 Data structure Lab questions and 15 DBMS Lab questions in the record book.**

*Note: All lab works should be neatly recorded in a Laboratory Record Book in written form. However Program results can be pasted in the left hand side of the fare record. All students should have a rough record (observation note book) too, in which they write all the works to be carried out in the lab prior to his/her entering the lab. He/She may also note down the i/p and o/p that he gives for program verification in the observation note book (rough record).*

## **BCA4C07- E-Commerce**

**Course Number:** 23

**Contact Hours per Week:** 5

**Number of Credits:** 3

**Number of Contact Hours:** 80 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks



## Objective

- To get a general introduction of the Electronic Commerce framework.
- To get a general understanding on the various electronic payment system.
- To get a general understanding on the internal information systems.
- To get a general understanding on the new age information.

## Prerequisites

- Basic knowledge of Commerce.

## Course Outcomes

- CO1 Understand basics of electronic commerce framework
- CO2 Understand the various models of E-Commerce
- CO3 Understand the basics of networks and E-marketing
- CO4 Understanding the security, legal and ethical issues in E Commerce.
- CO5 Analyzing the e-payment systems and designing the payment system

## Course Outline

### UNIT I (15T)

History of E-commerce and Indian Business Context : E-Commerce, Emergence of the Internet, Emergence of the WWW, Advantages of E-Commerce, Transition to E-Commerce in India, The Internet and India, E-transition Challenges for Indian Corporates.

### UNIT II (15T)

Business Models for E-commerce: Business Model, E-business Models Based on the Relationship of Transaction Parties - E-business Models Based on the Relationship of Transaction Types.

### UNIT III (18T)

Enabling Technologies of the World Wide Web: World Wide Web, Internet Client-Server Applications, Networks and Internets, Software Agents, Internet Standards and Specifications, ISP. e-Marketing: Traditional Marketing, Identifying Web Presence Goals, Online Marketing, E-advertising, E-branding

### UNIT IV (17T)

e-Security : Information system Security, Security on the Internet, E-business Risk Management Issues, Information Security Environment in India.

Legal and Ethical Issues: Cyber stalking, Privacy is at Risk in the Internet Age, Phishing, Application Fraud, Skimming, Copyright, Internet Gambling, Threats to Children.

## UNIT V (15T)

e-Payment Systems: Main Concerns in Internet Banking, Digital Payment Requirements, Digital Token-based e-payment Systems, Classification of New Payment Systems, Properties of Electronic Cash, Cheque Payment Systems on the Internet, Risk and e-Payment Systems, Designing e-payment Systems, Digital Signature.

## Reference Books

1. E-Commerce - An Indian Perspective, P.T.Joseph, S.J., PHI
2. E-Commerce Strategy, Technologies and Applications, David Whiteley, Tata Mc-Graw-Hill
3. Frontiers of Electronic Commerce, Ravi Kalakota, Andrew B. Whinston, Pearson Education Asia
4. E – Commerce, Jeffery F. Rayport, Bernard J. Jaworski, TMCH
5. E-Commerce - A Managerial Perspective, P.T. Joseph, PHI

## BCA4C08- Computer Graphics

**Course Number:** 24

**Contact Hours per Week:** 5

**Number of Credits:** 3

**Number of Contact Hours:** 80 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Objective

- To learn the basics of Computer Graphics.

### Prerequisites

- Basic knowledge in Mathematics and Computer fundamentals

### Course Outcomes

- CO1 To understand the basics of computer graphics, different graphics systems and applications of computer graphics.
- CO2 To learn various algorithms for scan conversion and filling of basic objects.
- CO3 To know the use of geometric transformations on graphics objects and their application in composite form.
- CO4 To learn different clipping methods and its transformation to graphics display device.
- CO5 To make students familiar with different color models and image manipulation using GIMP

## Course Outline

### UNIT I (10T)

Introduction to computer graphics definition, Application, Pixel, Frame Buffer, Raster and Random Scan Display, Display Devices CRT, Color CRT Monitors, basics of LCD and LED Monitors

### UNIT II (12T)

Scan Conversion of Line, DDA Algorithm of Line Drawing, Scan Conversion of Circles-Bresenham's Circle Generating algorithm, Polygon Filling, Scan Line Polygon Filling Algorithm

### UNIT III (20T)

Two-Dimensional Transformation, Translation, Rotation, Scaling, Homogeneous Coordinates, Reflection, Shear

### UNIT IV (17T)

Window to Viewport Transformation, Clipping, Line Clipping, Cohen Sutherland Line Clipping, Polygon Clipping, Sutherland and Gray Hodgman Polygon Clipping Algorithm.

### UNIT V (18T)

Color Models and Color Applications Light and Color, Different color models, RGB, CMY, YIQ. Introduction to GIMP, Image Manipulation Using GIMP.

### Reference Books

1. Donald Hearn and M Pauline Baker, Computer Graphics, PHI, New Delhi.
2. Zhigang Xiang and Roy Plasock, Computer Graphics, Schaum's Outlines.
3. Deborah Morley, Understanding Computer Today And Tomorrow, Introductory Edition.

## SEMESTER V

### BCA5B07- Computer Organization and Architecture

**Course Number: 25**

**Contact Hours per Week: 4T**

**Number of Credits: 3**

**Number of Contact Hours: 64Hrs.**

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

#### Objectives

- To learn logic gates, combinational circuits and sequential circuits
- To learn basics of computer organization and architecture

#### Prerequisites

- Boolean algebra

#### Course Outcomes

- CO1 To make students understand the basic structure, operation and characteristics of a digital computer.
- CO2 To familiarize with Computer Instruction and Interrupt Design
- CO3 To make students know the different types of control unit and Addressing Modes
- CO4. To familiarize with the Memory organization including cache memories and virtual memory
- CO5 To understand the I/O devices and standard I/O interfaces

#### Course Outline

##### Unit I [12 T]

Digital Logic - Positive and negative logic, logic gates ,NOT gate, OR gate, AND gate, XOR and X-NOR gates, Universal gates- NAND gate, NOR gate,. Combinational circuits- Half adder, half subtractor, full adder, full subtractor, ripple carry adders, look-ahead carry adders, decoders, BCD to 7-segment decoder, encoders, multiplexers and demultiplexers.

##### Unit II [13 T]

Sequential Logic Circuits: Edge triggering, Pulse triggering ,SR latch, SR flip flop, JK flip flop, Master Slave JK flip flop, D flip flop, T flip flop. Shift register: serial in - serial out, serial in - parallel out, parallel in - serial out, parallel in-parallel out configurations. counters (asynchronous & synchronous), up/down counter, decade counter, mod N counter, Ring counter, Johnson's counter

**Unit III [13 T]**

Basic Computer Organization and Design: Instruction Codes , Computer Registers, Computer Instructions, Instruction types, Timing and Control, Instruction Cycle, Memory reference Instructions, Register reference instructions, Input, Output and Interrupt Design of Basic Computer, Design of Accumulator logic

**Unit IV [13 T]**

Micro programmed Control: Control Memory, Address sequencing, Micro program Example, Design of control unit. Processor Organization: general register organization, stack organization, instruction formats, addressing modes, data transfer and manipulation, program control

**Unit V [13 T]**

Memory Organization: Memory mapping, Associative memory, Cache memory, Virtual Memory, Memory Management Hardware, hit/miss ratio, Input-Output Organization: Peripheral devices, I/O interface, Modes of Transfer-asynchronous and synchronous, Priority Interrupt, Strobe Control, Handshaking. Direct Memory Access, Input-Output Processor, Serial Communication. I/O Controllers

**Text Books:**

1. Thomas L Floyd, Digital Fundamentals, Universal Book Stall (Unit I and II)
2. M. Morris Mano, *Computer System Architecture* PHI (Unit III – V)

**Reference Books:**

1. Rajaraman V&Radhakrishnan, An Introduction to Digital Computer Design, PHI.
2. William Stallings, *Computer Organization and Architecture*, PHI.
3. Malvino& Leach, Digital Principles & Applications, TMH
4. Jain R.P. , Modern Digital Electronics, TMH
5. Malvino, Digital Computer Electronics, TMH
6. Bartee T.C., Digital Computer Fundamentals, THM
7. William H. Gothmann, Digital Electronics: An Introduction to Theory and Practice, PHI

**BCA5B08- Java Programming**

**Course Number:** 26

**Contact Hours per Week:** 6 (3T + 3L)

**Number of Credits:** 3

**Number of Contact Hours:** 96 Hrs.

**Course Evaluation:** Internal: 15 Marks + External:60 Marks

## Objectives

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

## Prerequisites

- Knowledge in OOP & Programming

## Course Outcomes

- CO1 Knowledge of the structure and model of the Java programming language.
- CO2 Use the Java programming language for various programming technologies.
- CO3 Develop software in the Java programming language.
- CO4 Evaluate user requirements for software functionality required to decide whether the Java programming language can meet user requirements.

## Course Outline

### Unit I [9 T + 5L]

Introduction to OOPS, Characteristics of OOPS, Object oriented languages, comparison between procedural and object oriented programming, basic principles of Object Orientation-class, object, abstraction, encapsulation, inheritance, polymorphism, modularity, and message passing. Features of object orientation - attributes, state, identity, operation, behavior.

### Unit II [9 T + 8L]

Introduction to Java: History, Versioning, The Java Virtual Machine, Byte code, Writing simple java program, Language Components: Primitive Data Types, Comments, Keywords, literals, The break Statement, The continue Statement, Operators – Casts and Conversions, Arrays. Introduction to classes and methods, constructors, Passing Objects to Methods, Method Overloading, Static and final, The this Reference, finalize, inner and nested classes. Inheriting class, extends, member access and inheritance, super keyword, Object class. Dynamic method dispatch, method overriding, abstract class, interface, packages, import statement.

### Unit III [10 T + 12L]

Exceptions, I/O and Threads Input and Output in Java: The File Class, Standard Streams, Keyboard Input, File I/O Using Byte Streams, Character Streams, File I/O Using Character Streams - Buffered Streams, File I/O Using a Buffered Stream, Keyboard Input Using a Buffered Stream, Writing Text Files. Threads: Threads vs. Processes, Creating Threads by Extending Thread, Creating Threads by Implementing Runnable, Advantages of Using Threads,

Daemon Threads, Thread States, Thread Problems, Synchronization. Exceptions: Exception Handling, The Exception Hierarchy, throws statement, throw statement, Developing user defined Exception Classes- The finally Block.

#### **Unit IV [10 T + 12 L]**

Database Connectivity & Applets: Introduction to JDBC : The JDBC Connectivity Model, Database Programming, Connecting to the Database, Creating a SQL Query, Executing SQL Queries, Getting the Results, Updating Database Data, Executing SQL Update/Delete, The Statement Interface, The ResultSet Interface, ResultSetMetaData. Introduction to GUI Applications - Applets - Types of Applet, Applet Skeleton, Update method, repaint Methods, Html Applet tag and passing parameter to applet.

#### **Unit V [10 T + 11 L]**

Events and GUI Applications: Event Handling: The Delegation Event Model, Event Classes, Event Listener Interfaces, Adapter Classes. Java Desktop Applications, Introduction to the AWT, Overview of the AWT, Structure of the AWT, The AWT hierarchy, Containers, Components, Canvas, Frame Working with: Color, Font, FontMetrics, Simple Graphics- Point, line, Rectangle, Polygon, Controls - Button, , Checkbox, Choice, , Label, List, Scroll bar, TextArea, TextField, Layout Manager, MenuBar, Menu, MenuItem , Checkbox MenuItem.

#### **Text Book**

1. Herbert Scheldt, Java The Complete Reference, 8th Edition, Tata McGraw-Hill Edition, ISBN: 9781259002465

#### **Reference Books**

1. E Balaguruswamy, Programming in Java: A Primer, 4th Edition, Tata McGraw Hill Education Private Limited, ISBN: 007014169X.
2. Kathy Sierra, Head First Java, 2nd Edition, Shroff Publishers and Distributors Pvt Ltd, ISBN: 8173666024.
3. David Flanagan, Jim Farley, William Crawford and Kris Magnusson, Java Enterprise in a Nutshell: A Desktop Quick Reference, 3rd Edition, O'Reilly Media, ISBN: 0596101422.

## **BCA5B09 -Web Programming using PHP**

**Course Number:** 27

**Contact Hours per Week:** 6 (3T + 3L)

**Number of Credits:** 3

**Number of Contact Hours:** 96 Hrs.

**Course Evaluation:** Internal: 15 Marks + External: 60 Marks

**Remarks:** - HTML portion covered in Computer Fundamentals and HTML paper is trimmed. Emphasis is given for HTML 5.

## Objectives

- To review on concept of OOP.
- To learn Java Programming Environments.
- To practice programming in Java.
- To learn GUI Application development in JAVA.

## Prerequisites

- Knowledge in OOP & Programming

## Course Outcomes

- CO1 To understand basics of the Internet and World Wide Web
- CO2 To learn basic skill to develop responsive web applications
- CO3 To acquire the knowledge of HTML and CSS
- CO4 To understand basic concept of client side scripting language -javascript
- CO5 To understand the server side scripting language -PHP

## Course Outline

### Unit I [9 T + 9L]

Introduction web-documents: Static, Dynamic, Active - Web programming: client side and server side scripting. HTML 5: Document Structure, Elements, Attributes, Types of Elements and Attributes, Basic HTML Data types. Using HTML5 form elements: datalist, keygen, output, progress, meter. File uploading using forms - Frameset and frames. CSS: External CSS, CSS3 Syntax, Selector: Universal, Class, ID. Working with Lists and Tables, CSS ID and Class – Navigation Bar - Image Gallery – Image Opacity.

### Unit II [9 T + 9L]

Javascript: Introduction, Client side programming, script tag, comments, variables. Including JavaScript in HTML: head, body, external. Data types. Operators: Arithmetic, Assignment, Relational, Logical. Conditional Statements, Loops, break and continue. Output functions: write, writeln, popup boxes: prompt, alert, confirm. Functions: Built-in Global Functions: alert(), prompt(), confirm(), isNaN(), Number(), parseInt(). User Defined Functions, Calling Functions with Timer, Events Familiarization: onLoad, onClick, onBlur, onSubmit, onChange, Document Object Model (Concept). Objects: String, Array, Date.

### Unit III [10 T + 10 L]

PHP: Introduction, Server side programming, Role of Web Server software, Including PHP Script in HTML: head, body, external. Comments, Data types, variables and scope, echo and print. Operators: Arithmetic, Assignment, Relational, Logical. Conditional Statements, Loops, break and continue. User Defined Functions.



**Unit IV [10 T + 10L]**

Working with PHP: Passing information between pages, HTTP GET and POST method, Cookie, Session. String functions: strlen, strpos, strstr, strcmp, substr, str\_replace, string case, Array constructs: array(),list() and foreach(). Header().

**Unit V [10 T + 10 L]**

PHP & PostgreSQL: Features of PostgreSQL, data types, PostgreSQL commands – CREATE DATABASE, CREATE TABLE, DESCRIBE TABLE (\d table\_name or using usinginformation\_schema), SELECT, SELECT INTO, CREATE AS, DELETE, UPDATE, INSERT. PHP - PostgreSQL Integration: Establishing Database Connection (pg\_connect(), pg\_connection\_status(), pg\_dbname()), Getting Error String (pg\_last\_error()), Closing database Connection (pg\_close()), Executing SQL statements (pg\_query(), pg\_execute()), Retrieving Data (pg\_fetch\_row(), pg\_fetch\_array(), pg\_fetch\_all(), pg\_fetch\_assoc(), pg\_fetch\_object(), pg\_num\_rows(), pg\_num\_fields(), pg\_affected\_rows(), pg\_num\_rows(), pg\_free\_result()), Insertion and Deletion of data using PHP, Displaying data from PostgreSQL database in webpage. Introduction to AJAX - Implementation of AJAX in PHP - Simple example for partial page update.

**Text Books**

1. HTML 5 Blackbook, Dreamtech Press, ISBN 9879351199076, 2016 Edition.
2. W. Gilmore, *Beginning PHP and PostgreSQL 8: From Novice to Professional*, Goels Computer Hut (2007), ISBN: 9788181286000

**Reference Books**

1. HTML 5 Blackbook, Dreamtech Press, ISBN 987-93-5119-907-6, 2016 Edition.
2. Jon Duckett, *Beginning Web Programming with HTML,XHTML, CSS*, Wrox.
3. Jim Converse & Joyce Park, *PHP & MySQL Bible*, Wiley.
4. PostgreSQL Official Documentation Online

## BCA5B10 -Principles of Software Engineering

**Course Number:** 28

**Contact Hours per Week:** 4T

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal: 15 Marks + External: 60 Marks

### Objectives

- To learn engineering practices in Software development.
- To learn various software development methodologies and practices.
- To learn and study various Evaluation methods in Software Development.

