



SRI DHARMASTHALA MANJUNATHESHWARA COLLEGE (AUTONOMOUS)

UJIRE – 574 240

(Re-Accredited by NAAC at 'A++' Grade)

DAKSHINA KANNADA, KARNATAKA STATE



Department of Computer Science

AS PER NEP 2020

(With effect from 2022-23)

BCA/B.Sc Computer science

SYLLABUS



SRI DHARMASTHALA MANJUNATHESHWARA COLLEGE (AUTONOMOUS)

UJIRE – 574 240

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DAKSHINA KANNADA, KARNATAKA STATE

DEPARTMENT OF COMPUTER SCIENCE

Preamble

Computer Application (CA) has been evolving as an important branch of science and technology in last two decade and it has carved out a space for itself like computer science and engineering. Computer application spans theory and more application and it requires thinking both in abstract terms and in concrete terms.

The ever-evolving discipline of computer application has strong connections to other disciplines. Many problems in science, engineering, health care, business, and other areas can be solved effectively with computers and its applications, but finding a solution requires both computer science expertise and knowledge of the particular application domain.

Computer science has a wide range of specialties. These include Computer Architecture, Software Systems, Graphics, Artificial Intelligence, Mathematical and Statistical Analysis, Data Science, Computational Science, and Software Engineering.

Universities and other HEIs introduced programmes of computer application. Information Technology is growing rapidly. Increasing applications of computers in almost all areas of human Endeavour has led to vibrant industries with concurrent rapid change in technology. Unlike other basic disciplines, developing core competency in this discipline that can be reasonably stable becomes a challenge.

In India, it was initially introduced at the Master (postgraduate) level as MCA and M.Tech. Later on, engineering programmes such as B.Tech and B.E in Computer Science & Engineering and in Information Technology were introduced in various engineering College / Institutions to cater to the growing demand for trained engineering manpower in IT industries. Parallely, BCA, BSc and MSc programmes with specialization in Computer Science were introduced to train manpower in this highly demanding area.

BCA (Basic) are aimed at undergraduate level training facilitating multiple career paths. Students so graduated, can take up post graduate programmes in CS or MCA leading to research as well as R&D, can be employable at IT industries, or can pursue a teaching profession or can adopt a business management career.



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BCA (Basic) aims at laying a strong foundation of computer application at an early stage of the career. There are several employment opportunities and after successful completion of BCA, graduating students can fetch employment directly in companies as programmer, Web Developer, Software Engineer, Network Administrator, Data Scientist, or AI/ML personnel.

The Program out comes in BCA are aimed at all owing flexibility and innovation in design and development of course content, in method of imparting training, in teaching learning process and in assessment procedures of the learning outcomes. The emphasis in BCA courses, in outcome-based curriculum framework, help students learn solving problems, accomplishing IT tasks, and expressing creativity, both individually and collaboratively. The proposed framework will help Students learn programming techniques and the syntax of one or more programming languages.

All students must, therefore, have access to a computer with a modern programming language installed. The computer science framework does not prescribe a specific language. The teacher and students will decide which modern programming languages students will learn. More importantly, students will learn to adapt to changes in programming languages and learn new languages as they are developed.

The present Curriculum Framework for BCA degrees is intended to facilitate the students to achieve the following.

- To develop an understanding and knowledge of the basic theory of Computer Science and Information Technology with good foundation on theory, systems and applications such as algorithms, data structures, data handling, data communication and computation
- To develop the ability to use this knowledge to analyze new situations in the application domain
- To acquire necessary and state-of-the-art skills to take up industry challenges. The objectives and outcomes are carefully designed to suit to the above-mentioned purpose.
- The ability to synthesize the acquired knowledge, understanding and experience for a better and improved comprehension of the real-life problems
- To learn skills and tools like mathematics, statistics and electronics to find the solution, interpret the results and make predictions for the future developments
- To formulate, to model, to design solutions, procedure and to use software tools to solve real world problems and evaluate



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Programme Objectives

- The primary objective of this program is to provide a foundation of computing principles and business practices for effectively using/managing information systems and enterprise software
- It helps students analyze the requirements for system development and exposes students to business software and information systems
- This course provides students with options to specialize in legacy application software, system software or mobile applications
- To produce outstanding IT professionals who can apply the theoretical knowledge into practice in the real world and develop stand alone live projects themselves
- To provide opportunity for the study of modern methods of information processing and its applications.
- To develop among students the programming techniques and the problem- solving skills through programming
- To prepare students who wish to go on to further studies in computer science and related subjects.
- To acquaint students to Work effectively with arrange of current, standard, Office Productivity software applications

Programme outcomes

- **Discipline knowledge:** Acquiring knowledge on basics of Computer Science and ability to apply to design principles in the development of solutions for problems of varying complexity
- **Problem Solving:** Improved reasoning with strong mathematical ability to Identify, formulate and analyze problems related to computer science and exhibiting a sound knowledge on data structures and algorithms.
- **Design and Development of Solutions:** Ability to design and development of algorithmic solutions to real world problems and acquiring a minimum knowledge on statistics and optimization problems. Establishing excellent skills in applying various design strategies for solving complex problems.
- **Programming a computer:** Exhibiting strong skills required to program a computer for various



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issues and problems of day-to-day applications with thorough knowledge on programming languages of various levels.

- **Application Systems Knowledge:** Possessing a sound knowledge on computer application software and ability to design and develop app for applicative problems.
- **Modern Tool Usage:** Identify, select and use a modern scientific and IT tool or technique for modeling, prediction, data analysis and solving problems in the area of Computer Science and making them mobile based application software.
- **Communication:** Must have a reasonably good communication knowledge both in oral and writing.
- **Project Management:** Practicing of existing projects and becoming independent to launch own project by identifying a gap in solutions.
- **Ethicon Profession, Environment and Society:** Exhibiting professional ethics to maintain the integrality in a working environment and also have concern on societal impacts due to computer-based solutions for problems.
- **Lifelong Learning:** Should become an independent learner. So, learn to learnability.
- **Motivation to take up Higher Studies:** Inspiration to continue educations towards advanced studies on Computer Science.



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Model Programme Structure for Bachelor of Computer Applications (Basic)with Computer Applications as Programme Core Subject with Practical

C5. Model Programme Structure for Bachelor of Computer Applications (Basic/Hons.) with Computer Applications as Programme Core Subject with Practical

Sem.	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) / Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC), Languages (Credits) (L+T+P)	Skill Enhancement Courses (SEC)			Total Credits
				Skill based (Credits) (L+T+P)	Value based (Credits) (L+T+P)		
I	CA C-1 (3+2) CA C-2 (3+2) CA C-3 (3)	OE-1 (3)	L1-1(3), L2-1(3) (4 hrs. each)	SEC-1: Digital Fluency (2) (1+0+2)	Yoga (1) (0+0+2)	Health & Wellness (1) (0+0+2)	26
II	CA C-4 (3+2) CA C-5 (3+2) CA C-6 (3)	OE-2 (3)	L1-2(3), L2-2(3) (4 hrs. each)	Environmental Studies (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	26
Exit option with Certificate in Computer Applications (with the completion of courses equivalent to a minimum of 48 credits)							
III	CA C-7 (3+2) CA C-8 (3+2) CA C-9 (3)	OE-3 (3)	L1-3(3), L2-3(3) (4 hrs each)	SEC-2: Artificial Intelligence or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/C ultural (1) (0+0+2)	26
IV	CA C-10 (3+2) CA C-11 (3+2) CA C-12 (3)	OE-4 (3)	L1-4(3), L2-4(3) (4 hrs each)	Constitution of India (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/C ultural (1) (0+0+2)	26
Exit option with Diploma in Computer Applications (with the completion of courses equivalent to a minimum of 96 credits)							
V	CA C-13 (3+2) CA C-14 (3+2) CA C-15 (3)	CA E-1 (3) Vocational-1 (3)		SEC-3: Cyber Security or some other SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/C ultural (1) (0+0+2)	23
VI	CA C-16 (3+2) CA C-17 (3+2) CA C-18 (3)	CA E-2 (3) Vocational-2 (3) Internship (2)		SEC-4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
Exit Option with Bachelor of Computer Applications Degree, BCA Degree (with completion of courses equivalent to a minimum of 140 credits)							
VII	CA C-19(3+2) CA C-20(3+2) CA C-21 (3)	CA E-3 (3) Vocational-3 (3) Res.methodology (3)					22
VIII	CA C-22 (3) CA C-23 (3) CA C-24 (3)	CA E-4 (3) Vocational-4 (3) Research Project(6)*					21
Award of Bachelor of Computer Applications with Honours, BCA (Hons.) Degree (with completion of courses equal to a minimum of 180 credits)							
*In lieu of the research Project, two additional elective papers/ Internship may be offered.							

*In lieu of the research Project, two additional elective papers/ Internship may be offered.

Model Programme Structure (B2) for Bachelor of Science(Basic/Honors) Programme (Subjects with Practical)

Sem.	Discipline Core (DSC) (Credits)	Discipline Elective (DSE) /Open Elective (OE) (Credits)	Ability Enhancement Compulsory Courses (AECC), Languages (Credits) (L+T+P)		Skill Enhancement Courses (SEC)			Total Credits
					Skill based (Credits) (L+T+P)	Value based (Credits) (L+T+P)		
I	DSC A1(4+2) DSC B1(4+2)	OE-1 (3)	L1-1(3), L2-1(3) (4 hrs. each)		SEC-1: (2) (1+0+2)	Yoga (1)(0+0+2)	Health & Wellness (1) (0+0+2)	25
II	DSC A2(4+2) DSC B2(4+2)	OE-2 (3)	L1-2(3), L2-2(3) (4 hrs. each)	Environmental Studies (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural {1}(0+0+2)	25
Exit option with Certificate (48 credits)								
III	DSC A3(4+2) DSC B3(4+2)	OE-3 (3)	L1-3(3), L2-3(3) (4 hrs. each)		SEC-2: (2)(1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
IV	DSC A4(4+2) DSC B4(4+2)	OE-4 (3)	L1-4(3), L2-4(3) (4 hrs. each)	Constitution of India (2)		Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	25
Exit option with Diploma in a particular Discipline (96 credits)								
V	DSC A5(3+2) DSC A6(3+2) DSC B5(3+2) DSC B6(3+2)				SEC-3: SEC (2) (1+0+2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	24
VI	DSC A7(3+2) DSC A8(3+2) DSC B7(3+2) DSC B8(3+2)				SEC-4: Professional Communication (2)	Sports (1) (0+0+2)	NCC/NSS/R&R(S&G)/ Cultural (1) (0+0+2)	24
Exit with Bachelor of Degree in a particular Discipline (140 credits)								
VII	DSC A/B9(3+2) DSC A/B10(3+2) DSC A/B11(3)	DSC A/B E-1 (3) DSC A/B E-2 (3) Res. Methodology (3)						22
VIII	DSC A/B12(3) DSC A/B13(3) DSC A/B14(3)	DSC A/B E-3 (3) DSC A/B E-4 (3) Research Project (6)*						21
Award of Bachelor of Degree with Honours, B.Sc. (Hons.) (180 credits)								



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Curriculum for BCA

Sem	Core Courses	Hour/Week		DS Elective Courses	Hous/Week
		Theory	Lab		
1	i. Fundamentals of Computers ii. Programming in C iii. Mathematical Foundation iv. LAB: Fundamentals of Computers v. LAB: C Programming	3 3 3	4 4		
2	i. Discrete Mathematical Structures ii. Data Structures using C iii. Object Oriented Concepts using JAVA iv. LAB: Data Structure v. LAB: JAVA Lab	3 3 3	4 4		
3	i. DataBase Management Systems ii. C# and DOT NET Framework iii. Computer Communication and Networks iv. LAB: DBMS v. LAB: C# and DOT NET Framework	3 3 3	4 4		
4	i. Python Programming ii. Computer Multimedia and Animation iii. Operating Systems Concepts iv. LAB: Multimedia and Animation v. LAB: Python programming	3 3 3	4 4		
5	i. Internet Technologies ii. Statistical Computing and R Programming iii. Software Engineering iv. LAB: R Programming vi. LAB: JAVA Script, HTML and CSS vii. Vocational1	3 3 3 3	4 4	(a) Cyber Law and Cyber Security (b) Cloud Computing (c) Business Intelligence	3 3 3



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6	i. Artificial Intelligence and Applications	3		(a) Fundamentals of Data Science	3
	ii. PHP and MySQL	3		(b) Mobile Application Development	3
	iii. LAB: PHP and MySQL		4		
	iv. PROJECT Vocational2	3	12	(c) Embedded Systems	3



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Curriculum Structure

Program: B.Sc. (Basic and Honors)

Subject: Computer Science

Sem	Discipline Specific Core Courses (DSC)	Hours/Week		Discipline Specific Elective Courses (DSE)/ Vocational Courses (VC)	Hours/Week
		Theory	Lab		
1	DSC-1: Computer Fundamentals and Programming in C DSC-1Lab: C Programming Lab	4	4		
2	DSC-2: Data Structures using C DSC-2Lab: Data structures Lab	4	4		
3	DSC-3: Object Oriented Programming Concepts and Programming in JAVA DSC-3Lab: JAVA Lab	4	4		
4	DSC-4: Database Management Systems DSC-4Lab: DBMS Lab	4	4		
5	DSC-5: Programming in PYTHON DSC-6: Operating System Concepts DSC-5Lab: PYTHON Programming lab DSC-6Lab: Operating System lab	3 3	4 4	VC-1: Any one from Vocational Courses, Group - 1*	3
6	DSC-7: Internet Technologies DSC-8: Computer Networks DSC-7Lab: JAVA Script, HTML, CSS Lab DSC-8Lab: Computer Networks Lab	3 3	4 4	VC-2: Any one from Vocational Courses, Group - 2* Internship:	3 2
7	DSC-9: Computer Graphics and Visualization DSC-10: Design and Analysis of Algorithms DSC-11: Software Engineering DSC-9Lab: Computer Graphics and Visualization Lab DSC-10Lab: Algorithms Lab	3 3 3	4 4	DSE-1: Any one from Discipline Specific Elective Courses, Group - 1** DSE-2: Any one from Discipline Specific Elective Courses, Group - 2** Research Methodology:	3 3 3
8	DSC-12: Artificial Intelligence and Applications DSC-13: Computer Organization and Architecture DSC-14: Data Warehousing and Data Mining	3 3 3		DSE-3: DSE-4: Any two from Discipline Specific Elective Courses, Group - 3 Research Project:	3 3 6



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Vocational Courses (B.Sc.)

Group-1 DTP, CAD and Multimedia Hardware and Server Maintenance Web Content Management Systems E-Commerce Web Designing
Group-2 Health Care Technologies Digital Marketing Office Automation Multimedia Processing Accounting Package

**** Discipline Specific Elective Courses (B.Sc.)**

Group-1 <ul style="list-style-type: none">IoTCyber Law and Cyber SecurityWeb Programming - PHP and MySQLClouds, Grids, and ClustersSoftware Testing
Group-2 <ul style="list-style-type: none">Information and Network SecurityData CompressionDiscrete StructuresOpen source ProgrammingMultimedia ComputingBig Data
Group-3 <ul style="list-style-type: none">Data AnalyticsStorage Area NetworksPattern RecognitionDigital Image ProcessingParallel ProgrammingDigital Signal Processing



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COURSE PATTERN AND SCHEME FOR BCA

Group	Code	Title	Hours /week	Exa min hours	Marks			Credits
					IA	Ex a m	To t al	
I Sem								
DCC	CACT 101	Fundamentals of Computers	3	2	40	60	100	3
DCC	CACT 102	Programming in C	3	2	40	60	100	3
DCC	CACT 103	Mathematical Foundation	3	2	40	60	100	3
DCC	CACP 101	Information Technology	4	3	25	25	50	2
DCC	CACP 102	Programming in C	4	3	25	25	50	2
II Sem								
DCC	CACT 151	Data Structures using C	3	2	40	60	100	3
DCC	CACT 152	Object Oriented Concepts using JAVA	3	2	40	60	100	3
DCC	CACT 153	Discrete Mathematical Structures	3	2	40	60	100	3
DCC	CACP 151	Data Structure	4	3	25	25	50	2
DCC	CACP 152	JAVA Lab	4	3	25	25	50	2
III Sem								
DCC	CACT 201	Database Management Systems	3	2	40	60	100	3
DCC	CACT 202	C# and DOT NET Framework	3	2	40	60	100	3
DCC	CACT 203	Computer Communication and Networks	3	2	40	60	100	3
DCC	CACP 201	Database Management Systems	4	3	25	25	50	2
DCC	CACP 202	C# and DOT NET Framework	4	3	25	25	50	2
IV Sem								

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DCC	CACT 251	Python Programming	3	2	40	60	100	3
DCC	CACT 252	Computer Multimedia and Animation	3	2	40	60	100	3
DCC	CACT 253	Operating System Concepts	3	2	40	60	100	3
DCC	CACP 251	Python Programming	4	3	25	25	50	2
DCC	CACP 252	Computer Multimedia and Animation	4	3	25	25	50	2
V Sem								
DCC	CACT 301	Design and Analysis of Algorithms	4	2	40	60	100	4
DCC	CACT 302	Statistical Computing and R programming	4	2	40	60	100	4
DCC	CACT 303	Software Engineering	4	2	40	60	100	4
DCC	CACT 304	i) Cloud Computing ii) Business Intelligence	3	2	40	60	100	3
DCV	CACV 301	Digital Marketing	3	2	40	60	100	3
DCC	CACP 301	Design and Analysis of Algorithms-Lab	4	3	25	25	50	2
DCC	CACP 302	R Programming - Lab	4	3	25	25	50	2
SEC-4		Employability skills	2	2	20	30	50	2
VI Sem								
DCC	CACT 351	Artificial Intelligence and Applications	4	2	40	60	100	4
DCC	CACT 352	PHP and MySQL	4	2	40	60	100	4
DCE	CACE 351	i) Fundamentals of Data Science ii) Mobile Application	3	2	40	60	100	3



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		Development						
DCC	CACP 351	PHP and MySQL- Lab	4	3	25	25	50	2
DCC	DSC17	Advanced Java and J2EE	4	2	40	60	100	4
DCC	DSC17	Advanced Java and J2EE LAB	4	3	25	25	50	2
DCV	CACV 351	Web Content Management System	3	2	40	60	100	3
SEC-5		Internship	2		20	30	50	2



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COURSE PATTERN AND SCHEME FOR B.Sc.

Group	Code	Title	Hours / week	Exam in hours	Marks			Credits
					IA	Exam	Total	
I Sem								
DCC	CSCT 101	Computer Fundamentals and Programming in C	4	2	40	60	100	4
DCC	CSCP 101	Programming in C	4	3	25	25	50	2
DOE	CSOE 101	Office Automation	3	2	40	60	100	3
II Sem								
DCC	CSCT 151	Data Structures using C	4	2	40	60	100	4
DCC	CSCP 151	Data structures Lab	4	3	25	25	50	2
DOE	CSOE 151	Web Designing	3	2	40	60	100	3
III Sem								
DCC	CSCT 201	Object oriented programming concepts and programming in Java	4	2	40	60	100	4
DCC	CSCP 201	Java lab	4	3	25	25	50	2
DOE	CSOE 201	Programming in C Concepts	3	2	40	60	100	3
IV Sem								
DCC	CSCT 251	Database Management System	4	2	40	60	100	4
DCC	CSCP 251	Database Management System lab	4	3	25	25	50	2

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DOE	CSOE 251	iii. Python Programming Concepts iv. E-Commerce	3	2	40	60	100	3
V Sem								
DCC	CSCT 301	Programming in Python	4	2	40	60	100	4
DCC	CSCT 302	Computer Networks	4	2	40	60	100	4
DCC	CSCP 301	Programming in Python-Lab	4	3	25	25	50	2
DCC	CSCP 302	Computer Networks-Lab	4	3	25	25	50	2
SEC-4		Employability skills	2	2	20	30	50	2
VI Sem								
DCC	CSCT 351	Web Technologies	4	2	40	60	100	4
DCC	CSCT 352	Statistical Computing and R Programming	4	2	40	60	100	4
DCC	CSCP 351	Web Technologies-Lab	4	3	25	25	50	2
DCC	CSCP 352	R Programming -Lab	4	3	25	25	50	2

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Group	Code	Title	Hours / week	Exam in hour s	Marks			Credi ts
					IA	Exam	Tota l	
SKILL ENHANCEMENT COURSE I Sem								
SEC	SBDF 101	Digital Fluency	3	2	20	30	50	2
SKILL ENHANCEMENT COURSE II Sem								
SEC	SBDF 151	Digital Fluency	3	2	20	30	50	2
SKILL ENHANCEMENT COURSE III Sem								
SEC	SBAI 201	Artificial Intelligence	3	2	20	30	50	2
SEC	SBOT 201	Open source tools	3	2	20	30	50	2
SKILL ENHANCEMENT COURSE IV Sem								
SEC	SBAI 251	Artificial Intelligence	3	2	20	30	50	2



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Syllabus of BCA



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Semester: I

Course Title: Fundamentals of Computers	
Course Code: CACT101	
Course Credits: 03	Hours/Week: 04
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Understand the fundamentals of computer system
- Identify different components within the computer system
- Understand different types of input and output devices
- Demonstrate the working concepts of different devices connected to computer
- Explain different generations of programming languages and their significance
- Understand the use of Word processing, Spreadsheet, Presentation and DBMS applications
- Understand Digital computer and digital systems functioning

Contents	Hours
Unit-1	
Computer Basics: Introduction, Characteristics computers, Evolution computers, Generations of computers, Classification of computers, the computer system, Application of computers. Computer Architecture: Introduction, Central processing unit-ALU, Registers, Control unit, system bus, main memory unit, cache memory Input devices: Introduction, Types of input devices, Keyboard, Mouse, Trackball, Joystick lightpen, Touch screen and track pad. Speech recognition, digital camera, webcam, flatbed scanner Output devices: Types of output, Classification of output devices, Printers-Dot matrix, Ink-jet, Laser, Hydra, Plotter, Monitor-CRT, LCD, Differences between LCD and CRT	12
Unit-2	



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Computer software: Introduction, software definition, relationship between software and hardware, software categories, Installing and uninstalling software, software piracy, software terminologies. Computer programming languages: Introduction, Developing a program, Program development cycle, Types of programming languages, generation of programming languages, Features of a good programming language. Introduction to Computer Security: Types of computer crimes, Computer security, Emerging security solutions, crime; security, computer Crime by authorized users, computer crime through unauthorized access, potentially malicious computer programs, Introduction to cryptography. Computer Viruses, Trojan horse & Worms: Introduction, types; categories of viruses, Virus vaccines	10
Unit-3	
Digital Computers and Digital System: Introduction to Number System, Decimal number, Binary number, Octal and Hexadecimal numbers, Number base conversion, Complements, Binary codes, Binary arithmetic, Addition, Subtraction in the 1's and 2's complements system, Subtraction in the 9's and 10's complement system. Boolean Algebra: Basic definitions, Axiomatic definition of Boolean algebra, Basic theorems and properties of Boolean algebra, Venn diagram.	10
Unit-4	
Digital logical gate: Boolean functions, Canonical and Standard forms, Min terms, Maxterms, other logic operations, Digital logic gates, Universal gates. Simplification of Boolean function: The map method, Two and three variable maps, Four-variable maps, don't care conditions, Product of sum simplification.	10

Text Books:

1. ITL Education Solution Limited, Introduction to Information Technology, Second Edition, Pearson
2. M. Morris Mano, Digital Logic and Computer design, PHI, 2015

Reference Books:

1. Pradeep K. Sinha and Priti Sinha, Computer Fundamentals, Sixth Edition, BPB Publication.
2. David Riley and Kenny Hunt, Computational thinking for modern solver, Chapman & Hall / CRC.
3. J. Glenn Brookshear, Computer Science: An Overview, Twelfth Edition, Addison-Wesley
4. R.G. Dromey, How to solve it by Computer, PHI.

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Course Title: Programming in C	
Course Code: CACT102	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):**After completing this course satisfactorily, a student will be able to:**

- Confidently operate Desktop Computers to carry out computational tasks
- Understand working of Hardware and Software and the importance of operating systems
- Understand programming languages, number systems, peripheral devices, networking, multimedia and internet concepts
- Read, understand and trace the execution of programs written in C language
- Write the C code for a given problem
- Perform input and output operations using programs in C
- Write programs that perform operations on arrays

Contents	Hours
Unit – 1	
Problem Solving techniques: Introduction, Problem solving procedure. Algorithm: Steps involved in algorithm development, Algorithms for simple problems (To find largest of three numbers, factorial of a number, check for prime number, check for palindrome, Count number of odd, even and zeros in a list of integers) Flowcharts: Definition, advantages, Symbols used in flow charts. Flowcharts for simple problems mentioned in algorithms. Psuedo code. Overview of C : History of C , Importance of C Program, Basic structure of a C-program, Execution of C Program. C Programming Basic Concepts: Character set, C token, Keywords and identifiers, Constants, Variables, data types, Declaration of variables, assigning values to variables, defining symbolic constants. Input and output with C: Formatted I/O functions - <i>printf</i> and <i>scanf</i> , control strings and escape sequences, output specifications with <i>printf</i> functions; Unformatted I/O functions to read and display single character and a string - <i>getchar</i> , <i>putchar</i> , <i>gets</i> and <i>puts</i> functions.	12



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Unit - 2	
<p>Operators & Expressions: Arithmetic operators; Relational operators; Logical operators; Assignment operators; Increment & Decrement operators; Bitwise operators; Conditional operator; Special operators; Operator Precedence and Associativity; Evaluation of arithmetic expressions; Type conversion.</p> <p>Control Structures: Decision Making and Branching -Decision making with if statement, simple if statement, the if else statement, nesting of if ... else statements, the else if ladder, the switch statement, the ?: operator, the go to statement. Decision making and looping - The while statement, the do statement, for statement, nested loops, exit, break, jumps in loops.</p>	10
Unit - 3	
<p>Derived data types in C: Arrays - declaration, initialization and access of one-dimensional and two- dimensional arrays. programs using one- and two-dimensional arrays, sorting and searching arrays. Handling of Strings: Declaring and initializing string variables, reading strings from terminal, writing strings to screen, Arithmetic operations on characters, String handling functions - <i>strlen</i>, <i>strcmp</i>, <i>strcpy</i>, <i>strstr</i> and <i>strcat</i>; Character handling functions - <i>tolower</i>, <i>isalpha</i>, <i>isnumeric</i> etc. Pointers: Understanding pointers, accessing the address of a variable, declaring and initializing pointers, accessing a variable through its pointer, pointer expression, pointer increments and scale factor, pointers and arrays, pointer and strings.</p>	10
Unit - 4	
<p>User-defined functions: Need for user-defined functions, Declaring, defining and calling C functions, return values and their types, Categories of functions: With/without arguments, with/without return values. Nesting of functions.</p> <p>Recursion: Definition, example programs.</p> <p>Structures and unions: Structure definition, giving values to members, structure initialization, comparison of structure variables, arrays of structures, arrays within structures, Structure and functions, structures within structures. Unions</p>	10



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Text Book:

1. E. Balagurusamy, Programming in ANSI C, 7th Edition, Tata McGraw Hill

Reference Books:

1. Herbert Schildt, C: The Complete Reference, 4th Edition
2. Brain W. Kernighan, C Programming Language, 2nd Edition, Prentice Hall Software
3. Kernighan & Ritchie: The C Programming Language, 2nd Edition, PHI
4. Kamthane, Programming with ANSI and TURBO C, Pearson Education
5. V. Rajaraman, Computer Programming in C, 2nd Edition, PHI
6. S. Byron Gottfried, Programming with C, 2nd Edition, TMH
7. Yashwant Kanitkar, Let us C, 15th Edition, BPB
8. P.B. Kottur, Computer Concepts and Programming in C, 23rd Edition, Sapna BookHouse

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Course Title: Mathematical Foundation	
Course Code: CACT103	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- To understand the basic concepts of Mathematical reasoning, set and functions.
- To understand various counting techniques.
- Understand the concepts of various types of relations, partial ordering and equivalence relations.
- To understand the concept of probability and mathematical induction.
- Familiarize the fundamental concepts of graph theory and shortest path algorithm.
- To understand the concept of binary tree representation.

Contents	Hours
Unit-1	
Mathematical logic: Introduction, statements, Connectives, negation, conjunction, disjunction, statement formulas and truth tables, conditional and bi Conditional statements, tautology, contradiction, equivalence of formulas, duality law, Predicates and Quantifiers, arguments, joint Daniel. Sets: Definition, notation, inclusion and equality of sets, the powerset, Operations on sets, Venn diagram, ordered pairs, and n-tuples, Cartesian product Relations: Introduction, properties of a binary relation in a set, Relation matrix and graph of a relation, Equivalence relations, compatibility relations, composition of Binary relation	12
Unit-2	
Partial Ordering: Definition, lexico graphic ordering, Partially ordered set, Hasse diagram, well-ordered set. Functions: Definition and introduction, types of functions, composition of functions, inverse functions. Counting: Basics of counting, Pigeon hole principle, Permutation and combination, Generalized Permutations and Combinations, generating permutation and combination, inclusion and exclusion	10
Unit-3	

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Discrete Probability: Introduction, finite probability, probabilities of complements and unions of events, probability theory, conditional probability, independence, random variables, Bayes' theorem, expected value and variance, independent random variable. Mathematical Induction: Mathematical Induction, principle of mathematical induction, proving inequalities, strong induction and well ordering Number Theory: Division algorithm, Modular arithmetic, primes and greatest common divisors, Least common multiple, the Euclidean algorithm	10
Unit-4	
Graphs: Graphs and Graph models, Graph Terminology and Special Types of Graphs, Representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamilton Paths, Shortest- Path Problems, Planar Graphs, Graph Coloring. Trees: Directed tree, leaf node, branch node, ordered tree, degree of a node, forest, descendent, m-ary tree, conversion of directed tree into a binary tree.	10

Text Books:

1. J.P.Trembley and R.Manobar, Discrete Mathematical Structures, McGraw Hill Education Private Limited, New Delhi,
2. Kenneth H. Rosen, Discrete Mathematics and Its Applications, Seventh Edition, 2012.
3. Bernard Kolman, Robert C, Busby, Sharon Ross, Discrete Mathematical Structure, 2003.

Reference Books:

1. DC Sanchethi and VK Kapoor, Business Mathematics, Eleventh Revised Edition, Sulthan Chand & Sons Educational publishers, New Delhi,
2. Narsingh Deo, Graph Theory with Applications to Engg and Comp.Sci, PHI, 1986.
3. Ralph P.Grimaldi, B.V.Ramatta, Discrete and Combinatorial Mathematics, 5th Edition, Pearson, Education
4. K Chandrashekhara Rao, Discrete Mathematics, Narosa Publishing House, New Delhi



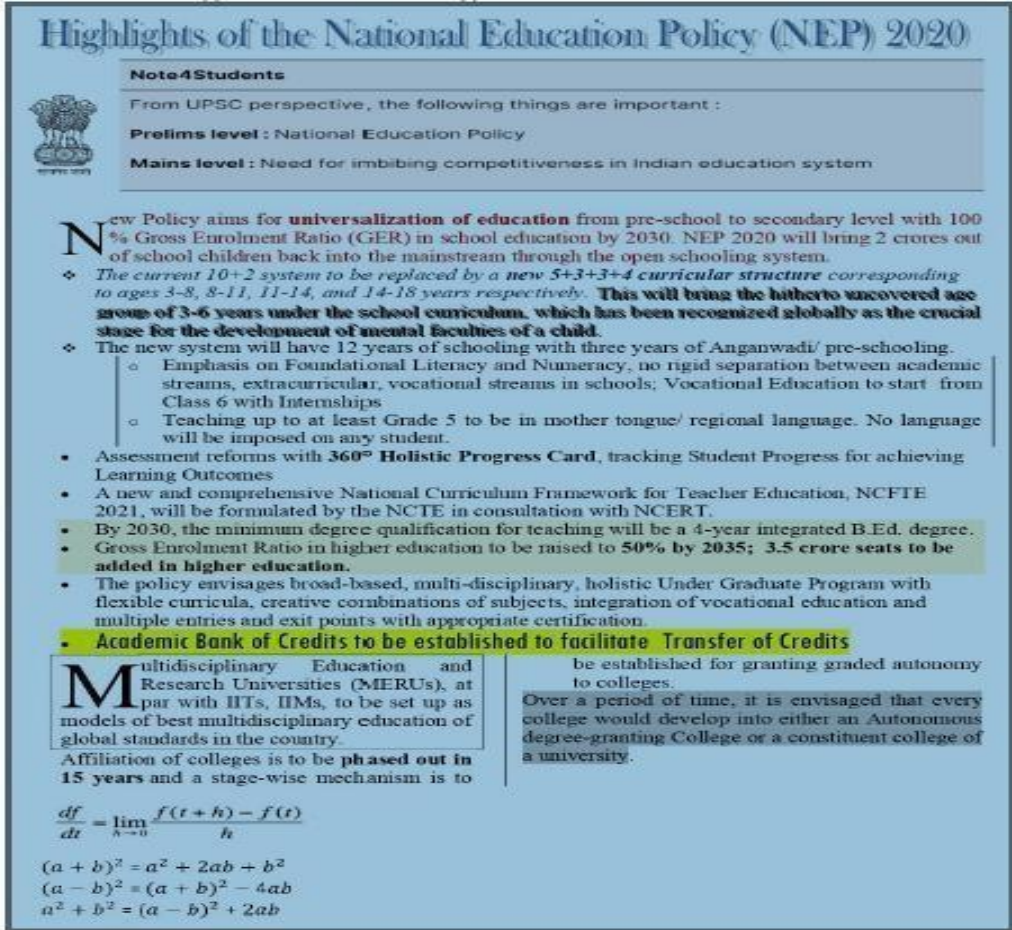
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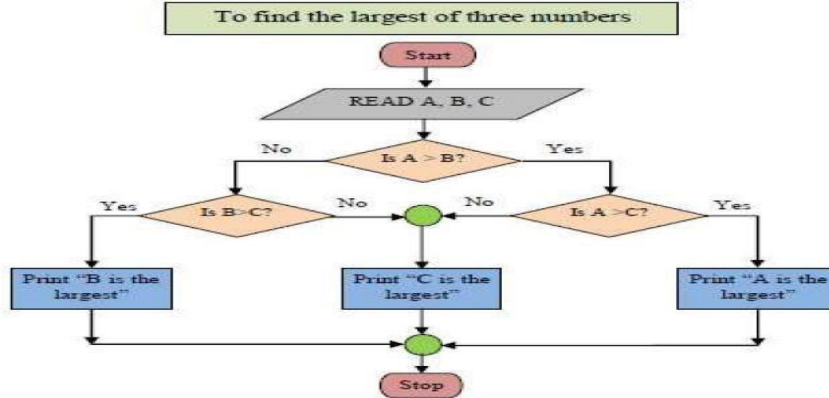
Course Title: Information Technology	
Course Code: CACP101	
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03

Sl. NO.	PROGRAM
1.	<p>Prepare a document using different formatting tools</p>  <p>The image shows a document titled 'Highlights of the National Education Policy (NEP) 2020'. It includes a 'Note4Students' section with UPSC perspective, 'Prelims level' (National Education Policy), and 'Mains level' (Need for imbuing competitiveness in Indian education system). The main text discusses the new policy aims for universalization of education, the 10+2 system replacement by a new 5+3+3+4 curriculum structure, and various reforms in assessment, curriculum, and higher education. It also mentions the Academic Bank of Credits and the establishment of MERUs.</p>

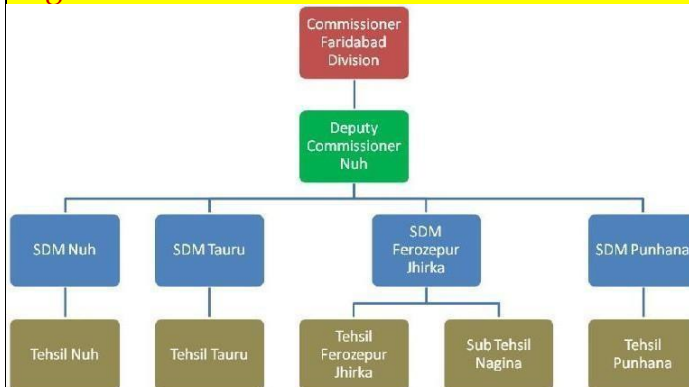


2.

Prepare a document using SmartArt and Shapes tools



Organization Chart – Administration Faridabad Division





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3. Prepare a document with table to store sales details of a company for different quarters and calculate total, average and find maximum, minimum sales value.
- | Branch Code | Branch | Sales in Quarters | | | | Total | Avg |
|---------------------------------|-----------|-------------------|--------|--------|--------|-------|-----|
| | | 1 | 2 | 3 | 4 | | |
| A101 | Mangalore | 354690 | 244610 | 383290 | 413670 | | |
| A102 | Udupi | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| Total (Across Branches) | | | | | | | |
| Average (Across Branches) | | | | | | | |
| Highest Sales (Across Branches) | | | | | | | |
| Lowest Sales (Across Branches) | | | | | | | |
- TIME TABLE**
- | Class : I BCA | | | | Room No. 206 | | | |
|---------------|---|----|-----|--------------|-------------|---|-----|
| Day | I | II | III | IV | | V | VI |
| Monday | | | | | LUNCH BREAK | | |
| Tuesday | | | | | | | |
| Wednesday | | | | | | | |
| Thursday | | | | | | | |
| Friday | | | | | | | |
| Saturday | | | | | | | *** |
4. Prepare interview call letters for five candidates describing about the company and instructions about the interview. Use Mail merge feature.
5. Create a presentation (minimum 5 slides) about your college. It should contain images, chart, Bulleted text,
6. Create a presentation (minimum 5 slides) to advertise a product. The slides should be displayed automatically in a loop. Make use of Transition and Animations.
7. A simple quiz program. Use hyperlinks to move to another slide in the presentation to display the result and correct answer/ wrong answer status. Use at least four questions.
1. Create a worksheet to maintain student information such as RollNo, Name, Class, Marks in three subjects of 10 students. Calculate total marks, average and grade. Find grade for Distinction, First class, Second class, Pass and Fail using normally used conditions. Using custom sort, sort the data according to class Distinction first, FirstClass next, and so on. Within each class, average marks should be in descending order. Also draw the Column Chart showing the RollNo versus Average scored.



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2.	<p>Prepare a worksheet to store details of Electricity consumed by customers. Details are Customer No, Customer Name, Meter No, Previous meter reading, Current meter reading of 10 customers. Calculate total number of units consumed and total amount to be paid by each consumer using following conditions:</p> <ul style="list-style-type: none">• If unit consumed is up to 30, charge is 100.• 31 to 100 units, 4.70 per unit• 101 to 200 units, 6.25 per unit• Above 200 units, 7.30 per unit.• Use Data validation to see that current reading is more than previous reading.• Arrange the records in the alphabetic order of names. Filter the records whose bill amount is more than Rs.1500.
3.	<p>Create Employee worksheet having EmpNo, EmpName, DOJ, Department, Designation and Basic Pay of 8 employees. Calculate DA, HRA, Gross Pay, Profession Tax, Net Pay, Provident Fund as per the rule</p> <ul style="list-style-type: none">• $DA = 30\%$ of basic pay• $HRA = 10\%$ of basic pay if basic pay is less than 25000, 15% of basic pay otherwise.• $Gross = DA + HRA + Basic\ pay$• $Provident\ fund = 12\%$ of Basic pay or Rs.2000, whichever is less.• $Profession\ Tax = Rs.100$ if Gross pay is less than 10000, Rs.200 otherwise.• $NetPay = Gross - (Professional\ tax + Provident\ Fund)$ <p>Using Pivot table, display the number of employees in each department and represent it using Pie chart.</p>



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4.

Create a table COMMISSION containing the percentage of commission to be given to salesmen in different zones as follows:

Zone	Percentage
South	10
North	12.5
East	14
West	13

Create another table SALES in the same worksheet to store salesman name, zonename, place, name of the item sold, rate per unit, quantity sold. Calculate total sales amount of eachsalesman. Referring the COMMISSION table, write the formula to compute the commission to be given.(Hint: Use if function and absolute cell addresses)

Using advanced filtering show the result in other parts of the worksheet.

- Show the records of various zones separately.
- Show the records of only East and West zones.
- Display the details of the items sold more than 50, in South or North zones.

5

Create Employee database and table Emp using MS ACCESS with following Structure.

Emp. No.	Ename	Designation	Dept. No.	DOJ	Basic Salary
101	Ramesh	Manager	10	10/10/2000	25000
102	Smitha	Clerk	12	12/5/1999	15000
103	Devika	Attender	10	11/9/2001	12000
104	Rajesh	HR	15	15/4/2000	12000
105	Girish	Supervisor	12	6/11/2005	18000
106	Sathya	Driver	16	11/9/2001	11000
107	Manoj	Sweeper	10	22/6/2006	8000
108	Bhoomika	Security	15	12/5/1999	10500
109	Kiran	Clerk	14	11/9/2001	15000
110	Prathiksha	Supervisor	10	8/8/2005	18000

Perform following operation

a)

List all the Employees Who are working in Dept no.10.

b)

List all the Employees who get less than 20000 Salary.

c)

Update Salary by adding the increments as per the following:-
10% Increment in Basic Salary who get < 20000
5% Increment in Basic Salary who get >=20000.



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6

Create the "Order" database and a table "Orderdtl" having following records:

Order No.	Order Date	Order Item	Order Qty	Order Price	Client Code	Delivery type	Order Status
1011	12/02/2015	LED	100	750000	1025	Road	Delivered
1012	12/03/2015	Monitors	12	500000	1026	Ship	Not
1005	15/02/2014	CPU	80	48000	1027	Road	Delivered
1010	02/02/2016	Keyboard	30	64000	1028	Flight	Delivered
1016	19/4/2015	LED	40	35000	1029	Road	Not delivered
1009	9/5/2018	Monitors	25	125000	1030	Flight	Delivered
1008	13/8/2017	CPU	25	450000	1031	Ship	Delivered
1014	1/7/2018	Printer	50	90000	1032	Road	Not delivered

Execute following Query

a) Display all the Order No. which have not been yet Delivered.

b) Display all the Orders of LED Monitor and CPU.
Display all the Orders of LED Monitor and CPU which are not have been delivered yet.

7

Create a "Stock" database having "Inventory" table:

Item code	Item Name	Opening Stock (qty)	Purchase (qty)	Sale (qty)	Closing Stock (Qty)	Remark
101	Monitor	100	25	35		
102	Printer	75	40	15		
103	Scanner	120	30	20		
104	CPU	50	35	10		
105	Keyboard	105	45	55		

Execute following Query

a) Calculate the closing stock of each item (Closing Stock = Opening Stock + Purchase – Sales)

b) Display all the Items which has closing stock < 100
If closing stock is less than 100 then set the remark as "Re-Order Level"otherwise "Enough Stock".



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Evaluation Scheme for Lab Examination:

Assessment Criteria		
Activity-1 from Part-A	Word Processing /Presentation	6 Marks
Activity-2 from Part-B	Spread Sheet	8 Marks
Activity-3 from Part-C	Access	6 Marks
Practical Record		05 Marks
Total		25 Marks



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Course Title: C Programming Lab

Course Title: C Programming Lab	
Course Code: CACP102	
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 20
Exam Marks: 30	Exam Duration: 03

SI. NO.	PROGRAM
PART A	
1.	Program to find the roots of quadratic equation using else if ladder.
2.	Program to read two integer values & a operator as character and perform basic arithmetic operations on them using switch case (+, -, *, / operations)
3.	Program to reverse a number and find the sum of individual digits. Also check for palindrome.
4.	Program to calculate and display the first 'n' Fibonacci numbers
5.	Program to find given number is a prime or not.
6.	Program to count occurrences of each character in a given string.
7.	Program to read string with alphabets, digits and special characters and convert upper case letters to lower case and vice versa and retain the digits and special characters as it is.
8.	Program to search for number of occurrences of number in a list of numbers using one-dimensional array also display its positions.
PART-B	
1.	Program to find the largest and smallest elements with their position in a one-dimensional array.
2.	Program to read 'n' integer values into a single dimension array and arrange them in ascending order using bubble sort method.
3.	Menu driven Program to perform addition and multiplication of two Matrices
4.	Program to find nCr and nPr using recursive function to calculate factorial.
5.	Program to read a string and count number of letters, digits, vowels, consonants, spaces and special characters present in it using user defined function.
6.	Program sort a list of strings in ascending order using Pointers



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7.	Program to enter the information of a student like name, register number, marks in three subjects into a structure and display total, average and grade Display details in a neat form.
8	Program to input Name of the branches, Total sales of company into an array of structures. Display branch details in a tabular format. Also display the branchname that recorded the highest sales.

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Semester: II

Course Title: Data Structures using C	
Course Code: CACT151	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms
- Describe common applications for arrays, records, linked structures, stacks, queues, trees, and graphs
- Write programs that use arrays, linked structures, stacks, queues, trees, and graphs
- Demonstrate different methods for traversing trees
- Compare alternative implementations of data structures with respect to performance
- Describe the concept of recursion, give examples of its use
- Discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing

Course Contents

Contents	Hours
Unit-1	
Introduction to data structures: Introduction, Basic terminology; Elementary Data Organization, Data Structures, Data Structure Operations	12
Introduction to Algorithms, Preliminaries: Introduction, Algorithmic notations, Control structure. Recursion: Definition; Recursion Technique Examples –Factorial, Fibonacci sequence, Towers of Hanoi.	
Arrays: Basic Concepts – Definition, Declaration, Initialisation, Operations on arrays, Types of arrays, Representation of Linear Arrays in memory, Traversing linear arrays, Inserting and deleting elements, Multidimensional arrays- Two Dimensional Arrays Representation of two- dimensional arrays, Sparse matrices.	
Sorting: Selection sort, Bubble sort, Quick sort, Insertion sort, Merge sort	
Unit-2	



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<p>Searching: Definition, Sequential Search, Binary search</p> <p>Dynamic memory management: Memory allocation and de-allocation functions - <i>malloc</i>, <i>calloc</i>, <i>realloc</i> and <i>free</i>. Linked list: Basic Concepts - Definition and Representation of linked list, Types of linked lists -Singly linked list, Doubly linked list, Header linked list, Circular linked list, Representation of Linked list in Memory;</p> <p>Operations on Singly linked lists-Traversing, Searching, Insertion, Deletion, Memory allocation, Garbage collection</p>	10
Unit-3	
<p>Stacks: Basic Concepts - Definition and Representation of stacks- Array representation of stacks, Linked representation of stacks, Operations on stacks, Applications of stacks, Infix, postfix and prefix notations, Conversion from infix to postfix using stack, Evaluation of post fix expression using stack, Application of stack in function calls.</p> <p>Queues: Basic Concepts - Definition and Representation of queues-Array representation of Queues, Linked representation of Queues, Types of queues - Simple queues, Circular queues, Double ended queues, Priority queues, Operations on queues</p>	10
Unit-4	
<p>Trees: Definition, Tree terminologies-node, root node, parent node, ancestors of a node,siblings, terminal & non-terminal nodes, degree of a node, level, edge, path, depth Binary tree: Type of binary trees-strict binary tree, complete binary tree, binary searchtree, Array representation of binary tree, Traversal of binary tree- pre order, in order and post order traversal Graphs: Terminologies, Matrix representation of graphs; Traversal: Breadth First Search and Depth First search.</p>	10

Text Books:

1. Seymour Lipschutz, Data Structures with C, Schaum's Outlines Series, Tata McGrawHill, 2011
2. R.Venkatesan and S.Lovelyn Rose, Data Structures, First Edition: 2015,Wiley IndiaPvt. Ltd. Publications

Reference Books:

1. Ellis Horowitz and Sartaj Sahni, Fundamentals of Data Structures, Computer SciencePress, 1982.
2. Aaron M.Tenenbaum, Data structures using C, First Edition, Pearson Education
3. Kamathane, Introduction to Data structures, Pearson Education, 2004
4. Y.Kanitkar, Data Structures Using C, Third Edition, BPB
5. Padma Reddy: Data Structure Using C, Revised Edition 2003, Sai Ram Publications.
6. Sudipa Mukherjee, Data Structures using C-1000 Problems and Solutions, McGrawHill Education, 2007



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Course Title: Object Oriented Programming with JAVA	
Course Code: CACT152	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes(COs):

After completing this course satisfactorily, a student will be able to:

- Understand the features of Java and the architecture of JVM
- Write, compile, and execute Java programs that may include basic data types and control flow constructs and how type casting is done
- Identify classes, objects, members of a class and relationships among them needed for a specific problem and demonstrate the concepts of polymorphism and inheritance
- The students will be able to demonstrate programs based on interfaces and threads and explain the benefits of JAVA's Exceptional handling mechanism compared to other Programming Language
- Write, compile, execute Java programs that include GUIs and event driven programming and also programs based on files

Contents	Hours
Unit-1	
Fundamentals of Object Oriented Programming: Introduction, Object Oriented Paradigm, Basic Concepts of OOP, Benefits and Applications of OOP. Introduction to Java: Java Features, Java Environment, Simple Java Program, Java Program Structure, Java Tokens, Java Statements, Java Virtual Machine. Java Programming Basics: Constants, Variables, Data Types, Declaration of variables, Giving values to the variable, Scope of variables, Symbolic constants, Type casting. Operators and Expressions: Arithmetic Operators, Relational Operators, Logical Operators, Assignment Operator, Increment and Decrement Operators, Conditional Operator, Special Operators, Mathematical functions. Using I/O: Byte streams and character streams, pre defined streams, reading console input, reading characters, strings, writing console output. Decision Making & Branching: Simple if statement, if..else statement, nesting of if..else statement, The else..if ladder, the Switch statement.	12
Unit-2	



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Decision making & Looping- The while statement, the do statement, the for statement. Jumps in loops, Labeled loops. Class & Objects -Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The 'this' keyword, Overloading Methods, Using Objects as Parameters, Returning Objects, Recursion, Understanding 'static', Introducing 'final', Using Command-Line Arguments, Varargs: Variable-Length Arguments Arrays and Strings: one dimensional array, Creating arrays, Two dimensional arrays, Strings, Vectors, Wrapper classes.	10
Unit-3	
Inheritance- Inheritance Basics, Using 'super', Creating Multi level hierarchy, Method Overriding, Using Abstract Classes, Using final with Inheritance. Packages & Interfaces - Packages, Access protection in packages, Importing Packages, Interfaces. Exception Handling - Exception Handling Fundamentals - Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch clauses, Nested try statements, throw, throws, finally, Java's built- in Exceptions	10
Unit-4	
Multithreaded Programming- Introduction, Creating threads, Extending the thread class, stopping & blocking thread, Life cycle of a thread, Using thread methods, Implementing the run able interface. Event and GUI programming: The Applet Class, Types of Applets, Applet Basics, Applet Architecture, An Applet Skeleton, Simple Applet Display Methods, Requesting Repaint, The HTML APPLET tag. Event Handling- The delegation event model, EventClasses- ActionEvent, KeyEvent & MouseEvent Classes, Event Listener Interfaces - ActionListener, KeyListener & MouseListener interfaces. Using the Delegation Event Model. Window Fundamentals, Working with Frame Windows, Creating a Frame Window in an Applet. Creating a Windowed Program, Displaying information within a window. Introducing swing- two key swing features, components and containers, the swing packages, a Simple swing application, event handling. Exploring Swing- JLabel, JTextField, JButton, Checkboxes, Radiobuttons, Jlist, JComboBox.	10

Text Books:

1. E Balagurusamy, Programming with Java-A Primer, Fourth Edition, Tata McGraw Hill Education Private Limited.
2. Herbert Schildt, Java: The Complete Reference, Seventh Edition, McGraw Hill Publication.

Reference Books:

1. Herbert Schildt, Java 2- The Complete Reference, Fifth Edition, McGraw Hill publication.
2. Cay S. Horstmann, Core Java Volume I- Fundamentals, Prentice Hall.
3. Somashekara M.T.,Guru, D.S., Manjunatha K.S, Object Oriented Programmingwith Java, EEE Edition, PHI.

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Course Title: Discrete Mathematical Structures	
Course Code: CACT153	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

- Study and solve problems related to connectives, predicates and quantifiers under different situations.
- Develop basic knowledge of matrices and to solve equations using Cramer's rule.
- Know the concept of Eigen values.
- To develop the knowledge about derivatives and know various applications of differentiation.
- Understand the basic concepts of Mathematical reasoning, set and functions

Contents	Hours
Unit - 1	
Algebra: Logarithms- Introduction, Definition, Laws of operations, change of base Binomial theorems- Introduction, Binomial theorem, Position of terms. Analytical geometry: Introduction, directed line, midpoint, distance between two points, Section formula, external division, coordinates of a centroid, Area of a triangle. The straight line – slope of a straight line, different forms of equations of the straight line. Circle -The equation of a circle, different forms of circles, General equation of the circle, equation of tangent and normal to the circle.	12
Unit - 2	
Trigonometry: Introduction, Measurement of angles, trigonometric functions, relation between trigonometric functions, signs of trigonometric functions, trigonometric functions of standard angles. Calculus: Limit of function, continuity of a function. Differentiation: Derivative of a function of one variable, Power function, constant with a function, sum of functions, product of two functions, quotient of two functions. Integration- Indefinite integral, rules of integration, some standard results and examples, definite integral.	10
Unit - 3	



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Matrix Algebra: Definition, types of matrices, algebra of matrices – addition of matrices, subtraction of matrices, multiplication of matrices, determinant of a matrix, Adjoint of a matrix, orthogonal and unitary matrix, rank of a matrix, echelon form of a matrix, normalform of a matrix, equivalence of matrices	10
Unit - 4	
Inverse of a matrix, Characteristic equation of a matrix, Cayley Hamilton theorem, Eigen values. System of Linear equations: solution of Linear homogeneous and non- homogeneous equations (matrix method), Cramer's rule. Arithmetic progression: Definition, formula for nth term, sum to n terms, Arithmetic mean, problems Geometric progression: Definition, formula for nth term, sum to n terms, geometric mean, problems	10

Text Books:

1. C Sanchethi and V K Kapoor, Business Mathematics, Sulthan Chand & Sons Educational publishers, New Delhi, Eleventh Revised Edition
2. P. R. Vittal- Business Mathematics and Statistics, Margham Publications, Chennai
3. Pundir & S.K. Pundir, A Text Book of BCA Mathematics - I, Rimple A, Pragati's Edition (IV)
4. B. S. Vatsa- Discrete Mathematics – New Age International Limited Publishers, New Delhi



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Course Title: Data Structures Lab	
Course Code: CACP151	
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03 Hours

Programming Lab

Part A:

1. Program to sort the given list using selection sort technique.
2. Program to sort the given list using insertion sort technique.
3. Program to solve Tower of Hanoi using Recursion.
5. Program to search an element using recursive binary search technique.
6. Program to implement Stack operations using arrays.
7. Program to implement Queue operations using arrays.

Part B:

1. Program to sort the given list using merge sort technique.
2. Program to implement circular queue using array.
4. Program to implement Stack operations using linked list.
6. Program to evaluate postfix expression.
7. Program to perform insert node at the end delete a given node and display contents of single linked list.
8. Menu driven program for the following operations on Binary Search Tree (BST) of Integers
 - (a) Create a BST of N Integers
 - (b) Traverse the BST in Inorder Preorder and Post Order

Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Program -1 from Part A	Writing the Program	04
	Execution and Formatting	04
Program- 2 from Part B	Writing the Program	06
	Execution and Formatting	06
Practical Record		05
Total		25



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Course Title: JAVA Lab	
Course Code: CACP152	
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03 Hours

PART - A

1. Program which reads two numbers having same number of digits. The program outputs the sum of product of corresponding digits. (Hint Input 327 and 539 output $3 \times 5 + 2 \times 3 + 7 \times 9 = 84$)
2. Define a class named Pay with data members String name double salary double da double hra double pf double grossSal double netSal and methods: Pay(String n double s)- Parameterized constructor to initialize the data members void calculate() - to calculate the following salary components and void display() - to display the employee name salary and all salary components.
Dearness Allowance = 15% of salary House Rent Allowance = 10% of salary Provident Fund = 12% of salary
Gross Salary = Salary + Dearness Allowance + House Rent Allowance
Net Salary = Gross Salary - Provident Fund
Write a main method to create object of the class and call the methods to compute and display the salary details. [class basics]
3. Program to create a class DISTANCE with the data members feet and inches. Use a constructor to read the data and a member function Sum () to add two distances by using objects as method arguments and show the result. (Input and output of inches should be less than 12.)
4. Program to create a class "Matrix" that would contain integer values having varied numbers of columns for each row. Print row-wise sum.
5. Program to extract portion of character string and print extracted string. Assume that 'n' characters extracted starting from mth character position.
6. Program to add remove and display elements of a Vector



PART-B

1. Program to implement the following class hierarchy: Student: id
nameStudentExam (derived from Student): Marks of 3subjects
total marks
StudentResult (derived from StudentExam) : percentage grade
Define appropriate methods to accept and calculate grade based on existing
criteria anddisplay details of N students
2. Write aProgram to calculate marks of a student using multiple inheritance
implemented through interface. Class Student with data members rollNo name
Stringcls and methods to set and put data. Create another class test extended by
class Student with data members mark1mark2 mark3 and methods to set and put
data. Create interface sports with members sportsWt= 5 and putWt(). Now let the
class results extends class test and implements interface sports. Write a Java program to
readrequired data and display details in a neat format.
3. Create a package to convert temperature in centigrade
intoFahrenheit and one more package to calculate the simple
Interest.
Implement both package in the Main () by accepting the required inputs for each
application.
4. Write a Program that implements a multi-threaded program has three threads. First
thread generates a random integer every second and if the value is even second
thread computes the square of the number and prints. If the value is odd the third
thread will printthe value of cube of the number.[Multithreading]
5. Program that creates a user interface to perform basic integer operations. The
user enterstwo numbers in the TextFields - Num1 and Num2. The result of
operations must be displayed in the Result TextField when the "=" button is
clicked. Appropriate Exception handling message to be displayed in the Result
TextFieldwhen Num1 or Num2 is not an integer or Num2 is Zero when division
operation is applied.
6. Using the swing components design the frame for shopping a book that accepts
book codebook name and Price. Calculate the discount on code as follows.

<u>Code</u>	<u>Discount rate</u>
101	15%
102	20%
103	25%
Any other	5%

Find the discount amount and Net bill amount. Display the bill.



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Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Program-1 from Part A	Writing the Program	04
	Execution and Formatting	04
Program-2 from Part B	Writing the Program	06
	Execution and Formatting	06
Practical Record		05
Total		25



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Semester: III

Course Title: Database Management System	
Course code: CACT201	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

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

- Understand the various database concepts and the need for database systems.
- Identify and define database objects, enforce integrity constraints on a database using DBMS.
- Demonstrate a Data model and Schemas in RDBMS.
- Identify entities and relationships and design ER diagrams for given real-world problems.
- Represent ER model to relational model and its implementation through SQL.
- Formulate queries in Relational Algebra, Structured Query Language (SQL) for database manipulation.
- Understand the transaction processing and concurrency control techniques.