### Prerequisites

- Knowledge in Programming

### Course Outcomes

- CO1 To learn engineering practices in Software Development.
- CO2 Select and implement different software development process models.
- CO3 Extract and analyse software requirements specifications for different projects.
- CO4 Develop some basic level of software architecture/design.
- CO5 Define the basic concepts and importance of Software project management concepts like cost estimation, scheduling and reviewing the progress.

### Course Outline

#### UNIT I [13T]

Software and Software Engineering: Overview of Software Engineering, Practice & Myths; Software Process; Generic process model- Framework Activity, Task Set, Process Patterns, Process Improvement; SDLC , Prescriptive process model- Waterfall Model, Spiral Model, Incremental Process Model, Evolutionary Process Model; Specialized Process Models: Component Based Development, the Formal Methods Models;

Agile development-Agile Process; Extreme Programming; Other Agile Process Models – ASD, Scrum, DSDM, FDD, LSD, Agile Modeling, Agile Unified Process..

**UNIT II [13T]**

Requirements Engineering- Establishing the Groundwork- Eliciting Requirements - Developing use cases - Building the requirements model - Negotiating, validating Requirements - Requirements Analysis-Requirements Modeling Strategies.

**UNIT III [14T]**

MODELING WITH UML: Concepts and Diagrams - Use Case Diagrams - Class Diagrams - Interaction Diagrams - State chart Diagrams – Activity Diagrams - Package Diagrams - Component Diagrams - Deployment Diagrams - Diagram Organization- Diagram Extensions. Design Process- Design concepts: Abstraction, Architecture, patterns, Separation of Concerns, Modularity, Information Hiding, Functional Independence, Refinement, Aspects, Refactoring, Object Oriented Design Concepts, Design Classes- Design Model: Data, Architectural, Interface, Component, Deployment Level Design Elements.

**UNIT IV [11T]**

Structured coding Techniques-Coding Styles - Standards and Guidelines-Documentation Guidelines-Modern Programming Language Features: Type checking-User defined data types-Data Abstraction Exception Handling - Concurrency Mechanism.

**UNIT V [13T]**

TESTING: Software Quality- Software Quality Dilemma- Achieving Software Quality- Testing: Strategic Approach to software Testing- Strategic Issues - Testing: Strategies for Conventional Software, Object oriented software, Web Apps-Validating Testing- System Testing- Art of Debugging.

MAINTENANCE: Software Maintenance-Software Supportability- Reengineering - Business Process Reengineering- Software Reengineering- Reverse Engineering - Restructuring- Forward Engineering- Economics of Reengineering

**Text Books**

1. Roger S, “*Software Engineering – A Practitioner’s Approach*”, seventh edition, Pressman, 2010.
2. Pearson Education, “*Software Engineering by Ian Sommerville*”, 9th edition, 2010.
3. Roff: UML: A Beginner’s Guide TMH

**Reference Books**

1. Hans Van Vliet, “*Software Engineering: Principles and Practices*”, 2008.
2. Richard Fairley, “*Software Engineering Concepts*”, 2008.
3. Rohit Khurana, *Software Engineering: Principles and Practices*, 2nd Edition, Vikas Publishing House Pvt Ltd.
4. Pankaj Jalote, *An Integrated Approach to Software Engineering*, 3rd Edition, Narosa Publishing House.
5. Alhir, *learning UML*, SPD/O’Reily

## **Open Courses (XXX5DXX)**

### **BCA5D01-Introduction to Computers and Office Automation**

**Course Number: 29**

**Contact Hours per Week: 3T**

**Number of Credits: 3**

**Number of Contact Hours: 48 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

#### **Objective**

- To learn Office Automation.

#### **Prerequisites**

- Basic knowledge in Computer & Internet.

#### **Course Outcomes**

- CO1 Understand different types of computers
- CO2 Learn documentation using Word processing software such as MS word and Open Office Writer
- CO3 Learn calculations using spreadsheet MS Excel and Open Office Writer
- CO4 Learn presentations using Open Office Impress/MS-Power Point

#### **Course Outline**

##### **Unit I [12T]**

Introduction to Computers: Types of Computers - DeskTop, Laptop, Notebook and Netbook. Hardware: CPU, Input / Output Devices, Storage Devices – System - Software - Operating Systems, Programming Languages, Application Software - Networks - LAN, WAN - Client - Server.

##### **Unit II [12T]**

Documentation Using a Word Processor (OpenOffice Writer / M.S. Word) - Introduction to Office Automation, Creating & Editing Document, Formatting Document, Auto-text, Autocorrect, Spelling and Grammar Tool, Document Dictionary, Page Formatting, Bookmark, Advance Features - Mail Merge, Macros, Tables, File Management, Printing, Styles, linking and embedding object, Template.

**Unit III [12T]**

Electronic Spread Sheet (Open Office Calc/MS-Excel) - Introduction to Spread Sheet, Creating & Editing Worksheet, Formatting and Essential Operations, Formulas and Functions, Charts, Advanced features – Pivot table & Pivot Chart, Linking and Consolidation.

**Unit IV [12T]**

Presentation using (OpenOffice Impress/MS-Power Point): Presentations, Creating, Manipulating & Enhancing Slides, Organizational Charts, Charts, Word Art, Layering art Objects, Animations and Sounds, Inserting Animated Pictures or Accessing through Object, Inserting Recorded Sound Effect or In-Built Sound Effect.

**Reference Books:**

1. Michael Miller, *Absolute Beginner's Guide to Computer Basics*, Prentice Hall.
2. Russell A. Stultz, *Learn Microsoft Office*, BPB Publication.
3. H.M.Deitel, P. J. Deitel, et al., *Internet & World Wide Web - How to program*, Prentice Hall.

## BCA5D02 - Web Designing

**Course Number: 29**

**Contact Hours per Week: 3T**

**Number of Credits: 3**

**Number of Contact Hours: 48 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Objective

- To learn Web designing.

### Prerequisites

### Course Outcomes

- Basic knowledge in Computer & Internet.
- CO1 Learn Hypertext markup language
- CO2 Learn Web designing using HTML, Dhtml
- CO3 Familiarize with Javascript and HTML Editor (Frontpage/Bluefish)

### Course Outline

**Unit I [12T]**

HTML: Introduction - history of html, sgml - structure of html document, web page layout, html tags and types - font type, paragraph formatting, meta data, blockquote, hyperlinks, linking, comments, white space, horizontal ruler, images, ordered and unordered lists, frames, tables, forms

### **Unit II [12T]**

DHTML: Introduction, DHTML technologies, elements of DHTML, document object model, events - window events, form events, keyboard events, mouse events, style sheets, properties used in style sheets - background properties, positioning properties.

### **Unit III [12T]**

Javascript: Introduction and advantages of javascript, java script syntax, writing javascript in html, javascript operators, arrays and expressions, programming constructs - for .. in loop, while loop - dialog boxes and prompts - alert, prompt, confirm methods - functions - built-in functions and userdefined functions, scope of variables, handling events, using event handlers and event methods, form object, properties, methods, form element's properties and methods.

### **Unit IV [12T]**

HTML Editor: Introduction, advantages, creating, opening, saving a web page, building forms, formatting and aligning text and paragraph, adding lists, styles and themes, linking pages, working with images, frames.

### **Reference Book:**

1. H. M. Dietel, *Internet and World Wide Web*, Pearson.

## **BCA5D03 -Introduction to Problem Solving and C Programming**

**Course Number: 29**

**Contact Hours per Week: 3T**

**Number of Credits: 3**

**Number of Contact Hours: 48 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### **Objective**

- To introduce fundamental principles of Problem Solving aspects.

- To learn the concept of programming.
- To learn C language.

## Prerequisites

- Background of the basic science at +2 level

## Course Outcomes

- CO1 Learn problem solving and programming concept
- CO2 Learn C programming concepts
- CO3 Learn looping constructs
- CO4 Acquire skills in programming using arrays, functions, structures and unions

## Course Outline

### Unit I [12T]

Introduction: The problem solving aspect, Top-down design, Implementation of algorithms, Program verification, efficiency of algorithms. Introduction to C Programming, overview and importance of C, C Program Structure and Simple programs, Creation and Compilation of C Programs under Linux and Windows Platforms.

### Unit II [12T]

Elements of C Language and Program constructs, Character Set, C Tokens, Keywords and Identifier, Constants, Variables, Data types, Variable declaration and assignment of values, Symbolic constant definition. C-Operators, Arithmetic operators, relational operators, and logical operators, assignment operators, increment and decrement operators, conditional operators, special operators, arithmetic expressions, evaluation of expressions, precedence of arithmetic operators, Type conversion in expressions, operator precedence and associativity, Mathematical Functions, I/O operations.

### Unit III [12T]

Decision making, Branching and Looping, Decision making with IF statement, Simple IF statement, If. .else statement, Nesting of If.else and else...if Ladder, Switch statement, Conditional operator, Go-to statement. Looping: While loop, Do-While, and For Loops, Nesting of loops, jumps in loop, skipping of loops.

### Unit IV [12T]

Array & Strings - One dimensional array, two dimensional array and multidimensional array, strings and string manipulation functions. Structures & Union structure definition , giving values to members, structure initialization, comparison of structure variables, arrays of structures, arrays within structures, structures within arrays, structures and functions, Unions, CSC-fields.

**Reference Books:**

1. Balaguruswami, *Programming in ANSI C*
2. Brian W. Kernighan & Dennis M. Ritchie, *The C Programming Language*
3. Yashvant P. Kanetkar, *Let Us C*
4. ByranGotfried, *Programming with C*, Schaums Outline Series

**BCA5D04 -Introduction to Data Analysis using Spread sheet****Course Number: 29****Contact Hours per Week: 3T****Number of Credits: 3****Number of Contact Hours: 48 Hrs.****Course Evaluation: Internal – 15 Marks + External – 60 Marks****Objective**

- To introduce the importance of software tools.
- To learn the Analysis using Spread sheets.

**Prerequisites**

- Background of the Basic Science and statistics at +2 level

**Course Outcomes**

- CO1 Familiarize with MS Excel
- CO2 Acquire knowledge about Pivot Table application

**Course Outline****Unit I [12T]**

Introduction to MS Excel and Understanding Basic Working with it: Quick review on MS Excel Options, Ribbon, Sheets , Difference between Excel 2003, 2007, 2010 and 2013- Saving Excel File as PDF, CSV and Older versions - Using Excel Shortcuts - Copy, Cut, Paste, Hide, Unhide, and Link the Data in Rows, Columns and Sheet Using Paste Special Options - Formatting Cells, Rows, Columns and Sheets - Protecting & Unprotecting Cells, Rows, Columns and Sheets with or without Password - Page Layout and Printer Properties - Inserting Pictures and other objects in Worksheets



**Unit II [12T]**

Introduction to Pivot table: Use multiple pivot tables and pivot charts to create dashboard, Connect multiple slicers to the pivot tables.

**Unit III [12T]**

Pivot table applications in analytics: filter the data shown in the pivot in different ways to achieve subsets of the data, Use calculated fields on top of the pivot table to calculate profitability and find anomalies.

**Unit IV [12T]**

Formulae and Function: Use formulas to aggregate the data as an alternative to pivot tables for more flexible reporting layouts. Usage of multiple tables in a single pivot, introduction to data table.

**Text Books:**

1. Winston, *Microsoft Excel 2013: Data Analysis and Business Modeling*, Prentice Hall India Learning Private Limited (2013), ISBN: 9788120349605

**Reference Books:**

1. John Walkenbach, *Microsoft Excel 2013 Bible*, Wiley (23 April 2013), ISBN: 9788126541720.
2. Paul McFedries, *Excel 2013 Formulas and Function 1st Edition*, Pearson India (2014), ISBN: ISBN: 9789332524026.

## SEMESTER VI

### BCA6B11- Android Programming

**Course Number: 30**

**Contact Hours per Week: 5 (4T + 1L)**

**Number of Credits: 3**

**Number of Contact Hours: 80 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

#### Objective

- To have a review on concept of Android programming.
- To learn Android Programming Environments.
- To practice programming in Android.
- To learn GUI Application development in Android platform with XML

#### Prerequisites

- Knowledge in OO & Java Programming.

#### Course Outcomes

- CO1 To gain knowledge of developing end user application using Android SDK
- CO2 To familiarize with Android Resources
- CO3 To acquaint with user interfaces development in Android
- CO4 To acquire knowledge about creating menus and operating files in Android

#### Course Outline

##### Unit I [13T+3L]

Introducing the android computing platform, History of android, android software stack, Developing end user application using Android SDK, Android java packages, Setting up the development environment, Installing android development tools(ADT), Fundamental components, Android virtual devices, Running on real device, Structure of android application, Application life cycle.

##### Unit II [13T+3L]

Understanding android resources - String resources, Layout resources, Resource reference syntax, Defining own resource IDs - Enumerating key android resources, string arrays, plurals, Colour resources, dimension resources, image resources, Understanding content providers - Android built in providers, exploring databases on emulator, architecture of content providers, structure of android content URIs, reading data using URIs, using android cursor, working with where clause, inserting updates and deletes, implementing content, Understanding intents basics of

intents, available intents, exploring intent composition, Rules for Resolving Intents to Their Components, ACTION PICK, GET CONTENT, pending intents

### **Unit III [13T+3L]**

User interfaces development in android - building UI completely in code, UI using XML, UI in XML with code, Android's common controls - Text controls, button controls, checkbox control, radio button controls, image view, date and time controls, map view control, understanding adapters, adapter views, list view, grid view, spinner control, gallery control, styles and themes, Understanding layout managers - linear layout manager, table layout manager, relative layout manager, frame layout manager, grid layout manager.

### **Unit IV [13T+3L]**

Android menus - creating menus, working with menu groups, responding to menu items, icon menu, sub menu, context menu, dynamic menus, loading menu through XML, popup menus, Fragments in Android structure of fragment, fragment life cycle, fragment transaction and back stack, fragment manager, saving fragment state, persistence of fragments, communications with fragments, startActivity() and setTargetFragment(), using dialogs in android, dialogfragments, working with toast, Implementing action bar - tabbed navigation action bar activity, implementing base activity classes, tabbed action bar and tabbed listener, debug text view layout, action bar and menu interaction, list navigation action bar activity, spinner adapter, list listener, list action bar, standard navigation action bar activity, action bar and search view, action bar and fragments.

### **Unit V [12T+4L]**

Persisting data - Files, saving state and preferences - saving application data, creating, saving and retrieving shared preferences, preference framework and preference activity, preference layout in XML, native preference controls, preference fragments, preference activity, persisting the application state, including static files as resources, Working with file system, SQL Lite – SQL Lite types, database manipulation using SQL Lite, SQL and database centric data model for Android, Android database classes.

### **Reference Books:**

1. Satya Komatineni & Dave Mac Lean, *Pro Android 4*, Apress.
2. Retomeier, *Professional Android 4 Application Development*, Wrox.
3. Zigurd Mednieks, Laird Dornin, G. Blake Meike, and Masumi Nakamura, *Programming Android*, O'Reilly

## BCA6B12- Operating Systems

**Course Number: 31**

**Contact Hours per Week: 5 (4T + 1L)**

**Number of Credits: 3**

**Number of Contact Hours: 80 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Objectives

- To learn objectives & functions of Operating Systems.
- To understand processes and its life cycle.
- To learn and understand various Memory and Scheduling Algorithms.
- To have an overall idea about the latest developments in Operating Systems

### Prerequisites

- Knowledge in Data structures.

### Course Outcomes

- CO1 To understand the objectives, functions and types of Operating System
- CO2 To have a basic knowledge about process, Threads, Deadlock
- CO3 To understand the knowledge of Linux shell programming
- CO4 To learn about CPU scheduling and memory management

### Course Outline

#### Unit I [12T + 4P]

Operating System - Objectives and functions - The Evolution of Operating Systems: Serial Processing, Simple batch Systems, Multi Programmed batch Systems, Time Sharing Systems, Parallel Systems, Distributed Systems, Real time systems. Definition of Process, Process States, Process Control Block, Operations on Process, Process Communication, Communication in Client server System, Basic concepts of threads, Concurrency, Principles of Concurrency, Mutual exclusion, Semaphores, Messages, Dead lock: Prevention, Detection, Avoidance.

#### Unit II [13T + 3P]

Linux Shell Programming: Introduction – Shells available in Unix: Bourne shell (sh), C shell (csh), TC shell (tcsh), Korn shell (ksh), Bourne Again SHell (bash). Bash: special characters – getting help – man pages – Linux Directory Layout – Command for Navigating the Linux Filesystems: pwd, cd, ls, file, cat, cp, mv, mkdir, rmdir, whereis – Piping and Redirection - Informational Commands: ps, w, id, free – clear, echo, more. File permissions – Setting Permissions – Making a file executable. Creating shell programs: comments, variables, operators (arithmetic, relational, logical) –

single and double quotes - read – echo – test - conditional commands, iterative commands – break – continue - evaluating expressions using expr, bc – strings – grep – arrays.

### **Unit III [13T + 3P]**

CPU Scheduling: Scheduling Criteria, Scheduling algorithms: FCFS, SJF, Priority, RR, Multilevel, Feedback Queue - Process synchronization, The Critical Section Problem, Synchronization Hardware, Classical Problems of Synchronization: Reader Writer, Dining Philosopher. File and Database System, File System, Functions of organization, Allocation and Free Space Management.

### **Unit IV [13T + 3P]**

Memory Management, Address Binding, Logical Vs Physical Address Space, Dynamic Loading, Dynamic Linking and Shared Libraries, Overlays, Swapping, Contiguous Memory allocation, Paging, Segmentation, Virtual memory, Demand Paging, Page Replacement, Thrashing.

### **Unit V [13 T + 3 P]**

Protection and security: policy and mechanism, authentication, authorization. Mobile OS: Concepts, history, features, architecture, future scope. Case studies: Android, UNIX kernel and Microsoft Windows NT (concepts only).

### **Text Books**

1. Silberschatz, Galvin and Gagne, Operating System Concepts, John Willey & Sons
2. William Stallings, Operating Systems, Internals and Design Principles, PHI
3. Mendel Cooper, Advanced Bash-Scripting Guide, Available at <http://www.tldp.org/LDP/abs/abs-guide.pdf>

### **Reference Book:**

1. Nutt G.J, Operating Systems: A Modern Perspective, Addison Wesley

## **BCA6B13- Computer Networks**

**Course Number: 32**

**Contact Hours per Week: 5T**

**Number of Credits: 3**

**Number of Contact Hours: 80 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### **Objectives**

- To learn about transmissions in Computer Networks.
- To learn various Protocols used in Communication.
- To have a general idea on Network Administration.

## Prerequisites

- Knowledge in data structure.
- Knowledge in Operating System.

## Course Outcomes

- CO1 To understand about different network terminologies
- CO2 To familiarize with different layers of network
- CO3 To understand the functions of data link layer and network layer
- CO4 To familiarize with the functions of Transport layer
- CO5 To understand the concept of network security and Cryptography

## Course Outline:

### Unit I [16T]

Introduction to Computer networks, Topology, categories of networks, Internetwork, Internet, Network Models, Layered model, OSI and TCP/IP models, Physical layer, Switching - Circuit switching, Packet Switching and Message Switching, DTE - DCE Interface, EIA - 232 interface, X.21 modems.

### Unit II [16T]

Data link layer, Error detection and correction, Types of errors, Single CSC error and Burst error, Vertical redundancy check (VRC), longitudinal redundancy Check (LRC), Cyclic Redundancy Check(CRC), Error correction - Single CSC error correction, Hamming code Data compression - Huffman code, data link control, Line discipline, Flow control, Error control, Multiple Access, Random Access, ALOHA, pure ALOHA and slotted ALOHA, CSMA/CD and SCMA/CA, Polling, Wired LANs, Ethernet - IEEE standards, Wireless LANs.

### Unit III [16T]

Network layer, Networking and Internetworking devices - Repeaters, Bridges, Routers, Gateways, Logical addressing - IPv4 & IPv6 addresses, Network Address Translation(NAT), Internet protocols, internetworking, Datagram, Transition from IPv4 to IPv6, Address Mapping-Error reporting and multicasting - Delivery, Forwarding and Routing algorithms, Distance Vector Routing, Link State Routing.

### Unit IV [16T]

Transport layer, Process-to-process Delivery: UDP, TCP and SCTP, Congestion control and Quality of Service, Application Layer, Domain Name Systems-Remote Login-Email FTP, WWW, HTTP, Introductory concepts on Network management: SNMP.

## Unit V [16T]

Cryptography and Network Security: Introduction – Goals of Security – Attacks - Services and Techniques. Basics of Cryptography: Plain Text - Cipher Text – Encryption – Decryption. Confidentiality: Basics of Symmetric Key Ciphers - Traditional Symmetric Key Ciphers: Substitution, Transposition, Stream & Lock, Modern – Components of Modern Block Cipher – DES - Modern Stream Cipher. Basics of Asymmetric Key Ciphers – RSA Cryptosystem. Integrity: Message – Message Digest – Hash Function. Authentication: MAC. Digital Signature : Analogy with Manual Signature – Process – Signing the Digest – Services – RSA Digital Signature Scheme.

### Text Book:

1. Behrouz A Forozan, *Introduction to Data Communications & Networking*, TMH

### Reference Books:

1. Andrew S. Tanenbaum, Computer Networks, PHI
2. William Stallings, Data and Computer Communications, VIIth Edition, Pearson Education
3. William Stallings, Cryptography and Network Security, Principles and Practices, Prentice Hall of India.
4. Steven Graham and Steve Shah, Linux Administration: A Beginners Guide, Third Edition, Dreamtech, 2003.

## BCA6B14-Programming Laboratory III: Lab Exam of V<sup>th</sup> Semester Java and PHP Programming

**Course Number:** 33

**Contact Hours per Week:** 0

**Number of Credits:** 4

**Number of Contact Hours:** 0 Hrs.

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

### Objective

- To practice Java programming.
- To practice client side and server side scripting.
- To practice PHP Programming.
- To practice developing dynamic websites.
- To practice how to interact with databases through PHP.

### Prerequisites

- Theoretical knowledge in Java programming.
- Theoretical knowledge of PHP Programming.

### Course Outcomes

- CO1 To learn about the Object Oriented Concepts in Java Programming
- CO2 To understand the practical knowledge of Web Programming using PHP

## Course Outline

### Part A: Java Programming

1. Write a program to find the distance between two points.
2. Write a program to find the sum, difference, product, quotient and remainder of two numbers passed as command line argument.
3. Write java program to display Fibonacci series up to a limit.
4. Write java program to display armstrong numbers within a range.
5. Given the sides of a triangle, write a program to check whether the triangle is equilateral, isosceles or scalene and find its area.
6. Read an array of 10 or more numbers and write a program to find the
  - a) Smallest element in the array
  - b) Largest element in the array
  - c) Second largest element in the array
7. Write a program to perform base conversion
  - a) Integer to binary
  - b) Integer to Octal
  - c) Integer to Hexadecimal
8. Write a program to verify De Morgan's Law
9. Write a program to merge two arrays.
10. Write a program to find the trace and transpose of a matrix.
11. Write java program to find the sum of the digits and reverse of a given number using class and objects.
12. Write a program to sort a set of n numbers using a class.
13. Create a class 'Account' to represent a bank account. Write a program to deposit and withdraw amounts from the account.
14. Using class and objects, Write a java program to find the sum of two complex numbers (Hint: Use object as parameter to function).
15. Create a class Time with hh, mm, ss as data members. Write a java program to find the sum of two time intervals (Hint: Use object as parameter to function).
16. Write a program to count and display total number of objects created to a class (Hint: static members).
17. Write a java program to find the volume of cube, rectangular box, cylinder using function overloading.
18. Create a class student with methods to read and display the student details. Create a derived class result with methods to read marks of 5 subjects. Write a java program to display the total and grade of students, creating objects of class result.
19. Create a class Employee with ID, Name Designation and Dept. Create a child class salary with Basic, HRA, DA and Allowance. Write a program to compute the net salary assuming that HRA is 1250, DA, Allowance



are 110% and 35% of the Basic salary.

20. Write a program to demonstrate inheritance hierarchy by using class a base class shape and 'TwoDim' and 'ThreeDim' as sub classes. Create classes 'square' and 'triangle' derived from TwoDim and 'sphere and 'cube' derived from ThreeDim. A reference variable of shape is used to determine area of various shapes.
21. Write a program to demonstrate the order in which constructors are invoked in multilevel inheritance.
22. Create an abstract class shape with two data members and an abstract method area. Create two child classes rectangle and triangle. Write a program to display the area of the shapes.
23. Create an interface calculator having methods to perform basic arithmetic operation. Write a program to implement the interface to perform operation on integer and float values.
24. Create a class factorial with a method that accept a number and return its factorial in a package P1. Using the factorial class, write a program to find the factorial of a number.
25. Write a multi thread java program for displaying odd numbers and even numbers up to a limit (Hint : Implement thread using Runnable interface).
26. Write a multi thread java program for displaying numbers ascending and descending order (Hint: create thread by inheriting Thread class).
27. Write a program to handle arithmetic exception.
28. Create a user defined exception 'MinBalExp' to be invoked when the read number is less than a pre-set value.
29. Create a user defined exception 'OddValExp' to be invoked when the read number is an odd number.
30. Write a program to copy a file to another. Pass the file names as command line arguments.
31. Write a program to track keyboard events on an applet.
32. Write an applet to display a rectangle with specified coordinate and colour passed as parameter from the HTML file.
33. Create an AWT application to add, remove items in a list box.
34. Create an AWT application to select gender using radio buttons.
35. Design a window to accept the qualifications of a user using checkboxes.
36. Create an applet for a displaying smiling face.
37. Write a program to display ip address of the system.
38. Write a program to implement echo server (A server that echo the messages the client sends).
39. Create a database table employee (id, name, design, dept). Write a program to list the employees using JDBC.
40. Write a program to insert a new employee record to the above table.

## Part B: PHP Programming

### HTML and CSS

1. Design a website of an educational institution using framesets and links. A sample design is as shown below.

<b>Top Frame</b>	
<b>Menu frame</b>	<b>Details frame</b>

2. Design a webpage that illustrates the use of the following form controls: (i) input controls: single-line text, password, multi-line text. (ii) buttons: submit and reset.
3. Design a webpage that illustrates the use of the following form controls: (i) input controls: check box, radio button, select box (ii) buttons: submit and reset.
4. Design a webpage that illustrates the use of the following form controls: (i) input controls: datalist, multi-select box, grouped select box (ii) buttons: submit and reset.
5. Design a webpage that illustrates the use of field sets and legends.
6. Design a web page to demonstrate Border colors using internal CSS.
7. Design a web page to demonstrate Text alignment using CSS.
8. Design a web page to demonstrate inline CSS.
9. Design a webpage to invert the behavior of the <h1> to <h6> tags using external CSS.
10. Design a webpage for a simple image gallery.

## JavaScript

11. Write a javascript program to perform find the area and circumference of a circle.
12. Write a javascript program to check whether a given number is perfect, abundant or deficient. Use alert box to display the output.
13. Write a javascript program to check whether the given sides can form a triangle. If yes, find the type (isosceles, equilateral and scalene) and area of the triangle. Use prompt dialogue box to accept the sides.
14. Write a javascript program to display the nth prime number. Value of n should be accepted from the user. Validate the value entered by the user: Only positive numbers except 0 are to be accepted.
15. Write a JavaScript program to find all years in which 1st January is a Sunday between a given range (eg:- between 2010 and 2017). Use
16. Design a webpage to illustrate image rollover.
17. Design a JavaScript program to illustrate the following events: onLoad, onClick, onBlur, onSubmit, onChange.
18. Design a JavaScript program to display the multiplication table of a no accepted from the user.
19. Design a form that accepts two integers. Provide 4 buttons for Add, Subtract, Multiply, Divide. Add JavaScript program to add, subtract, multiply and divide the given numbers when these buttons are clicked. Use output element to display the results.
20. Write a JavaScript program to create a table after accepting row and column numbers from the user. Contents of each cell should be corresponding row-column number (e.g. Row-0 Column-0).
21. Write a JavaScript program to store different colors in an array and change the background color of the page using this array elements
22. Write a JavaScript program to create clock with a timing event.
23. Write a JavaScript program for form validation for question numbers 2, 3 and 4.
24. Design a webpage to demonstrate the use of **progress** HTML element.

## PHP

25. Write a PHP program to check whether the given number is Armstrong or not.
26. Write a PHP program to check whether a given number is perfect, abundant or deficient.

27. Display the Fibonacci series up to a given number.
28. Create a php program to display the bio data of a person by reading the personal details using an HTML page.
29. Create a login page using database.
30. Create a mysql table student with fields roll no, name, mark, grade. Insert records in the table. Write a PHP program to display the mark list of a student by accepting the register no of the student.
31. Write a php application to generate the pay slip of an employee by accepting name, basic salary and designation. The net salary will be calculated based on the following conditions.

Designation	conveyance allowance	extra allowance
Manager	1000	500
Supervisor	750	200
Clerk	500	100
Peon	250	

HRA – 25 %

Income tax

Gross $\leq$ 200	0
2500 < gross $\leq$ 4000	3%
4000 < gross $\leq$ 5000	5%
Gross > 5000	8%

Gross = basic + HRA + conveyance + extra

Net = gross – income tax

32. Create a table “product” with fields itemcode, itemname, unitprice. Write php program to insert 5 records into the table and display it in a table format.
33. Write a php program for delete and update operation on account table. The account table contain fields such as accountno, name and amount.
34. Write an HTML page to display a list of fruits in a list box. Write php program to display the names of the fruits which are selected by the user.
35. Write php program to store current date/time in a cookie and display the ‘last visited on‘ date time on the web page upon reopening of the same page.
36. Design a PHP page to implement a login screen using sessions. Login details are to be verified from the server side with values stored in a database.
37. Write a php program to create an array and store 10 names in the array. Do the following operations.

- a. Display the contents using for each statement.
  - b. Display the array in a sorted order.
  - c. Display the array without the duplicate elements
  - d. Remove the last element and display
  - e. Display the array in reverse order
  - f. Search an element in the given array.
38. Design a PHP page to illustrate the use of **keygen** HTML element.
39. Design a PHP page to illustrate the use of **meter** HTML element – accept five cities and the temperature of those cities and display the result graphically.
40. Design a PHP page to illustrate the use of file upload – uploading files of a type with a specified size to the webserver.

**Include any 20 Java Programming Lab questions and 20 PHP Programming Lab questions in the record book.**

Android versions eclipse, studio etc. may be used for doing the lab works.

*Note: All lab works should be neatly recorded in a Laboratory Record Book in written form. However Program results can be pasted in the left hand side of the fare record. All students should have a rough record (observation note book) too, in which they write all the works to be carried out in the lab prior to his/her entering the lab. He/She may also note down the i/p and o/p that he gives for program verification in the observation note book (rough record).*

## **BCA6B15-Programming Laboratory IV: Lab Exam of Android and Linux Shell Programming**

**Course Number: 34**

**Contact Hours per Week: 0**

**Number of Credits: 4**

**Number of Contact Hours: 0 Hrs.**

**Course Evaluation: Internal – 20 Marks + External – 80 Marks**

### **Objective**

- To practice Android programming.
- To practice user interface applications.

- To develop mobile application.
- To practice shell programming

### Prerequisites:

- Theoretical knowledge in Android programming.
- Theoretical knowledge of Shell Programming.

### Course Outcomes

- CO1 To learn the practical knowledge of Android Programming
- CO2 To familiarize with the practical knowledge of shell programming

### Course Outline:

#### Part A: Android Programming

1. Programs to understand basic arithmetic operations
2. Programs to understand basic logic operations
3. Programs to understand loops and control statements
4. Programs to understand GUI in android
5. Android application for adding two numbers
6. Develop simple user interface to display message
7. Create two menu items-opening a file-saving a file
8. Inserting values into Spinner control using Text view and Button.
9. Implementation of background image
10. Starting another activity from your own activity using intent
11. Create a new activity that services ACTION-PICK for contact data which display each of the contact in the contact database and lets the user to select one before closing and returning the selected contacts URL to the calling activities
12. Create Android application to linkify a text view to display web and E-mail address as hyperlinks. When clicked they will open the browser and E-mail address respectively
13. Implementation of array adapter
14. Create an alert dialogs used to display a message and offer two button options to continue. Clicking either button will close the dialog after executing the attached click listener
15. Get data from Text view control and insert into database using SQLite. Another activity shows inserted data in a List View control
16. Load menu item by parsing XML data.
17. Program to implement simple calculator
18. Program to Get IP Address
19. Program to Home and Lock Screen Widget (Temperature Widget)
20. Create a new contact using intent

21. A Button control shows Date picker and Text view control displays selected date.
22. Insert data into Spinner and delete selected item using SQLite.
23. Program to create simple login screen.
24. Create an Android application to display the map of your locality. Use ACTION\_VIEW intent by passing latitude and longitude as parameters.
25. Create an Android application to convert a voice into text (using Google Speech to Text service)
26. Create an Android application to populate a list view by getting names & numbers from a SQLite database table.
27. Display the saved contacts available in the android phone in a listview using content providers
28. Create an image grid. Images should be placed under the resources section.
29. Create an android app with three tabs. First tab should contain two Edit text and that should accept age and name. In the second tab you need another 3 edit texts that accept education address and phone number. After these information is proved, when the third tab is open it should display all the provided information neatly.
30. Create a custom toast with an Image and a TextView.
31. Apply a Custom List style to a ListView. ListView should have at least 10 Items.
32. Determine the acceleration of your android device along all three axes using accelerometer? (i.e. x,y,z).
33. Capture an Image from the primary camera of an android device and save that picture into the internal storage.
34. Create an app to list files under a given folder name in an EditText
35. Fetch data from an arbitrary URL given in an EditText and display it in a TextView
36. Create an SQLite database named student. Accept student details from the MainActivity and save it in the table called student. Display the calculated result in the second activity when a button on the MainActivity is clicked.
37. Create an android app to switch the wifi on and off also illustrate the use of permission in android?
38. Create a spinner that takes data from the String.xml file.
39. Create a simple android application that opens the default messaging application available in the android device?
40. Create an app to display message in the notification bar?