Contents	Hours	
Unit-1		
Database Architecture: Introduction to Database system applications. Characteristics, Data models, Database schema, Database architecture, Data independence, Database languages, GUIs, and Classification of DBMS.	11	
E-R Model: E-R Model Concepts: Entity, Entity types, Entity sets, Attributes, Types of attributes, key attribute, and domain of an attribute. Relationships between the entities. Relationship types, Roles and structural constraints, degree and cardinality ratio of a relationship. Weak entity types, E -R diagram.		
Unit-2		



Relational Data Model: Relational model concepts. Characteristics of relations.	11
Relational model constraints: Domain constraints, key constraints, primary & foreign key constraints, integrity constraints and null values.	
Data Normalization: Functional dependencies. Normalization. First normal form, Second normal form, Third normal form. Boyce-Codd normal form.	
Unit-3	
INTERACTIVE SQL: Table fundamentals, oracle data types, CREATE TABLE command, Inserting data into table, Viewing Data in the table, sorting data in a table, Creating a table from a table, Inserting data into a table from another table, Delete operations, Updating the contents of a table, Modifying the structure of tables, Renaming tables, destroying tables, displaying table structure.	10
DATA CONSTRAINTS : Types of data constraints, IO constraints-The PRIMARY KEY constraint, The FOREIGN KEY constraint, The UNIQUE KEY constraint, Business Rule Constraints- NULL value concepts NOT NULL constraints, CHECK constraint, DEFAULT VALUE concepts.	
COMPUTATIONS ON TABLE DATA: Arithmetic Operators, Logical Operators, Range Searching, Pattern Matching, Oracle Table - DUAL, Oracle Function-Types, Aggregate Function, Date Conversion Function. GROUPING DATA FROM TABLES IN SQL, Group By clause, Having clause, subqueries, JOINS, Using the UNION, INTERSECTION, MINUS clause	
Unit-4	
INTRODUCTION TO PL/SQL: Advantages of PL/SQL, The Generic PL/SQL Block, PL/SQL- The character set, Literals, PL/SQL datatypes, variables, Logical comparisons, Displaying User Messages on The VDU Screen, comments. Control Structure - Conditional Control, Iterative Control	10
PL/SQL Transactions: Cursor-Types of Cursor, Cursor Attributes. Explicit cursor-Explicit cursor Management, cursor for loop	
PL/SQL Database Objects: Procedures and Functions, Oracle Packages, Error Handling in PL/SQL.	



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Text Book:

1. Fundamentals of Database Systems, Ramez Elamassri, Shankant B.

Navathe, 7th Edition, Pearson, 2015

Reference Books:

1. An Introduction to Database Systems, Bipin Desai, Galgotia Publications, 2010.
2. Introduction to Database System, C J Date, Pearson, 1999.
3. Database Systems Concepts, Abraham Silberschatz, Henry Korth, S. Sudarshan, 6th Edition, McGraw Hill, 2010.
4. Database Management Systems, Raghu Rama Krishnan and Johannes Gehrke, 3rd Edition, McGraw Hill, 2002



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Course Title: C# and Dot Net Framework	
Course code: CACT202	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

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

- Understand Object Oriented Programming concepts like Inheritance and Polymorphism in C# programming language.
- Interpret and Develop Interfaces for real-time applications.
- Build custom collections and generics in C#.

Contents	Hours
Unit-1	
Introduction to .Net Technologies: Introduction to Web Technologies, HTML Basics, Scripts. Sample Programs. Advantages and Disadvantages of Client-side and Server-side Scripts. Overview of Client-side Technologies and Server-side Technologies. Introduction to C#: Overview of C#, Literals, Variables, Data Types, Operators, Expressions, Control Structures- Methods, Arrays, Strings, Structures, Enumerations	11
Unit-2	
OOPS with C#: Classes, Objects, Inheritance, Polymorphism, Interfaces, Operator Overloading Delegates, Events, Errors and Exceptions. Introduction to VB.NET: Introduction, VB.NET -IDE - Start page, menu system, tool bars, New project dialog box, graphical designers, code designers, Intellisense, object browser, Toolbox, Solution explorer, property window, dynamic help window, component tray, server explorer, output window, task list, command window	11



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Unit-3	
VB.NET Language: Basic Keywords. Data Types. VB.NET statements. Conditional statements: If Else, Select Case, Switch and Choose Loops: Do, For Next, For EachNext, While loop. Arrays. Subroutines and Functions in VB.NET.	10
Application Development on .NET: Vb.NET: Windows Forms. Working with Controls- Textbox, Label, Button Timer, Picture-box, Group-box, Listbox , Combo-box, Horizontal and Vertical Scrollbar, Numeric-up-down, Track-bar, and Progress-	
bar. Building Windows Applications using C#	
Unit-4	
Data Access Connectivity: ADO.NET: Introduction to ADO.NET, ADO vs ADO.NET Architecture: Data reader, Data adopter, Accessing Data with ADO.NET. Binding Controls to Databases: Various ways to bind the data, simple binding, complex	10
binding, binding data to control. Programming Web Applications with Web Forms.	
Web Controls in C#, ASP.NET applications with ADO.NET.	

References:

1. "Programming in C#", E. Balagurusamy, 4th Edition, Tata McGraw-Hill, 2017.
2. "Visual Basic.NET", Shirish Chavan, 3rd Edition, Pearson Education, 2009.
3. "ASP.NET and VB.NET Web Programming", Matt J. Crouch, Edition 2012.
4. "Computing with C# and the .NET Framework", Arthur Gittleman, 2nd Edition, Jones & Bartlett Publishers, 2011



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Course Title: Computer communication and networks	
Course code: CACT203	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

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

- Explain the transmission technique of digital data between two or more computers and a computer network that allows computers to exchange data.
- Apply the basics of data communication and various types of computer networks in real world applications.
- Compare the different layers of protocols.
- Compare the key networking protocols and their hierarchical relationship in the conceptual model like TCP/IP and OSI.

Contents	Hours
Unit-1	
Introduction: Uses of Computer Networks and its Applications: Business Applications, Home Applications, Mobile Users, Social Issues.	11
Network Hardware-Local Area Networks, Metropolitan Area Networks, Wide Area Networks, Internet networks.	
Reference Models-The OSI Reference Model, The TCP/IP Reference Model, A	
Comparison of the OSI and TCP Reference Models.	
Unit-2	



<p>The Physical Layer: Transmission Media- Twisted Pair, Coaxial Cable, and Fiber Optics. Wireless Transmission- Radio Transmission, Microwave Transmission, Infrared, Light Transmission. Multiplexing-Frequency division, time division, code division, Switching. The Data Link Layer: Data link layer design issues-Services Provided to the Network Layer, Framing, Error Control, and Flow Control. Error Detection and Correction-Error-Correcting Codes, Error -Detecting Codes. Elementary Data Link Protocols- An Unrestricted Simplex Protocol, A Simplex Stop-and-Wait Protocol for an Error-Free Channel, A Simplex Protocol for a Noisy Channel. Sliding Window Protocols -A One Bit Sliding Window Protocol, A Protocol Using Go back n, A Protocol using Selective Repeat.</p>	11
Unit-3	
<p>The Network Layer: Network layer design issues-Store-and-Forward Packet Switching, Services Provided to the Transport Layer, Implementation of Connectionless Service, Implementation of Connection-Oriented Service, Comparison of Virtual Circuit and Datagram Networks. Routing Algorithms-Flooding, Distance Vector Routing, Link State Routing, Hierarchical Routing, Broadcast Routing, Multicast Routing, Anycast Routing. Congestion Control Algorithms-Approaches to Congestion Control, Approaches to Congestion Control, Admission Control. The network layer in the Internet-The IP Version 4 Protocol, IP Address, IP Version 6, Internet Control Protocol, The Interior Gateway Routing Protocol: OSPF, The Exterior Gateway Routing Protocol: BGP.</p>	10



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Unit-4	
The Transport Layer: The Transport Service-Services Provided to the Upper Layers. Elements of Transport Protocols-Addressing, Connection Establishment, connection Release, Error control and Flow Control. The Internet Transport Protocols-(TCP and UDP)-UDP- Introduction to UDP, Remote Procedure Call, Real-Time Transport Protocols, TCP- Introduction to TCP, The TCP Service Model, The TCP Protocol, The TCP Segment Header, TCP Connection Establishment, TCP Connection Release, TCP Connection Management Modeling, TCP Sliding Window, The Application Layer: DNS - Domain Name System-The DNS Name Space, Domain Resource Records, Name Servers. Electronic Mail-Architecture and Services, The User Agent, Message Formats, Message Transfer, Final Delivery, The Word Wide Web- Architectural Overview,Static Web Pages, Dynamic Web Pages and Web Applications, HTTP – The HyperText Transfer Protocol	10

Text Book:

1. Computer Networks, Andrew S. Tanenbaum, 5th Edition, Pearson Education, 2010.

Reference Books:

1. Data Communication & Networking, Behrouza A Forouzan, 3rd Edition, Tata McGraw Hill, 2001.
2. Data and Computer Communications, William Stallings, 10th Edition, Pearson Education, 2017.
3. Data Communication and Computer Networks, Brijendra Singh, 3rd Edition, PHI, 2012.
4. Data Communication & Network, Dr. Prasad, Wiley Dreamtech.
5. <http://highered.mheducation.com/sites/0072967757/index.htmls>



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Course Title: DBMS Lab	
Course code: CACP201	
Course Credits:02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART A

1. Create a table EMPLOYEE using SQL command to store details of employees such as EMPNO, NAME, DESIGNATION, DEPARTMENT, GENDER and SALARY. Specify Primary Key and NOT NULL constraints on the table. Allow only 'M' or 'F' for the column GENDER. DEPARTMENT can be SALES, ACCOUNTS, IT. Choose DESIGNATION as CLERK, ANALYST, MANAGER, ACCOUNTANT and SUPERVISOR that depends on department

Write the following SQL queries:

- Display EMPNO, NAME and DESIGNATION of all employees whose name ends with RAJ.
- Display the details of all female employees who are earning salary within the range 20000 to 40000 in SALES or IT departments.
- List the different DEPARTMENTS with the DESIGNATIONS in that department.
- Display the department name, total, average, maximum, minimum salary of the DEPARTMENT only if the total salary given in that department is more than 30000.
- List the departments which have more than 2 employees.

2. Create a table CLIENT to store CLIENT_NO, NAME, ADDRESS, STATE, BAL_DUE. Client no must start with 'C'. Apply the suitable structure for the columns. Specify Primary Key and NOT NULL constraints on the table. Insert 10 records.

Write the following SQL queries:

- From the table CLIENT, create a new table CLIENT1 that contains only CLIENT_NO and NAME, BAL_DUE from specified STATE. Accept the state during runtime.
- create a new table CLIENT2 that has the same structure as CLIENT but with no records. Display the structure and records.
- Add a new column by name PENALTY number (10, 2) to the CLIENT.
- Assign Penalty as 10% of BAL_DUE for the clients C1002, C1005, C1009 and for others 8%. Display Records.
- Change the name of CLIENT1 as NEW_CLIENT.



f) Delete the table CLIENT2.

3. Create a table BOOK using SQL command to store Accession No, TITLE, AUTHOR, PUBLISHER, YEAR, PRICE. Apply the suitable structure for the columns. Specify Primary Key and NOT NULL constraints on the table. Insert 10 records.

Write the following SQL queries:

a) List the details of publishers having 'a' as the second character in their names.

b) Display Accession No., TITLE, PUBLISHER and YEAR of the books published by the specified author before 2010 in the descending order of YEAR. Accept author during run time.

c) Modify the size of TITLE to increase the size 5 characters more.

d) Display the details of all books other than Microsoft press publishers.

e) Remove the records of the books published before 1990.

4. Create a table SALES with columns SNO, SNAME, MANAGER_NAME, JOIN_DATE, DATE_BIRTH, SALARY, SALES_AMOUNT and COMMISSION.

Minimum age for joining the company must be 18 Yrs. Default value for Commission should be 0. Apply the suitable structure for the columns. Specify Primary Key and NOT NULL constraints on the table. Insert 10 records with data except commission.

Manager of Manager can be NULL.

Write the following SQL queries:

a) Display the details of Sales Persons whose salary is more than Average salary in the company.

b) Update commission as 20% of Sales Amount.

c) Display SNO, SNAME, MANAGER_NAME, SALARY, COMMISSION, MANAGER_SALARY of the sales persons getting sum of salary and commission more than salary of manager. (Self join)

d) Display the records of employees who finished the service of 10 years.

5. Create a table Sales_Details with the columns SNO, MONTH, TARGET and QTY_SOLD to store the Sales Details of one year. Specify the composite primary key to the columns SNO and MONTH. TARGET and SALES must be positive numbers.

Write the following SQL queries:

a. Display the total sales by each sales person considering only those months where target was reached.

b. If a commission of RS.50 provided for each item after reaching target, calculate and display the total commission for each sales person.

c. Display the SNO of those who never reached the target.

d. Display the SNO, MONTH and QTY_SOLD of the sales persons with SNO S0001 or S0003



6. Create a table Bank with the columns ACNO, ACT_NAME, ACT_TYPE and BAL. Specify the Primary Key. Initial BAL must be greater than 500.

Write a PL/SQL program to perform debit operation by providing acct_no and amount required. The amount must be greater than 100 and less than 20000 for one transaction. If the account exist and BAL-amount>100 Bank table must be updated, otherwise "NO SUFFICIENT BALANCE" message should be displayed. If account number is not present then display "NO SUCH ACCOUNT" message to the user.

7. Create a table STOCK_DETAIL with the columns PNO, PNAME and QTY_AVL to store stock details of computer accessories. Specify Primary Key and NOT NULL constraints on the table.

QTY_AVL should be positive number.

Write a PL/SQL Program to define a user defined exception named "LOW_STOCK" to validate the transaction. The program facilitates the user to purchase the product by providing product number and quantity required. It should display an error message "NO SUFFICIENT STOCK" when the user tries to purchase a product with quantity more than QTY_AVL, Otherwise the STOCK_DETAIL table should be updated for valid transaction.

PART B

1. Create the following tables by identifying primary and foreign keys.

Specify the not null property for mandatory keys.

SUPPLIERS (SUPPLIER_NO, SNAME, SADDRESS, SCITY)

COMPUTER_ITEMS (ITEM_NO, SUPPLIER_NO, ITEM_NAME, IQUANTITY)

Consider three suppliers. A supplier can supply more than one type of items.

Write the SQL queries for the following

a. List ITEM and SUPPLIER details in alphabetical order of city name and in each city decreasing order of IQUANTITY.

b. List the name, city, and address of the suppliers who are supplying keyboard.

c. List the supplier name, items supplied by the suppliers 'Cats' and 'Electrotech'.

d. Find the items having quantity less than 5 and insert the details of supplier and item of these, into another table NEWORDER.

2. Create the following tables identifying Primary and Foreign keys.

Specify the not null property for mandatory keys.

EMPLOYEE_MASTER (EMP_ID, EMP_NAME, EMAIL_ID,

EMP_ADDR

S, PHONE)



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ATTENDANCE (EMP_ID, MONTH, WOM, MHRS, THRS, WHRS, TRHRS, FHRS, SHRS, SUHRS). (Valid values for WOM<=5, MONTH can be 1-12). Apply appropriate constraints.

Consider 3 employees. And attendance records for at least two months.

Write the SQL queries for the following

- Display EMP_ID, EMP_NAME and EMAIL_ID of all employees who are working on every Sunday of 2nd and 4th week in a month.
- Display total hours worked by each employee in each month with EMP_ID.
- Display the names of the employees who never attended the duty so far (Attendances not given so far).
- Display the employee name, month, week, total hours worked for employees who have total no. of hours more than 20 hrs. a week.

3. Create the following tables by identifying primary and foreign keys, specify the not null property for mandatory keys.

PRODUCT_DETAIL				
P_NO	PRODUCTNAME	QTYAVAILABLE	PRICE	PROFIT %
P0001	Monitor	10	3000	20
P0002	Pen Drives	50	650	5
P0003	CD Drive	100	10	3
P0004	Key Board	25	600	10

PURCHASED_DETAIL			
CUSTNO	P_NO		QTY SOLD
C1	P0003		2
C2	P0002		4
C3	P0002		10
C4	P0001		3
C1	P0004		2
C2	P0003		2
C4	P0004		1

Write the following SQL queries:

- Display total amount spent by C2.
- Display the names of product for which either Qty Available is less than 30 or total QtySold is less than 5 (USE UNION).
- Display the name of products and quantity purchased by C4.
- How much Profit does the shopkeeper gets on C1's purchase?
- How many 'Pen Drives' have been sold?

4. Create table STUDENT_PROFILE includes Rollno, name, class, ECCC (Extra-Co curricular he belongs to such as SPORTs, NSS etc.) and another table MARKS_REPORT includes Rollno, Internal_Test, Marks1, Marks2, Marks3 and ECCC_marks.



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Constraints

- Internal _Test can be either 1 or 2.
- Each mark can be 0-100. Absence in the test can be entered as -1.

Consider atleast 3 classes.

Apply suitable data type and constraints

to each column. Insert 5 students marks

report in the both the tests.

Write the following SQL queries:

- Find number of students failed class- wise.
- Display the complete details of the students secured distinction(Percentage>=70) in I BCA.
- Display class and highest total marks in second internals in each class.
- Display the student name with rollno and class of those who passed in I internals and failed in II internals.(use SET operator)

5. Write a PL/SQL program to compute the selling price of books depending on the book code and category. Use Open, Fetch and Close.

The Book_detail table contains columns: Book Code, Author, Title, Category and Price. Insert 10 records.

Book Code	Category	Discount Percentage
A	Novels	10% of Price
	Technology	12.5% of Price
B	Commerce	18% of Price
	Science	19% of Price
C	Songs	25% of Price
	Sports	24% of Price
D	All	28% of Price

The selling

price=Price- Discount.

The discount is

calculated as follows:

Print the result in tabular form with proper alignment

Book Code	category	author	price	%	discoun	amount	sell
	title				nt	t	

=====



6. Write a PL/SQL program to display employee pay bill (using Cursor For loop) Use a **Procedure** to receive basic pay and to compute DA, HRA, Tax, PF, Gross Pay and Net Pay(Use OUT). Base table contains the following columns empnum, empname, basic pay.

Insert 3 records.

Allowances are computed as follows.

Basic Pay	DA	HRA
<=20000	35% of Basic	8% of Basic
>20000 & <=30000	38%	9%
>30000 & <=40000	40%	10%
>40000	45%	10%

Gross=Basic+DA+HRA

PF=12% of Gross or Rs. 2000 whichever is minimum. PT=Rs. 100 upto Gross is 25,000 else Rs.200.

Net=Gross-(PF+PT)

PrintPay slip as follows.

```
=====PAYSLIP=====
Empno      :10011      Empname : Raj
Basic Pay   :20000      P.F. : 3432
DA          :7000       P.T. : 200
H.R.A.      :1600
Gross       :28600      Net Pay : 24968
=====PAYSLIP=====
Empno      :10012      Empname : Rani
Basic Pay   :30000      P.F. : 5292
DA          :11400      P.T. : 200
H.R.A.      :2700
Gross       :44100      Net Pay : 38608
=====
```

7. Given the following tables:

ITEM_MASTER(itemno, name, stock, unit_price) [Apply the Primary key and check constraint for stock and price as >0] [Insert 5 records]

ITEM_TRANS(itemno, quantity and trans_date)

Create a **package** PCK_ITEM includes a function CHK_ITEM and a procedure PROC_ITEM. **Function** CHK_ITEM gets one argument itemno and is used to check whether the parameter itemno exists in ITEM_MASTER and should return 1 if exist. Otherwise 0 and displays proper message.

Procedure PROC_ITEM gets two arguments itemno and quantity, and is used to perform the following if item exists. If required quantity is not available, give appropriate message. If available, insert a record of this transaction to ITEM_TRANS and modify the stock in ITEM_MASTER.

Write a PL/SQL program to accept ITEM_NO and Quantity needed of required item. Use Package to do the transaction process(Transaction date can be current date).

OUTPUT to be shown as follows:



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```
Enter value for accept_itemno: 1
old 5:      X:=&accept_itemno;
new 5:      X:=1;
Enter value for quantity: 3
old 6:      M:=&quantity;
new 6:      M:=3;
Item :aa    Quantity :3    Price :15    Total Amount :45
```

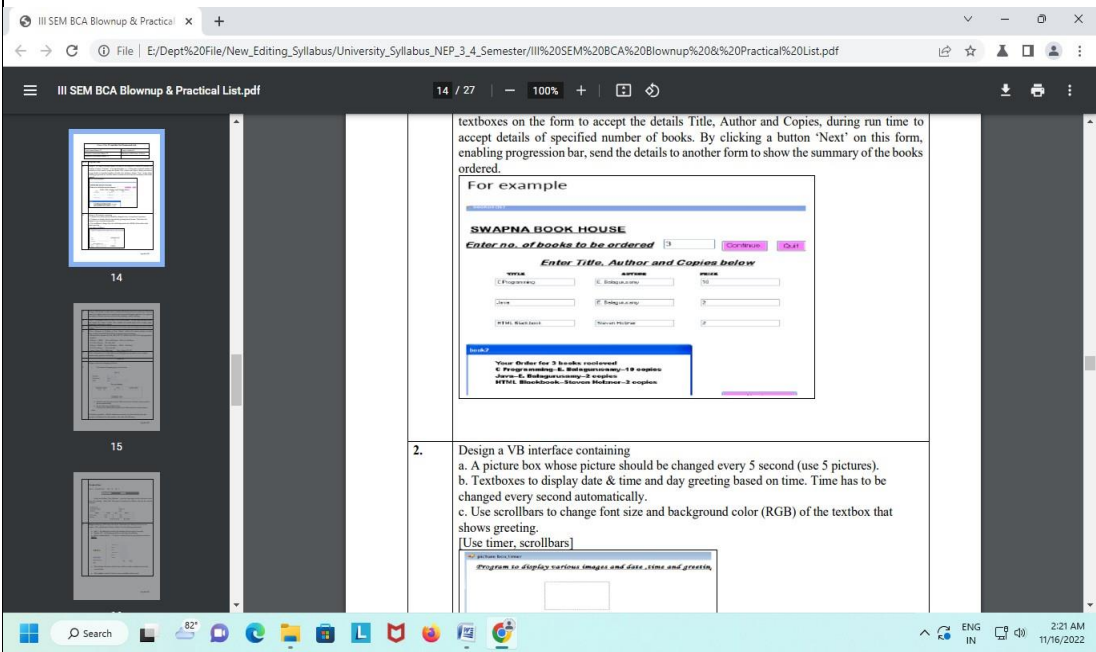
Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A	8 Marks
	Writing:4 Marks Execution:4Marks	
Program-2	PART-B	12 Marks
	Writing:6 Marks Execution:6Marks	
Practical Record		05 Marks
Total		25 Marks



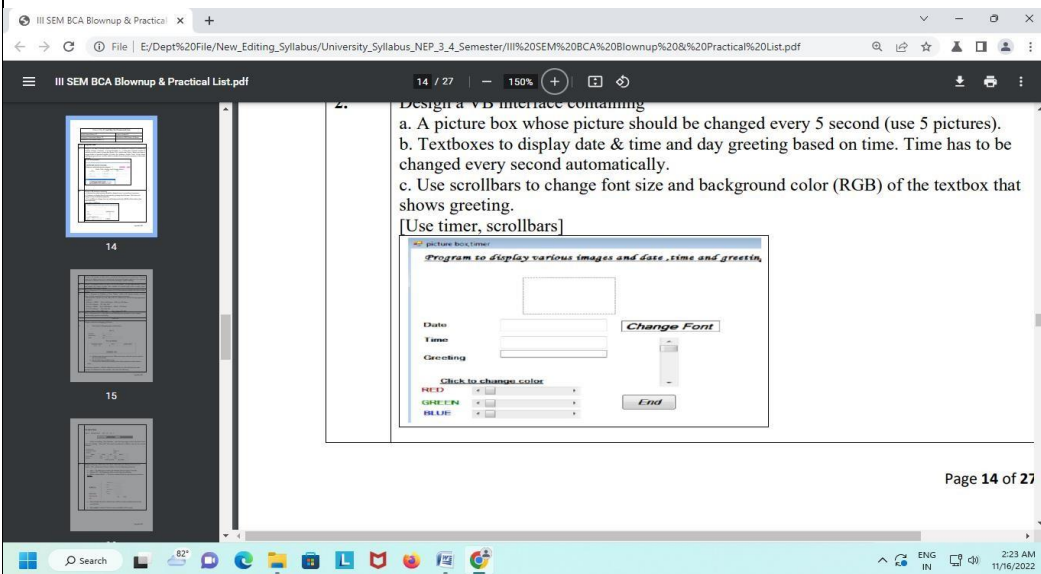
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Course Title: C# and Dot Net Framework Lab	
Course code: CACP 202	
Course Credits:02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Exam Duration: 03 Hours

Sl.No	Program Name
1.	<p>Design a VB form to accept number of books to be ordered to a shop in a textbox. By clicking a button 'Continue', if accepted number is > 0, then place required number of textboxes on the form to accept the details Title, Author and Copies, during run time to accept details of specified number of books. By clicking a button 'Next' on this form, enabling progression bar, send the details to another form to show the summary of the books ordered.</p> 



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2.	<p>Design a VB interface containing</p> <ol style="list-style-type: none">A picture box whose picture should be changed every 5 second (use 5 pictures).Textboxes to display date & time and day greeting based on time. Time has to be changed every second automatically.Use scrollbars to change font size and background color (RGB) of the textbox that shows greeting. <p>[Use timer, scrollbars]</p> 
3.	Design a VB interface to add, remove, search and clear the items in a combo box. The item name to be added, removed or searched can be accepted through input box. Use a general procedure to find the existence of item before deleting or while searching.
4.	Write a VB program find GCD and LCM of two number.. Accept input through textbox and display the results in label. Also validate for invalid input such as empty input, nonnumeric and negative integer.
5.	Write a Program in C# to check a number if it is Prime; otherwise display the factor of that number.
6.	<p>Write a Program in C# define a Class "Salary" which will contain member variable Emp_no, Emp_name, Dob Basic Write a program using constructor. And method to calculate the DA, HRA, PF, IT, GROSS and NETPAY using appropriate condition.</p> <p>If Basic <= 20000 D.A is 40% Basic H.R.A is 10% Basic. P.F 12% of Gross; PT is Rs .100</p> <p>If Basic > 20000 D.A is 50% Basic. H.R.A 15% Basic. P.F 12% of Gross ; PT is Rs.150</p> <p>Gross = Basic.+D.A +HRA and Net = Gross -PT -PF</p>
7.	Write a Program in C# to find addition and Multiplication operation on two complex number using operator overloading.

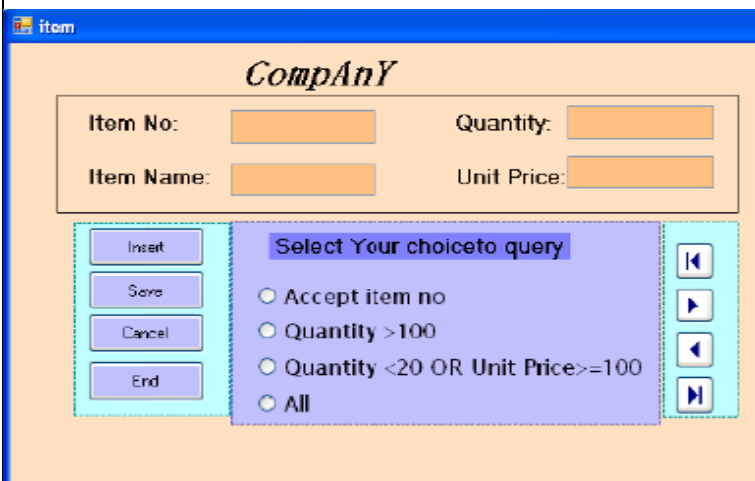


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PART-B																	
	<div><p>Purchased Item</p><p>item no :2 item name :Mouse Rate.....:300 qty.....:1</p><div style="text-align: center;"><input type="button" value="Next Purchase..?"/> <input type="button" value="Show Bill"/></div><p style="background-color: yellow;">In this on clicking 'Next Purchase' , goto the home page for the selection of next item. Onclicking 'Show bill' bill must be produced as follows only for the current customer.</p><div><p>customer no :2 Customer Name :xdsfved Address :dsfs</p><table border="1" style="width: 100%; border-collapse: collapse;"><thead><tr><th>Item</th><th>Rate</th><th>Qty</th><th>Price</th></tr></thead><tbody><tr><td>Keyboard</td><td>400</td><td>2</td><td>800</td></tr><tr><td>Mouse</td><td>300</td><td>1</td><td>300</td></tr><tr><td colspan="3" style="text-align: right;">Total Amount</td><td>:Rs.1100</td></tr></tbody></table></div></div>	Item	Rate	Qty	Price	Keyboard	400	2	800	Mouse	300	1	300	Total Amount			:Rs.1100
Item	Rate	Qty	Price														
Keyboard	400	2	800														
Mouse	300	1	300														
Total Amount			:Rs.1100														
	<div><p style="background-color: yellow;">Design a webpage (ASP.net)to enter Book information in a library such as Acc.no,Author , Title , publication, Volume, Edition. Use the following buttons for,</p><ul style="list-style-type: none">Add -> for adding the record to the database (Insert at least 5 records).Display All -> for displaying all the records from the databaseDelete outdated Book -> To delete a outdated book by specifying accession no.<p>HINT :</p><div style="display: flex; justify-content: space-between;"><div style="width: 40%;"><p style="text-align: center; font-size: 1.2em;">XYZ Co.</p><ul style="list-style-type: none">Add New BooksDisplay all recordsdelete</div><div style="width: 55%; border-left: 1px solid black; padding-left: 10px;"><div><p>Accessin no : <input type="text"/></p><p>Author : <input type="text"/></p><p>Title : <input type="text"/></p><p>Publication: <input type="text"/></p><p>Edition : <input type="text"/></p><p>Volume : <input type="text"/></p><div style="text-align: right;"><input type="button" value="Add"/> <input type="button" value="RESET"/></div></div></div></div></div>																
	<div><ul style="list-style-type: none">When Display Record is clicked, show all the records in tabular format in thesecond frame.When delete is clicked. Check for non availability of the record.</div>																



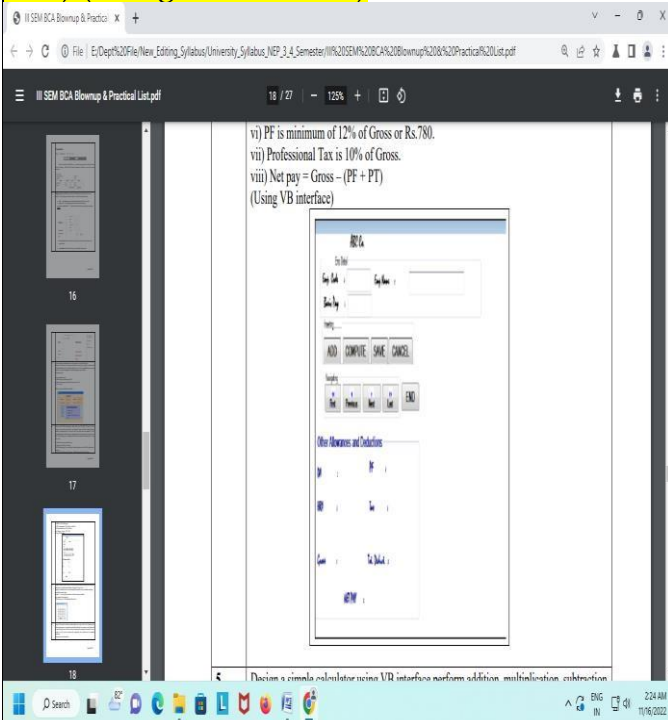
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<p>XYZ Co.</p> <ul style="list-style-type: none">• Add New Books• Display all records• delete	<div><div>Enter Accessin no for deletion: <input type="text" value="1111"/></div><div>If you are sure click here <input type="button" value="submit"/></div></div> <p style="text-align: center;">XYZ Co.</p> <ul style="list-style-type: none">• Add New Books• Display all records• delete	<p>record deleted is book acc no :1111</p> <p>author :hhhh</p> <p>title :xcc</p> <p>publication :yyyy</p>
<p>Create a table item contains Item no, name, quantity in stock and unit price. Design a VB interface to enter the records and save to the table. Apply the validation rule for quantity and price for +ve numbers and non-zero. Use the command buttons to navigate (first,next, prev, last) through the records depending on search criteria. Searching can be</p> <ul style="list-style-type: none">i) By accepting item no.ii) Only the items with quantities>100iii) Items either quantity less than 20 or unit price>=100iv) To view all. <p>While viewing it, should not be editable.</p> <div></div>		

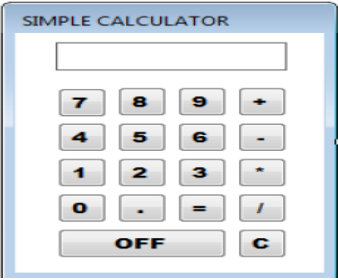
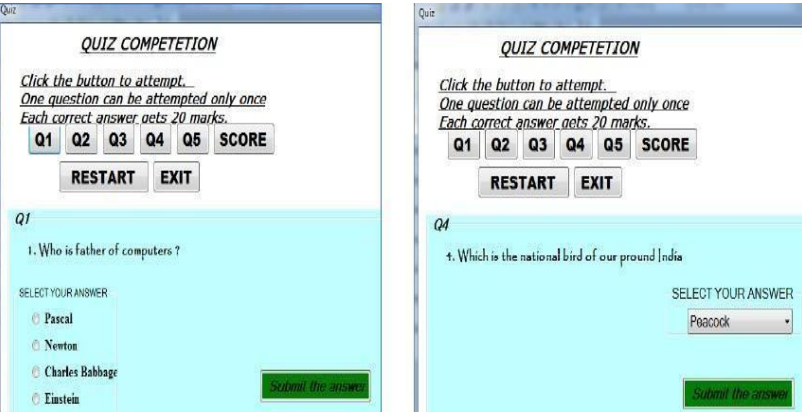


4. Create a table EMP with Empcode, Name, Basic pay, DA, HRA, PF, Gross, Tax and Netpay. Set up a data entry form to input Empcode, name and salary. Other allowances should be calculated and to be shown on the form which cannot be modifiable. Use the command button for adding, saving, computing and various navigation (first, next, previous, last). While adding, new record Empcode should be incremented automatically by 1 from last record.

i) All data are necessary while saving.
ii) Basic pay should be +ve integer.
iii) While navigating, if the control goes beyond beginning or end of the file, display error message.
iv) DA is 40% of Basic pay if Basic pay > 20000, otherwise 30% of Basic pay.
v) HRA is 10% of Basic pay.
vi) PF is minimum of 12% of Gross or Rs.780.
vii) Professional Tax is 10% of Gross.
viii) Net pay = Gross - (PF + PT) (Using VB interface)





5.	<p>Design a simple calculator using VB interface perform addition, multiplication, subtraction and division. It should contain buttons for digits 0-9, clear, dot, =, +, -, *, /. Apply the validation rules to avoid entering dot more than once in a number and using -symbol between the digits. Symbol '-' can be used as operator as well as for negative numbers. Any operand can be negative. "Division by zero" to be displayed if divisor is 0.</p> 
6.	<p>Design VB interface to conduct simple multiple choice Quiz with at least 5 questions. For selecting the answers, use combo box and radio buttons for few questions. One question can be answered only once. Show the total score through the message box whenever the user wishes to see his score in between the competition. Any question can be attempted randomly. Design can be as shown below.</p>
	



7

Create a ASP .NET web application with the above interface and if user clicks on “Search” button then following operation has to be done,
From the Given two strings (from input1 and input2), return a new string, following the rules given below.

If string b occurs in string a, then the new string should concatenate the characters that appear before and after of String b. Ignore cases where there is no character before or after the word, and a character may be included twice if it is in between two string b's.

Example1)

i/p) abcdefcdhycd, cd o/p) befhy

Example2) i/p) kumarkumar, kum o/p)

ara

If user clicks on “Construct” button then following operation has to be performed from Given two strings print a new string which is made of the following combination-first character of a, the first character of b, second character of a, second character of b and so on. Any characters left will go to the end of the result.

Example1) i/p: Hello, World o/p: Hweolrllod

in both the operation output should be displayed in output text box and clear button should clear all the text boxes.

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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DAKSHINA KANNADA, KARNATAKA STATE

Semester: IV

Course Title: Python Programming	
Course code: CACT251	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

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

- Explain the basic concepts of Python Programming.
- Demonstrate proficiency in the handling of loops and creation of functions.
- Identify the methods to create and manipulate lists, tuples and dictionaries.
- Discover the commonly used operations involving file handling.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Develop the emerging applications of relevant fields using Python.

Contents	Hours
Unit-1	
Introduction to Features and Applications of Python; Python Versions; Installation of Python; Python Command Line mode and Python IDEs; Simple Python Program. Python Basics: Identifiers; Keywords; Statements and Expressions; Variables; Operators; Precedence and Association; Data Types; Indentation; Comments; Built- in Functions- Console Input and Console Output, Type Conversions; Python Libraries; Importing Libraries with Examples.	11
Python Control Flow: Types of Control Flow; Control Flow Statements- if, else, elif, while loop, break, continue statements, for loop Statement; range () and exit () functions.	
Exception Handling: Types of Errors; Exceptions; Exception Handling using try, except and finally. Python Functions: Types of Functions; Function Definition- Syntax, Function Calling, Passing Parameters/arguments, the return statement; Default Parameters; Command line Arguments; Key	



Word Arguments; Recursive Functions; Scope and Lifetime of Variables in Functions	
Unit-2	
Strings: Creating and Storing Strings; Accessing String Characters; the str() function; Operations on Strings- Concatenation, Comparison, Slicing and Joining, Traversing; Format Specifiers; Escape Sequences; Raw and Unicode Strings; Python String Methods.	11
Lists: Creating Lists; Operations on Lists; Built-in Functions on Lists; Implementation of Stacks and Queues using Lists; Nested Lists.	
Dictionaries: Creating Dictionaries; Operations on Dictionaries; Built-in Functions on Dictionaries; Dictionary Methods; Populating and Traversing Dictionaries. Tuples and Sets: Creating Tuples; Operations on Tuples; Built-in Functions on Tuples; Tuple Methods; Creating Sets; Operations on Sets; Built-in Functions on Sets; Set Methods.	
Unit-3	
File Handling: File Types; Operations on Files- Create, Open, Read, Write, Close Files; File Names and Paths; Format Operator.	10
Object Oriented Programming: Classes and Objects; Creating Classes and Objects; Constructor Method; Classes with Multiple Objects; Objects as Arguments; Objects as Return Values; Inheritance- Single and Multiple Inheritance, Multilevel and Multipath Inheritance; Encapsulation- Definition, Private Instance Variables; Polymorphism- Definition, Operator Overloading.	
GU Interface: The tkinter Module; Window and Widgets; Layout Management- pack, grid and place	
Unit-4	



Python SQLite: The SQLite3 module; SQLite Methods- connect, cursor, execute, close; Connect to Database; Create Table; Operations on Tables Insert, Select, Update. Delete and Drop Records.	10
Data Analysis: NumPy- Introduction to NumPy, Array Creation using NumPy, Operations on Arrays; Pandas- Introduction to Pandas, Series and DataFrames, Creating DataFrames from Excel Sheet and .csv file, Dictionary and Tuples. Operations on DataFrames.	
Data Visualisation: Introduction to Data Visualisation; Matplotlib Library; Different Types of Charts using Pyplot- Line chart, Bar chart and Histogram and Pie chart	

References:

1. Think Python How to Think Like a Computer Scientist, Allen Downey et al., 2nd Edition, Green Tea Press. Freely available Online
<https://www.greenteapress.com/thinkpython/thinkCSpy.pdf>, 2015.
2. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019.
3. Python Data Analytics: Data Analysis and Science Using Pandas, matplotlib, and the Python Programming Language, Fabio Nelli, Apress®, 2015
4. Advance Core Python Programming, Meenu Kohli, BPB Publications, 2021.
5. Core PYTHON Applications Programming, Wesley J. Chun, 3rd Edition, Prentice Hall, 2012.
6. Automate the Boring Stuff, Al Sweigart, No Starch Press, Inc, 2015.
7. Data Structures and Program Design Using Python, D Malhotra et al., Mercury Learning and Information LLC, 2021.
8. <http://www.ibiblio.org/g2swap/byteofpython/read/>
9. <https://docs.python.org/3/tutorial/index.html>



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Python ProgrammingLab	
Course code:CACP251	
Course Credits: 02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART-A

1. Write a program create list with N elements. find all unique elements in the list.If an element is found only once in the list then add that element to the unique list.
2. Program using user-defined functions to find the area of rectangle square circleand triangle by accepting suitable input parameters from user.
3. Consider a tuple t1= (1 2 5 7 9 2 4 6 8 10). Write a program to performfollowing operations:
 - a. Print half the values of tuple in one line and the other half in the next line.
 - b. Print another tuple whose values are even numbers in the given tuple.
 - c. Concatenate a tuple t2= (11 13 15) with t1.
 - d. Return maximum and minimum value from this tuple.
4. Write a function that takes a sentence as input from the user and calculates the frequency of each letter. Use a variable of dictionary type to maintain the count.
5. Write a program to create a text file and compute the number of characterswords and lines in a file.
6. Program using user defined exception class that will ask the user to enter a numberuntil he guesses a stored number correctly. To help them figure it out a hint is provided whether their guess is greater than or less than the stored number using user defined exceptions.



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PART B

1. Program to create a class Employee with empno name depname designation and salary and perform the following function.

- Accept details of N employees
- Search given employee using empno
- Display employee details in neat format.

2. Write a program menu driven to create a BankAccount class. class should support the following methods for i) Deposit ii) Withdraw iii) GetBalance . Create a subclass SavingsAccount class that behaves just like a BankAccount but also has an interest rate and a method that increases the balance by the appropriate amount of interest.

3. Create a GUI to input Principal amount rate of interest and number of years Calculate Compound interest. When button submit is pressed Compound interest should be displayed in a textbox. When clear button is pressed all contents should be cleared.

4. Write a GUI program to implement Simple Calculator

5. Create a table student table (regno name and marks in 3 subjects) using MySQL and perform the followings

- To accept the details of students and store it in database.
- To display the details of all the students
- Delete particular student record using regno.

6. Create a table employee (empno name and salary) using MySQL and perform the followings

- To accept the details of employees and store it in database.
- To display the details of a specific employee
- To display employee details whose salary lies within a certain range

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Computer Multimedia and Animation	
Course code: CACT252	
Total Contact Hours: 42	Hours/Week:03
Course Credits: 03	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

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

- Write a well-designed, interactive Web site with respect to current standards and practices.
- Demonstrate in-depth knowledge of an industry-standard multimedia development tool and its associated scripting language.
- Determine the appropriate use of interactive versus standalone Web applications.

Contents	Hours
Unit-1	
Web Design: Origins and evolution of HTML, Basic syntax, Basic text markup, Images, Lists, Tables, Forms, Frame, Overview and features of HTML5.	11
CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, The and tags; Overview and features of CSS3.	
JavaScript: Object orientation and JavaScript; General syntactic characteristics;	
Primitives, operations, and expressions; Screen output and keyboard input.	
Unit-2	



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Animation: Introduction, Start and End States, Interpolation, Animations in HTML. All About CSS Animations, Creating a Simple Animation, Detailed Look at the CSS Animation Property, Keyframes, Declaring Multiple Animations, Wrap-up. All About CSS Transitions, Adding a Transition, Looking at Transitions in Detail, The Longhand Properties, Longhand Properties vs. Shorthand Properties, Working with Multiple Transitions.	11
Unit-3	
HTML5 – SVG: Viewing SVG Files, Embedding SVG in HTML5, HTML5 – SVG Circle, HTML5 – SVG Rectangle, HTML5 – SVG Line, HTML5 – SVG Ellipse, HTML5 – SVG Polygon, HTML5 – SVG Polyline, HTML5 – SVG Gradients, HTML5 – SVG Star	10
Unit-4	
HTML5 – CANVAS: The Rendering Context, Browser Support, HTML5 Canvas Examples, Canvas - Drawing Rectangles, Canvas - Drawing Paths, Canvas - Drawing Lines, Canvas - Drawing Bezier Curves, Canvas - Drawing Quadratic Curves, Canvas - Using Images, Canvas - Create Gradients, HTML5 - Styles and Colors, Canvas - Text and Fonts, Canvas - Pattern and Shadow, Canvas - Save and Restore States, Canvas - Translation, Canvas - Rotation, Canvas - Scaling, Canvas - Transforms, HTML5 Canvas - Composition, Canvas - Animations.	10

References:

1. The Complete Reference HTML and CSS, 5th Edition, Thomas A Powell, 2017.
2. Animation in HTML, CSS, and JavaScript, KirupaChinnathambi, 1st Edition, Createspace Independent Pub, 2013.
3. <https://www.w3.org/Style/CSS/current-work#CSS3>
4. <http://bedford-computing.co.uk/learning/cascading-style-sheets-css/>



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UJIRE – 574 240
(Re-Accredited by NAAC at 'A++' Grade)
DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Computer Multimedia & Animation Lab	
Course code: CACT203	
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART-A

1. Create a home page for a college website containing all latest HTML5 tags like `<article>` `<aside>` `<nav>` `<header>` `<footer>` `<section>` `<figure>`. And in `<nav>`.

- Create hyper links for courses facilities and contact details. On clicking Course hyperlink display the page with course names offered in the college using ordered list
- Facilities hyperlink display the page describing the facilities using unordered list
- Contact hyperlink display the page to show phone number email and address in separate columns with respective headings.

2. Design a HTML5 web page containing form with text password number range email url file submit and reset elements which must be styled using CSS3 according to following screen shot.

Registration Form

Name:

Password:

Confirm Password:

Contact Number:

Skill Range:

Email:

Profile URL:

Resume:

Choose File

No file chosen

Submit

Reset



Note that:

- Apply the style exactly same as shown in the above screen shot (with border radius box shadow and colours).
- Submit and Reset buttons must change their colour on mouse hovering.
- Name and passwords should not be empty. If empty provide error message when **submit** is clicked .
When clicked on submit button email Profile URLs must be validated for proper input.
 - Contact number must contain only 10 digits not lesser and not more.
 - Clicking on Reset button must clear all fields' entry.

3. Create an HTML5 web page which shows a smiling face initially. On every click of 'Toggle Face' button display should toggle between smiling face and sad face.

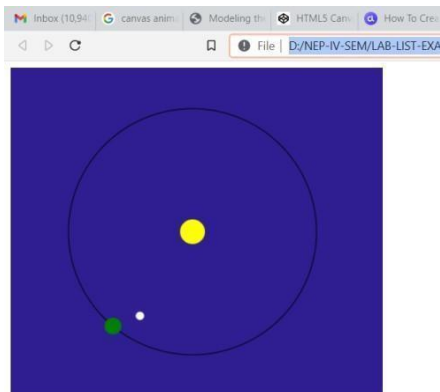
Note: Use only one button. And faces should be drawn using canvas element. Faces must be exactly like the following screen shots.



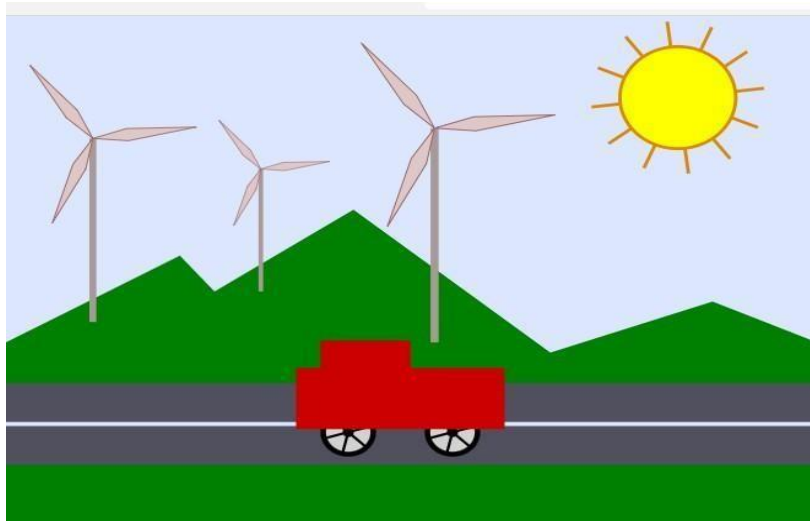
1. Create a web page to model solar system using canvas element animation where it contains sun earth and moon (all must be created using canvas shapes not images). Earth should revolve around sun and moon should revolve around earth simultaneously. Sample screen shot below:



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2. Create the following drawing in html page using only SVG.



4. Create a web page using HTML and CSS to create a timetable as follows:

COLLEGE TIME TABLE

	8:30-9:30	9:30-10:30	10:30-11:30	11:30-12:30	12:30-2:00	2:00-3:00	3:00-4:00	4:00-5:00
MONDAY	---	SUB1	SUB2	SUB3	L U N C H	SUB4	SUB5	COUNSELLING CLAS
TUESDAY	SUB1	SUB2	SUB3	---		SUB2	SUB2	LIBRARY
WEDNESDAY	SUB1	SUB2	SWA	---		LAB		
THURSDAY	SUB1	SUB2	SUB3	---		SUB2	SUB2	LIBRARY
FRIDAY	SUB1	SUB2	SUB3	---		SUB4	SUB5	LIBRARY
SATURDAY	SUB1	SEMINAR				SUB4	SUB5	LIBRARY



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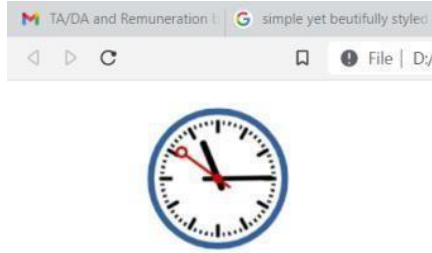
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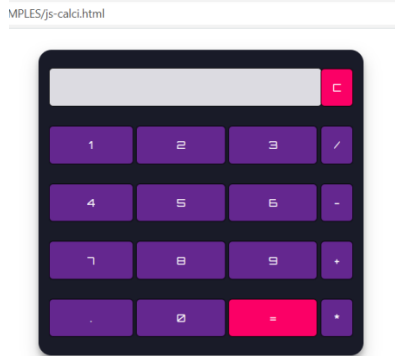
PART-B

1. Create a web page using HTML5 canvas element to show a clock which changes time for every second minute and hours (as that of an analog clock). Clock should have second minute and hour needles and minute marking must be there (as shown in screen shot).



2. Create a web page containing simple calculator which should have basic arithmetic(+ - * /) operation on two floating point numbers and show result. Validations to be followed:

- . (Decimal point) should be taken only once for an operand.Operand can be negative.
 - Division by zero must be shown proper error message in result.
- Sample screen shot:





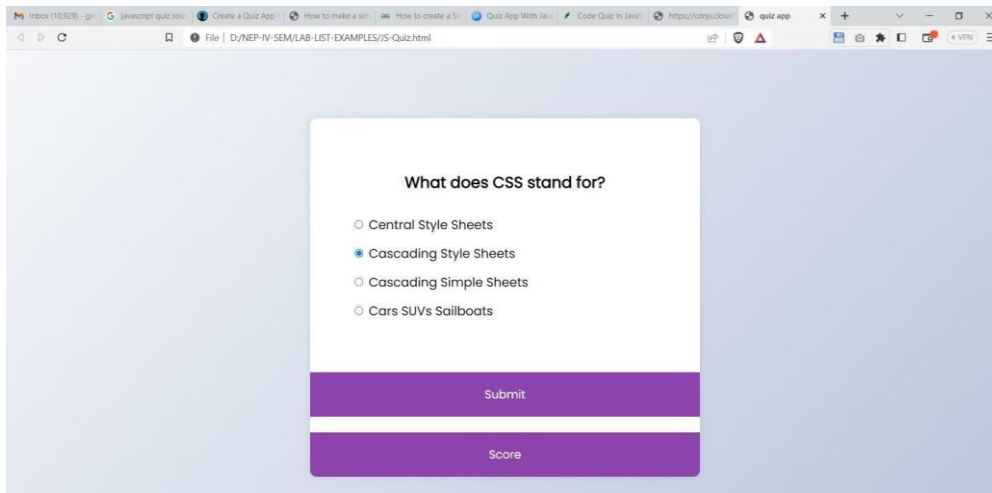
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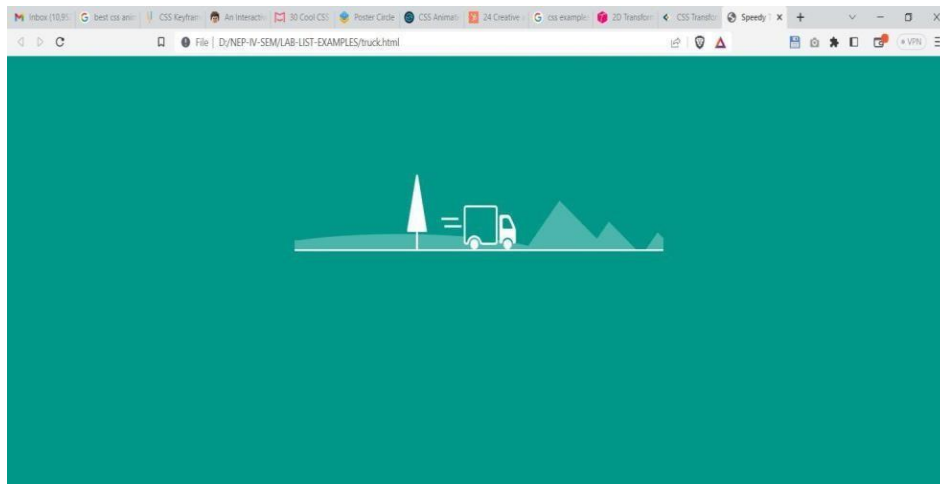
3. Create a HTML page make a quiz game where user should answer one question at a time answers must be shown in radio buttons. Without submitting the answer quiz should not move to next question (Minimum five questions must be there). When user wishes to get score (using score button) score should be displayed in alert message. All the question must be loaded in same page (no page navigation is allowed) Sample screen shot:



4. Create a web page using HTML5/CSS3 to animate a truck movement. While truck moves on mountains and trees should move in the back ground. Output screen shot:



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Background hills must be created using CSS only and for tree truck and wheels download the images from the following URLs.

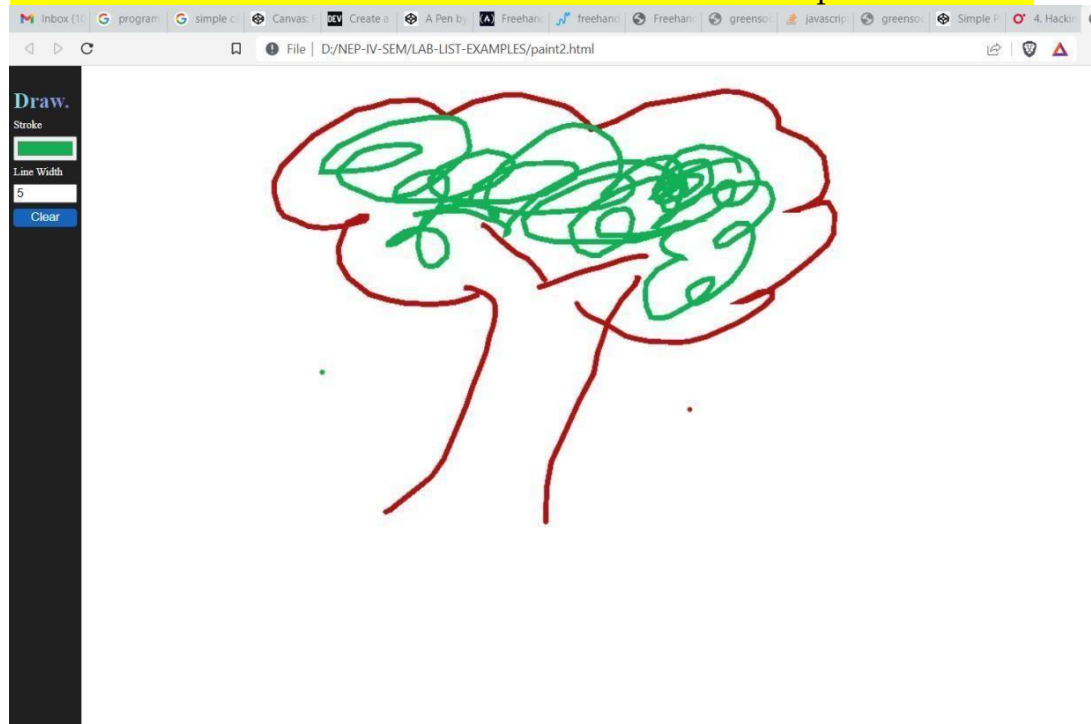
<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg>

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg>

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg>

Animation must be implemented using ONLY CSS and Java script should not be used.

5. Create a simple paint app which draws lines based on the selected colour (chosen using color input) with selected thickness (chosen using number input) and there must be CLEAR button to clear the canvas. Sample screen shot:



6. Create web page using HTML5 canvas element to illustrate all canvas composition. Output must exactly look like the following screenshot:

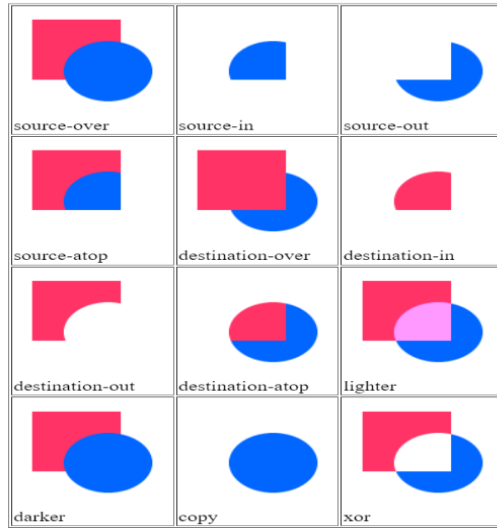
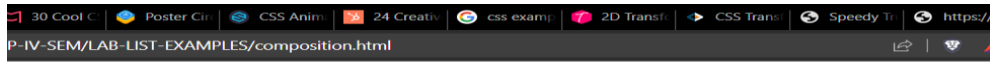


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Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks

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Course Title: Operating System Concepts	
Course code: CACT253	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

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

- Understand the fundamentals of the operating system.
- Comprehend multithreaded programming, process management, process synchronization, memory management and storage management.
- Compare the performance of Scheduling Algorithms
- Identify the features of I/O and File handling methods.

Contents	Hours
Unit-1	
Introduction to Operating System: Definition, History and Examples of Operating System; Types of Operating Systems; Functions of Operating System; Systems Calls; Operating System Structure.	10
File System: File Concepts- Attributes, Operations and Types of Files; File System;	
File Access methods; Directory Structure; Protection; File System Implementation- File System Structure, Allocation Methods, Free Space Management.	
Unit-2	
Memory Management: Logical and Physical Address Space; Swapping; ContiguousAllocation; Paging; Segmentation; Segmentation with Paging.	10
Virtual Memory: Introduction to Virtual Memory; Demand Paging; Page Replacement; Page Replacement Algorithms; Allocation of frames,	
Thrashing Disk Scheduling (I/O Management): Introduction and Scheduling Algorithm	
Unit-3	



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<p>Process Management: Process Concept- Process Definition, Process State, Process Control Block, Threads; Process scheduling- Multiprogramming, Scheduling Queues, CPU Scheduling, Context Switch; Operations on Processes- Creation and Termination of Processes; Inter process communication (IPC)- IPC Implementation Methods- Shared Memory and Message Passing;</p> <p>CPU Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor scheduling; Thread scheduling; Multiprocessor Scheduling;</p> <p>Real-Time CPU Scheduling</p>	11
Unit-4	
<p>Process Synchronization: Introduction; Race Condition; Critical Section Problem and Peterson's Solution; Synchronization Hardware, Semaphores; Classic Problems of Synchronization- Readers and Writers Problem, Dining Philosophers Problem; Monitors.</p> <p>Deadlocks: System Model; Deadlocks Characterization; Methods for Handling Deadlocks; Deadlock Prevention; Deadlock Avoidance; Deadlock Detection; and Recovery from Deadlock.</p> <p>Multithreaded Programming: Introduction to Threads; Types of Threads; Multithreading- Definition, Advantages; Multithreading Models; Thread Libraries; Threading Issues.</p>	11

Text Book:

1. Operating System Concepts, Silber schatz' et al., 10th Edition, Wiley, 2018.

Reference Books:

2. Operating System Concepts - Engineering Handbook, Ghosh PK, 2019.
3. Understanding Operating Systems, McHoes A et al., 7th Edition, Cengage Learning, 2014.
4. Operating Systems - Internals and Design Principles, William Stallings, 9th Edition, Pearson.
5. Operating Systems – A Concept Based Approach, Dhamdhare, 3rd Edition, McGrawHill Education India.
6. Modern Operating Systems, Andrew S Tanenbaum, 4th Edition, Pearson



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Semester: V

Course Title: Design And Analysis of Algorithms (Theory)	
Course code: CACT 301	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- CO1. Understand the fundamental concepts of algorithms and their complexity, including time and space complexity, worst-case and average-case analysis, and Big-O notation.
- CO2. Design algorithms for solving various types of problems, such as Sorting, Searching, and Graph traversal, Decrease-and-Conquer, Divide-and-Conquer and Greedy Techniques.
- CO3. Analyze and compare the time and space complexity of algorithms with other algorithmic techniques.
- CO4. Evaluate the performance of Sorting, Searching, Graph traversal, Decrease-and-Conquer, Divide-and-Conquer and Greedy Techniques using empirical testing and benchmarking, and identify their limitations and potential improvements.
- CO5. Apply various algorithm designs to real-world problems and evaluate their effectiveness and efficiency in solving them.

Contents	Hours
Unit	
Introduction: What is an Algorithm? Fundamentals of Algorithmic problem solving, Important Problem Type Fundamentals of Data Structures, Fundamentals of the Analysis of Algorithm Efficiency, Analysis Framework, Measuring the input size, Units for measuring Running time, Orders of Growth, Worst-case, Best-case and Average- case efficiencies. Asymptotic Notations and Basic: Efficiency classes, Informal Introduction, O-notation, Ω -notation, θ -notation, mathematical analysis of non-recursive algorithms, and mathematical analysis of recursive algorithms.	13



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Unit-2	
Brute Force & Exhaustive Search: Introduction to Brute Force approach, Selection Sort and Bubble Sort, Sequential search- -Closest-Pair and Convex-Hull Problems by Brute Force, Exhaustive Search – Travelling Salesman Problem and Knapsack Problem.	13
Unit-3	
Decrease-and-Conquer: Introduction, Insertion Sort, Depth First Search, Breadth First Search Topological Sorting. Divide-and-Conquer: Introduction, Merge Sort, Quick Sort, Binary Search, Binary Tree traversals and related properties, Multiplication of large Integers and Strassen's Matrix Multiplication.	13
Unit-4	
Greedy Technique: Introduction, Prim's Algorithm, Kruskal's Algorithm, Dijkstra's Algorithm, Huffman Trees, Lower-Bound Arguments, Decision Trees, P Problems, Challenges of Numerical Algorithms.	13

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the algorithms.															
Describe the analysis of algorithm efficiency using different notations.															
Discuss various problems using Brute force technique.															
Describe various problems using Divide and-Conquer Technique.															