## Part B: Shell Programming

1. Write a script to find area of a circle
2. Write a shell script to find given number is even or odd
3. Write a shell script to make a menu driven calculator using case
4. Write a shell script to find the greatest of three numbers
5. Write a shell script to compute mean and standard deviation of three numbers
6. Write a shell script to find sum of all digits from a given number
7. Write a shell script to find reverse of a number
8. Write a shell script to find prime numbers upto a given number
9. Write a shell script to find n fibonacci numbers
10. Write a shell script to check whether a given number is Armstrong or not
11. Write a shell script to reverse a string and check whether a given string is palindrom or not

12. Write a shell script to count no of line, words and characters of a input file
13. Code for Write a shell program to convert all the contents into the uppercase in a particular file in Unix
14. Write a script to find the value of one number raised to the power of another. Two numbers are entered through the keyboard.
15. Write a shell script find the factorial of a given number
16. An employee Basic salary is input through keyboard where da is 40% of basic salary and hra is 20% of basic salary. Write a program to calculate gross salary
17. Write a shell script to find the average of the number entered as command line arguments
18. Code for Shell script which whenever gets executed displays the message Good Morning/Good afternoon /Good Evening depending on the time it get executed"
19. Write a shell script to Display Banner, calendar of given year
20. Code for a program to display current date and time, number of users , terminal name, login date and time
21. Write a shell script which uses all the file test operators
22. Write a shell script to copy the contents of file to another. Input file names through command line. The copy should not be allowed if second file exists.
23. Write a shell script to find number of vowels, consonants, numbers in a given string.
24. Code for Shell script to perform operations like display, list, make directory and copy, rename, delete
25. Write a shell script to compare two files and remove one of them if they are same

**Include any 15 Android Programming Lab questions and 15 Shell Programming Lab questions in the record book.**

*Note: All lab works should be neatly recorded in a Laboratory Record Book in written form. However Program results can be pasted in the left hand side of the fare record. All students should have a rough record (observation note book) too, in which they write all the works to be carried out in the lab prior to his/her entering the lab. He/She may also note down the i/p and o/p that he gives for program verification in the observation note book (rough record).*

## **BCA6B17-(Project Work or Research Methodology) and Industrial Visit**

**Course Number:** 36

**Contact Hours per Week:** 4 (0T + 2L in V Sem + 2L in VI Sem)

**Number of Credits:** 2 (Project Work/Research Methodology Paper) + 1 (Industrial Visit) = 3 (Total)

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

## Objective

To provide practical knowledge on software development process

## Prerequisites

Basic programming and system development knowledge

## Course Outcomes

- CO1 To acquire the implementation level knowledge and interaction with industry.

## Course Outline

**Every student of a UG degree programme shall have to work on a project of 2 credits under the supervision of a faculty member OR shall write a theory course based on Research Methodology as per the curriculum. College shall have the liberty to choose either of the above.**

### Project Work

The objective of the BCA final project work is to develop a quality software solution by following the software engineering principles and practices. During the development of the project the students should involve in all the stages of the software development life cycle (SDLC). The main objective of this project course is to provide learners a platform to demonstrate their practical and theoretical skills gained during five semesters of study in BCA Programme.

During project development students are expected to define a project problem, do requirements analysis, systems design, software development, apply testing strategies and do documentation with an overall emphasis on the development of a robust, efficient and reliable software systems. The project development process has to be consistent and should follow standard. For example database tables designed in the system should match with the E-R Diagram. SRS documents to be created as per IEEE standards.

Students are encouraged to work on a project preferably on a live software project sponsored by industry or any research organization. Topics selected should be complex and large enough to justify as a BCA final semester project. The courses studied by the students during the BCA Programme provide them the comprehensive background knowledge on diverse subject areas in computer science such as computer programming, data structure, DBMS, Computer Organization, Software Engineering, Computer Networks, etc., which will be helping students in doing project work. Students can also undertake group project to learn how to work in groups. However, the maximum number of students in a group must be limited to 4.

For internal evaluation, the progress of the student shall be systematically assessed through *two or three stages of evaluation at periodic intervals*.

A bonafide project report shall be submitted in hard bound complete in all aspects.



OR

**BCA6B17- Research Methodology (In lieu of Project Work)****Number of Contact Hours:** 64 Hrs.**Course Evaluation:** Internal – 15 Marks + External – 60 Marks**Objective**

To provide Research Aptitude for students

**Prerequisites**

Basic research knowledge

**Course Outcomes**

- CO1 To acquire Research skills
- CO2 To define a Research problem
- CO3 To familiarize with the Data Collection Methods

**Course Outline:****Unit I [16T]**

Research Methodology: An Introduction Meaning of Research Objectives of Research Motivation in Research Types of Research, Research Approaches, Significance of Research, Research Methods versus Methodology

**Unit II [16T]**

Defining the Research Problem, What is a Research Problem? Selecting the Problem Necessity of Defining the Problem, Technique Involved in Defining a Problem, Research Design: Meaning of Research Design, Need for Research Design, Research Methodology, Features of a Good Design, Important Concepts Relating to Research Design, Different Research Designs

**Unit III [16T]**

Sources of Data: Primary and Secondary, Validation of Data, Data Collection Methods: Questionnaire Designing, Construction Sampling Design & Techniques – Probability Sampling and Non Probability Sampling, Scaling Techniques: Meaning & Types Reliability: Test – Retest Reliability, Alternative Form Reliability, Internal Comparison Reliability and Scorer Reliability Validity: Content Validity, Criterion Related Validity and Construct Validity

**Unit IV [16T]**

Processing and Analysis of Data Processing Operations, Some Problems in Processing Elements/Types of Analysis Statistics in Research Measures of Central Tendency, Measures of Dispersion Interpretation and Report Writing, Meaning of Interpretation, Why Interpretation? Technique of Interpretation: Precaution in Interpretation, Significance of Report Writing, Different Steps in Writing Report , Layout of the Research Report

**Reference Books:**

- 1.C.R.Kothari, ‘Research Methodology Methods & Techniques’, Revised 2 nd Edn., New Age International Publishers.
2. Research Methodology and Scientific Writing by C George Thomas, Ane Books Pvt. Ltd., 2016

**Industrial Visit:**

**Contact Hours per Week:** NIL

**Number of Credits:** 1

**Number of Contact Hours:** NIL

**Course Evaluation:** External – 10 Marks

**Guide Lines:**

- Minimum one day visit to National research Institutes, Laboratories, places of scientific Importance or Software Companies.

**OR**

- One week Industrial Training / internship at any software firms/ Research Labs
- The Industrial visit should be done in fifth or sixth semester.
- A 10 – 20 page Industrial visit / Training report have to be submitted with certificate from industry / institute, sufficient photos and analysis along with Project for evaluation in the sixth semester.

## Electives

### BCA6B16A -System Software

**Course Number: 35**

**Contact Hours per Week: 4T**

**Number of Credits: 3**

**Number of Contact Hours: 64 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

#### Objective

- To build fundamental knowledge in system software.
- To learn functions of various system software.
- To learn specifically learn compilation process of a program.

#### Prerequisites

- Basic knowledge in Programming.

#### Course Outcomes

- CO1 To learn about the concept of system software
- CO2 To understand the knowledge of Macros and macro processors
- CO3 To Familiarize with Loaders and Linkers

#### Course Outline:

##### Unit I [12T]

System software: General concept, Assemblers, loaders, linkers, macros, compilers, interpreters, operating system, Design of assemblers.

##### Unit II [13T]

Macros and macro processors, Macro definitions and instructions, Macro calls, Features of Macros, Design of Macro processors.

##### Unit III [13T]

Loading, linking and relocating Loader schemes- Binders, linking loaders, overlays, dynamic binders-Dynamic loading and dynamic linking – Relocatability of programs.

##### Unit IV [13T]

Compilers - Phases of a compiler - Lexical, Syntax, Intermediate code generation, Optimization, Code generation, Symbol table and error correcting routines – Passes of a compiler.

### Unit V [13T]

Case studies of lexical and syntax analyzers: LEX and YAAC.

### Reference Books:

1. D.M. Dhamdhare, Systems Programming and Operating Systems
2. John J Donovan, Systems programming
3. Jim Welsh and R M Mckeag, Structured System Programming, Prentice Hall.
4. Principal of Compiler Design, Alfred Aho V and Jeffrey D Ullman, Addison- Wesley Publications.
5. L Lbech, System Software

## BCA6B16B -Machine Learning

**Course Number:** 35

**Contact Hours per Week:** 4T

**Number of Credits:** 3

**Number of Contact Hours:** 64 Hrs.

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Objectives

- To familiarize with the basic concepts of Linear Algebra, Probability Theory for Machine Learning.
- Introduce Machine Learning to the graduates and enable them think more scientifically

### Course Outcomes

- CO1 The students will be able to understand the machine learning concepts
- CO2 To acquire the essential mathematical and statistical foundations of machine learning

### Course Outline

#### Unit I [12 T]

**Basics of Linear Algebra for ML :** Classes of spaces (vector , metric , normed , inner product),Pythagorean Theorem, Type of matrices, Matrix operations, Eigen vector, Fundamental Theorem of Linear Algebra.

#### Unit II [13 T]

**Foundations of Probability for ML:** Probability Theory(Random Variables, Distributions, Mean and Variance, Bayes Rule),Basic Techniques(Naive Bayes, Nearest Neighbor Estimators, K-Means),Density Estimation(Limit Theorems, Parzen Windows, Exponential Families, Estimation, Sampling).

### Unit III [13 T]

**Introduction to Machine Learning :** Applications, Issues in Machine Learning, Designing a Learning system- Supervised Learning- Unsupervised Learning, Vapnik-Chervonenkis Dimension – Probably Approximately Correct(PAC) Learning- Learning Multiple Classes, Bayesian Decision theory- Classification, Discriminant Functions, Association rules.

### Unit IV [13 T]

**Dimensionality Reduction :** Subset Selection-Principal Component Analysis-Linear Discriminant Analysis, Clustering- K-means Clustering- Expectation maximization Algorithm- Hierarchical Clustering,

### Unit V [13 T]

**Parametric and Non-Parametric methods for classification and regression :** Parametric methods-Maximum Likelihood Estimation- Baye’s Estimator-Parametric Classification, Regression ,Non-Parametric methods- Kernel Estimator- K-nearest neighbour estimator, Decision Trees- Univariate Trees-Classification trees, Regression trees, Rules extraction from Trees

### Reference Books:

1. Ethem Alpaydm, Introduction to Machine Learning, Second edition, MIT Press, 2010.
2. Alex Smola and S.V.N. Vishwanathan ,Introduction to Machine Learning, Second Edition, Cambridge University Press
3. Jason Brownlee, Basics of Linear Algebra for Machine Learning, First Edition, Machine Learning Mastery, 2018
4. Bishop. C M, Pattern Recognition and Machine Learning. Springer, 2006.
5. Duda, R O, Hart P E and Stork D G. Pattern Classification. Wiley-Interscience, 2nd Edition, 2000.
6. Hastie T, Tibshirani R and Friedman J, The Elements of Statistical Learning: Data Mining, Inference and Prediction. Springer, 2nd Edition, 2009.
7. Mitchell T, Machine Learning. McGraw Hill, 1997.
8. Mohssen Mohammed, Muhammad Badruddin Khan ,Eihab Bashier Mohammed Bashier, Machine Learning Algorithms and applications, CRC Press, First Edition,2017

### Online References

MIT Open Courseware, Stanford Machine Learning Courses, IISc Machine Learning, IIT Kharagpur, Bombay and Delhi ML Courses

## BCA6B16C- Software Testing & Quality Assurance

**Course Number: 35**

**Contact Hours per Week: 4T**

**Number of Credits: 3**

**Number of Contact Hours: 64 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Course Outcomes

- CO1 To Familiarize with the concepts of Phases of Software Project
- CO2 To Understand the various testing types
- CO2 To Understand test planning and reporting

### Course Outline

#### UNIT I (12T)

Phases of Software project - Quality Assurance, Quality control - Testing, Verification and Validation - Process Model to represent Different Phases - Life Cycle models. White-Box Testing: Static Testing - Structural Testing Challenges in White-Box Testing.

#### UNIT II (12T)

Black-Box Testing: What is Black, Box Testing?, Why Black, Box Testing?, When to do Black, Box Testing?, How to do Black, Box Testing?, Challenges in White Box Testing, Integration Testing: Integration Testing as Type of Testing, Integration Testing as a phase of Testing, Scenario Testing, Defect Bash.

#### UNIT III (12T)

System and Acceptance Testing: system Testing Overview, Why System testing is done? Functional versus Non-functional Testing, Functional testing, Non, functional Testing, Acceptance Testing, Summary of Testing Phases.

#### UNIT IV (12T)

Performance Testing: Factors governing Performance Testing, Methodology of Performance Testing, tools for Performance Testing, Process for Performance Testing, Challenges. Regression Testing: What is Regression Testing? Types of Regression Testing, When to do Regression Testing, How to do Regression Testing, Best Practices in Regression Testing.

#### UNIT V (12T)

Test Planning, Management, Execution and Reporting: Test Planning, Test Management, Test Process, Test Reporting, Best Practices. Test Metrics and Measurements: Project Metrics, Progress Metrics, Productivity Metrics, Release Metrics.

**Reference Books:**

1. Software Testing Principles and Practices, Srinivasan Desikan & Gopalswamy, Ramesh, Pearson Education.
2. Effective Methods of Software Testing, William E. Perry, Wiley
3. Software Testing, Renu Rajani and Pradeep Oak, TMH
4. Software Testing Tools, K. V. K. K. Prasad, Dreamtech Press
5. Introducing Software Testing, Louise Tamres, Pearson Education

**BCA6B16D - Technical Writing****Course Number: 35****Contact Hours per Week: 4T****Number of Credits: 3****Number of Contact Hours: 64 Hrs.****Course Evaluation: Internal – 15 Marks + External – 60 Marks****Objectives**

- Acquire the skills and knowledge for professional technical communication, web content writing, soft skill development and search engine optimization.

**Prerequisites**

- Basic communication skills in English.

**Course Outcomes**

- CO1 To understand the basics of technical communication
- CO2 To learn constituents of technical written communication
- CO3 To learn forms of technical communication

**Course Outline**

**Unit I [13 T]**

Basics of Technical Communication: Technical Communication - features; Distinction between General and Technical communication; Language as a tool of communication; Levels of communication: Interpersonal, Organizational, Mass communication; the flow of Communication: Downward, Upward, Lateral or Horizontal (Peer group); Barriers to Communication.

**Unit II [13 T]**

Constituents of Technical Written Communication: Word formation, Prefix and Suffix; Synonyms and Antonyms; Homophones; One Word Substitution; Technical Terms; Paragraph Development: Techniques and Methods - Inductive, Deductive, Spatial, Linear, Chronological etc; The Art of Condensation- various steps.

**Unit III [12 T]**

Forms of Technical Communication - Business Letters: Sales and Credit letters; Letter of Enquiry; Letter of Quotation, Order, Claim and Adjustment Letters; Memos, Notices, Circulars; Job application and Resumes.

**Unit IV [13 T]**

Reports: Types; Significance; Structure, Style & Writing of Reports. Technical Proposal; Parts; Types; Writing of Proposal; Significance, Technical Paper, Project, Dissertation and Thesis Writing. E-Media: E-mail – E-Newsletter – Blogging – E-Magazines – Social Networks.

**Unit V [13 T]**

Soft Skills: Presentation Strategies - Preparing a Presentation – Body Language – Voice Dynamics – Handling Questions.

**Text Books**

1. Professional Communication: For Gautam Buddh Technical University & Mahamaya Technical University, Pearson Education India.
2. Phillip A. Laplante, Technical Writing: A Practical Guide for Engineers and Scientists (What Every Engineer Should Know), CRC Press.