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Describe various problems using Decrease-and-Conquer.														
Discuss Greedy Techniques.														
Devise an algorithm using appropriate design strategies for problem solving.														
Estimate the computational complexity of different algorithms.														
Demonstrate the hardness of simple NP-complete problems.														



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Course Title: Statistical Computing & R Programming (Theory)	
Course code: CACT 302	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- ☐ CO1. Explore fundamentals of statistical analysis in R environment.
- ☐ CO2. Describe key terminologies, concepts and techniques employed in Statistical Analysis.
- ☐ CO3. Define Calculate, Implement Probability and Probability Distributions to solve a wide variety of problems.
- ☐ CO4. Conduct and interpret a variety of Hypothesis Tests to aid Decision Making.
- ☐ CO5. Understand, Analyse, and Interpret Correlation Probability and Regression to analyse the underlying relationships between different variables.

Contents	Hours
Unit-1	
Introduction of the language, numeric, arithmetic, assignment, and vectors, Matrices and Arrays, Non-numeric Values, Lists and Data Frames, Special Values, Classes, and Coercion, Basic Plotting.	13
Unit-2	
Reading and writing files, Programming, Calling Functions, Conditions and Loops: stand- alone statement with illustrations in exercise, stacking statements, coding loops, Writing Functions, Exceptions, Timings, and Visibility. Basic Data Visualization.	13
Unit-3	



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Descriptive Statistics: Types of Data, Nominal, Ordinal, Scale and Ratio, Measures of Central Tendency, Mean, Mode and Median, Percentiles, Quartiles, Measures of Variability, Mean Absolute Deviation Range, Inter-Quartile-Range, Standard Deviation, Z-Scores. Coefficient of Variation, Measure of shaper-Skewness and Kurtosis, Bar Chart, Pie Chart and Box Plot, Histogram, Frequency Polygon, Stem and Leaf Diagram. Probability, Probability and Sampling Distribution: Methods of assigning probability, Structure of probability, Marginal, union, joint and conditional probabilities. Discrete Probability Distributions: Binomial, Poisson, Continuous Probability Distribution, Normal Distribution, Uniform Distribution. Estimating the population mean using the and t-distribution.	13
Unit-4	
Statistical Inference and Hypothesis Testing: Types of Hypothesis, and Sample, Null and Alternate Hypothesis, Level of Significance, Type I and Type II Errors, One Sample t-Test, One Sample Proportion Test, Paired Sample t-Test, Independent Samples t-Test, Two Sample Proportion Tests, One Way Analysis of Variance and Chi Square Test. Correlation and Regression: Analysis of Relationship, Positive and Negative Correlation, Perfect Correlation, Karl Pearson Coefficient of Correlation, Correlation Matrix, Scatter Plots, Simple Regression Analysis.	13

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.



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Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes(COs)/Program Outcomes(POs)	Program Outcomes(POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Explore fundamentals of statistical analysis in R environment.															
Describe key terminologies, concepts and techniques employed in Statistical Analysis.															
Define Calculate, Implement Probability and Probability Distributions to solve a wide variety of problems.															
Conduct and interpret a variety of Hypothesis Tests to aid Decision Making.															
Understand, Analyse, and Interpret Correlation Probability and Regression to analyse the underlying relationships between different variable															



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Course Title: Software Engineering (Theory)	
Course code: CACT 303	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- CO1 How to apply the software engineering lifecycle by demonstrating competence in communication, planning, analysis, design, construction, and deployment.
- CO2 An ability to work in one or more significant application domains.
- CO3 Work as an individual and as part of a multidisciplinary team to develop and deliver quality software.
- CO4 Demonstrate an understanding of and apply current theories, models, and techniques that provide a basis for the software lifecycle.
- CO5 Demonstrate an ability to use the techniques and tools necessary for engineering practice.

Contents	Hours
Unit-1	
OVERVIEW: Introduction; Professional and ethical responsibility; Software process models; Process Iteration; Process activities; The Rational Unified Process; Agile Software Development: Agile methods; Plan- driven and agile development. REQUIREMENTS ENGINEERING: Functional and non-functional requirements; Software requirements document; Requirement's specification; Requirements engineering processes; Requirement's elicitation and analysis; Requirement's validation; Requirements management	13
Unit-2	
SYSTEM MODELS: Context Models; Behavioral models- Data Flow Models, State Machine Models; Data Models; Object Models; Inheritance models, object aggregation, object behavior modeling, Structured methods.	13
Unit-3	



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ARCHITECTURAL DESIGN: Architectural design decisions; System Organization-The repository model, The layered model, The Client- server model; Modular decomposition styles. DESIGN AND IMPLEMENTATION: An Object-Oriented Design Process- System context and models of use, Architectural design, Object identification, Design models, Object Interface specification; Design Patterns.	13
Unit-4	
A STRATEGIC APPROACH TO SOFTWARE TESTING: Verification and Validation, Unit testing, Integration Testing, Regression testing, Smoke Testing, Alpha and Beta Testing, System testing, Component testing, Release testing; Test Case Design, Test Automation.	13

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe-Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) /Program Outcomes (POs)	Program Outcomes(POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
How to apply the software Engineering life cycle by demonstrating competence in communication, planning, analysis, design, construction, and deployment.															
An ability to work in one or more significant application domains.															
Work as an individual and as part of a multi disciplinary team to develop and deliver quality software.															



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Demonstrate an understanding of and apply current theories, models, and techniques that provide a basis for the software life cycle.															
Demonstrate an ability to use the techniques and tools necessary for engineering practice.															





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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Cloud Computing (Theory)	
Course code: CACT 304	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- ☐ CO1 Explain the core concepts of the cloud computing paradigm such as how and why this paradigm shift came about, the characteristics, advantages and challenges brought about by the various models and services in cloud computing.
- ☐ CO2 Apply the fundamental concepts in data centres to understand the trade-offs in power, efficiency and cost.
- ☐ CO3 Identify resource management fundamentals like resource abstraction, sharing and sandboxing and outline their role in managing infrastructure in cloud computing.
- ☐ CO4 Analyze various cloud programming models and apply them to solve problems on the cloud.

Contents	Hours
Unit-1	
Introduction: Different Computing Paradigms- Parallel Computing, Distributed Computing, Cluster Computing, Grid Computing, Cloud Computing etc., Comparison of various Computing Technologies; Cloud Computing Basics- What is Cloud Computing? History, Characteristic Features, Advantages and Disadvantages, and Applications of Cloud Computing; Trends in Cloud Computing; Leading Cloud Platform Service Providers.	10
Unit-2	



Cloud Architecture: Cloud Service Models- Infrastructure as a Service (IaaS), Platform as a Service (PaaS) and Software as a Service (SaaS), Comparison of different Service Models; Cloud Deployment Models- Public Cloud; Private Cloud, Hybrid Cloud, Community Cloud; Cloud Computing Architecture- Layered Architecture of Cloud. Virtualization- Definition, Features of Virtualization; Types of Virtualizations- Hardware Virtualization, Server Virtualization, Application Virtualization, Storage Virtualization, Operating System Virtualization; Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples- Xen: Paravirtualization, VMware: Full Virtualization, Microsoft Hyper-V.	10
Unit-3	
Cloud Application Programming and the Aneka Platform: Aneka Cloud Application Platform- Framework Overview, Anatomy of the Aneka Container; Building Aneka Clouds (Infrastructure Organization, Logical Organization, Private Cloud Deployment Mode, Public Cloud Deployment Mode, Hybrid Cloud Deployment Mode); Cloud Programming and Management- Aneka SDK (Application Model and Service Model); Management Tools (Infrastructure, Platform and Application management).	10
Unit-4	
Cloud Platforms in Industry: Amazon Web Services- Compute Services, Storage Services, Communication Services, Additional Services; Google AppEngine- Architecture and Core Concepts, Application Life-Cycle, Cost Model, Observations; Microsoft Azure- Azure Core Concepts (Compute, Storage, Core Infrastructure and Other Services), SQL Azure, Windows Azure Platform Appliance. Cloud Applications: Scientific Applications- Healthcare (ECG Analysis in the Cloud) Biology (Protein Structure Prediction and Gene Expression Data Analysis for Cancer Diagnosis), Geoscience (Satellite Image Processing); Business and Consumer Applications- CRM and ERP, Productivity, Social Networking, Media Applications, Multiplayer Online Gaming.	12



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Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Cloud Computing.															
Discuss about Cloud Application Programming and the Aneka Platform.															
Discuss about various Cloud Architecture.															
Study about AWS.															



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Business Intelligence (Theory)	
Course code: DSE-E1	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs): After the successful completion of the course, the student will be able to:

- ☐ CO1 Describe the Decision Support systems and Business Intelligence framework.
- ☐ CO2 Explore knowledge management, explain its activities, approaches and its implementation.
- ☐ CO3 Describe business intelligence, analytics, and decision support systems

Contents	Hours
Unit-1	
Information Systems Support for Decision Making, An Early Framework for Computerized Decision Support, The Concept of Decision Support Systems, A Framework for Business Intelligence, Business Analytics Overview, Brief Introduction to BigData Analytics	10
Unit-2	
Introduction and Definitions, Phases of the Decision, Making Process, The Intelligence Phase, Design Phase, Choice Phase, Implementation Phase, Decision Support Systems Capabilities, Decision Support Systems Classification, Decision Support Systems Components.	10
Unit-3	
Basic Concepts of Neural Networks, Developing Neural Network-Based Systems, Illuminating the Black Box of ANN with Sensitivity, Support Vector Machines, A Process Based Approach to the Use of SVM, Nearest Neighbor Method for Prediction, Sentiment Analysis Overview, Sentiment Analysis Applications, Sentiment Analysis Process,, Sentiment Analysis, Speech Analytics.	10
Unit-4	



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Decision Support Systems modeling, Structure of mathematical models for decision support, Certainty, Uncertainty, and Risk, Decision modeling with spreadsheets, Mathematical programming optimization, Decision Analysis with Decision Tables and Decision Trees, Multi-Criteria Decision Making With Pairwise Comparisons. Automated Decision Systems, The Artificial Intelligence field, Basic concepts of Expert Systems, Applications of Expert Systems, Structure of Expert Systems, Knowledge Engineering, and Development of Expert Systems.	12
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Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe-

Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Business Intelligence.															
Describe the various phases of Phases of the Decision, Making Process.															
Discuss about neural networks.															
Discuss the Architecture of Decision Support Systems modeling															



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Digital Marketing (Theory)	
Course code: CACV 301	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- CO1. Understand the fundamental concepts and principles of digital marketing.
- CO2. Develop practical skills to implement various digital marketing strategies and techniques
- Co3. Analyze and evaluate the effectiveness of digital marketing campaigns.
- CO4. Apply critical thinking and problem-solving skills to real-world digital marketing scenarios.
- CO5. Create comprehensive digital marketing plans and strategies.

Contents	Hours
Unit-1	
Introduction to Digital Marketing: Overview of digital marketing, Evolution of digital marketing, Importance and benefits of digital marketing, Digital marketing channels and platforms Digital Marketing Strategy and Planning: Developing a digital marketing strategy, Setting goals and objectives, Budgeting and resource allocation. Campaign planning and execution, Monitoring and adjusting digital marketing campaigns	10
Unit-2	
Social Media Marketing: Overview of social media marketing, Social media platforms and their features, Creating and optimizing social media profiles, Social media content strategy, Social media advertising and analytics	10
Unit-3	
Email Marketing: Introduction to email marketing, Building an email list, Creating effective email campaigns, Email automation and segmentation, Email marketing metrics and analytics Content Marketing: Understanding content marketing, Content strategy	11



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and planning, Content creation and distribution, Content promotion and amplification, Content marketing metrics and analytics	
Unit-4	
Mobile Marketing: Mobile marketing overview, Mobile advertising strategies, Mobile app marketing, Location-based marketing, Mobile marketing analytics Analytics and Reporting: Importance of analytics in digital marketing, Setting up web analytics tools (e.g., Google Analytics), Tracking and measuring key performance indicators (KPIs), Conversion tracking and optimization, Reporting and data visualization	11

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Digital Marketing.															
Describe the issues of Mobile Marketing efficiency using different notations.															
Discuss various problems in Social Media Marketing.															
Describe various fundamentals of Social Media Marketing.															
Describe various problems using Mobile Marketing															
Discuss Email Marketing.															



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Program Name	BCA	Semester	V
Course Title	Employability skills		
Course Code:	SEC-4	No.of Credits	03
Contact hours	48 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: Design and Analysis of Algorithms Lab	
Course code: CACP301	
Course Credits: 02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

Note: Implementation using C, Java or Python

PART-A

1. Write a program to sort a list of N elements using Selection Sort Technique.
2. Write a program to read 'n' numbers, find minimum and maximum value in an array using divide and conquer.
3. Sort a given set of n integer elements using Merge Sort method and compute its time complexity. Run the program for varied values of $n > 5000$, and record the time taken to sort.
4. Sort a given set of n integer elements using Quick Sort method and compute its time complexity. Run the program for varied values of $n > 5000$ and record the time taken to sort.
5. Write a program to sort a list of N elements using Insertion Sort Technique.
6. Write program to implement the BFS algorithm for a graph.
7. Write program to implement the DFS algorithm for a graph.
8. Write a program to implement Strassen's Matrix Multiplication of 2×2 Matrixes.

PART-B

1. Write program to implement backtracking algorithm for solving problems like N queens.
2. Design and implement in to find a subset of a given set $S = \{S_1, S_2, \dots, S_n\}$ of n positive integers whose SUM is equal to a given positive integer d. For example, if $S = \{1, 2, 5, 6, 8\}$ and $d = 9$, there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$. Display a suitable message, if the given problem instance doesn't have a solution.
3. Write a program find shortest paths to other vertices using Dijkstra's algorithm.
4. Write a program to perform Knapsack Problem using Greedy Solution.
5. Write program to implement greedy algorithm for job sequencing with deadlines.
6. Write a program to perform Travelling Salesman Problem
7. Write a program that implements Prim's algorithm to generate minimum cost spanning Tree.



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8. Write a program that implements Kruskal's algorithm to generate minimum cost spanning tree.

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Course Title: R Programming Lab	
Course code: CACP302	
Course Credits: 02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART-A

- Write a program to create a 3 X 3 matrices A and B and perform the following operations
 - $A^T \cdot B$
 - $B^T \cdot (A \cdot A^T)$
 - $(A \cdot A^T) \cdot B^T$
 - $[(B \cdot B^T) + (A \cdot A^T) - 100I_3]^{-1}$
- Write R program to find roots of quadratic equation using user defined function.
Test the program user supplied values for all possible cases.
- Write R script to generate prime numbers between two numbers using loops
- Write an R program to create a list containing strings, numbers, vectors and logical values and do the following manipulations over the list
 - Access the first element in the list
 - Give the names to the elements in the list
 - Add element at some positions in the list
 - Remove the element
 - print the first and third element
 - Update the third element
- The following table shows the time taken (in minutes) by 100 students to travel to school on a particular day.

Time	0-5	5-10	10-15	15-20	20-25
No. of students	5	25	40	17	13

- Draw the histogram
- Draw frequency polygon



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6. Write an R program to create a Data Frame with following details and do the following operations.

ItemCode	itemCategory	ItemPrice
1001	Electronics	700
1002	Desktop Supplies	300
1003	Office Supplies	350
1004	USB	400
1005	CD Drive	800

- a. Subset the Data frame and display the details of only those items whose price is greater than or equal to 350.
 - b. Subset the Data frame and display only the items where the category is either "OfficeSupplies" or "Desktop Supplies"
 - c. Subset the Data frame and display the items where the Itemprice between 300 and 700
 - d. Compute the sum of all ItemPrice
 - e. Create another Data Frame called "item-details" with three different fields itemCode, ItemQtyonHand and ItemReorderLvl and merge the two frames.
7. Create a factor marital_status with levels Married, single, divorced.
Perform the following operations on this factor
- a. Check the variable is a factor
 - b. Access the 2nd and 4th element in the factor
 - c. Remove third element from the factor
 - d. Modify the second element of the factor
 - e. Add new level widowed to the factor and add the same level to the factormarital_status
8. Write a R language Script for following operation on Iris Data Set
1. Load the Iris Dataset
 2. View first six rows of iris dataset
 3. Summarize iris dataset
 4. Display number of rows and columns
 5. Display column names of dataset.
 6. Create histogram of values for sepal length
 7. Create scatterplot of sepal width vs. sepal length
 8. Create boxplot of sepal width vs. sepal length
 9. Find Pearson correlation between Sepal.Length and Petal.Length
 10. Create correlation matrix for dataset



PART-B

Note: Implement Using R Script and Solve Manually

1. Write a R program to create a Vector containing following 8 values and perform the following operations.

4 3 0 5 2 9 4 5

- Find mean, median, mode.
- Find the range.
- Find the 35th and 78th percentile.
- Find the variance and standard deviation
- Find the interquartile range.
- Find the z-score for each value.

[R Script: 5 Marks

Solution: 7 Marks]

2. Write R script to find the correlation coefficient and type of correlation between advertisement expenses and sales volume using Karl Pearson's coefficient of correlation method (Direct Method).

Firm	1	2	3	4	5	6	7	8	9	10
Advertisement Exp. (Rs. In Lakhs)	11	13	14	16	16	15	15	14	13	13
Sales Volume (Rs. In Lakhs)	50	50	55	60	65	65	65	60	60	50

[R Script: 5 Marks

Solution: 7 Marks]

3. Write R script to compute the regression equation of y on x from the following data. Predict the value of y when x=7

X	2	4	5	6	8	11
Y	18	12	10	8	7	5

[R Script: 5 Marks

Solution: 7 Marks]

4. The times taken by a large group of students to complete a piece of homework, T minutes, are Normally distributed with a mean of 57 minutes and standard deviation of 6.5. Find the probability that the time taken by a random student from the group to complete this homework will be less than 60 minutes. Write R script to Find the probability that the time taken by a random student from the group to complete this homework
- Will be less than 60 minutes



b) Between 50 and 80 minutes

[R Script: 6 Marks]

Solution: 6 Marks]

5. Write R script to perform the following using binomial distribution

i. If $n=4$ and $p=0.10$, find $P(x=3)$

ii. If $n=12$ and $p=0.45$, find $P(5 \leq x \leq 7)$

[R Script: 6 Marks]

Solution: 6 Marks]

6. Perform the following using uniform distribution between 200

and 240i. $P(x > 230)$

ii. $P(205 \leq x \leq 220)$

[R Script: 6 Marks]

Solution: 6 Marks]

7. Following are the scores of max vertical jumps before and after the training program. Test whether the training program is helpful to the students (Use Paired t-test).

Player	Max Vertical Jump Before Training Program	Max Vertical Jump After Training Program
Player 1	22	24
Player 2	20	22
Player 3	19	19
Player 4	24	22
Player 5	25	28
Player 6	25	26
Player 7	28	28
Player 8	22	24
Player 9	30	30
Player 10	27	29
Player 11	24	25
Player 12	18	20
Player 13	16	17
Player 14	19	18
Player 15	19	18
Player 16	28	28
Player 17	24	26
Player 18	25	27
Player 19	25	27
Player 20	23	24

[R Script: 4 Marks]

Solution: 8 Marks]

8. A company has three manufacturing plants, and company officials want to determine whether there is difference in the average age of workers at the three locations. The following data are the ages of five randomly selected workers at



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each plant. Perform a one-way ANOVA to determine whether there is a significant difference in the mean ages of the workers at three plants. Use $\alpha=0.01$. Write R script for the above problem. **Plant(Employee Ages)**



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1	2	3
29	32	25
27	33	24
30	31	24
27	34	25
28	30	25

[R Script: 4 Marks

Solution: 8 Marks]

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Refer Practical List	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Semester-VI

Course Title: Artificial Intelligence and Applications	
Course code: CACT 351	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs): After the successful completion of the course, the student will be able to

- ☐ Gain a historical perspective of AI and its foundations.
- ☐ Become familiar with basic principles and strategies of AI towards problem solving
- ☐ Understand and apply approaches of inference, perception, knowledge representation, and learning.
- ☐ Understand the various applications of AI

Contents	Hours
Unit-1	
Introduction- What is Artificial Intelligence, Foundations of AI, History, AI – Past, Present and Future. Intelligent Agents- Environments- Specifying the task environment, Properties of task environments, Agent based programs-Structure of Agents, Types of agents- Simple reflex agents, Model-based reflex agents, Goal-based agents; and Utility-based agents.	13
Unit-2	
Problem Solving by Searching- Problem-Solving Agents, Well-defined problems and solutions, examples Problems, Searching for Solutions, Uninformed Search Strategies-Breadth-first search, Uniform-cost search, Depth-first search, Depth-limited search, Iterative deepening depth-first search, Bidirectional search, Greedy best-first search, A* Search, AO* search Informed (Heuristic) Search Strategies, Heuristic Functions	13
Unit-3	
Knowledge Representation – Knowledge-Based Agents, The Wumpus World , Logic, Propositional Logic, Propositional Theorem Proving, Effective Propositional Model Checking,	13



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Agents Based on Propositional Logic, First-Order Logic-Syntax and Semantics of First-Order Logic, Using First-Order Logic, Unification and Lifting Forward Chaining, Backward Chaining.	
Unit-4	
Learning- Forms of Learning, Supervised Learning, Machine Learning - Decision Trees, Regression and Classification with Linear Models, Artificial Neural Networks, Support Vector Machines Applications of AI - Natural Language Processing, Text Classification and Information Retrieval, Speech Recognition , Image processing and computer vision, Robotics	13
Text Books: 1. Stuart Russel, Peter Norvig: Artificial Intelligence A Modern Approach, 2nd Edition, Pearson Education, 2003 References 1. Tom Mitchell, "Machine Learning", 1st Edition, McGraw-Hill, 2017 2. Elaine Rich, Kevin Knight, Shivashankar B Nair: Artificial Intelligence, Tata McGraw Hill 3rd edition,	

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Develop systems that process unstructured, uncurated data automatically using artificial intelligence (AI) frameworks and platforms.															



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Determine the framework in which AI bots may function, including interactions with users and environments.															
Design and implement cognitive automation for different industries.															
Describe various problems using Searching-Problem Technique.															
Devise an algorithm using appropriate design strategies for problem solving.															

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Course Title: PHP & MySQL	
Course code: CACT 352	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes:

After the successful completion of the course, the student will be able to:

CO1. Design dynamic and interactive web pages and websites.

CO2. Run PHP scripts on the server and retrieve results.

CO3. Handle databases like MySQL using PHP in websites.

Description	Hours
Unit-1	
Introduction to PHP: Introduction to PHP, History and Features of PHP, Installation & Configuration of PHP, Embedding PHP code in Your Web Pages, Understanding PHP, HTML and White Space, Writing Comments in PHP, Sending Data to the Web Browser, Data types in PHP, Keywords in PHP, Using Variables, Constants in PHP, Expressions in PHP, Operators in PHP.	13
Unit-2	
Programming with PHP: Conditional statements: if, if-else, switch, The ? Operator, Looping statements: while Loop, do-while Loop, for Loop Arrays in PHP: Introduction- What is Array?, Creating Arrays, Accessing Array elements, Types of Arrays: Indexed v/s Associative arrays, Multidimensional arrays, Creating Array, Accessing Array, Manipulating Arrays, Displaying array, Using Array Functions, Including and Requiring Files- use of Include() and Require(), Implicit and Explicit Casting in PHP.	13
Unit-3	
Using Functions , Class- Objects, Forms in PHP: Functions in PHP, Function definition, Creating and invoking user-defined functions, Formal parameters versus actual parameters, Function and variable scope, Recursion, Library functions, Date and Time Functions Strings in PHP: What is String?, Creating and Declaring	13



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String, String Functions	
Class & Objects in PHP: What is Class & Object, Creating and accessing a Class & Object, Object properties, object methods, Overloading, inheritance, Constructor and Destructor Form Handling:	
Unit-4	
Creating HTML Form, Handling HTML Form data in PHP Database Handling Using PHP with MySQL: Introduction to MySQL: Database terms, Data Types. Accessing MySQL -Using MySQL Client and Using php MyAdmin, MySQL Commands, Using PHP with MySQL: PHP MySQL Functions, Connecting to MySQL and Selecting the Database, Executing Simple Queries, Retrieving Query Results, Counting Returned Records, Updating Records with PHP	13

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the PHP.															
Problem solving using PHP.															
Discuss various OOPS concepts in PHP.															
Discuss the Database Connectivity in PHP.															
Study about Query handling in MySQL															
Discuss PHP forms.															



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Course Title: Fundamentals of Data Science	
Course code: CACE 351	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs): After the successful completion of the course, the student will be able to:

- ☐ Understand the concepts of data and pre-processing of data.
- ☐ Know simple pattern recognition methods
- ☐ Understand the basic concepts of Clustering and Classification
- ☐ Know the recent trends in Data Science

Contents	Hours
Unit-1	
Data Mining: Introduction, Data Mining Definitions, Knowledge Discovery in Databases (KDD) Vs Data Mining, DBMS Vs Data Mining, DM techniques, Problems, Issues and Challenges in DM, DM applications.	11
Unit-2	
Data Warehouse: Introduction, Definition, Multidimensional Data Model, Data Cleaning, Data Integration and transformation, Data reduction, Discretization	11
Unit-3	
Mining Frequent Patterns: Basic Concept – Frequent Item Set Mining Methods –Apriori and Frequent Pattern Growth (FPGrowth) algorithms –Mining Association Rules	10
Unit-4	
Classification: Basic Concepts, Issues, And Algorithms: Decision Tree Induction. Bayes Classification Methods, Rule-Based Classification, Lazy Learners (or Learning from your Neighbours), k Nearest Neighbour. Prediction - Accuracy- Precision and Recall Clustering: Cluster Analysis, Partitioning Methods, Hierarchical Methods, Density-Based Methods, Grid-Based Methods, Evaluation of Clustering	10