**Reference Books**

1. Gerald J. Alred ,Charles T. Brusaw, Walter E. Oliu, Handbook of Technical Writing, Tenth Edition.
2. Gary Blake and Robert W. Bly, The Elements of Technical Writing, New York: Macmillan Publishers.
3. Hackos, JoAnn T., Managing Your Documentation Projects. Wiley, 1994.



## BCA6B16E -Fundamentals of Life Skill Education

**Course Number: 35**

**Contact Hours per Week: 4T**

**Number of Credits: 3**

**Number of Contact Hours: 64 Hrs.**

**Course Evaluation: Internal – 15 Marks + External – 60 Marks**

### Objectives

- Develop intra-personal, inter-personal, critical thinking, decision making and communication skills.
- Establish self-management and help to maintain work life balance.
- Get an insight to career planning and development

### Course Outcomes

- CO1 To familiarize with life skill education
- CO2 To acquire the communication skills, plan career, self-management

### Course Outline

#### Unit I [13 T]

Introduction to life skill education, definition, components, pillars of learning, need for life skill training, approaches - critical thinking skills/decision making skills, interpersonal/communication skills, criteria for using life skills.

#### Unit II [13 T]

Communication skills, communication, definition , components- sender, message, channel , receiver, feedback, types of communication, effective interpersonal communication, barriers, communication noise, listening, ways to improve interpersonal communication, effective public speaking interview, group discussion

#### Unit III [13 T]

Career planning, career planning steps, choosing a career, career development, career guidance and career guidance centre, need and importance of career guidance, career guidance centre and sources, making a career decision, preparing a resume and tips

#### Unit IV [12 T]

Self management, self esteem, definitions, practice self acceptance, practice self acceptance characteristics of people with high self-esteem, low self esteem, characteristics and causes, self-esteem building, self awareness importance, develop self awareness, self control, developing self control, emotional intelligence or emotional quotient, emotional quotient , two aspects of emotional intelligence, five domains of emotional eq or ei, social intelligence, coping with emotions, emotional intelligence,

**Unit V [13 T]**

Stress and strain: concept of stress, meaning and definition of stress, types of stress, major symptoms of stress, manage everyday stress. strain-mental strain, causes of strain, conflict, conflict resolution, understanding conflict in relationships, emotional awareness, managing and resolving conflict, stages of healthy conflict resolution, styles of conflict resolution, styles of dealing with conflict, developing positive thinking, positive and negative self-talk, better self-talk, impacts , assertiveness, behaviour , importance of assertive behaviour.

**Text Book**

1. Shalini Verma, Development of Life Skills and Professional Practice ,Vikas Publishing House; First edition (2014)

**Reference Books:**

1. Dr. K. RavikanthRao and Dr. P. Dinakar, Life Skills Education, Neelkamal; First edition (2016)
2. [http://www.universityofcalicut.info/SDE/opencourses/Life\\_skill\\_education.pdf](http://www.universityofcalicut.info/SDE/opencourses/Life_skill_education.pdf)

## MODEL QUESTION PAPERS SEMESTER WISE

<b>Semester I</b>									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
01	A01	Common English	3	15	60	75	5	0	5
02	A02	Common English	3	15	60	75	4	0	4
03	A07	Languages other than English	4	20	80	100	4	0	4
04	BCA1B01	Computer Fundamentals & HTML	3	15	60	75	2	2	4
05	BCA1C01	Mathematical Foundation for Computer Applications	3	15	60	75	4	0	4
06	BCA1C02	Discrete Mathematics	3	15	60	75	4	0	4
<b>Total</b>			<b>19</b>			<b>475</b>	<b>23</b>	<b>2</b>	<b>25</b>

*(Model Question Paper)*

Name.....

Reg. No.....

### FIRST SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

**BCA1B01 – COMPUTER FUNDAMENTALS & HTML**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

#### Section A – Short Answer type questions

(Answer all questions, each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What are major components of CPU?

2. What are different types of software?
3. Differentiate between compiler and Interpreter?
4. What is cache memory?
5. What is Internet?
6. What is WWW?
7. What is Browser?
8. What is DNS?
9. What is external style sheet?
10. What is inline style?
11. Write syntax of CSS?
12. How to add audio file in Your HTML document?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain about Five Generation of Computers?
14. Explain any 5 input devices
15. Explain different types of RAM in detail?
16. Differentiate between Get and POST methods?
17. Write a note on any 5 HTML formatting tags?
18. What are different List tags available in HTML? Explain
19. Explain important Tables tags in HTML?

### **Section C – Essay type questions**

(Answer any one question. Correct answer carries 10 marks)

20. Explain
  - a) SMPS
  - b) Motherboard
  - c) USB
  - d) HDMI
21. Explain different Form elements used in HTML

*(Model Question Paper)*Name.....  
Reg. No.....**FIRST SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)BCA1C02 – **DISCRETE MATHEMATICS**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions, each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What do you mean by connectives? Draw truth tables for each connective
2. Construct truth table for  $\sim(p \vee q)$ .
3. Give an example of a relation which is reflexive, transitive but not symmetric
4. What is a cycle? Explain with example.
5. Show that in any graph, the number of vertices of odd degree is even.
6. Draw  $K_4$  as planar and write the number of faces for this graph.
7. Define propositions, and compound propositions.
8. What do you mean by equivalence relation?
9. Write about the radius of a graph.
10. What is a bipartite graph?
11. Define tree with example.
12. What is a regular graph? Give an example.

**Section B – Short Essay type questions**

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Prove that every tree is a bipartite graph.
14. Let  $G$  be a graph in which the degree of the vertices is at least 2. Then show that  $G$  contains a circuit.
15. Write Kruskal's algorithm.
16. What is isomorphism? Explain with example.
17. What is Boolean algebra? Write its properties.
18. Let  $A = \{1, 2, 3, 4\}$ . Derive relations ( $R_1$ : reflexive,  $R_2$ : irreflexive,  $R_3$ : symmetric,  $R_4$ : antisymmetric,  $R_5$ : transitive) from  $A$ .
19. What is a Hamiltonian graph? Discuss with example.

**Section C – Essay type questions**

(Answer any one question. Correct answer carries 10 marks)

20. Prove that connected graph  $G$  with at least two vertices contains at least two vertices that are not cut vertices.
22. Write Prim's algorithm for finding spanning tree and explain it with example.

## Semester II

No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
07	A03	Common English	4	20	80	100	5	0	5
08	A04	Common English	4	20	80	100	4	0	4
09	A08	Literature in Languages other than English	4	20	80	100	4	0	4
10	BCA2B02	Problem Solving using C	3	15	60	75	2	2	4
11	BCA2B03	Programming Laboratory I: HTML and Programming in C	4	20	80	100	0	0	0
12	BCA2C03	Financial and Management Accounting	3	15	60	75	4	0	4
13	BCA2C04	Operations Research	3	15	60	75	4	0	4
<b>Total</b>			<b>25</b>			<b>625</b>	<b>23</b>	<b>2</b>	<b>25</b>

(Model Question Paper)

Name.....

Reg. No.....

### SECOND SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

#### BCA2B02 – PROBLEM SOLVING USING C (2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

#### Section A – Short Answer type questions

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. How will you define a symbolic constant?
2. Differentiate between the constants 'A' and "A"

3. What is an identifier? Give examples
4. What is a register variable?
5. What is the purpose of return () statement?
6. How will you read a string using scanf() function?
7. What is a pointer? How will you access a variable through its pointer?
8. What is a conditional operator? Explain with example.
9. What is a structure?
10. Differentiate between actual and formal parameters with example
11. What is meant by type casting?
12. What is meant by dynamic memory allocation?

### **Section B – Short Essay type questions**

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Write a program to find the length of a string using pointer
14. What are arrays? How are arrays defined? Illustrate with example.
15. Describe the switch statement with example
16. What is a function? What are its advantages?
17. Explain the jumping statements in C with examples
18. Elaborate on the file handling functions?
19. Differentiate between call by value and call by reference with suitable examples

### **Section C – Essay type questions**

(Answer any one question. Correct answer carries 10 marks)

20. Explain the different looping statements in C with examples
21. Write a program to print prime numbers in a group of n numbers using function.



(Model Question Paper)

Name.....

Reg. No.....

**SECOND SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA2C03 – FINANCIAL AND MANAGEMENT ACCOUNTING**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define Accounting
2. Distinguish between book keeping and accounting
3. List out the main objectives of accounting.
4. Write the compound journal -entry :  
On first June 2017-  

Wages paid :	5000
Commission paid:	2000
Rent paid:	3000
5. What is CVP analysis?
6. Write about the process of journalizing.
7. What is Budget?
8. List out the Accounting concepts.
9. List out subsidiary books of accounting.
10. What is marginal costing?
11. List out the difference between fixed budget and flexible budget.
12. What is budgetary control?

**Section B – Short Essay type questions**

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Find P/V ratio and BEP for the following data  

Sales :	1,00,000
Variable cost :	60,000
Fixed cost:	30,000
14. What is margin of safety? Write its importance.
15. What is BEP? Why should it be calculated?
16. Selling price/unit Rs.150; variable cost/unit Rs. 90; fixed cost Rs. 6,00,000.

(a) What will be the selling price per unit if the breakeven point is 8,000.

(b) Compute the sales required to earn a profit of Rs 2,20,000.

17. From the following calculate Material Cost Variance, Material price variance, material usage variance:-

Material	Standard unit	price	Actual Unit	price
A	1010	1.0	1080	1.2
B	410	1.5	380	1.8
C	350	2.0	380	1.9

18. Record the following transactions in the journal of Vincy

2015 January 1	Vincy commenced business with cash Rs 50,000
“ 3	Paid into Bank Rs 30,000
“ 5	Purchased from Ram on credit Rs 1,500
“ 7	Sold goods on credit to John Rs 750
“ 12	Purchased machinery from Voltas Ltd Rs 2500
“ 20	Bought goods from Nithin for cash Rs 1200
“ 22	Paid cash to Ram Rs 1500
“ 31	Paid rent Rs 2500

19. Elaborate the advantages of Marginal costing.

### Section C – Essay type questions

(Answer any one question. Correct answer carries 10 marks)

20. From the following trial balance, prepare Trading and profit and loss account for the year ended 31<sup>st</sup> March 2016

Item	Debit	Credit
Stock	5250	
Sales		11800
Sundry Exp	667	
Commission		211
Insurance	380	
Carriage Inwards	300	
Furniture	6670	
Printing and stationary	481	
Carriage Outwards	200	
Creditors		1780
Capital		27998
Bills Payable		541

Plant and Machinery	15000	
Returns outwards		1380
Cash in Hand	895	
Salaries	750	
Debtors	1905	
Discount	328	
Bills Receivable	2730	
Wages	1589	
Returns Inwards	1659	
Bank Overdraft		4000
Purchases	8679	
Petty Cash in Hand	47	
Bad Debts	180	

21. With the following data for a 60% activity, prepare a flexible budget for a production at 80% activity.

Production at 60% activity –600 units

Materials: 100 per unit

Labor: 40 per unit

Expenses: 10 per unit

*(Model Question Paper)*

Name.....

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**SECOND SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA2C04 – OPERATIONS RESEARCH**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define Operations Research?
2. Define the features of the operations research?
3. What is slack variable?

4. What is surplus variable?
5. What do you mean by Transshipment Problem?
6. Define mathematical formulation of Transportation Problem?
7. What is an Assignment model?
8. Write down mathematical formulation of assignment problem.
9. What is critical path?
10. Define total float, free float and independent float.
11. What is sequencing problem?
12. Define no passing rule on sequencing problem

### Section B – Short Essay type questions

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain any five operations research techniques.
14. Solve by graphically

$$\text{Maximize } Z = X_1 + 3X_2$$

$$\text{Subject to constraints } X_1 + 2X_2 \leq 9$$

$$X_1 - X_2 \geq 2$$

$$X_1 + 4X_2 \leq 11$$

$$X_1, X_2 \geq 0$$

15. Solve LPP using simplex method.

$$\text{Maximize } Z = X_1 + 2X_2 + 3X_3$$

Subject to constraints

$$X_1 + 2X_2 + 3X_3 \leq 10$$

$$X_1 + X_2 \leq 5$$

$$X_1, X_2, X_3 \geq 0$$

16. Obtain IBFS of the following T.P using North West Corner rule

	A	B	C	Supply
1	2	7	4	5
2	3	3	1	8
3	5	4	7	7
4	1	6	2	14
Demand	7	9	18	

17. Determine IBFS solution using Vogel's method to the following T.P

	1	2	3	4	Supply
A	21	16	15	3	11
B	17	18	14	23	13
C	32	27	18	41	19
Required	6	10	12	15	

18. Assign 4 jobs to 4 workers using Hungarian methods

Worker	Job			
	A	B	C	D
1	45	40	51	67
2	57	42	63	55
3	49	52	48	64
4	41	45	60	55

19.19.

Activity	1-2	1-3	2-3	2-4	3-4	4-5
Time	20	25	10	12	6	10

- Draw arrow diagram representing the project.
- Find the critical path and project duration using forward and backward pass

### Section C – Essay type questions

(Answer any one question. Correct answer carries 10 marks)

20. Solve LPP using simplex method.

$$\text{Maximize } Z = 2X_1 + 3X_2$$

Subject to constraints

$$X_1 + X_2 \leq 4$$

$$-X_1 + X_2 \leq 1$$

$$X_1 + 2X_2 \leq 5$$

$$X_1, X_2 \geq 0$$

21. A small project is composed of 7 activities whose time estimates are given below

Activity	1-2	1-3	1-4	2-5	3-5	4-6	5-6
<b>Optimistic time</b>	1	1	2	1	2	2	3
<b>Most likely time</b>	1	4	2	1	5	5	6
<b>Pessimistic time</b>	7	7	8	1	14	8	15

- Draw the project network and identify all the paths through it.
- Find the expected duration and variance for each activity?
- What is the expected project length?
- Calculate the variance and S.D of the project length.
- What is the probability that the project will be completed at least 4 weeks earlier than expected one?

Semester III									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
14	A11	Python Programming	4	20	80	100	4	0	4
15	A12	Sensors and Transducers	4	20	80	100	4	0	4
16	BCA3B04	Data Structures using C	3	15	60	75	3	4	7
17	BCA3C05	Computer Oriented Numerical and Statistical Methods	3	15	60	75	5	0	5
18	BCA3C06	Theory of Computation	3	15	60	75	5	0	5
<b>Total</b>			<b>17</b>			<b>425</b>	<b>21</b>	<b>4</b>	<b>25</b>

(Model Question Paper)

Name.....

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**THIRD SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

A11 – PYTHON PROGRAMMING

Time: 2.5 Hours

Maximum: 80 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 25 marks)

1. What you meant by operator precedence?
2. What is the difference between list and tuples in Python?
3. What is an identifier? Give examples
4. What is Python? What are the benefits of using Python?
5. Write a short note on global keyword in Python.
6. What is Random Number Generator in Python?

7. Write a Python program to calculate the length of a string?
8. What is a set in Python?
9. What is default parameter in Python?
10. How do you write comments in Python?
11. What is eval( ) in python? What is its syntax?
12. Write a Python program to check given number is Prime or not.
13. Write a function to give the sum of all the numbers in the list?
14. What is the purpose of break statement in Python?
15. What are Python dictionaries?

### **Section B – Short Essay type questions**

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 35 marks)

16. What are the different data types available in Python?
17. Write a Python program to remove an item from a set if it is present in the set.
18. Explain the use of functions in Python in detail.
19. What is a tuple ? Explain different tuple operations in Python.
20. Write a short note on Python IDLE.
21. Write a Python program to sum all the items in a list.
22. Explain recursion in Python with suitable examples?
23. What are the key features of Python

### **Section C – Essay type questions**

(Answer any two questions. Correct answer carries 10 marks)

24. What is a function? Explain different functions available in Python with suitable examples.
25. What is a loop? Explain different looping statements in Python.
26. Explain different types of operators in Python in detail.
27. What is a string? Explain different string operations in Python with example.



**THIRD SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

A12 – SENSORS AND TRANSDUCERS  
(2019 Admissions)

Time: 2.5 Hours

Maximum: 80 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 25 marks)

1. Define Transducers with example.
2. List static characteristics of a sensor.
3. Explain LVDT and RVDT.
4. Application of capacitance sensors.
5. Explain basic principle Thermistors.
6. What is the principle of thermocouple.
7. List application of RTD.
8. Explain principle of Hall effect sensors.
9. Explain the function electromagnetic flow meter.
10. List characteristics of photo detectors.
11. What are the commonly used photo resistive materials?
12. Explain Bernoulli's principle.
13. Explain the working of Rotometer.
14. List the function of venture tube.
15. What is sound level meter?