4. 4 K.P.Soman, Shyam Diwakar, V.Ajay: Insight into Data Mining – Theory and Practice, PHI 5
5. Pang-Ning Tan, Michael Steinbach, Vipin Kumar - “Introduction to Data Mining”, Pearson Education

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the DataMining.															
Describe the various models of DataMining..															
Discuss about Classification Algorithms.															
Discuss Clustering Algorithms.															



Course Title: Mobile Application Development	
Course code: CACE 351	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- ☐ Create Servlets for server side programming Create, test and debug Android application by setting up Android development environment
- ☐ Critique mobile applications on their design pros and cons,
- ☐ Program mobile applications for the Android operating system and understand techniques for designing and developing sophisticated mobile interfaces
- ☐ Deploy applications to the Android marketplace for distribution.

Contents	Hours
Unit-1	
Android OS design and Features: Android development framework, SDK features, Installing and running applications on Android Studio, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools, Building your First Android application.	11
Unit-2	
Android Application Design Essentials: Anatomy of an Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions.	11
Unit-3	
Android User Interface Design Essentials: User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation. Testing Android applications, Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources.	10
Unit-4	
Using Common Android APIs: Using Android Data and Storage APIs, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android WebAPIs, Deploying Android Application to the World.	10



Text Books:

1. Lauren Darcey and Shane Conder , “Android Wireless Application Development”, Pearson Education, 2nd ed. (2011)
2. Reto Meier, “Professional Android 2 Application Development”, Wiley India Pvt Ltd
3. Mark L Murphy, “Beginning Android”, Wiley India Pvt Ltd
4. Android Application Development All in one for Dummies by Barry Burd, Edition: I
5. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013
6. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Mobile Application.															
Describe the Android tool kit.															
Design the Andriod User Interface.															
Discuss about Common Android APIs.															



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Course Title: Web Content Management System (Theory)	
Course code: CACV 351	
Course Credits: 03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

CO1. Understand content development basics

CO2. Gain Knowledge of tools for multimedia content development for audio/ video, graphics, animations, presentations, screen casting

CO3. Host websites and develop content for social media platforms such as wiki and blog. CO4. Understand e-publications and virtual reality

CO5. Use of e-learning platform Moodle and CMS applications Drupal and Joomla

Contents	Hours
Unit-1	
Web Content Development and Management, Content Types and Formats, Norms and Guidelines of Content Development, Creating Digital Graphics, Audio Production and Editing.	11
Unit-2	
Web Hosting and Managing Multimedia Content, Creating and Maintaining a Wiki Site. Presentation Software Part I, Presentation Software Part II, Screen casting Tools and Techniques, Multilingual Content Development.	11
Unit-3	
Planning and Developing Dynamic Web Content Sites, Website Design Using CSS Creating and Maintaining a WIKI Site, Creating and Managing a Blog Site,	10
Unit-4	
E- Publication Concept, E- Pub Tools, Simulation and Virtual Reality Applications, Creating 2D and 3 D Animations, Introduction to Moodle, Creating a New Course and Uploading, Create and Add Assessment, Add and Enroll User and Discussion Forum, Content Management System: Joomla, Content Management System: Drupal	10

**SRI DHARMASTHALA MANJUNATHESHWARA COLLEGE (AUTONOMOUS)****UJIRE – 574 240****(Re-Accredited by NAAC at 'A++' Grade)****DAKSHINA KANNADA, KARNATAKA STATE****Text Books:**

1. Web Content Management: Systems, Features, and Best Practices 1st Edition by Deane Barker.
2. Content Management Bible (2nd Edition) 2nd Edition by Bob Boiko.
3. Content Management Bible (2nd Edition) 2nd Edition by Bob Boiko.
4. Using Joomla!: Efficiently Build and Manage Custom Websites 2nd Edition by Ron Severdia

Additional Reading:

https://onlinecourses.swayam2.ac.in/cec20_lb09/preview

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Web Content Development and Management															
Understanding the role of content management technologies to acquire, organize and present web content.															
Understanding and exploring methods, tools and applications for content management.															
Understanding the knowledge cycle: acquisition, storing, application and maintenance															
Understanding key terms about semantic web, knowledge management and content management technologies															



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Course Title: Advanced JAVA and J2EE	
Course code:	
Course Credits: 04	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 40
Summative Assessment Marks: 60	Duration of SEE/Exam: 02 Hours

Course Outcomes:

After the successful completion of the course, the student will be able to:

CO1. Identify the need for advanced Java concepts like Enumerations and Collections

CO2. Construct client-server applications using Java socket API CO3.

Make use of JDBC to access database through Java Programs CO4.

Adapt servlets to build server side programs

CO5. Demonstrate the use of JavaBeans to develop component-based Java software

Contents	Hours
Unit-1	
Enumerations, Autoboxing and Annotations(metadata): Enumerations, Enumeration fundamentals, the values() and valueOf() Methods, java enumerations are class types, enumerations Inherits Enum, example, type wrappers, Autoboxing, Autoboxing and Methods, Autoboxing/Unboxing occurs in Expressions, Autoboxing/Unboxing, Boolean and character values, Autoboxing/Unboxing helps prevent errors, A word of Warning. Annotations, Annotation basics, specifying retention policy, Obtaining Annotations at run time by use of reflection, Annotated element Interface, Using Default values, Marker Annotations, Single Member annotations, Built-In annotations.	13



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Java Beans: Definition, Advantages of java beans,introspection,bound and constraint properties,persistence,customizers,java beans API,example	
Unit-2	
The collections and Framework: Collections Overview, Recent Changes to Collections, The Collection Interfaces, The Collection Classes, Accessing a collection Via an Iterator, Storing User Defined Classes in Collections, The Random Access Interface, Working With Maps, Comparators, The Collection Algorithms, Why Generic Collections?, The legacy Classes and Interfaces, Parting Thoughts on Collections. MVC Architecture in Java: What is MVC architecture in Java, Advantages of MVC Architecture, Implementation of MVC using Java, MVC Architecture Layers,	13
Unit-3	
String Handling : The String Constructors, String Length, Special String Operations, String Literals, String Concatenation, String Concatenation with Other Data Types, String Conversion and toString() Character Extraction,charAt(), getChars(), getBytes() toCharArray(), StringComparison, equals() and equalsIgnoreCase(), regionMatches() startsWith() and endsWith(), equals() Versus == , compareTo() Searching Strings, Modifying a String, substring(), concat(), replace(), trim(), Data Conversion Using valueOf(), Changing the Case of Characters Within a String, Additional String Methods, StringBuffer , StringBuffer Constructors, length() and capacity(), ensureCapacity(), setLength(), charAt() and setCharAt(), getChars(),append(), insert(), reverse(),delete() and deleteCharAt(), replace(), substring(),Additional StringBuffer Methods, StringBuilder. RMI Distributed Applications. How client and server communicate through remote objects. Object Persistence and Serialization, Introduction to Distributed Computing, RMI Architecture, Importance of RMI Registry, Developing Simple RMI application, Callback Implementation in RMI.	13
Unit-4	



4	Background; The Life Cycle of a Servlet; Using Tomcat for Servlet Development; A simple Servlet; The Servlet API; The javax.servlet Package; Reading Servlet Parameter; The javax.servlet.http package; Handling HTTP Requests and Responses; Using Cookies; Session Tracking. Java Server Pages (JSP): JSP, JSP Tags, Tomcat, RequestString, User Sessions, Cookies, Session Objects The Concept of JDBC; JDBC Driver Types; JDBC Packages; A Brief Overview of the JDBC process; Database Connection; Associating the JDBC/ODBC Bridge with the Database; Statement Objects; ResultSet; Transaction Processing; Metadata, Data types; Exceptions.	13
<p>Text Books:</p> <ol style="list-style-type: none">1. Herbert Schildt: JAVA the Complete Reference, 7th/9th Edition, TataMcGraw Hill, 2007.2. Jim Keogh: J2EE-TheCompleteReference, McGraw Hill, 2007. <p>References</p> <ol style="list-style-type: none">1. Y. Daniel Liang: Introduction to JAVA Programming, 7thEdition, Pearson Education, 2007.2. Stephanie Bodoff et al: The J2EE Tutorial, 2nd Edition, Pearson Education,2004.3. Uttam K Roy, Advanced JAVA programming, Oxford University press,2015.		

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.



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Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Interpret the need for advanced Java concepts like enumerations and collections in developing modular and efficient programs															
Build client-server applications and TCP/IP socket programs															
Illustrate database access and details for managing information using the JDBC API															
Describe how servlets fit into Java-based web application architecture															
Develop reusable software components using Java Beans															



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Program Name	B.C.A	Semester	VI
Course Title	Internship		
Course Code:	SEC-5	No.of Credits	02
Contact hours	30 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	20	Summative Assessment Marks	30

GUIDELINES FOR CONDUCTING INTERNSHIP:

Internships can cover a wide range of concepts and topics and some common concepts that can be covered under various types of internships:

☐ **Technical Skills**

- Depending on the field, interns can develop technical skills such as programming languages, software tools, data analysis, design software, and more.

☐ **Soft Skills:**

- Communication: Written and verbal communication skills, including effective emailcommunication, presentations, and client interactions.
- Teamwork: Collaborating with colleagues, working in cross-functional teams, and building effective relationships.
- Time Management: Prioritizing tasks, managing deadlines, and staying organized.
- Problem Solving: Analysing challenges, identifying solutions, and makinginformed decisions.
- Adaptability: Handling changes, learning new processes, and adjusting to evolving situations.

☐ **Innovation and Entrepreneurship:**

- Exploring innovative business ideas, product development, market research, and business model creation.

☐ **Data Analytics and Interpretation:**

- Learning how to work with data, perform analysis, and derive insights to inform decision-making.

☐ **Leadership and Management:**

- Developing leadership skills, understanding different management styles, andlearning how to motivate teams.



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These are just a few examples of the many concepts that can be covered in internship programs. The specific concepts/coverage of the above will vary based on college infrastructure and faculty competence. It is important to tailor the internship experience to align with the interns' career goals and the industry needs.

Evaluation:

The report shall be prepared by the student under the guidance of the identified mentor in the college and submitted to the Head of the Department for evaluation. The report shall be evaluated by the two internal faculty members and submit the final sessional and summative marks to the university.



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Course Title: PHP and MySQL Lab	
Course code: CACP351	
Course Credits: 02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART-A

1. Create an HTML form with fields for user's name, email, and message. Write a PHP script to handle form data submission and display the submitted information.

Contact Form

Name:

Email:

Message:

Form Submission Result

Name: No Name

Email: noname@gmail.com

Message: Welcome to PHP

2. Write a PHP program that collects input from the user through a textbox and checks whether the given number is an Armstrong number or not.

- If the number is indeed an Armstrong number, display all numbers in range from 1 to that specified number (Note : 0 is Not an Armstrong Number).
- Perform text validation, including checks for positive integers and general textinput.



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Armstrong Number Checker

Enter a number:

153 is an Armstrong number.

Armstrong numbers from 1 to 153 are: 1 2 3 4 5 6 7 8 9

Armstrong Number Checker

Enter a number:

100 is not an Armstrong number.

Armstrong Number Checker

Enter a number:

Please enter a valid positive integer.

3. Write a PHP program demonstrating the usage of sessions to store and retrieve user credentials like username and password. Combine the login, welcome, and logout functionalities into two files – 'index.php' and 'welcome.php'.

Login

Username:

Password:

Welcome user2

This is a secure area. You're logged in.

[Logout](#)

4. Write a simple PHP program with a user interface for a mathematical calculator using HTML forms.

Perform division by zero operation with appropriate display of messages.

Perform text validation, special character validation for textboxes with appropriatedisplay of messages

PHP Calculator

5. Write a PHP program with a user interface for calculating age based on the user's birth date. Display the age in years, months, and days

Age Calculator

Enter your birth date:

Your age is 19 years, 9 months, and 8 days.

6. Write a PHP program to create an associative array representing a dictionary with words as keys and their meanings as values. Allow users to input a word and display



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its meaning if found, otherwise, display a "Word not found" message. (Please keep 10 pairs of keys and their meanings)

Dictionary

Enter a word:

Meaning: A fruit that grows on trees.

Dictionary

Enter a word:

Word not found.

7. Write a PHP program that includes a user form with a text field and submit buttons for various string manipulations. It will display the result accordingly. (for replace, replace 'a' with 'x').

String Manipulation

Enter a string:

Shuffled string: niIda

8. Write a PHP user interface program with an HTML form to input a string. Upon submission, it will display the number of times each word occurs, ignoring the distinction between capital and lowercase letters. It should also print the most and least used words. Additionally, include buttons for sorting data in ascending order and descending order.

Word Frequency Analyzer

Enter a string:

Word Frequencies:

a: 1 times
b: 2 times
c: 3 times
d: 4 times

The most used word is: d (used 4 times)

The least used word is: a (used 1 times)

Word Frequency Analyzer

Enter a string:

Word Frequencies:

d: 4 times
c: 3 times
b: 2 times
a: 1 times

The most used word is: d (used 4 times)

The least used word is: a (used 1 times)

PART-B

1. PHP program to implement student registration form using Labels, Text Boxes, Text Area, Checkbox, Radio Buttons, Select and Submit button. (First Name, Last Name, Address, E-Mail, Mobile, City, State, Gender, Hobbies, Blood Group). Display user inserted value in a new PHP page in a neat format.



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2. Develop a PHP program that facilitates the addition, multiplication of two matrices. Utilize HTML for the user interface and PHP for the backend logic. Dynamically generate the required number of textboxes based on the specified number of rows and columns. Implement three distinct buttons to perform each matrix operation. For instance, consider the addition of two matrices as an example.

Matrix Addition

Enter the number of rows:

Enter the number of columns:

Matrix A

<input type="text" value="3"/>	<input type="text" value="4"/>	<input type="text" value="6"/>
<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text" value="-2"/>

Matrix B

<input type="text" value="5"/>	<input type="text" value="6"/>	<input type="text" value="2"/>
<input type="text" value="3"/>	<input type="text" value="5"/>	<input type="text" value="4"/>

Result Matrix

<input type="text" value="8"/>	<input type="text" value="10"/>	<input type="text" value="8"/>
<input type="text" value="7"/>	<input type="text" value="7"/>	<input type="text" value="2"/>

3. Write a PHP program that implements a class to add and find the difference of two distance values given in feet and inches. The user inputs are collected through an HTML form.



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Distance Calculator

Distance 1:

Feet:

Inches:

Distance 2:

Feet:

Inches:

Results:

Sum: 9' 5"

Difference: 5' 8"

4. Program to implement a login form where users enter their username and password. Validate the credentials against data stored in a MySQL database and grant access if they are correct.

5. Program to create a feedback form with fields for name, email, subject, and message. Store the submitted feedback data in a MySQL database for later review.

6. Develop a dynamic PHP application to efficiently manage and store customer information, encompassing key fields like Customer Number, Customer Name, Item Purchased, and Mobile Number in Database. This application should provide a user-friendly interface with strategically placed buttons to trigger specific functionalities. These functionalities include:

- a. Add Customer Information: Clicking this button should dynamically reveal a form for entering new customer details. Include proper validation checks for mobile numbers (10 digits), and also for Customer id ensuring accuracy in data input.
- b. Delete Customer Records: Triggering this button should prompt the appearance of a form, specifically requesting the Customer ID to identify and delete the corresponding customer record. And provide appropriate messages for incorrect inputs.
- c. Search for Particular Entries: This function should unveil a search form when activated, allowing users to input Customer id to find specific customer records.



- d. Sort Database Based on Customer Id: Clicking this button should facilitate the sorting of the entire database based on customer id.
- e. Display Complete Set of Records: Activating this function should present a comprehensive display of all customer records.
- f. Interface Design: Initially, the interface should only showcase functional buttons. Upon clicking a button, the respective form should dynamically appear, offering a tailored and focused user experience.
- g. Give proper messages after every transaction.

7. A PHP and MySQL programme that features a book shopping form that takes in the book number, book title, price, quantity, and a option to choose the book code. The bill with the discounted amount and net bill amount is then displayed. Additionally, bill data are stored in the table.

Code Discount rate

101	15%
102	20%
103	25%
Any other	5%

Find the discount amount and Net bill amount. Display the bill.

8. Develop a web application for proficiently managing hotel reservations, employing PHP for backend logic and MySQL for data storage. The application should feature a well-structured database table encompassing essential fields such as Room Number (primary key), Room Type (e.g., single semi, single deluxe, double semi, double deluxe, dormitory), Capacity, and Status (booked or available). Within the application's user interface, provide a textbox for entering the room number and two distinct buttons for check-in and check-out functionalities. Ensure that both check-in and check-out operations are executed based on the entered room number, facilitating a seamless and intuitive user experience

- A. Insert 5 records into the table through interface, reflecting both available and booked rooms.
- B. Lists all available rooms and booked rooms on the webpage.
- C. Change the booking status to "booked" when a user checks in.
- D. Change the room status to "available" when a user checks out.
- E. Displays appropriate messages for successful booking, check-out, or if the room number is not present or not in the expected status.



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valuation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Course Title: Advanced Java and J2EE LAB	
Course code:	
Course Credits: 02	Hours/Week:04
Total Contact Hours: 52	Formative Assessment Marks: 25
Summative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours

PART-A

1. Write a program to convert numbers into words using Enumerations with constructors, methods and instance variables.(INPUT RANGE-0 TO 99999)EX: 36 THIRTY SIX
2. Find the second maximum and second minimum in a set of numbers using autoboxing and unboxing.
3. Write a menu driven program to create an ArrayList and perform the following operations
 - i) Adding elements
 - ii) Sorting elements
 - iii) Replace an element with another
 - iv) Removing an element
 - v) Displaying all the elements
 - vi) Adding an element between two elements
4. Write a java program to find words with even number of characters in a string, then swap the pair of characters in those words and also toggle the characters in a given string
EX:
Good Morning everyone
Output: oGdo vereoyen
gOOD mORNING EVERYONE
5. Write a Servlet program that accepts the age and name and displays if the user is eligible for voting or not



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Output:

Name	<input type="text" value="Mayank"/>
Age	<input type="text" value="23"/>
<input type="button" value="check voting eligibility"/>	

Mayank you are eligible to vote

[Home](#)

Name	<input type="text" value="Aditya"/>
Age	<input type="text" value="15"/>
<input type="button" value="check voting eligibility"/>	

Aditya you are not eligible to vote

[Home](#)

6. Write a JSP program to print first 10 Fibonacci and 10 prime numbers.
7. Write a JSP Program to design a shopping cart to add items, remove item and to display items from the cart using Sessions
8. Write a java Servlet program to Download a file and display it on the screen(A link has to be provided in HTML, when the link is clicked corresponding file has to be displayed on screen).

PART-B

1. Write a menu driven JDBC program to perform basic operations with Student Table.

MENU

1. Add new Student
2. Delete a specified students Record
3. Update Students Address specified students Record
4. Search for a particular Student
5. Exit



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Student

StRegNo	StName	Stdob	StAddress	StClass	StCourse
---------	--------	-------	-----------	---------	----------

2. Write a menu driven JDBC program to perform basic operations with Bank Table.

MENU
1. Add new Account Holder information.
2. Amount Deposit
3. Amount Withdrawal (Maintain minimum balance 500 Rs)
4. Display all information
5. Exit

Bank

ACC_NO	ACC_NAME	ACC_ADDRESS	BALANCE
--------	----------	-------------	---------

3. Write a Java class called Tax with methods for calculating Income Tax. Have this class as a servant and create a server program and register in the rmiregistry. Write a client program to invoke these remote methods of the servant and do the calculations. Accept inputs interactively.

< ₹ 3,00,000	No Tax
₹ 3,00,001 to ₹ 6,00,000	5%
₹ 6,00,001 to ₹ 9,00,000	10%
₹ 9,00,001 to ₹ 12,00,000	15%
₹ 12,00,001 to ₹ 15,00,000	20%
> ₹ 15,00,000	30%

4. Write a Java class called SimpleInterest with methods for calculating simple



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interest. Have this class as a servant and create a server program and register in the rmiregistry. Write a client program to invoke these remote methods of the servant and do the calculations. Accept inputs at command prompt.

5. Write a Servlet Program to perform Insert, update and View operations on Employee Table

Employee

Name	Password	Email	Country
------	----------	-------	---------

Add New Employee

Name:

Password:

Email:

Country:

[view employees](#)

Employees List

Id	Name	Password	Email	Country	Edit
63	Amit Kumar	amtkmj45	amitkumar@gmail.com	India	edit
61	Rahul Kumar	rahul4000	rahulkk@gmail.com	India	edit
62	Sonoo Jaiswal	sonoobsk	sonoojaiswal1987@gmail.com	India	edit
44	adarsh kumar	kkkkk	adarsh232@gmail.com	India	edit

Update Employee

Name:

Password:

Email:

Country:

6. Write a java JSP program to get student information through a HTML and create



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a JAVA Bean Class, populate Bean and Display the same information through anotherJSP

7. Write a menu driven program to create a linked list and perform the following operations.

a. to Insert some Elements at the Specified Position

b. swap two elements in a linked list

c. to Iterate a LinkedList in Reverse Order

d. to Compare Two LinkedList

e. to Convert a LinkedList to ArrayList

8. Implement a java application based on the MVC design pattern.

Input student Rollno, name ,marks in three subject calculate result and grade and display the result in neat format.

Percentage of Marks	Grade
Above 90%	A
80% to 90%	B
70% to 80%	C
60% to 70%	D
Below 60%	E

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Scheme of Assessment for Theory Examination

Duration:

3HrsMax

Marks: 60

Question Pattern		Marks
Part-A		
1. Answer any SIX sub-questions (6×2=12)		12
Sub-question	Unit	
a, b	1	
c, d	2	
e, f	3	
g, h	4	
Part-B		
(Answer any ONE full question from each unit-12 marks each)(Combinations of sub-questions of 3 to 6marks)		
Unit-1		12
2.		
3.		
Unit-2		12
4.		
5.		
Unit-3		12
6.		
7.		
Unit-4		12
8.		
9.		
Total		60



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Syllabus of BSc Computer Science



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I Semester B.Sc.

Course Code: CSCT 101	Course Title: Computer Fundamentals and Programming in C
Course Credits:4	Hours of Teaching / Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 2 Hours

Contents	Hours
Unit-1	
Fundamentals of Computers: Introduction to Computers – Definition of a computer, Characteristics of computers, Evolution of computers, Generations of computers, Classification of computers. Computer system, applications of computers. Number Systems – different types, conversion from one number system to another; Coding schemes – ASCII and Unicode. Computer Software – Categories of software. Computer Programming and Languages – Machine Level, Assembly level, and High level languages; Translator Programs-Assembler, Interpreter and Compiler. Developing a computer program, Program Development Cycle-Algorithm, Flowchart and Pseudo code with examples. Introduction to C Programming: Overview of C; History and Importance of C; Structure of a C Program with Examples; Creating and Executing a C Program; Compilation process in C.	13
Unit-2	
C Programming Basic Concepts : C Character Set; C tokens- keywords, identifiers, constants, and variables; Data types; Declaration and initialization of variables; Symbolic constants. C Operators and Expressions: Arithmetic operators; Relational operators; Logical operators; Assignment operators; Increment & Decrement operators; Bitwise operators; Conditional operator; Special operators; Operator Precedence and Associativity; Evaluation of arithmetic expressions; Type conversion. Input and output with C: Formatted I/O functions- <i>printf</i> and <i>scanf</i> , control strings and escape Sequences, output specifications with <i>printf</i> functions; Unformatted I/O functions to read and display single character and a string- <i>getchar</i> , <i>putchar</i> , <i>gets</i> and <i>puts</i> functions.	13
Unit-3	
Control Structures: Branching: if, if-else, nested if, else-if ladder, switch. Looping: while, do-while and for loop, nested loops, exit, break, jumps in loops. Arrays: One Dimensional arrays - Declaration, Initialization and Memory representation; Two Dimensional arrays - Declaration, Initialization and Memory representation. Strings: Declaring and Initializing string variables; String handling functions - <i>strlen</i> , <i>strcmp</i> , <i>strcpy</i> and <i>strcat</i> ; Character handling functions - <i>tolower</i> , <i>toupper</i> , <i>isalpha</i> , <i>isnumeric</i> etc.	13



Unit-4	
<p>Pointers in C:</p> <p>Understanding pointers-</p> <p>Declaring and initializing pointers, accessing address and value of variables using pointers; Pointers and Arrays; Pointer Arithmetic; Advantages and disadvantages of using pointers.</p> <p>User- Defined Functions: Need for user defined functions; Format of user defined functions; Components of user defined functions - return type, name, parameter list, function body, return statement and function call; Categories of user defined functions - With and without parameters and return type.</p> <p>User - Defined Data Types:</p> <p>Structures - Structure Definition, Advantages of Structure, declaring structure variables, accessing structure members, Structure members initialization, comparing structure variables,</p> <p>Array of Structures; Unions - Union definition; difference between Structures and Unions.</p> <p>Text Books</p> <ol style="list-style-type: none">1. Pradeep K. Sinha and Priti Sinha: Computer Fundamentals (Sixth Edition), BPB Publication2. ITL Education Solution Limited, Introduction to Information Technology, Second Edition 2018, Pearson Education3. E. Balagurusamy : Programming in <p>ANSIC(TM)Reference Books</p> <ol style="list-style-type: none">1. Kamthane: Programming with ANSI and TURBOC(Pearson Education)2. V. Rajaraman: Programming in C (PHI-EEE)3. S. Byron Gottfried: Programming with C (TMH)4. Kernighan & Ritchie : The C Programming Language (PHI)5. Yashwant Kanitkar : Let us C6. P.B.Kottur : Programming in C (Sapna Book House)	13



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UJIRE – 574 240

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DAKSHINA KANNADA, KARNATAKA STATE

Course Code: CSCP 101	Course Title: C Programming Lab
Course Credits: 2	Hours of Teaching / Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 3 Hours

Practice Lab