**Section B – Short Essay type questions**

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 35 marks)

16. Explain resistive sensors with help of a potentiometer.
17. List advantage and disadvantages of thermocouple.
18. List different type of Magnetic sensors.
19. What is eddy current Explain working of eddy current sensors.
20. Explain working of photo emissive cell Transducers.
21. With neat diagram explain the function of pressure sensors.
22. What is the order of resolution of a torque type sensors.
23. In what different mode P<sub>N</sub> junction used for radiation detection.

**SECTION C – Essay type questions**  
(Answer any two questions. Correct answer carries 10 marks)

24. Explain working of inductive sensor with example.
25. Write essay about Thermistors.
26. Describe any two level transducers with application.
27. Explain working of dynamometer and gyroscope.

*(Model Question Paper)*

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**THIRD SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA3B04 – DATA STRUCTURES USING C**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define primary data type.
2. Define pattern matching algorithm.
3. What is space complexity of bubble sort?
4. What is an array?
5. What is the use of a header linked list?
6. Any 2 applications of doubly linked list.
7. List 2 operations on stack.
8. List any 2 applications of queue.
9. What is meant by binary search tree?
10. Quote an application of graph?
11. Define hash function?
12. What is the prerequisite for binary search?

### Section B – Short Essay type questions

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. List any 5 differences between primary data types and data structures
14. Define sparse matrix. Explain its implementation too.
15. Write a c program to implement stack using linked list.
16. Write a program to traverse a binary search tree non recursively in preorder.
17. Explain Breadth First Search with an example
18. Explain different hash functions with suitable examples.
19. Compare sequential and binary search. Write a program to search an item using recursive sequential search.

### Section C – Essay type questions

(Answer any one question. Correct answer carries 10 marks)

20. How binary tree is represented using array and linked list. Write a program to delete an item from a binary tree.
21. Write a c program for Insertion sort and explain its space and time complexities in best and worst cases.

*(Model Question Paper)*

Name.....  
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### THIRD SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

#### BCA3C06 – THEORY OF COMPUTATION (2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

### Section A – Short Answer type questions

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define Function with example.
2. What is a Deterministic automaton?
3. What is Regular expression?
4. Define Ambiguity in CFG.
5. What is Parsing?

6. What is a Mealy Machine?
7. Define Pushdown Automata.
8. What is Injective function? Give example.
9. Find the regular expression for the set of all strings containing exactly 2a's if the alphabet set is {a, b}.
10. What is Turing machine?
11. What is Chomsky Normal Form?
12. Define Equivalence relation

### Section B – Short Essay type questions

(Answer all questions. Each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Mention the steps for Proof by Induction and prove that  $1+3+5+\dots+r=n^2$ , for all  $n>0$ , where  $r$  is an odd integer and  $n$  is the number of terms in the sum (Note:  $r=2n-1$ ).
14. Construct a deterministic automaton equivalent to  $M=(\{q_0, q_1\}, \{0, 1\}, \delta, q_0, \{q_0\})$  where  $\delta$  is defined by its state table as shown below.

State/ $\Sigma$	0	1
$\rightarrow$ <span style="border: 1px solid black; border-radius: 50%; padding: 2px 5px;"><math>q_0</math></span>	$q_0$	$q_1$
$q_1$	$q_1$	$q_0, q_1$

15. Briefly explain the Chomsky classification of languages.
16. State and prove Arden's Theorem.
17. Construct a regular grammar  $G$  generating the regular set represented by  $P=a^*b(a+b)^*$
18. Explain Graphs and Trees.
19. Describe the different methods for representing Turing machines.

### Section C – Essay type questions

(Answer any one question. Correct answer carries 10 marks)

20. Explain simplification of Context Free Languages.
21. Construct a DFA with reduced states equivalent to the regular expression  $10 + (0 + 11)0^*1$

<b>Semester IV</b>									
<b>No</b>	<b>Course Code</b>	<b>Course Name</b>	<b>C</b>	<b>Marks</b>			<b>Hrs/wk</b>		
				<b>I</b>	<b>E</b>	<b>T</b>	<b>L</b>	<b>P</b>	<b>T</b>
19	A13	Data Communication and Optical Fibers	4	20	80	100	4	0	4
20	A14	Microprocessors-Architecture and Programming	4	20	80	100	4	0	4
21	BCA4B05	Database Management System and RDBMS	3	15	60	75	3	4	7
22	BCA4B06	Programming Laboratory II: Data Structures and RDBMS	4	20	80	100	0	0	0
23	BCA4C07	E-Commerce	3	15	60	75	5	0	5
24	BCA4C08	Computer Graphics	3	15	60	75	5	0	5
<b>Total</b>			<b>21</b>			<b>525</b>	<b>21</b>	<b>4</b>	<b>25</b>

*(Model Question Paper)*

Name.....

Reg. No.....

**FOURTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

A13 – DATA COMMUNICATIONS AND OPTICAL FIBERS  
(2019 Admissions)

Time: 2.5 Hours

Maximum: 80 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 25 marks)

1. What is Topology?
2. Define Modems?

3. Expand BTS. What is its purpose?
4. What is Ray theory transmission?
5. Define Networks.
6. Define FDDI.
7. Name any two examples of many to one multiplexing.
8. What is bit oriented Protocol?
9. What is Ethernet?
10. Define flow Control.
11. What is cut of wavelength?
12. List any two applications of Optical fiber communications.
13. Explain Optical fiber communication general system.
14. What are photo detectors?
15. What are fiber materials?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 35 marks)

16. Distinguish between frequency and division multiplexing.
17. Explain analog to digital and digital to analog conversion.
18. Explain various topologies.
19. Differentiate character oriented protocol and bit oriented protocol.
20. Write short note on DTE-DCE interface.
21. Explain various services of ISDN.
22. Write a short note on optical sources.
23. Write advantage and disadvantages of Optical fiber communication.

### **Section C – Essay type questions**

(Answer any 2 questions, each correct answer carries a maximum of 10 marks)

24. Explain various transmission media.
25. Illustrate GSM architecture with neat diagram.
26. Discuss various switching techniques used in Networks.
27. Write a note on data link asynchronous and synchronous protocols.

(Model Question Paper)

Name.....

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**FOURTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**A14 – MICROPROCESSORS - ARCHITECTURE AND PROGRAMMING**  
(2019 Admissions)

Time: 2.5 Hours

Maximum: 80 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 25 marks)

1. Define register and various registers used in microprocessor?
2. Distinguish between RAM and ROM?
3. What do you mean by T state?
4. What is subroutine?
5. Write about buses used in microprocessor
6. Define an instruction cycle.
7. What is the well-known problem in assembler design?
8. What is DMA?
9. Write about interrupt inputs are handled by programmable Interrupt controller?
10. Define BIOS.
11. What is the use of HLDA and HOLD signals?
12. Write a program to add two 8-bit numbers.
13. What are the flag registers of 8085.
14. Define addressing modes.
15. Define segmentation.

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 35 marks)

16. Write down the important features of 8085?
17. Give an account on Assembler Directive?

18. Explain the addressing modes of 8085.
19. Differentiate between makeable and non-makeable interrupt.
20. Write a short note on instruction set?
21. What is the use of branch displacement directive? Write the syntax of the same.
22. What are the salient features of 8255.
23. What are the difference between DOS and BIOS?

### **Section C – Essay type questions**

(Answer any 2 questions, each correct answer carries a maximum of 10 marks)

24. Explain the architecture and operation of 8085 microprocessor
25. Explain the processor control and string instruction in 8086
26. What is interrupt and explain different type of interrupt in 8085
27. With the neat figure explain 8086/88 pin diagram

*(Model Question Paper)*

Name.....

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## **FOURTH SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)**

### **BCA4B05 – DATABASE MANAGEMENT SYSTEM AND RDBMS (2019 Admissions)**

Time: 2 Hours

Maximum: 60 Marks

### **Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define the terms database and DBMS.
2. Define the term view of a database
3. What is meant by a strong entity set? Give example
4. Define the term domain and attribute.
5. Differentiate between primary key and foreign key.
6. What is a spurious tuple?
7. What is a minimal set of functional dependencies?



8. What is a serializable schedule?
9. Explain the lost update problem?
10. What is a recoverable schedule?
11. Define the transaction states commit and rollback
12. What is a recoverable schedule?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What are the advantages of using a DBMS to manage data?
14. What is meant by data independence? How does a database support it?
15. Describe the structure of a database system.
16. Define the terms key, super key, primary key, candidate key and foreign key with example.
17. How does relational algebra differ from relational calculus?
18. What is meant by the closure of a set of functional dependencies?
19. What is meant by join-dependency?

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. What is a trigger? Explain its purpose.
21. Describe the extended E-R features - specialization, generalization and aggregation with example.

(Model Question Paper)

Name.....  
Reg. No.....

**FOURTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA4C07 – E-COMMERCE**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is e-business?
2. Define Internet?
3. What is portal?
4. What is e-tailer?
5. Who is an auction broker?
6. What do you mean by branding and marketing?
7. What is spiral branding? What is e-zines?
8. What is electronic purse?
9. What is data integrity?
10. What is click jacking?
11. What is website defacement?
12. What is mail spamming?

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What are the basic steps of an online payment?
14. What are the primary components of a firewall?
15. Write short note on Client-Server architecture.
16. How to measure the effectiveness of e-advertising?
17. Write a short note on aggregator model of e-commerce.
18. What is EDI? Explain the features of EDI.

19. Discuss the brokerage model of e-commerce.

**Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. What is hacking? What are the different types of hacking?

21. Explain the different online payment categories.

*(Model Question Paper)*

Name.....

Reg. No.....

**FOURTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA4C08 – COMPUTER GRAPHICS**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define rasterization and scan conversion?
2. What are the main difference between raster scan display and random scan display?
3. What are the two techniques used in color displays?
4. Which are the line drawing algorithms and how they differ?
5. Explain properties of circle.
6. What is scaling transformation? Define uniform scaling and differential scaling.
7. Locate the new position of the triangle with vertices A (10, 9), B (9, 4) and C (9, 9) after its rotation by  $60^\circ$  anticlockwise about origin.
8. What is Composite transformation? Give one example.
9. Define window and viewport.
10. What is clipping? Name different types of clipping

11. Define additive color model and give any 2 examples.
12. Explain features of GIMP.

### Section B – Short Essay type questions

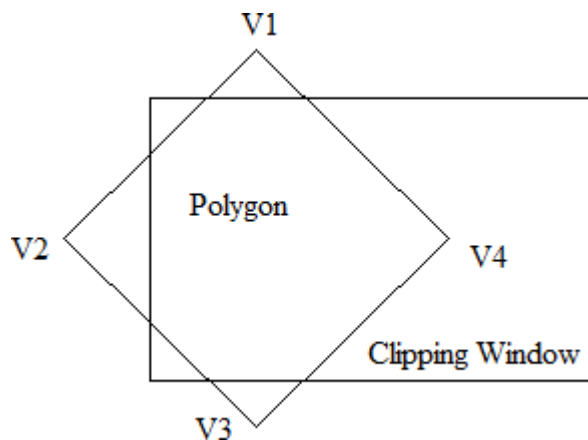
(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain the working of CRT monitor.
14. Write a note on flat panel displays.
15. Find the intermediate points of a line with end points (2, 3) and (12, 8) using DDA algorithm for line drawing.
16. Elaborate on scanline polygon fill algorithm.
17. What is a transformation? Explain 2 Dimensional transformations and its types.
18. What is region code? How is the region code bits set in Cohen Sutherland line clipping?
19. Explain RGB color model in detail.

### Section C – Essay type questions

(Answer any one question, correct answer carries 10 marks)

20. Explain Sutherland Hodgeman Polygon clipping algorithm. Perform this algorithm in the following polygon



21. (a).What is a color model? Explain its types in detail (5marks).
- (b).Explain Image manipulation using GIMP (5marks).

Semester V									
No	Course Code	Course Name	C	Marks			Hrs/wk		
				I	E	T	L	P	T
25	BCA5B07	Computer Organization and Architecture	3	15	60	75	4	0	4
26	BCA5B08	Java Programming	3	15	60	75	3	3	6
27	BCA5B09	Web Programming Using PHP	3	15	60	75	3	3	6
28	BCA5B10	Principles of Software Engineering	3	15	60	75	4	0	4
29	XXX5DXX	Open Course	3	15	60	75	3	0	3
		Industrial Visit							
		Project Work	0				0	2	2
<b>Total</b>			<b>15</b>			<b>375</b>	<b>17</b>	<b>8</b>	<b>25</b>

(Model Question Paper)

Name.....

Reg. No.....

**FIFTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA5B07 – COMPUTER ORGANIZATION AND ARCHITECTURE**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is priority interrupt?
2. What is the difference between strobe and handshaking?

3. Explain about serial communication.
4. What is encoder?
5. What is hit / miss ratio?
6. What Accumulator?
7. Differentiate Memory reference Instructions and Register reference instructions
8. What is JK flip flop?
9. Differentiate Edge triggering and Pulse triggering
10. What is Direct Memory Access?
11. Differentiate ripple carry adders and look-ahead carry adders
12. What is virtual memory?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Write a short note about Cache memory
14. What is Multiplexer?
15. Describe Full Adder and Half Adder.
16. List any 5 registers with their functions for the Basic Computer
17. Explain about memory mapping?
18. Describe about asynchronous & synchronous counters
19. Write a short note about parallel processing.

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Describe about different types of logic gates.
21. Explain about addressing modes.

(Model Question Paper)

Name.....

Reg. No.....

**FIFTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA5B08 – JAVA PROGRAMMING**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is Java?
2. What is the use of keyword *virtual*?
3. What is inheritance?
4. What is the use of *Runnable* interface?
5. List any four features of java programming language?
6. What is the use of keyword *extends* in Java?
7. Why Java is platform independent?
8. What is byte code in java?
9. What is JVM in Java?
10. Describe JDK?
11. Why Java is architectural neutral?
12. What are OOPs concepts in Java?

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What is Applet? Explain with an example?
14. Explain garbage collection in Java?
15. Explain the use of *this* keyword with constructor?
16. What are the difference between *throw* and *throws*?
17. Explain Java Runtime Environment?

18. What is the difference between overloading and overriding in Java?
19. What is the difference between the paint() and repaint() methods?

**Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Explain exception handling in Java?
21. What is package in Java? How is a package created in Java? Explain with example

*(Model Question Paper)*

Name.....

Reg. No.....

**FIFTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA5B09 – WEB PROGRAMMING USING PHP**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define CSS.
2. What are the basic data types used in HTML5?
3. Define document object model.
4. Define PHP and its basic structure.
5. Differentiate between class and ID in CSS.
6. What do you mean by image opacity?
7. Differentiate between break and continue in JavaScript
8. Describe any two events used in JavaScript.
9. Describe string any four string functions used in PHP.
10. Differentiate between GET and POST methods.
11. Write the features of PostgreSQL.
12. Differentiate between echo and print



### Section B – Short Essay type questions

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain the different types of web document.
14. Differentiate between client side scripting and server side scripting.
15. Write a short note on web servers.
16. Explain looping statements in PHP.
17. Explain any five built-in functions in JavaScript.
18. Explain Header() in PHP and its variants with example.
19. Explain user defined functions in PHP

### Section C – Essay type questions

(Answer any one question, correct answer carries 10 marks)

21. (a) Explain any six different functions using PHP for PostgreSQL operation.  
(b) Write a PHP program to print factorial of a given number using recursion.
22. (a) Explain relational operators in JavaScript with example.  
(b) Write a PHP program to create a table using pg\_execute() method.

*(Model Question Paper)*

Name.....

Reg. No.....

## FIFTH SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

### BCA5B10 – PRINCIPLES OF SOFTWARE ENGINEERING (2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

### Section A – Short Answer type questions

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is software engineering?
2. What you mean by a process model? Explain with example.
3. Explain Data flow diagram?
4. What is Prototype?

5. What are the different types of software requirements? Explain.
6. Define UML? Mention any two UML diagrams.
7. Briefly discuss about Type checking.
8. Differentiate validation and verification?
9. What is Acceptance test?
10. Define any software re-engineering approach?
11. List the Umbrella activities of a software process.
12. What is the goal of concurrency control?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain Waterfall model with diagram.
14. What activities are addressed in Extreme programming?
15. What kinds of errors are sought out during requirements validation? Explain.
16. Explain use-case diagram with example.
17. Explain Reverse engineering and Forward engineering?
18. Explain object oriented design concepts.
19. What are the requirements elicitation techniques?

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. What is software engineering? Explain the different steps in developing a software system.
21. What you mean by Testing? Explain different types of tests in detail.

## OPEN COURSES

*(Model Question Paper)*

Name.....

Reg. No.....

### FIFTH SEMESTER DEGREE EXAMINATION (CBCSS-UG)

#### BCA5D01 – INTRODUCTION TO COMPUTERS AND OFFICE AUTOMATION (2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

#### **Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is layering object?
2. How to use Document Dictionary in MS-Word?
3. How to insert Charts in MS-Word?
4. Write a short note about programming language
5. Differentiate laptop and netbook
6. How to check spelling and grammar in MS Word?
7. How to add table to our documents?
8. How add images to our documents?
9. What is client server model?
10. Write a short note about printing styles in MS Word
11. How to embed an object in our document.
12. Write a short note about operating system.

#### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain about storage devices?

14. Explain about computer networks?
15. Explain about Mail Merge?
16. Explain the use of Macros in MS Word?
17. List any five functions using in MS Excel?
18. How to add sounds and video to your Power Point presentation?
19. Explain about Pivoted Table and Pivoted charts.

### Section C – Essay type questions

**(Answer any one question, correct answer carries 10 marks)**

20. Explain about input output devices?
21. How to create a beautiful presentation using MS Power Point?

*(Model Question Paper)*

Name.....

Reg. No.....

### **FIFTH SEMESTER DEGREE EXAMINATION** (CBCSS-UG)

#### **BCA5D02 – WEB DESIGNING** (2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

#### **Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Explain the basic HTML structure.
2. What are the basic data types used in HTML?
3. What is SGML?
4. Discuss paragraph tag with its attributes.
5. What do you mean by HTML – Div element?

6. What is a website?
7. How to include comments in HTML?
8. What is a filter in DHTML page?
9. What is JavaScript?
10. Differentiate user defined and built in function in JavaScript.
11. What is a variable? How to declare a variable in a Java Script?
12. What do you mean by HTML Editor?

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain Frameset tag in detail.
14. Explain the attribute of frame and iframe tags.
15. Write short note on features of JavaScript.
16. Explain looping statements in JavaScript.
17. Explain any five built-in functions in JavaScript.
18. Explain how a dynamic web page is created with DHTML.
19. Explain “Alert”, ”prompt” and “confirm” method in JavaScript

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. (a) Create a page using JavaScript that accept two integers and display the result of arithmetic operations (+, -, \*, /) selected using button. (5 marks)  
(b) Write a note on User defined function in JavaScript. Give suitable example. (5 marks)
21. (a) Write a HTML code to create a webpage to promote an electronic product. (6 marks)  
(b) What is a webpage? Explain the steps to create open and save a webpage. (4 marks)

*(Model Question Paper)*

Name.....  
Reg. No.....

**FIFTH SEMESTER DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA5D03 – INTRODUCTION TO PROBLEM SOLVING AND C PROGRAMMING**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is an expression in C language? Give example
2. Define Actual and Formal parameters.
3. What are library functions? Give example
4. What is the purpose of conditional operator?
5. Write the advantages of pointer?
6. What is character set?
7. Write the structure of C program
8. What is an identifier?
9. What is an escape sequence?
10. What is the difference between gets() and scanf()?
11. Write a note on do-while statement?
12. Define Union.

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What is a recursive function? Give an example.
14. Define storage classes in C. Write the importance of storage classes.
15. What is meant by looping?
16. What is an array? Explain the different types of arrays.
17. Write a program to print prime numbers.
18. Explain about file handling functions.

19. How are structures different from arrays? Explain.

### Section C – Essay type questions

(Answer any one question, correct answer carries 10 marks)

20. Write a C program to perform matrix multiplication.

21. Briefly explain about control statements.

<b>Semester VI</b>									
<b>No</b>	<b>Course Code</b>	<b>Course Name</b>	<b>C</b>	<b>Marks</b>			<b>Hrs/wk</b>		
				<b>I</b>	<b>E</b>	<b>T</b>	<b>L</b>	<b>P</b>	<b>T</b>
30	BCA6B11	Android Programming	3	15	60	75	4	3	7
31	BCA6B12	Operating Systems	3	15	60	75	4	3	7
32	BCA6B13	Computer Networks	3	15	60	75	5	0	5
33	BCA6B14	Programming Laboratory III: Java and PHP Programming	4	20	80	100	0	0	0
34	BCA6B15	Programming Laboratory IV: Android and Linux shell Programming	4	20	80	100	0	0	0
35	BCA6B16X	Elective Course	3	15	60	75	4	0	4
36	BCA6B17	Industrial Visit & (Project Work or Research Methodology)(Industrial Visit- 1 Credit, Project Work/Research Methodology- 2 Credit)	3	15	60	75	0	2	2
<b>Total</b>			<b>23</b>			<b>575</b>	<b>17</b>	<b>8</b>	<b>25</b>

*(Model Question Paper)*

Name.....

Reg. No.....

**SIXTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA6B11 – ANDROID PROGRAMMING**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What are the fundamental components in android?
2. What is the use of manifest file in android?
3. How will you launch an activity in android?
4. What is OHA?
5. What is ACTION\_PICK?
6. How the Toast work in android?
7. What is Layout Gravity?
8. What is a fragment in android?
9. How the .java file converted to .apk?
10. Differentiate between Content Resolver and Cursor Loader?
11. What is Resource reference syntax?
12. What are plurals?

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain the working of Intent using an example.
14. Differentiate between relative layout and frame layout?
15. What are the different components present in project folder?
16. What are native preference controls?



17. Explain the use of cursors?
18. Explain the architecture of Content Provider?
19. Write android program to display the items listed in a checkbox.

**Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Explain the android application life cycle with a neat diagram.
21. Explain various android menus with example.

*(Model Question Paper)*

Name.....

Reg. No.....

**SIXTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA6B12 – OPERATING SYSTEMS**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What is an operating system?
2. Explain process states.
3. Explain client server system.
4. List out all Commands for Navigating the Linux File systems?
5. Write a short note about operators in Linux shell programming
6. Explain scheduling criteria.
7. What is priority scheduling?
8. What is meant by address binding?
9. Explain Overlays.
10. Write a note on evolution of operating system.
11. What is the future scope of mobile operating system?
12. What are the different methods used for protection?

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What are functions of operating system?
14. What is meant by PCB? Explain in detail.
15. Write a note on basic concept of thread.
16. Explain mutual exclusion and semaphores
17. What is meant by demand paging? Explain virtual memory concept.
18. Explain different CPU scheduling algorithm
19. Explain any two classical problem of synchronization.

**Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Explain critical section problem in detail.
21. Explain any one mobile operating system with its architecture.

*(Model Question Paper)*

Name.....

Reg. No.....

**SIXTH SEMESTER BCA DEGREE EXAMINATION  
(CBCSS-UG)****BCA6B13 – COMPUTER NETWORKS  
(2019 Admissions)**

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define Network Topology with example.
2. What is switching Explain different types?
3. Explain RS-232 interface.
4. What is IEEE standard?

5. Explain CSMA/CD.
6. List internet network devices.
7. Explain routing algorithm.
8. What is FTP?
9. Explain SNMP.
10. What is DNS?
11. Explain DES.
12. Write short note on WWW.

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Explain different types Computer Networks.
14. Describe the cycle redundancy check with example.
15. Write a note on ALOHA protocol.
16. Explain difference between IPv4 and IPV6.
17. What are the functions of Transport layer?
18. Explain digital signature.
19. What are the goals of network security?

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Write an essay about ISO-OSI Reference Model.
21. What is Cryptography? Explain the different cryptographic methods.

## ELECTIVES

*(Model Question Paper)*

Name.....

Reg. No.....

### SIXTH SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

BCA6B16A – SYSTEM SOFTWARE  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

#### **Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Define System Software?
2. What is the role of lexical analyser?
3. What are self-relocating programs?
4. Define Dynamic Linking?
5. Differentiate between compiler, assembler and interpreter
6. What are nested macros?
7. Explain the advantages of Dynamic binding?
8. Briefly discuss the merit of multi pass assembler?
9. List any four assembler directives
10. What is conditional expansion?
11. Define loader?
12. What is code optimization?

#### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Differentiate linker and loader.
14. Explain LEX and YACC in detail.
15. Explain about data structure used for symbol table?

16. Explain the different types of formal parameters in macro with examples?
17. With suitable example, explain the concept of Program Relocation.
18. List out the basic functions of Assemblers with proper examples.
19. Discuss about code generators

### Section C – Essay type questions

(Answer any one question, correct answer carries 10 marks)

20. What are various phases of compiler? Explain various intermediate code generation and code optimization techniques.
21. Explain the structure of LEX program with example.

*(Model Question Paper)*

Name.....

Reg. No.....

### SIXTH SEMESTER BCA DEGREE EXAMINATION (CBCSS-UG)

BCA6B16B – MACHINE LEARNING  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

### Section A – Short Answer type questions

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. What are vector spaces?
2. What are norm spaces?
3. Find Eigen values of the matrix  $A = [1 \ 4 \ 2 \ 3]$ .
4. Prove  $P(A \cup B) = P(A) + P(B) - P(A \cap B)$
5. What is covariance?

6. Explain Bayes Theorem.
7. What is Parzen Window Density Estimation technique?
8. Mention the applications of Machine Learning.
9. Explain subset selection.
10. What do you mean by classification?
11. Explain clustering.
12. Explain K-nearest neighbour algorithm

### **Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. What is Random variable? Explain different types of random variables?
14. What is meant by decision trees? Explain working with example.
15. Explain different supervised and unsupervised learning algorithms.
16. What is Vapnik-Chervonenkis Dimension?
17. Difference between classification and regression.
18. Explain the terms entropy and information gain.
19. Explain K-Means clustering. Give an example to predict using a data set.

### **Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. Write different types of matrices and any four matrix operation.
21. Explain with example different non parametric methods of classification.

(Model Question Paper)

Name.....  
Reg. No.....

**SIXTH SEMESTER BCA DEGREE EXAMINATION**  
(CBCSS-UG)

**BCA6B17 – RESEARCH METHODOLOGY**  
(2019 Admissions)

Time: 2 Hours

Maximum: 60 Marks

**Section A – Short Answer type questions**

(Answer all questions. Each correct answer carries a maximum of 2 marks. Ceiling 20 marks)

1. Distinguish between Type I error and Type II error.
2. Highlight the differences between Nominal and Ordinal Scale.
3. What is the importance of chi-square test?
4. Distinguish between t- distribution and z- distribution.
5. Highlight the differences between open ended and close ended questionnaire.
6. What is the difference between null hypothesis and alternative hypothesis?
7. What is the formula of F-ratio in one way ANOVA?
8. What are the different steps involved in project report preparation?
9. What is the difference between Primary and secondary data?
10. What is the difference between Research methods and Research methodology?
11. What do you mean by research? Discuss about different types of research.
12. What is a research problem?

**Section B – Short Essay type questions**

(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)

13. Describe the different steps involved in a research process.
14. Discuss about the various techniques used for data collection.
15. What is meaning of probability sampling?
16. State the components of research problem.
17. Discuss about simple random sampling.
18. Explain about Extraneous variable.

19. Explain Experimental groups and Treatments in the context of research design.

**Section C – Essay type questions**

(Answer any one question, correct answer carries 10 marks)

20. What is meaning of probability sampling? Discuss about simple random sampling, systematic sampling and stratified sampling.

21. Discuss about the various techniques used for data collection.



**UNIVERSITY OF CALICUT**  
THENHIPALAM, CALICUT UNIVERSITY P.O



**SYLLABUS**

FOR

**COMPUTER SCIENCE**  
**(COMPLEMENTARY)**

**(CHOICE BASED CREDIT AND SEMESTER SYSTEM FOR UNDER GRADUATE CURRICULUM)**

UNDER THE

**FACULTY OF SCIENCE**

**FOR THE STUDENTS ADMITTED FROM THE ACADEMIC  
YEAR 2019 – 20 ONWARDS**

**BOARD OF STUDIES IN COMPUTER SCIENCE (UG)**

**THENHIPALAM, CALICUT UNIVERSITY P.O**

**KERALA, 673 635, INDIA**

**AUGUST, 2020**

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# REGULATIONS

FOR

## COMPUTER SCIENCE - COMPLEMENTARY

(Choice Based Credit and Semester System for Under Graduate Curriculum)

EFFECTIVE FROM THE ACADEMIC YEAR 2019-20

### COURSE EVALUATION:

Total marks for each complementary theory course is 75 marks and lab course shall be 100 marks. The evaluation scheme for each course shall contain two parts (1) Internal evaluation (2) external evaluation. 15 marks shall be given to the internal evaluation of theory course. The remaining 60 marks shall be for the external evaluation.

### INTERNAL EVALUATION

The internal assessment shall be based on a predetermined transparent system involving written test, assignments, seminars and attendance in respect of theory courses and on test/record/viva/attendance in respect of lab courses. 15 marks in each theory course, 20 for lab, are for internal examinations.

Components with percentage of marks of Internal Evaluation of Theory Courses are:

Test paper	–	6 Marks
Attendance	–	3 Marks
Assignment	–	3 Marks
Seminar	–	3 Marks

Components with percentage of marks of Internal Evaluation of Lab Courses are:

Test paper (50%)	–	10 Marks
Attendance (20%)	–	4 Marks
Assignment/Lab involvement (30%)	–	6 Marks

*Split up of marks for Test paper:*

	Theory	Practical
85% -100%	6	10

65% -85%	5	8
55% - 65%	4	6
45% - 55%	3	5
35%- 45%	2	4
Less than 35%	1	2

*Attendance of each course will be evaluated as below*

	<b>Theory</b>	<b>Practical</b>
85 % and above	3	4
75% $\leq$ CRP <85%	2	2
50% $\leq$ CRP <75%	1	1

(If a fraction appears in the final internal marks awarded, nearest whole number is to be taken)

To ensure transparency of the evaluation process, the internal assessment marks awarded to the students in each course in a semester shall be notified on the notice board at least one week before the commencement of external examination. There shall not be any chance for improvement for internal marks. The course teacher(s) shall maintain the academic record of each student registered for the course, which shall be forwarded to the University by the college Principal after obtaining the signature of both course teacher and HOD. The marks secured for internal examination only need be sent to university, by the colleges concerned.

## **EXTERNAL EVALUATION:**

There shall be University examinations for each theory course at the end of each semester. Practical examinations shall be conducted by the University at the end of fourth semester. External evaluation carries 60 Marks for each theory course, 80 Marks for lab course. External evaluation of even (2 and 4) semesters will be conducted in centralized valuation camps immediately after the examination. Answer scripts of odd semester (1 and 3) examination will be evaluated by home valuation. All question papers shall be set by the university. The model of the question paper for external examination (theory courses) of 2 Hours duration. The students can answer all the questions in Sections A and B. But there shall be Ceiling in each section.

**Section A:** Short answer type carries 2 marks each-12 questions (**Ceiling -20**)

**Section B:** Paragraph/Problem type carries 5marks each-7 questions (**Ceiling -30**)

**Section C:** Essay type carries 10 marks (1 out of 2) - **(Ceiling -10)**

The external examination in theory courses is to be conducted with question papers set by external experts. The evaluation of the answer scripts shall be done by examiners based on a well-defined scheme of valuation and answer keys shall be provided by the University. The external examination in practical courses shall be conducted by two examiners, one internal and an external, appointed by the University.

The model of the question paper for external examination (lab courses) of 3 Hrs. duration shall be:

1. **Section A:** One marked question of 30 Marks from Programming Lab Part A (C Programming) is to be attempted (Design - Algorithm/Flowchart/Interface: 10 Marks, Code: 10 Marks, Result: 10 Marks. **Total 30 Marks**)
2. **Section B:** One marked question of 30 Marks from Programming Lab Part B is to be attempted (Design - Algorithm/Flowchart/Interface: 10 Marks, Code: 10 Marks, Result: 10 Marks. **Total 30 Marks**)
3. **Section C:** Lab viva voce (**Total 10 Marks**)
4. **Section D:** Lab Record (**Total 10 Marks**)

*Number of students in one batch for practical Examination must be limited to 14.*

## **REVALUATION:**

In the new system of grading, revaluation is permissible. The prevailing rules for revaluation are applicable. Students can apply for photocopies of answer scripts of external examinations. Applications for photocopies/scrutiny/revaluation should be submitted within 10 days of publication of results. The fee for this shall be as decided by the university.

## **IMPROVEMENT COURSE**

A maximum of two courses (Common, Core, Complementary or Open) can be improved in each semester. Improvement of a particular semester can be done only once. The student shall avail the improvement chance in the succeeding year after the successful completion of the semester concerned. The internal marks already obtained will be carried forward to determine the grades/marks in the improvement examination. If the candidate fails to appear for the improvement examination after registration, or if there is no change in the results of the improvement examination appeared, the marks/grades obtained in the first appearance will be retained. Improvement and supplementary examinations cannot be done simultaneously.

## CURRICULUM FOR B.Sc. COMPUTER SCIENCE

### (COMPLEMENTARY)

(2019-20 ACADEMIC YEAR ONWARDS – As per the CBCSSUG 2019 Regulations)

Total Courses: 5				Total Credits: 12						
Semester	Course No	Course Code	Course Title	Marks			Contact Hours			Credits
				Internal	External	Total	Theory	Lab	Total	
I	1	CSC1C01	Computer Fundamentals	15	60	75	2	2	4	2
II	2	CSC2C02	Fundamentals of System Software, Networks and DBMS	15	60	75	2	2	4	2
III	3	CSC3C03	Problem solving using C	15	60	75	3	2	5	2
IV	4	CSC4C04	Data Structures Using C	15	60	75	3	2	5	2
IV	5	CSC4C05	Programming Lab: C and Data Structures	20	80	100	0	0	0	4
<b>Total ( 5 Courses)</b>						<b>400</b>				<b>12</b>

## CSC1C01 – Computer Fundamentals

**Semester:** 1

**Course Number:** 1

**Contact Hours:** 2T+2L

**Number of Credits:** 2

**Number of Contact Hours:** 64

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Aim of the Course:

To impart the students with fundamental principles and operations of various units of computer and to impart them with the basic skill in application packages.

### Objectives of the Course:

- To learn the basics of computer hardware units and how they work together
- To acquire basic skill with office packages

### Prerequisites:

Background of the basic science at +2 level

### Course Outcomes

- CO1 To understand the basic number system, Conversion and Computer Codes
- CO2 To learn Boolean Algebra and different axioms and theorems in it
- CO3 To understand the basic Computer Organisation
- CO4 To Familiarize with algorithms and flowcharts

### Course Outline

#### UNIT I [7T+6L]

Number systems- Non-positional number systems and positional number systems (Binary, Octal and Hexadecimal), Converting from one number system to another- decimal to a new base, converting to decimal from another bases, converting from base other than ten to base other than ten, short cut method for converting from binary to octal, octal to binary, binary to hexadecimal and hexadecimal to binary, Computer Codes (BCD, EBCDIC, ASCII) error detecting and correcting codes, parity bit, Hamming Code, computer arithmetic ,importance of binary, binary addition and subtraction.

**UNIT II [6T+7L]**

Boolean Algebra and Logic circuits- fundamental concepts of Boolean Algebra, postulates, Principle of duality, theorems of Boolean Algebra, Boolean functions, minimization, complement, canonicals forms, conversion between canonical forms. Logic Gates- AND, OR, NOT, NAND, NOR, XOR and XNOR, logic circuits, converting expression to logic circuit, universal NAND and NOR gates, Exclusive OR and equivalence functions, Design of Combinational circuits (Half Adder, Subtractor and Full Adder)

**UNIT III [6T+7L]**

Basic Computer Organization-Input Unit, Output Unit, Storage Unit (Direct, Sequential and Random Access), CPU organization, Control Unit (micro programmed and hardwired control), primary storage, memory hierarchy, storage locations and addresses, storage capacity, bit, byte, nibble, RAM, ROM, PROM and EPROM, cache memory, registers. Secondary storage devices (Magnetic tape, Hard disk and CD drive)

**UNIT IV [7T+6L]**

I/O devices - Input Devices-identification and its use, keyboard, pointing devices (mouse, touch pad and track ball), Video digitizer, remote control, joystick, magnetic stripes, scanner, digital camera, microphone, sensor, and MIDI instruments, Output Devices identification and its use, monitor, printer (laser, inkjet, dot-matrix), plotter, speaker, control devices (lights, buzzers, robotic arms, and motors)

**UNIT V [6T+6L]**

Planning a Computer program, purpose of program planning, algorithm, flowchart - symbols, sample flowcharts, advantages and limitations.

**Text Book:**

1. Pradeep K. Sinha and PritiSinha, Computer Fundamentals, BPB

**Reference Books:**

1. Peter Nortorn, Introduction to Computer, TMH
2. Rajaraman, V, Fundamental of Computers, Prentice Hall India
3. B. Ram, Computer Fundamentals

**Lab List****Word Processing**

- Paragraph formatting
- Newspaper style Document
- Table creation

- Mail merge
- Page formatting and printing

### Spreadsheet

- Worksheet entries, including formulas
- Formatting cells
- Chart creation
- Functions

### Presentation Software

- Creating presentation
- Animations
- Sound
- Inserting picture

## CSC2C02 – Fundamentals of System Software, Networks and DBMS

**Semester:** 2

**Course Number:** 2

**Contact Hours:** 2T+2L

**Number of Credits:** 2

**Number of Contact Hours:** 64

**Course Evaluation:** Internal – 15 Marks + External – 60 Marks

### Aim of the Course:

To impart the students with the basic concepts of system software, Computer Networks and Database.

### Objectives of the Course:

- To learn the basic concepts of various system software
- To learn the basics of Computer Networks
- To learn the basics of Databases

### Prerequisites:

Background of the basic science at +2 level



## Course Outcomes

- CO1 To understand the Concept of System Software
- CO2 To learn the Computer Network
- CO3 To familiarize the database management System

## Course Outline

### UNIT I [6 T+6L]

System software - classification of programming languages (Machine, assembly & High level), Characteristics and Comparison, language processors (Assembler, Interpreter and Compiler), Operating Systems- Functions, types of OS (batch, multiprogramming, time sharing, real time and distributed)

### UNIT II [7T+6L]

Computer networks- goals of networking, network topologies, types of networks (LAN, MAN and WAN), network model, OSI model- 7 layers, Internet Layer- 5 layers, Communication Media-Guided (Twisted Pair, Coaxial Cable and Fiber Optic) and Unguided (microwave, satellite).

### UNIT III [6 T+7L]

Database Management Systems-definition, structure of Database, data models (Record based Data model, Network model: - Basic Components, Record types, data types, links, relationships, Hierarchical model and Relational model)

### UNIT IV [6 T+7L]

Structured query language - Create, insert, select, update, delete, alter, drop commands

### UNIT V [7T+6L]

HTML-hypertext, hyper media, understanding basic HTML tools- HTML editor, web browser, General structure of HTML document, different types of elements-doc type, comment element, structural element, HTML tags and attributes: <html>, <body>, <head>, <title>, <h1>,... ,<h6>, <br>, <table>, <img>, <hr>, adding links, background image to the body, creating lists.

### Reference Books:

1. P. K Sinha, Fundamentals of Computers
2. D. M Dhamdhare, Operating System: A concept based Approach
3. Behrouz A Forouzan, Data Communication & Networking, MC Graw Hill
4. Joel Sklar, Principles of Web Page Design, Vikas Publications

## Lab List

### HTML

1. Simple HTML document creation
2. HTML document with tables
3. HTML document with various lists
4. HTML document with links to different parts of the same documents and to separate documents

### MySQL

1. Table creation
2. Data insertion and deletion
3. Data retrieval
4. Alteration of tables

## CSC3C03 – Problem Solving Using C

**Semester:** 3

**Course Number:** 3

**Contact Hours:** 3T+2L

**Number of Credits:** 2

**Number of Contact Hours:** 80 Hrs.

**Course Evaluation:** Internal – Internal – 15 Marks + External – 60 Marks

### Aim of the Course:

To equip the students with the basic concepts of problem solving using computers.

### Objectives of the Course:

- To learn the concepts of programming.
- To learn the C language

### Prerequisites:

- Background of the basic science at +2 level

## Course Outcomes

- CO1 To learn the basic syntax of C language
- CO2 To understand the Control , conditional, loop statements in C
- CO3 To familiarize with user defined functions, pointers, and data files in C

## Course Outline

### UNIT I [9 T+7L]

Introduction to C- Structure of C program, Character Set, Keywords, Identifiers, Data Types, Qualifiers, Variables, Declarations, Symbolic Constants, Expressions, Statements, Different Types of Operators (Arithmetic, Logical, Relational & Equality, Unary and Conditional), Operator Precedence and Associativity, Library Functions, Comments, I/O functions-( Formatted scanf() & printf(), getchar (), putchar (), getch(), gets(), puts())

### UNIT II [9 T+7L]

Control Statements- Selection Statements (if, if-else, else if ladder, switch), iteration (while, do while, for), jumping (goto, break, continue), Nested Control Statements

### UNIT III [10T+6L]

Structured Data types - Arrays (One dimensional and Two Dimensional), Character and String Functions, Structure (Definition, Processing-period Operator), Union

### UNIT IV [10T+6L]

User defined Functions - Advantages, Definition, Accessing functions, formal and Actual Parameters, Recursion, Storage Classes- Automatic, External, Static and Register Variable, Argument Passing Mechanism

### UNIT V [11T+6L]

Pointers and data files- Pointers, advantages, declaration, operations on pointers, pointers and one dimensional arrays, dynamic memory allocation. Data files (sequential), file handling functions (fopen(), fclose(), fputc(), fgetc(), fgets(), fputs(), fscanf(), fprintf())

### Text Book:

1. E Balagurusamy, *Programming in Ansi C*, Tata McGraw Hill

### Reference Books:

1. Byran Gotfried, *Programming with C*, Schaum Series
2. Kezningham & Ritchie, *Programming in C*
3. Yashvant Kanetkar, *Let us C*, BPB publications

4. Mullish Cooper, *The spirit of C*, Jasco books
5. Herbert Schildt, *The Complete reference C*, Tata McGraw Hill

## **CSC4C04 – Data Structure Using C**

**Course Number: 4**

**Contact Hours per Week: 5(3T+2L)**

**Number of Credits: 2**

**Number of Contact Hours: 80 Hrs**

**Course Evaluation: Internal – 15Marks+External – 60 Marks**

### **Objectives of the Course:**

- To introduce the concept of data structures
- To make the students aware of various data structures
- To equip the students implement fundamental data structures

### **Prerequisites:**

- Knowledge in C Programming Language

### **Course Outcomes**

- CO1 To learn the Concepts of data structures using C
- CO2 To understand the concepts of Linked Lists,
- CO3 To learn the different searching and sorting techniques

### **Course Outline:**

#### **Unit I [11 T+6L]**

Primitive Data types and Abstract Data Types (ADT) - Introduction to data structures – definition - characteristics of data structures - categories of data structures – algorithm - space complexity and time complexity of an algorithm (concept only).

#### **Unit II [7 T+6L]**

Arrays and Singly Linked Lists - 1D, 2D and Multi-dimensional arrays – operations on arrays - Sparse matrix Representation

**Unit III [9 T+7L]**

Lists- Linked List- Definition –Creation- Operations, Basics of Doubly Linked List, Circular Linked List.

**Unit IV [11 T+7L]**

Stack and Queues – Definition and Operations on stack - Implementation of Stack using arrays and linked lists - Applications of Stacks - Polynomial Addition

Queues – Definition, Implementations of queue using arrays and linked lists – basics of Circular queue, Dequeue - Applications of queues.

**Unit V [10 T+7L]**

Searching and Sorting: Searching: Linear search & Binary search.

Sorting – Linear sort - Bubble sort - Selection sort - Insertion sort - Quick sort - Merge sort – Comparisons and implementations.

**Text Books:**

1. Seymour Lipschutz, “Data Structures”, Tata McGraw Hill Publishing Company Limited, Schaum’s Outlines, New Delhi.
2. Yedidyan Langsam, Moshe J. Augenstein, and Aaron M. Tenenbaum, “Data Structures Using C”, Pearson Education., New Delhi.
3. Horowitz and Sahani, “Fundamentals of data Structures”, Galgotia Publication Pvt. Ltd., New Delhi.

**Reference Books:**

1. Trembley, J.P. And Sorenson P.G., “An Introduction to Data Structures With Applications”, McGraw- Hill International Student Edition, New York.
2. Mark Allen Weiss, “Data Structures and Algorithm Analysis in C”, Addison- Wesley, (An Imprint of Pearson Education), Mexico City.

## **CSC4C05 – Programming Lab: C and Data structure**

**Semester:** 4

**Course Number:** 5

**Number of Credits:** 4

**Course Evaluation:** Internal – 20 Marks + External – 80 Marks

## Aim of the Course:

- To provide practical skill in Programming

## Objectives of the Course:

- To develop C Programming skills
- To make the students equipped to solve mathematical or scientific problems using C
- To learn how to implement various data structures.

## Prerequisites:

- Background of the basic computing knowledge
- CO1 To Acquire the practical knowledge of C language and data structures

## Course Outcomes

- CO2 To obtain knowledge of the implementation of searching, sorting, Linked list

## Course Outline

### LAB LIST

#### C programming

Write programs and draw flowchart/write algorithms to do the following

### C PROGRAMMING

1. Find roots of a quadratic equation
2. Find the area and nature of a triangle
3. Find the sum of digits and reverse of a number
4. Find the factorial of a number
5. Find Sin(x)
6. Find Cos(x)
7. Display pyramid using '\*'
8. Check for leap year
9. To display count of +ves, -ves and zeros in a set of N numbers
10. Find first n prime numbers
11. Find LCM and HCF of 2 numbers
12. To print Armstrong numbers within range
13. Evaluate the series  $1 + x + x^2/2! + x^3/3! + \dots + x^n/n!$
14. Convert a decimal number to a new base
15. Find the decimal equivalent of a number(base other than 10)

16. Calculate percentage of marks obtained for N students appeared for examination in M subjects.
17. To calculate standard deviation of N numbers.
18. To merge two arrays
19. To find N<sup>th</sup> Fibonacci number
20. To find row and column totals of a matrix
21. Matrix addition, multiplication and transpose
22. To find the trace of a square matrix
23. To sort n numbers
24. Find the strings end with a particular character
25. Find the number of words in a given sentence
26. To check whether given string is palindrome or not
27. Swapping of two numbers using function
28. Reverse a string using recursion
29. Find the number of vowels in a string
30. To find length of a string using pointer
31. To count the occurrence of a word in a sentence.
32. To generate mark list of N students in a class using array of structures.
33. To insert an element at the correct position in a sorted array
34. To store and read from a text file
35. Write odd and even numbers into two files

## **DATASTRUCTURE USING C**

1. Sort a given list of strings
2. Search an element in a 1-dimensional array
3. Search an element in a 2-dimensional array
4. Merge two sorted array into one sorted array.
5. Search an element in the array using recursive binary search.
6. Implement sparse matrix
7. Implement polynomial using arrays
8. Implement singly linked list of integers.
9. Delete an element from a singly linked list
10. Implement a doubly linked list of integers
11. Implement a circular linked list.
12. Implement polynomial using linked list
13. Addition of 2 polynomials
14. Implement Stack using array
15. Implement Stack using linked list
16. Implement Queue using array
17. Implement Queue using linked list
18. Implement bubble sort
19. Implement selection sort.

20. Implement insertion sort.
21. Implement quick sort.
22. Implement merge sort.

All lab works should be neatly recorded in a Laboratory Record Book in written form. However Program results can be pasted in the left hand side of the fare record. The laboratory record should have a minimum of:

- 20 lab exercises from C Programming
- 15 lab exercises from Data structure Programming

All students should maintain a rough record (observation note book) too, in which they write all the works to be carried out in the lab prior to his/her entry into the lab. He/She may also note down the input and output for program verification in the rough record.

*(Model Question Paper)*

Name.....

Reg. No.....

### **FIRST SEMESTER B.Sc. DEGREE EXAMINATION**

(CBCSS-UG)

Complementary Course – COMPUTER SCIENCE: CS1C01 – COMPUTER FUNDAMENTALS

**Time: 2 hours**

**Marks: 60**

#### **Section A – Short Answer type questions**

**(Answer all questions, each correct answer carries a maximum of 2 Marks. Ceiling 20 marks)**

1. What are the different types of number systems?
2. Perform of the following conversions:  
 (a)  $120_8$  to decimal                      (b)  $11011.101_2$  to decimal
3. Perform of the following binary operations:  
 (a)  $10111 + 1101$                               (b)  $10101 - 1111$
4. What is universal gate? Why it is known as universal gate?
5. Discuss De Morgan's theorem.



6. What is cache memory?
7. What is microprogram?
8. What is MIDI instrument?
9. Write an algorithm to check for leap year.
10. What is the function of video digitizer?
11. What is the use of magnetic strip?
12. What is the purpose of programme planning?

### **Section B – Short Essay type questions**

**(Answer all questions, each correct answer carries a maximum of 5 marks. Ceiling 30 marks)**

13. What are the different digital codes?
14. Write about different error detection and correction codes.
15. Draw the logic diagram and truth table of full adder.
16. What are the different types of memory?
17. What are the different types of printers?
18. Write a note on gaming devices.
19. What are the advantages and limitations of flowchart?

### **Section C – Essay type questions**

**(Answer any one question, correct answer carries 10 marks)**

20. What are rules, laws and theorems of Boolean algebra?
21. Explain the functions of any two secondary storage devices.