The following activities to be carried out in the lab during the initial period of the semester:

1. Basic Computer Proficiency
 - a. Familiarization of Computer Hardware Parts
 - b. Basic Computer Operations and Maintenance
 - c. Do's and Don'ts, Safety Guidelines in Computer Lab
2. Familiarization of Basic Software – Operating System, Word Processors, Internet Browsers, Integrated Development Environment (IDE) with Examples.
3. Type Program Code, Debug and Compile basic programs covering C Programming fundamentals discussed during theory classes.

Part A

1. Write a program to read three numbers and find the biggest of three
2. Write a program to find the area of a triangle using three sides of triangle.
3. Write a program to check for prime number.
4. Write a program to generate n Fibonacci numbers.
5. Write a program to read a multi digit number find the sum of the digits, reverse the number and check it for palindrome
6. Write a program to read numbers from keyboard continuously till the user presses 999 and to find the sum of only positive numbers
7. Write a program to accept student name and marks in three subjects. Find the total marks, average and grade (depending on the average marks).
8. Write a program to find the roots of quadratic equation (demonstration of switch – case statement)
9. Write a program to find largest and smallest element in a list of 'n' elements (Demonstration of single dimensional array)
10. Write a program to perform addition and subtraction of Matrices

Part B

1. Write a program to accept 'n' and find the sum of the series $1!+3!+5!+\dots+n!$
2. Write user-defined functions to (a) find the length of a string (b) concatenate two strings. Call these functions in the main program.
3. Write a program to reverse a string using pointers. Use it in a program to find whether a given string is palindrome or not.



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4. Write a program to transpose a matrix of order NxM and check whether it is symmetric or not.
5. Write a program to add two matrices using pointers.
6. Write a program to read a string and to find the number of alphabets, digits, vowels, consonants, spaces and special characters.
7. Write a program to generate the n^{th} Fibonacci number and use this function in the main program to display the first 'n' Fibonacci numbers.
8. Write a function to find the GCD of two integers and use this function in the main program to find the GCD of 'n' integers.

9. Write a program to enter the information of n students (name, register number, marks in three subjects) into an array of structures. Compute and print the result of all students. For passing, student should get at least 35 in each subject, otherwise result is "FAIL".

If the student passes and if percentage ≥ 70 , result is DISTINCTION; If percentage is < 70 and ≥ 60 , result is FIRST CLASS; if percentage is < 60 and ≥ 50 , result is SECOND CLASS; otherwise result is PASS CLASS. Get the output of all students in a tabular form with proper column headings.

10. Write a program to prepare the pay slip of n employees using an array of structures. Input the employee name, employee number and basic pay. Calculate the DA, HRA, PF, PT, Gross Pay and Net Pay as follows: If Basic < 40000 , DA = 50% of Basic, HRA = 12% of Basic, PF = 12% of Gross Pay, PT = 250. Otherwise DA = 40% of Basic, HRA = 10% of Basic, PF = 13% of Gross, PT = 300. Gross Pay = Basic + DA + HRA and Net Pay = Gross Pay - PF - PT.

Note: Student has to execute a minimum of 10 programs in each part to complete the Lab course.

Evaluation Scheme for Practical Examination

Assessment Criteria		Marks
Program -1 from Part A	Writing the Program	5
	Execution and Formatting	3
Program -2 from Part B	Writing the Program	7
	Execution and Formatting	5
Practical Records		5
Total		25



II Semester

Course Code: CSCT 151	Course Title: Data Structures using C
Course Credits: 4	Hours of Teaching/Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 3 Hours

Course Outcomes (COs)

After completing this course satisfactorily, a student will be able to:

- Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms
- Describe common applications for arrays, records, linked structures, stacks, queues, trees, and graphs
- Write programs that use arrays, records, linked structures, stacks, queues, trees, and graphs
- Demonstrate different methods for traversing trees
- Compare alternative implementations of data structures with respect to performance
- Describe the concept of recursion, give examples of its use
- Discuss the computational efficiency of the principal algorithms for sorting and searching

Content	Hours
Unit - 1	
Introduction to Data Structures: Definition, Need for Data Structures, Types of Data Structures. Linear Data Structures: Arrays - Definition, Declaration and storage of one- and two-dimensional arrays. Sparse matrices.	1 3
Recursion: Definition; Types of recursion; Recursion Technique Examples - Fibonacci numbers, GCD, Binomial coefficient nC_r , Comparison between iterative and recursive functions. Sorting: Sorting - Selection sort, Bubble sort, Quick sort, Insertion sort; Comparison of different sorting techniques.	
Unit - 2	



<p>Searching: Introduction, Linear search, Binary Search, Comparison of different searching techniques.</p> <p>Dynamic memory allocation: Static and Dynamic memory allocation; Memory allocation and deallocation functions - <i>malloc</i>, <i>calloc</i>, <i>realloc</i> and <i>free</i>.</p> <p>Linked List: Introduction, characteristics, types of linked lists, Representation of singly linked list in memory, Singly linked list – Operations, algorithms, Representation of polynomials using linked lists. Circular linked list – Operations, Doubly linked list - operations. Memory allocations.</p>	13
Unit - 3	
<p>Arithmetic Expressions: Prefix, infix and postfix notation, infix to postfix conversion, evaluation of postfix expression.</p> <p>Queues: Array representation of queue, Linked representation of queue, Types of queues- Simple queue, circular queue, double-ended queue, priority queue, operations on queues.</p>	
Unit - 4	
<p>Trees: Definition; Tree terminologies - node, root node, parent node, ancestors of a node, siblings, terminal and non-terminal nodes, degree of a node, level, edge, path, depth;</p> <p>Binary tree: Types of binary trees - strict binary tree, complete binary tree, binary search tree.</p>	13
<p>Array representation of binary tree. Traversal of binary tree; <i>preorder</i>, <i>inorder</i> and <i>postorder</i> traversal; Construction of a binary tree when inorder and pre/postorder traversals are given.</p> <p>Graphs: Terminologies, Matrix representation of graphs, Traversals: Breadth First Search and Depth first search.</p>	

Text Books

1. Sartaj Sahni: Fundamentals of Data Structures.
2. Yedidyah Langsam, Moshe J. Augenstein and Aaron M. Tenenbaum, **Data Structures Using C and C++**, 2nd Edition, PHI Publication
3. Seymour Lipschutz, Schaum's Outlines Series, **Data Structures with C**, Tata McGraw Hill 2011

References

1. Kamathane: Introduction to Data structures (Pearson Education)



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2. Y. Kanitkar: Data Structures Using C (BPB)
3. Kottur: Data Structure Using C
4. Padma Reddy: Data Structure Using C
5. Sudipa Mukherjee: Data Structures using C – 1000 Problems and Solutions
(McGraw Hill Education, 2007)



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DAKSHINA KANNADA, KARNATAKA STATE

Course Code: CSCP151	Course Title: Data Structures Lab
Course Credits: 2	Hours of Teaching/Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 20
Exam Marks: 30	Exam Duration: 3 Hours

Programming Lab

Part A

1. Program to compute power of a number using a recursive function.
2. Program to read the names of the cities and arrange them alphabetically.
3. Program to sort the given list using selection sort technique.
4. Program to sort the given list using bubble sort technique.
5. Program to sort the given list using quick sort technique.
6. Program to sort the given list using insertion sort technique.
7. Program to search an element using linear search technique.
8. Program to search an element using recursive binary search technique.

Part B

1. Program to implement queue using arrays.
2. Program to implement stack using arrays.
3. Write a Program for converting an Infix Expression to Postfix Expression. Program should support both parenthesized and free parenthesized expressions with the following operators: + - * / % (Remainder) ^ (Power) and alphanumeric operands.
4. Program to implement all operations on a sorted singly linked list.
5. Program to implement queue using linked list.
6. Program to implement circular queue using array.
7. Write a menu driven program for the following operations on Binary Search Tree (BST) of integers:
 - a) Create a BST of 'n' Integers
 - b) Traverse the BST in Inorder Preorder and Postorder
 - c) Search the BST for a given element and report the appropriate message
8. Program for the following operations on a graph (G) of cities:
 - (a) Create a graph of N cities using Adjacency Matrix.
 - (b) Print all the nodes reachable from a given starting node in a digraph using BFS method.

Evaluation Scheme for Practical Examination :

Assessment Criteria		Marks
Program-1 from Part A	Writing the Program	04
	Execution and Formatting	04
Program-2 from Part B	Writing the Program	06
	Execution and Formatting	06
Practical Records		5
Total		25



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Semester III

Course Title: Object Oriented Programming Concepts and Programming in Java	Course code: CSCT 201
Total Contact Hours: 52	Course Credits: 04+02
Formative Assessment Marks:40	Duration of SEE/Exam: 02Hours
Summative Assessment Marks:60	

Course Outcomes (COs):

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

- Understand the object-oriented concepts and JAVA Technology.
- Java technology enabled solutions for various applications
- Understand the Java features to implement concurrency, parallelism etc.
- Demonstrate the basic principles of creating Java applications with GUI

Contents	Hours
Unit-1	
Introduction to Java: Basics features of Java programming, Java program structure, Java Virtual Machine, Constants, Variables, Data Types, Operators, Control structures: if, if...else, else if ladder, switch statements Looping Structures: for, while, do...while, for-each	13
Unit-2	
Objects and Classes: Basics of objects and classes, Methods and objects, Constructors, Method Overloading, Finalizer, Visibility modifiers, Arrays in Java, built-in classes: Math, String, Character, String Buffer and their methods. This reference. Inheritance and Polymorphism: Inheritance, Super and Sub class, Overriding, Polymorphism, Dynamic binding, Casting objects, Abstract methods and Classes, Interfaces, Packages, Built-in packages: io, util, lang, awt.	13
Unit-3	



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Event and GUI programming: Event handling in Java, Event types, Mouse and keyevents, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components: Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, ScrollBars, Sliders, Menus, Dialog Box. Applet and its life cycle, Introduction to Swing, Exceptional Handling Methods	13
Unit-4	
I/O programming: Text and Binary I/O, Binary I/O classes, Object I/O, Random AccessFiles. Multithreading in Java: Thread life cycle and methods, Runnable interface, Thread synchronization. Introduction to Network Programming: Network Basics and Remote Method Invocation (RMI) Java Database Connectivity: JDBC Driver Types, JDBC Packages, Overview Of the JDBC process, Database Connection.	13

Text Books:

1. Programming with Java, By E Balagurusamy – A Primer, 4th Edition, McGraw Hill Publication.

Reference Books:

2. Core Java Volume I –Fundamentals, By CayS. Horstmann, PrenticeHall.
3. Object Oriented Programming with Java: Somashekara M.T., Guru, D.S., Manjunatha K.S, 1st Edition, PHI Learning 2017.
4. Java2 - The Complete Reference, Herbert Schildt, 5th Edition, McGraw Hill Publication, 2017.
5. Java - The Complete Reference, Herbert Schildt, 7th Edition, McGraw Hill Publication, 2017.



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DAKSHINA KANNADA, KARNATAKA STATE

Course Code: CSCP201	Course Title: JAVA Lab
Course Credits: 2	Hours of Teaching/Week: 4
Total Contact Hours: 52	Formative Assessment Marks: 20
Exam Marks: 30	Exam Duration: 3 Hours

PART-A

1. Write a Program to reverse a given integer number and check whether it is Palindrome or not.
2. Write a Program to print the Prime numbers between the range.
3. Write a Program to remove the duplicate numbers in an array and print the same
4. Write a Program using Method Overloading Concept to pick the largest among two, three and four numbers. Implement using nesting of methods also.
5. Define a class **Student** with data members String name, int rollno, integer type of data for marks scored in three different subjects.
Parameterized constructors to initialize the data members, int CalculateTotal(), double CalculateAverage() and String printGrade() to calculate the following sum, average ,grade and void display() to display the student Information in neat format.

Average	Grade
>=80	A+
>=70	A
>=65	B+
>=60	B
>=55	C+
>=50	C
Below 50	D

Write a main method to create object of the class and call the methods to compute and display the student details.

6. Write a Program to implement Multilevel Inheritance

Create a base class **Employee** in which method to accept the Employee details like Employee Name, Employee Number, Designation and Basic Salary. Create a derived class **Pay** to calculate DA, HRA and Gross Salary. Create a class **Display** which is derived from the class Pay to display all the Employee information.

Payment Calculation as follows:

- a. If Basic Salary <= 10,000 then HRA= 20% DA=70%
- b. If Basic Salary is between 10,001 and 20,000 then HRA = 25% DA=80%
- c. If Basic Salary >= 20,001 then HRA= 30% DA=85%

Gross Salary = BasicSalary+DA+HRA

7. Write a Program to extract portion of a string and print extracted string. Assume that 'n' characters extracted starting from mth character
8. Program to calculate marks of a student using Multiple Inheritance concept.



Class **Student** with data members Roll Number, Name, String class and method to set and put data. Create another class **Test** extended by class Student with data members mark1, mark2, mark3 and methods to set and put data. Create an Interface **Sports** with members sportsWt=5 and putWt(). Now let the class **Results** extends class Test and implements interface Sports. Write a program to read required data and display the student details in a neat format

PART-B

1. Write a Program that implements a Multi- threaded application that has three threads.
First thread generates a random integer every 1 second and if the value is even, second thread computes the square of the number and prints, If the value is odd, then the third thread will print the value of cube of the number
2. Create a Package to convert Temperature in Centigrade to Fahrenheit and one more package to calculate the Simple Interest. Implement both package in the main method by accepting the required inputs for each application
3. Program to implement throwing our own exception.
Write a Program to enter a String and throw an exception when an entered string is not equal to "Karnataka".
4. Write a Program to print the Multiplication tables of 6, 7 and 8 using Runnable Interface
5. Design an Applet to find the largest of three numbers
6. Design an Applet to perform Simple Calculator.
The integer data are to be entered through the text box and the operation that is to be performed to be given through buttons. When the user press the Result button result should be displayed.
7. Design an Applet to draw a Rectangle, Oval and Round Rectangle and fill the color according to the color selected through the list box.

Evaluation Scheme for Practical Examination :

Assessment Criteria		Marks
Program-1 from Part A	Writing the Program	04
	Execution and Formatting	04
Program-2 from Part B	Writing the Program	06
	Execution and Formatting	06
Practical Records		5
Total		25



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Semester: IV

Course Title: Database Management System	Course code: CSCT251
Total Contact Hours: 52	Course Credits: 04+02
Formative Assessment Marks: 40	Duration of SEE/Exam: 02Hours
Summative Assessment Marks: 60	

Course Outcomes(COs):

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

- Understand the various data base concepts and the need for database systems.
- Identify and define database objects, enforce integrity constraints on a database using different modeling techniques
- Design a data model and Schemas in RDBMS.
- Identify entities and relationships and draw ER diagram for a given real-world applications.
- Realization of ER models through Relational Model using SQL
- Formulate queries in Relational Algebra, Structured Query Language (SQL) for database manipulation.
- Understand the transaction processing and concurrency control techniques.

Contents	Hours
Unit-1	
Database Architecture: Introduction to Database systems, Applications, Characteristics, Database users, Data models, Database schema, Database architecture, Data independence, Database languages, Classification of DBMS. E-R Model: Entity-Relationship modeling: E-R Model Concepts, Entity, Entity types, Entity sets, Attributes, Types of attributes, Relationships between the entities. Relationship types, Roles and structural constraints, degree and cardinality ratio of a relationship. Weak entity, E-R diagram	13
Unit-2	



Relational Data Model: Relational model concepts, Characteristics of relations. Relational model constraints: Domain constraints, Key Constraints, Primary & Foreign Key Constraints, Integrity Constraints, and Null Values. Data Normalization: Functional dependencies, Normalization, First normal form, Second normal form, Third normal form, Boyce-Codd normal form. Transaction Management: Introduction to Transaction Processing, Single user & multiuser systems, Transaction states, Transaction Properties, Transactions: read & write operations, Need of concurrency control, The lost update problem, Dirty read problem, Types of failures.	13
Unit-3	
INTERACTIVE SQL: Table fundamentals, Oracle data types, Create Table command, Inserting data into table, Viewing Data in the table, sorting data in a table, Creating a table from a table, Inserting data into a table from another table, Delete operations, Updating the contents of a table, Modifying the structure of tables, Renaming tables, destroying tables, displaying table structure. DATA CONSTRAINTS: Types of data constraints, IO constraints-The PRIMARY KEY constraint, The FOREIGN KEY constraint, The UNIQUE KEY constraint, Business Rule Constraints, NULL value concepts, NOTNULL constraints, CHECK constraint, DEFAULT VALUE concepts. OPERATIONS ON TABLE DATA: Arithmetic Operators, Logical Operators, Range Searching, Pattern Matching, Oracle Table - DUAL, Oracle Function-Types, Aggregate Function, Date Conversion Function. GROUPING DATA FROM TABLES IN SQL, Group By Clause, Having Cause, Sub queries, JOINS, UNION, INTERSECTION, MINUS Clauses	13
Unit-4	
INTRODUCTION TO PL/SQL: The Generic PL/SQL Block, PL/SQL: The character set, Literals, PL/SQL datatypes, Variables, Logical comparisons, Displaying User Messages on The VDU Screen, Comments. Control Structures -Conditional Control, Iterative Control PL/SQL Transactions: Cursors-Types of Cursors, Cursor Attributes. Explicit cursor-Explicit cursor Management, Cursor for loop PL/SQL Database Objects: Procedures and Functions, Oracle Packages, Error Handling in PL/SQL.	13



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Text Books:

1. Fundamentals of Database Systems, Ramez Elamassri, Shankant B. Navathe, 7th Edition, Pearson, 2015

Reference Books:

2. An Introduction to Database Systems, Bipin Desai, Galgotia Publications, 2010.
3. Introduction to Database System, CJDate, Pearson, 1999.
4. Database Systems Concepts, Abraham Silberschatz, Henry Korth, S.Sudarshan, 6th Edition, McGraw Hill, 2010.
5. Database Management Systems, Raghu Rama Krishnan and Johannes Gehrke, 3rd Edition, McGraw Hill, 2002



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DAKSHINA KANNADA, KARNATAKA STATE

Course Title: DBMS Lab	Course code: CSCP 251
Total Contact Hours: 52	Course Credits:2
Formative Assessment Marks: 25	Duration of SEE/Exam: 3 Hours
Summative Assessment Marks: 25	

PART-A

1. Create a table EMPLOYEE with the following columns:

Column	Data type	Constraint
ENO	number	Constraint NOT NULL and PRIMARY KEY
ENAME	varchar2	Constraint NOT NULL
DEPT	varchar2	Constraint NOT NULL
BASIC	number	Constraint Basic ≥ 5000 and ≤ 45000

Insert five records. Alter the table to add the columns DA HRA GrossPay PF PT and Netpay and calculate the DA HRA GrossPay PF PT and Netpay as follows:

DA = 80% of BASIC if BASIC < 20000 otherwise DA = 70% of BASIC HRA = 10% of

BASIC GrossPay = BASIC + DA + HRA

PF = 12 % of Gross and PT = 5% of Gross

Netpay = GrossPay - (PF + PT)

Write the SQL statements for the following:

- Display the details of all employees.
- Display the names of employees of Finance department.
- Display the names of all employees in alphabetical order.
- Display the name and Netpay of all employees in decreasing order of their Netpay.
- Display the details of employees whose Netpay is between 15000 and 35000.
- Display the name and basic of employees whose name contains KUMAR.
- Display the name and basic of employees whose name ends with 'th'.
- Display the number of employees department-wise only if department includes more than three employees.
- Delete all the employees of Accounts department.

Note: Enter department names such as Accounts Finance Training etc. Also enter some employee names ending with "th" containing "kumar".

2. Create a table CLIENT to store CLIENT_NO NAME ADDRESS STATE BAL_DUE. CLIENT_NO must start with 'C'. Apply suitable structure for the columns. Specify Primary Key and NOT NULL constraints. Insert five records.

Write the following SQL queries:

- From the table CLIENT create a new table CLIENT1 that contains only CLIENT_NO and NAME BAL_DUE from specified STATE. Accept the state during run time.



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- b) Create a new table CLIENT2 that has the same structure as CLIENT but with norecords. Display the structure and records.
- c) Add a new column by name PENALTY number (10 2) to the CLIENT.
- d) Assign a penalty of 10% of BAL_DUE for the clients C1002 C1003 C1005 and 8% for others. Display the records.
- e) Change the name of CLIENT1 as NEW_CLIENT.
- f) Delete the table CLIENT2.

3. Create a table BOOK using SQL command to store ACC_NO TITLE AUTHOR PUBLISHER YEAR PRICE. Apply suitable structure for the columns. Specify Primary Key and NOT NULL constraints. Insert five records.

Write the following SQL queries:

- a) List the details of publishers having 'a' as the second character in their names.
- b) Display ACC_NO TITLE PUBLISHER and YEAR of the books published by the specified author before 2010 in the descending order of YEAR. Accept AUTHOR during run time.
- c) Modify the size of TITLE to increase by five characters.
- d) Display the details of all books other than Microsoft press publishers.
- e) Remove the records of the books published before 1990.

4. Create a table SALES with columns SNO SNAME MANAGER_NO JOIN_DATE DATE_BIRTH SALARY SALES_AMOUNT and COMMISSION. Minimum age for joining the company must be 18 years. Default value for COMMISSION should be 0. Manager of Manager can be NULL.

Apply suitable structure for the columns. Specify Primary Key and NOT NULL constraints. Insert five records with data except COMMISSION.

Write the following SQL queries:

- a) Display the details of Sales Persons whose salary is more than average salary in the company.
- b) Update commission as 20% of Sales Amount.
- c) Display SNO SNAME MANAGER_NAME SALARY COMMISSION MANAGER_SALARY of the sales persons getting sum of salary and commission more than salary of manager (self-join).
- d) Display the records of employees who finished the service of 10 years.



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5. Create a table SALES_DETAILS with the columns SNO MONTH TARGET and QTY_SOLD to store the sales details of one year. Specify the composite primary key to be the columns SNO and MONTH. TARGET and SALES must be positive numbers.

Write the following SQL queries:

- a. Display the total sales by each sales person considering only those monthssales where target was reached.
- b. If a commission of Rs.50 provided for each item after reaching targetcalculate and display the total commission for each sales person.
- c. Display the SNO of those sales persons who never reached the target.
- d. Display the SNO MONTH and QTY_SOLD of the sales persons with SNOS0001 or S0003.

6. Create table STUDENT_PROFILE includes Rollno name class ECCC(Extra-Curricular he belongs to such as SPORTs NSS etc.) and another table MARKS_REPORT includes Rollno Internal_Test Marks1 Marks2 Marks3 and ECCC_marks.

Constraints

- Internal_Test can be either 1 or 2.
- Each mark can be 0-100. Absence in the test can be entered as -1.
- Consider atleast 3 classes

Apply suitable data type and constraints to each column. Insert 5 studentsmarks report in the both the tests.

Write the following SQL queries:

- a) Find number of students failed class- wise.
- b) Display the complete details of the students secured distinction(Percentage \geq 70) in I BCA.
Display class and highest total marks in second internals in each class.
- c) Display the student name with rollno and class of those who passed in I internalsand failed in II internals.(use SET operator)

d) Create a table BANK with columns ACNO ACT_NAME ACT_TYPE and BAL.Specify the Primary Key. Initial BAL must be greater than 500.

Write a PL/SQL program to perform debit operation by providing acct_no and amount required. The amount must be greater than 100 and less than 20000 for one transaction. If the account exists and BAL $>$ 100 BANK table must be updated; otherwise "NO SUFFFICIENT BALANCE" message should be displayed. If account number is not present then display "NO SUCH ACCOUNT" message to the user.



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e) Create a table STOCK_DETAIL with the columns PNO PNAME and QTY_AVL to store stock details of computer accessories. Specify Primary Key and NOTNULL constraints. QTY_AVL should be a positive number.

Write a PL/SQL Program to define a user-defined exception named "LOW_STOCK" to validate the transaction. The program facilitates the user to purchase the product by providing product number and quantity required. It should display an error message "NO SUFFICIENT STOCK" when the user tries to purchase a product with quantity more than QTY_AVL. Otherwise the STOCK_DETAIL table should be updated for valid transaction.

Part - B

1. Create the following tables by identifying primary and foreign keys. Specify the NOT NULL property for mandatory keys.

SUPPLIERS (Supplier_no Sname Saddress Scity)

COMPUTER_ITEMS (Item_No Supplier_no Item_name

quantity) Insert five records into both the tables and execute the following queries.

a) List item and supplier details.

b) List the names of the suppliers who are supplying the Keyboard.

c) Display the items supplied by Microtech.

d) List the items supplied by the suppliers Cats and Electrotech.

e) List the name of the suppliers and items whose quantity is more than 10.

2. Create table DEPARTMENT with fields Deptno Varchar2(3) must begin with D Dname must be Accounts Purchase Sales or Service. Impose Primary Key on Deptno.

Create another table EMP with fields Eno Number (5) Ename Varchar2(15) Not Null Deptno Varchar2(3) which must exist in the Department table Salary Number (10 2). Impose Primary Key on Eno.

Insert five records each to both the tables and execute the following queries.

a) Update the salary of employees by 20% in the department of Sales and Service.

b) Display the name of employees working in the departments of Accounts Purchase and Sales.

c) Display the name of employees working in the department of Purchase or Sales having salary > 20000.

d) Display the names of the departments with no employees.

3. Create Item_Master table with the fields ItemNo as Primary key Item_Name (HDD MONITOR CDROM KEYBOARD UPS) Stock defined as Not Null and Price which is greater than 10000 and less than 30000. Create another table Item_Trans with the fields ItemNo referencing the Item_Master table Quantity greater than 25 and Trans_Date.



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Insert 5 records to each of the tables and execute the following queries.

- Display all the records from the Item_Master table.
- List the Item_Name and the Stock where Price lies between 2500 and 25000.
- Display the ItemNo Item_Name and the Quantity where Quantity \geq 100
- Display the item name and amount where amount=Price*Quantity with Amount as new column heading.
- Display the ItemNo Item_Name Quantity Trans_date where the transaction date greater than March 2008.

(Note: Minimum of five records must be inserted in each table. Any four queries to be asked in the examination)

4. Create the following tables by identifying primary and foreign keys specify the not null property for mandatory keys.

PRODUCT_DETAIL				
P_NO	PRODUCTNAME	QTYAVAILABLE	PRICE	PROFIT %
P0001	Monitor	10	3000	20
P0002	Pen Drives	50	650	5
P0003	CD Drive	100	10	3
P0004	Key Board	25	600	10

PURCHASED_DETAIL		
CUSTNO	P_NO	QTY SOLD
C1	P0003	2
C2	P0002	4
C3	P0002	10
C4	P0001	3
C1	P0004	2
C2	P0003	2
C4	P0004	1

Write the following SQL queries:

- Display total amount spent by C2.
- Display the names of product for which either QtyAvailable is less than 30 or total QtySold is less than 5(USE UNION).
- Display the name of products and quantity purchased by C4.
- How much Profit does the shopkeeper get on C1's purchase?



e) How many 'Pen Drives' have been sold?

5. Write a PL/SQL program to accept the students' roll number name and their marks in 3 subjects from a base table Student (having RollNo Sname Marks in three subjects) and declare the result based on the following rules:

If student has scored below 40 in any subject he/she is declared as FAIL. If the Total ≥ 180 then declare the result as I CLASS. If the Total ≥ 150 but < 180 then declare the result as II CLASS. If the Total < 120 then declare the result as III CLASS.

Insert the records for five students. Create the output which contains the roll number name of the student marks in three subjects total mark and result in the following format:

```
=====
===ROLLNO NAME MARK1 MARK2 MARK3 TOTAL RESULT
=====
```

6. Write a PL/SQL cursor program to calculate electricity bill of several domestic customers. Accept Input RR No name of the customer previous meter reading and current meter reading from the table. The rates of electricity consumption are as follows -

For the first 30 units Rs. 2.5 per unit for the next 70 units Rs. 3.5 per unit for the next 100 units Rs. 4.5 per unit for the next 100 units Rs. 6 per unit and for units above 300 Rs. 8 per unit. A fixed amount of Rs. 150 is also charged. 5% tax to be paid on the sum of bill amount & fixed amount. Use Data validation to see that current reading is more than previous reading. Assume the records of 5 customer details. Create the output which contains the RR number name of the Customer previous meter reading and current meter reading Units Consumed Total Bill in the following format.

```
=====
RR No. Customer Name Current Meter Previous Meter      Units
                                     TotalReading Reading
                                     Consumed      Bill
=====
```

7. Write a PL/SQL program to display employee pay bill (using Cursor For loop) Use a **Procedure** to receive basic pay and to compute DA HRA Tax PF Gross Pay and Net Pay(Use OUT). Base table contains the following columns empnum empname basic pay. Insert 3 records.



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Allowances are computed as follows.

Basic Pay	DA	HRA
<=20000	35% of Basic	8% of Basic
>20000 & <=30000	38%	9%
>30000 & <=40000	40%	10%
>40000	45%	10%

Gross=Basic+DA+HRA

PF=12% of Gross or Rs. 2000 whichever is minimum. PT=Rs. 100 upto Gross is 25 000 else Rs. 200.

Net=Gross-(PF+PT) Print

Payslip as follows.

=====PHYSLIP=====		
Empno	:10011	Empname : Rai
Basic Pay	:20000	P.F.: 2400
DA	:7000	P.T.
H.R.A.	:1600	
Gross	:28600	
=====PAYSLIP=====		
Empno	:10011	
Basic Pay	:20000	
DA	:7000	
H.R.A.	:1600	
Gross	:28600	

8. Create the following tables:

ITEM_MASTER (itemno name stock unit_price). Apply the Primary key and check constraint for stock and price as >0) [Insert five records].

ITEM_TRANS (itemno quantity and trans_date)

Create a package PCK_ITEM includes a function CHK_ITEM and a procedure PROC_ITEM. Function CHK_ITEM is used to check whether specified ITEM_NO exists in ITEM_MASTER and should return 1 if exists. Otherwise it should return 0 show appropriate message and terminate the process.

Procedure PROC_ITEM (with arguments ITEM_NO and quantity) is used to perform the following if item exists. If required quantity is not available give appropriate message. If available insert a record of this transaction to ITEM_TRANS and modify the stock in ITEM_MASTER.

Write a query to accept

ITEM_NO and quantity of required item. Use Package to do the transaction process



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(Transaction date can be current date).

Evaluation Scheme for Practical Examination :

Assessment Criteria		Marks
Program-1 from Part A	Writing the Program	04
	Execution and Formatting	04
Program-2 from Part B	Writing the Program	06
	Execution and Formatting	06
Practical Records		5
Total		25



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V SEMESTER

Program Name	B.Sc	Semester	V
Course Title	Programming in Python (Theory)		
Course Code:	CSCT 301	No.of Credits	04
Contact hours	52 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- Setup python to develop simple applications
- Understand the basic concepts in Python Programming
- Learn how to write, debug and execute Python programs
- Understand and demonstrate the use of advanced data types such as tuples, dictionaries and lists, Tuples and Sets
- Design solutions for problems using object-oriented concepts in Python
- Use and apply the different Python Libraries for GUI Interface, Data Analysis and Data Visualization.
- Extend the knowledge of python programming to build successful career in software development.



Description	Hours
Unit-1	
Introduction to Features and Applications of Python; Python Versions; Installation of Python; Python Command Line mode and Python IDEs; Simple Python Program. Python Basics: Identifiers; Keywords; Statements and Expressions; Variables; Operators; Precedence and Association; Data Types; Indentation; Comments; Built-in Functions- Console Input and Console Output, Type Conversions; Python Libraries; Importing Libraries with Examples. Python Control Flow: Types of Control Flow; Control Flow Statements- if, else, elif, while loop, break, continue statements, for loop Statement; range () and exit () functions. Exception Handling: Types of Errors; Exceptions; Exception Handling using try, except and finally. Python Functions: Types of Functions; Function Definition- Syntax, Function Calling, Passing Parameters/arguments, the return statement; Default Parameters; Command line Arguments; Key Word Arguments; Recursive Functions; Scope and Lifetime of Variables in Functions	13
Unit-2	
Strings: Creating and Storing Strings; Accessing Sting Characters; the str() function; Operations on Strings- Concatenation, Comparison, Slicing and Joining, Traversing; Format Specifies; Escape Sequences; Raw and Unicode Strings; Python String Methods. Lists: Creating Lists; Operations on Lists; Built-in Functions on Lists; Implementation of Stacks and Queues using Lists; Nested Lists. Dictionaries: Creating Dictionaries; Operations on Dictionaries; Built-in Functions on Dictionaries; Dictionary Methods; Populating and Traversing Dictionaries. Tuples and Sets: Creating Tuples; Operations on Tuples; Built-in Functions on Tuples; Tuple Methods; Creating Sets; Operations on Sets; Built-in Functions on Sets; Set Methods.	13
Unit-3	
File Handling: File Types; Operations on Files- Create, Open, Read, Write, Close Files; File Names and Paths; Format Operator. Object Oriented Programming: Classes and Objects; Creating	13



Classes and Objects; Constructor Method; Classes with Multiple Objects; Objects as Arguments; Objects as Return Values; Inheritance- Single and Multiple Inheritance, Multilevel and Multipath Inheritance; Encapsulation- Definition, Private Instance Variables; Polymorphism- Definition, Operator Overloading. GU Interface: The tkinter Module; Window and Widgets; Layout Management- pack, grid and place	
Unit-4	
Python SQLite: The SQLite3 module; SQLite Methods- connect, cursor, execute, close; Connect to Database; Create Table; Operations on Tables Insert, Select, Update. Delete and Drop Records. Data Analysis: NumPy- Introduction to NumPy, Array Creation using NumPy, Operations on Arrays; Pandas- Introduction to Pandas, Series and DataFrames, Creating DataFrames from Excel Sheet and .csv file, Dictionary and Tuples. Operations on DataFrames. Data Visualisation: Introduction to Data Visualisation; Matplotlib Library; Different Types of Charts using Pyplot- Line chart, Bar chart and Histogram and Pie chart	13

Text Books:

1. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019.
2. R. Nageswara Rao, —Core Python Programming, Dreamtech.

References:

1. Think Python How to Think Like a Computer Scientist, Allen Downey et al., 2nd Edition, Green Tea Press. Freely available online @ <https://www.greenteapress.com/thinkpython/thinkCSpy.pdf>, 2015.
2. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019.
3. Python Data Analytics: Data Analysis and Science Using Pandas, matplotlib, and the Python Programming Language, Fabio Nelli, Apress®, 2015
4. Advance Core Python Programming, Meenu Kohli, BPB Publications, 2021.
5. Core PYTHON Applications Programming, Wesley J. Chun, 3rd Edition, Prentice Hall, 2012.
6. Automate the Boring Stuff, Al Sweigart, No Starch Press, Inc, 2015.
7. Data Structures and Program Design Using Python, D Malhotra et al., Mercury Learning and Information LLC, 2021.
8. <http://www.ibiblio.org/g2swap/byteofpython/read/>
<https://docs.python.org/3/tutorial/index.html>

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Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes(COs)/Program Outcomes(POs)	Program Outcomes(POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss Python programming Basics															
Describe Python Control Flow															
Discuss Exception Handling.															
Discuss fundamental concepts of object-oriented programming.															
Discuss usage of strings, lists, tuples and sets															
Discuss file handling															
Discuss design of GUI															
Discuss SQLite database															
Discuss data analysis, data visualization using Python.															



Program Name	B.Sc	Semester	V
Course Title	Python Programming Lab (Practical)		
Course Code:	CSCP 301	No.of Credits	02
Contact hours	04 Hours	Duration of SEA/Exam	3 hour
Formative Assessment Marks	25 Marks	Summative Assessment Marks	25 Marks

S.L NO	PROGRAM PART-A
1.	Write a program create list with N elements. find all unique elements in the list. If an element is found only once in the list, then add that element to the unique list.
2.	Program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input parameters from user.
3.	Consider a tuple t1= (1,2,5,7,9,2,4,6,8,10). Write a program to perform following operations: a. Print half the values of tuple in one line and the other half in the next line. b. Print another tuple whose values are even numbers in the given tuple. c. Concatenate a tuple t2= (11,13,15) with t1. d. Return maximum and minimum value from this tuple.
4.	Write a function that takes a sentence as input from the user and calculates the frequency of each letter. Use a variable of dictionary type to maintain the count.
5.	Write a function nearly equal to test whether two strings are nearly equal. two strings a and b are nearly equal if one character change in b results in string a.
6.	Write a program to create a text file and compute the number of characters, words and lines in a file.
7.	Program using user defined exception class that will ask the user to enter a number until he guesses a stored number correctly. To help them figure it out, a hint is

	provided whether their guess is greater than or less than the stored number using user defined exceptions.
8.	Write a Pandas program to join the two given data frames along rows. SampleData frame may contain details of student like rollno , name , Total Marks.
S.L NO	PART-B
1.	<p>Program to create a class Employee with empno, name, depname, designation, age and salary and perform the following function.</p> <ul style="list-style-type: none"> i) Accept details of N employees ii) Search given employee using empno iii) Display employee details in neat format.
2.	<p>Write a program menu driven to create a BankAccount class. class should support the following methods for</p> <ul style="list-style-type: none"> i) Deposit ii) Withdraw iii) GetBalance . <p>Create a subclass SavingsAccount class that behaves just like a BankAccount, but also has an interest rate and a method that increases the balance by the appropriate amount of interest.</p>
3.	Create a GUI to input Principal amount, rate of interest and number of years, Calculate Compound interest. When button submit is pressed Compound interest should be displayed in a textbox. When clear button is pressed all contents should be cleared.
4.	Write a GUI program to implement Simple Calculator.(+,-,*,/,%,DOT) user proper validations.
5.	<p>Create a table student table (regno, name and marks in 3 subjects) using MySQL/ SQLite and perform the followings</p> <ul style="list-style-type: none"> a. To accept the details of students and store it in database. b. To display the details of all the students c. Delete particular student record using regno.
6.	<p>Create a table employee (empno, name and salary) using MySQL/SQLite and perform the followings</p> <ul style="list-style-type: none"> a. To accept the details of employees and store it in database. b. To display the details of a specific employee c. To display employee details whose salary lies within a certain range



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7.

Create a table electricity_bill(TariffCode, Customer_Name, Meter Number, Previous_Reading and Current_Reading) using MySQL/SQLite and perform the followings

a. To accept the details of employees and store it in database.

b. To Update the Customer details by Meter Number.

c. Calculate Bill of Particular Customer using below criteria.

Tariff Code	Units Consumed	Rate/Unit
LT1	0-30	2.0
	31-100	3.5
	101-200	4.5
	Above 200	5.0

LT2	0-30	3.5
	31-100	5.0
	101-200	6.0
	Above 200	7.5

8.

Consider following data and draw the bar graph using matplotlib library.(Use CSV or Excel).Add the data Using GUI.

Batsman	2017	2018	2019	2020
Virat Kohli	2501	1855	2203	1223
Steve Smith	2340	2250	2003	1153
Babar Azam	1750	2147	1896	1008
Rohit Sharma	1463	1985	1854	1638
Kane Williamson	1256	1785	1874	1974
Jos Butler	1125	1853	1769	1436

Display appropriate title for axis and chart. Also show legends.

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



Program Name	B.Sc	Semester	V
Course Title	Computer Networks (Theory)		
Course Code:	CSCT 302	No.of Credits	04
Contact hours	52 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60

Course Outcomes (COs):

- After the successful completion of the course, the student will be able to:
- Define various data communication components in networking.
- Describe networking with reference to different types of models and topologies.
- Understand the need for Network and various layers of OSI and TCP/IP reference model.
- Explain various Data Communications media.
- Describe the physical layer functions and components CO6 Identify the different types of network topologies and Switching methods.
- Describe various Data link Layer Protocols.
- Identify the different types of network devices and their functions within a network.
- Analyze and interpret various Data Link Layer and Transport Layer protocols.
- Explain different application

Unit	Description	Hours
1	Introduction: Uses of Computer Networks and its Applications- Business Applications, Home Applications, Mobile Users, Social Issues. Network Topologies: Bus, Star, Ring Network Hardware- Local Area Networks, Metropolitan Area Networks, Wide Area Networks, and Internetworks. Reference Models- The OSI Reference Model, The TCP\IP Reference Model, A Comparison of the OSI and TCP Reference Models.	13
2	The Physical Layer: Transmission Media- Twisted Pair, Coaxial Cable and Fiber Optics. Wireless Transmission- Radio Transmission, Microwave Transmission, Infrared, Light Transmission. Multiplexing- Frequency division, time division, code division, Switching. The Data Link Layer: Data link layer design issues-Services Provided to the Network Layer, Framing, Error Control, and Flow Control. Error Detection and Correction- Error-Correcting Codes, Error-Detecting Codes. Elementary Data Link Protocols- An Unrestricted	13



	Simplex Protocol, A Simplex Stop-and-Wait Protocol for an Error-Free Channel, A Simplex Protocol for a Noisy Channel.Sliding Window Protocols –A One Bit Sliding Window Protocol, A Protocol Using Go back n, A Protocol using Selective Repeat.	
3	The Network Layer: Network layer design issues-Store-and-Forward Packet Switching, Services Provided to the Transport Layer, Implementation of Connectionless Service,Implementation of Connection-Oriented Service, Comparison of Virtual Circuit and Datagram Networks.Routing Algorithms-Flooding, Distance Vector Routing, Link State Routing,Hierarchical ,Routing,Broadcast Routing, Multicast Routing, Anycast Routing.Congestion Control Algorithms- Approaches to Congestion Control, Approaches to Congestion Control, Admission Control.The network layer in the Internet-The IP Version 4 Protocol, IP Address, IP Version 6,Internet Control Protocol, The Interior Gateway Routing Protocol: OSPF,The Exterior Gateway Routing Protocol: BGP.	13
4	The Transport Layer: The Transport Service-Services Provided to the Upper Layers.Elements of Transport Protocols-Addressing, Connection Establishment, connection Release, Error control and Flow Control.The Internet Transport Protocols-(TCP and UDP)-UDP- Introduction to UDP, Remote Procedure Call, Real-Time Transport Protocols, TCP- Introduction to TCP, The TCP Service Model, The TCP Protocol, The TCP Segment Header, TCP Connection Establishment, TCP Connection Release, TCP Connection Management Modeling, TCP Sliding Window, The Application Layer: DNS - Domain Name System-The DNS Name Space, Domain Resource Records, Name Servers.Electronic Mail-Architecture and Services, The User Agent, Message Formats, Message Transfer, Final Delivery, The Word Wide Web-Architectural Overview,Static Web Pages, Dynamic Web Pages and Web Applications, HTTP – The HyperText Transfer Protocol	13
Text Book 1. Computer Networks, Andrew S. Tanenbaum, 5th Edition, Pearson Education, 2010.		



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References:

1. Data Communication & Networking, Behrouza A Forouzan, 3rd Edition, Tata McGraw Hill, 2001.
2. Data and Computer Communications, William Stallings, 10th Edition, Pearson Education, 2017.
3. Data Communication and Computer Networks, Brijendra Singh, 3rd Edition, PHI, 2012.
4. Data Communication & Network, Dr. Prasad, Wiley Dreamtech.
5. <http://highered.mheducation.com/sites/0072967757/index.htmls>

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.



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Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the Computer Networks.															
Study about OSI reference mode.															
Study about TCP/IP reference mod															
Describe various problems using Decrease-and-Conquer.															
Discuss various Network layer protocol															



Program Name	B.Sc.	Semester	V
Course Title	Computer Networks Laboratory (Practical)		
Course Code:	CSCP 302	No.of Credits	02
Contact hours	04 Hours per week	Duration of SEA/Exam	3 hours
Formative Assessment Marks	25	Summative Assessment Marks	25

PART-A-Network Simulation using NS simulator

1. Implement connecting two nodes using network simulator.
2. Implement connecting three nodes considering one node as a central node using network simulator.
3. Implement star topology using network simulator.
4. Implement Bus Topology using network simulator
5. Implement ring topology using network simulator
6. Simulate and to study stop and Wait protocol using network simulator.
7. Simulate and to study SLIDING WINDOW PROTOCOL using network simulator.
8. To Simulate and to study of Go Back N protocol using network simulator

PART-B-Implementation of networking algorithm using JAVA.

1. Write a java program for distance vector routing algorithm
2. Write a Java Program to demonstrate Simple UDP Datagram Communication.
3. Write a Java Program demonstrate of Client Server Communication Using TCP
4. Write a Java program to implement ping command.
5. Write a program for congestion control using leaky bucket algorithm
6. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side.
7. Write a Java Program to implement Data encryption and decryption
8. Write a Java program to implement error detection and error correction technique



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Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks

Links for open source simulation software:

o NS3 software: <https://www.nsnam.org/releases/ns-3-30/download/>

o Packet Tracer Software: <https://www.netacad.com/courses/packet-tracer>

o GNS3 software:

<https://www.gns3.com/> Links for

open source simulation software:

[https://www.nsnam.com/2018/06/installation-of-ns2-in-ubuntu-](https://www.nsnam.com/2018/06/installation-of-ns2-in-ubuntu-1804.html#:~:text=Unlike%20earlier%20version%20of%20ubuntu,then%20ns2%20and%20th)

[1804.html#:~:text=Unlike%20earlier%20version%20of%20ubuntu,then%20ns2%20and%20th](https://www.nsnam.com/2018/06/installation-of-ns2-in-ubuntu-1804.html#:~:text=Unlike%20earlier%20version%20of%20ubuntu,then%20ns2%20and%20th)
[en%20configuration](https://www.nsnam.com/2018/06/installation-of-ns2-in-ubuntu-1804.html#:~:text=Unlike%20earlier%20version%20of%20ubuntu,then%20ns2%20and%20th)

<https://www.howtoinstall.me/ubuntu/18-04/nam/>



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Program Name	BSC	Semester	V
Course Title	Employability skills (Theory)		
Course Code:	SEC-4	No.of Credits	03
Contact hours	48 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60

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Program Name	B.Sc.	Semester	VI
Course Title	Web Technologies (Theory)		
Course Code:	CSCT 351	No.of Credits	04
Contact hours	52 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- CO1. Understand basics of web technology
- CO2. Recognize the different Client-side Technologies and tools like, HTML, CSS, JavaScript
- CO3. Learn Java Servlets and JDBC
- CO4. Web Technology for Mobiles and Understand web security

Description	Hours
Unit-1	
Introduction and Web Design: Introduction to Internet, WWW and Web 2.0, Web browsers, Web protocols and Web servers, Web Design Principles and Web site structure, client-server technologies, Client side tools and technologies, Server side Scripting, URL, MIME, search engine, web server- Apache, IIS, proxy server, HTTP protocol. Introductions to HTML. HTML5 Basics tags, Formatting tags in HTML, HTML5 Page layout and Navigation concepts, Semantic Elements in HTML, List, type of list tags, tables and form tags in HTML, multimedia basics, images, iframe, map tag, embedding audio and video clips on webpage.	13
Unit-2	
Introduction to XML: XML Syntax, XML Tree, Elements, Attributes, Namespace, Parser, XSLT DOM, DTD, Schema. Introduction to CSS, CSS syntax, CSS selectors, CSS Background Cursor, CSS text fonts, CSS-List Tables, CSS Box Modeling, Display Positioning, Floats, CSS Gradients, Shadows, 2D and 3 Transform, Transitions, CSS Animations.	13
Unit-3	

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Introduction to JavaScript: JavaScript Data type and Variables, JavaScript Operators, Conditional Statements, Looping Statements, JavaScript Functions, Number, Strings, Arrays, Objects in JavaScript, Window and Frame objects, Event Handling in JavaScript, Exception Handling, Form Object and DOM, JSON, Browser Object Model.	13
Unit-4	
Introduction to Servlets: Common Gateway Interface (CGI), Lifecycle of a Servlets, deploying a Servlets, The Servlets API, Reading Servlets parameters, reading initialization parameters, Handling HTTP Request & Responses, Using Cookies and sessions, connecting to a database using JDBC.	13
Web Security: Authentication Techniques, Design Flaws in Authentication, Implementation Flaws in Authentication, Securing Authentication, Path Traversal Attacks. Injecting into Interpreted Contexts, SQL Injection, NoSQL Injection, XPath Injection, LDAP Injection, XML Injection, HTTP Injection, Mail Service Injection. Types of XSS, XSS in Real World, Finding and Exploiting XSS Vulnerabilities, Preventing XSS Attacks.	
References: <ol style="list-style-type: none"> 1. Web Programming, building internet applications, Chris Bates 2nd edition, WileyDremtech 2. Java Server Pages – Hans Bergsten, SPD O'Reilly 3. Java Script, D.Flanagan, O'Reilly, SPD 4. Beginning Web Programming-Jon Duckett WROX. 5. Web Applications : Concepts and Real World Design, Knuckles, Wiley-India 6. Internet and World Wide Web – How to program, Dietel and Nieto, Pearson. 	

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)



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Course Outcomes (COs) / Program Outcomes (POs)	Program Outcomes (POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Discuss the fundamentals of the HTML 5.															
Study about various concepts about XML.															
How to write Java Script.															
Describe various programming constructs about Java Script.															
Discuss Servlets.															



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Program Name	B.Sc.	Semester	VI
Course Title	Statistical Computing & R Programming(Theory)		
Course Code:	CSCT 352	No.of Credits	04
Contact hours	52 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	40	Summative Assessment Marks	60

Course Outcomes (COs):

After the successful completion of the course, the student will be able to:

- CO1. Explore fundamentals of statistical analysis in R environment.
- CO2. Describe key terminologies, concepts and techniques employed in Statistical Analysis.
- CO3. Define Calculate, Implement Probability and Probability Distributions to solve a wide variety of problems.
- CO4. Conduct and interpret a variety of Hypothesis Tests to aid Decision Making.
- CO5. Understand, Analyse, and Interpret Correlation Probability and Regression to analyse the underlying relationships between different variables.

Description	Hours
Unit-1	
Introduction of the language, numeric, arithmetic, assignment, and vectors, Matrices and Arrays, Non-numeric Values, Lists and Data Frames, Special Values, Classes, and Coercion, Basic Plotting.	13
Unit-2	
Reading and writing files, Programming, Calling Functions, Conditions and Loops: stand- alone statement with illustrations in exercise, stacking statements, coding loops, Writing Functions, Exceptions, Timings, and Visibility. Basic Data Visualization.	13
Unit-3	



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Descriptive Statistics: Types of Data, Nominal, Ordinal, Scale and Ratio, Measures of Central Tendency, Mean, Mode and Median, Percentiles, Quartiles, Measures of Variability, Mean Absolute Deviation Range, Inter-Quartile-Range, Standard Deviation, Z-Scores. Coefficient of Variation, Measure of shape-Skewness and Kurtosis, Bar Chart, Pie Chart and Box Plot, Histogram, Frequency Polygon, Stem and Leaf Diagram.	13
Probability, Probability and Sampling Distribution: Methods of assigning probability, Structure of probability, Marginal, union, joint and conditional probabilities. Discrete Probability Distributions: Binomial, Poisson, Continuous Probability Distribution, Normal Distribution, Uniform Distribution. Estimating the population mean using the and t-distribution.	
Unit-4	
Statistical Inference and Hypothesis Testing: Types of Hypothesis, and Sample, Null and Alternate Hypothesis, Level of Significance, Type I and Type II Errors, One Sample t-Test, One Sample Proportion Test, Paired Sample t-Test, Independent Samples t-Test, Two Sample Proportion Tests, One Way Analysis of Variance and Chi Square Test.	13
Correlation and Regression: Analysis of Relationship, Positive and Negative Correlation, Perfect Correlation, Karl Pearson Coefficient of Correlation, Correlation Matrix, Scatter Plots, Simple Regression Analysis.	

Pedagogy: Lecture/ PPT/ Videos/ Animations/ Role Plays/ Think-Pair-Share/ Predict-Observe- Explain/ Demonstration/ Concept mapping/ Case Studies examples/ Tutorial/ Activity/ Flipped Classroom/ Jigsaw/ Field based Learning/ Project Based Learning/ Mini Projects/ Hobby Projects/ Forum Theatre/ Dance/ Problem Based Learning/ Game Based Learning/ Group Discussion/ Collaborative Learning/ Experiential Learning / Self Directed Learning etc.

Course Articulation Matrix: Mapping of Course Outcomes (COs) with Program Outcomes (POs 1-15)

Course Outcomes(COs)/Program Outcomes(POs)	Program Outcomes(POs)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Explore fundamentals of statistical analysis in R environment.															



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Describe key terminologies, concepts and techniques employed in Statistical Analysis.														
Define Calculate, Implement Probability and Probability Distributions to solve a wide variety of problems.														
Conduct and interpret a variety of Hypothesis Tests to aid Decision Making.														
Understand, Analyse, and Interpret Correlation Probability and Regression to analyse the underlying relationships between different variable														



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Program Name	B.Sc.	Semester	VI
Course Title	Web Technologies Lab		
Course Code:	CSCP 351	No.of Credits	02
Contact hours	04 Hours per week	Duration of SEA/Exam	3 hours
Formative Assessment Marks	25	Summative Assessment Marks	25

PART A

1. Create a home page for a college website containing all latest HTML5 tags like <article>, <aside>, <nav>, <header>, <footer>, <section>, <figure>. And in <nav>. Create hyper links for courses, facilities and contact details of your institution. On clicking
 - Course hyperlink, display the page with course names offered in the college using ordered list.
 - Facilities hyperlink, display the page describing the facilities using unordered list.
 - Contact hyperlink, display the page to show phone number, email and address in separate columns with respective headings.]

Apply various text formatting tags such as for bold, italic, font style, <h1>...<h6> etc.

2. Design a HTML5 web page containing form with text, password, number, range, email, url, file, submit and reset elements which must be styled using CSS3 according to following screen shot .



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Registration Form

Name:

Password:

Confirm Password:

Contact Number:

Skill Range:

Email:

Profile URL:

Resume:

No file chosen

Note :

- Apply the CSS style exactly same as shown in the above screen shot (withborder radius, box shadow and colours).
- Submit and Reset buttons must change their colour on mouse hovering.
- Name and passwords should not be empty. If empty, provide error message when **submit** is clicked .
- When clicked on submit button email, Profile URLs must be validated for proper input.
- Contact number must contain only 10 digits not lesser and not more.
- Clicking on Reset button must clear all fields' entry.

3. Write a HTML program to develop a static Web Page for Catalog. Also place a SUBMIT button on this page.




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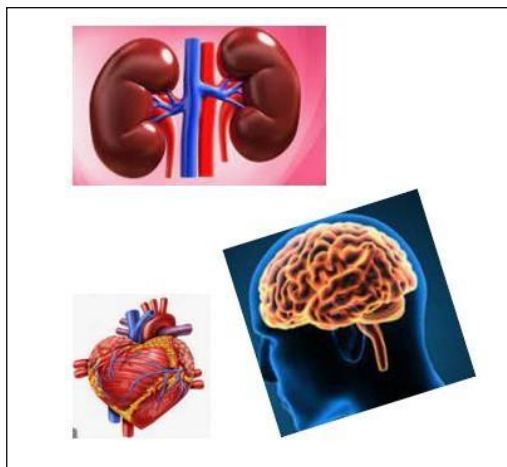
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	Book:XML Bible Author:Winston Publication:wiley	\$40.5	add to cart
	Book:A1 Author:S.Rusell Publication:Princeton hall	\$63	add to cart
	Book:JAVA 2 Author:Watson Publication:BPB	\$35.5	add to cart
	Book:Html in 24 hrs Author:Sam Peter Publication:SAM	\$50	add to cart

For each click on “ Add Cart” of any book,. On clicking Submit button show totalamount to be paid in an alert box.

4. Using concept of HTML image map identify various rectangle and circle areas for describing the functions of Kidney, Brain and heart in that area in another page or using <iframe> in same page, by clicking those areas.





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5. Write a HTML program to develop a static Registration Form

Registration Form

First Name

Last Name

UserName

Password

Confirm Password

Address

Date of Birth dd -- mm -- yyyy

Sex ☐ Male ☐ Female

Marital Status ☐ Single ☐ Married

Mobile Number

COURSE ☐ CSE ☐ BA ☐ BCOM ☐ BSC ☐ BBA ☐ BCA

Languages Known ☐ English ☐ Hindi ☐ Kannada

Do the validation for

- Password and confirm password are same.
- Firstname and lastname includes only alphabets and space
- Mobile no. contains only 10 digits and first digit starts with 6-9.[Regular expression]
- All entries are mandatory.

On clicking submit button display the message in another page as “Dear <firstname +lastname to be shown here> , your application for <course name here> is successfully submitted with username <username here>”

6. Develop and demonstrate a HTML file that includes JavaScript script that uses functions for the following problems:

- Accept a string as input and the function to be used to print the position of first vowel as output in a label.
- Accept a number as input and the function to be used to print the reversed no. in a label.



Finding left most vowel

Enter a string:

Find

Reverse of a number

Enter a number:

Reverse

7. Write a JavaScript that calculates the squares and cubes of the numbers from 1 to 10 and outputs HTML text that displays the resulting values in an HTML table format.

Number	Square	Cube
1	1	1
2	4	8
3	9	27
4	16	64
5	25	125
6	36	216
7	49	343
8	64	512
9	81	729
10	100	1000

8. Create a web page containing simple calculator which should have basic arithmetic (+, -, *, /) operation on two floating point numbers and show result.

Validations to be followed:

- . (Decimal point) should be taken only once for an operand.
- Operand can be negative.
- Division by zero must be shown proper error message in result.



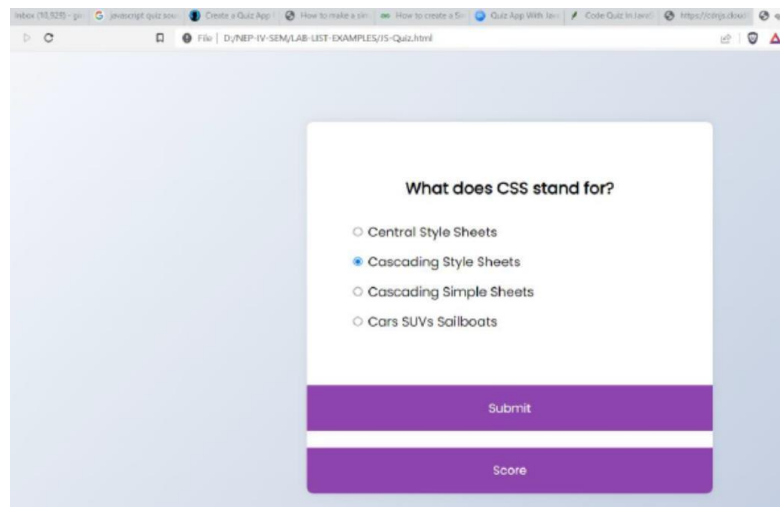
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Sample screen shot:



PART B

1. Create a HTML page make a quiz game where user should answer one question at a time, answers must be shown in radio buttons. Without submitting the answer, quiz should not move to next question (Minimum five questions must be there). When user wishes to get score (using score button) score should be displayed in alert message. All the question must be loaded in same page (no page navigation is allowed) Sample screen shot:



2. Create a web page using HTML5/CSS3 to animate a truck movement. While truck moves forward direction towards mountains same time trees should move in the back ward direction. Output screen shot .





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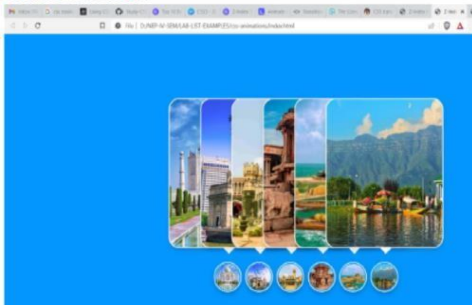
Background hills must be created using CSS only and for tree, truck and wheels download the images from the following URLs.

<https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/tree.svg> <https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/truck.svg> <https://s3-us-west-2.amazonaws.com/s.cdpn.io/130015/wheels.svg>

NOTE: Color of various elements can be changed in the ‘fill’ attribute in the source code of above downloaded svg files. [By default it is white and may not be visible on the screen with white background]

3. Create a web page using HTML/CSS which contains cards (shown as a stack of cards) with image of a tourist place and below that is a thumbnail (shown in circle with image). When mouse hovers over thumbnail, corresponding card comes in front and also small description about the tourist place will be displayed. Use ONLY CSS animation and transition. (Java script should not be used to animate.)

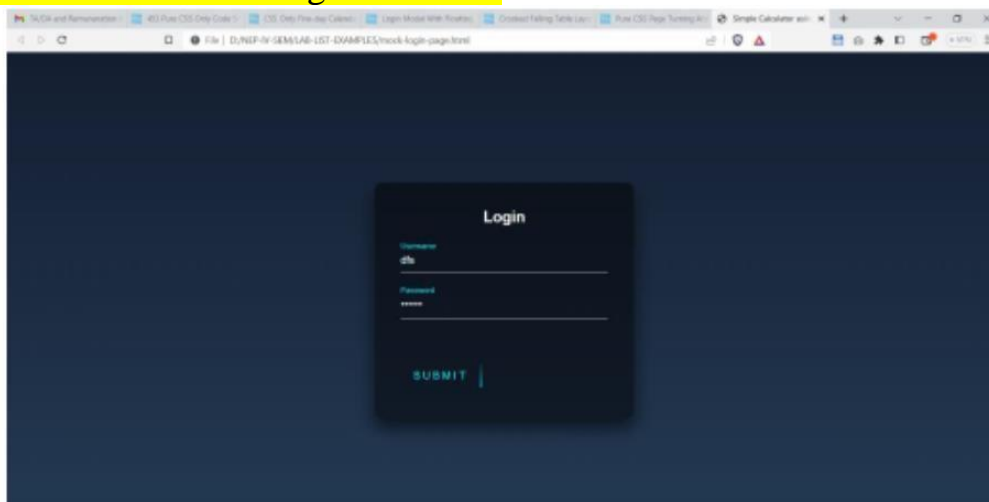
Initial interface:



Interface should look like below screenshot when mouse hovered on thumbnail:



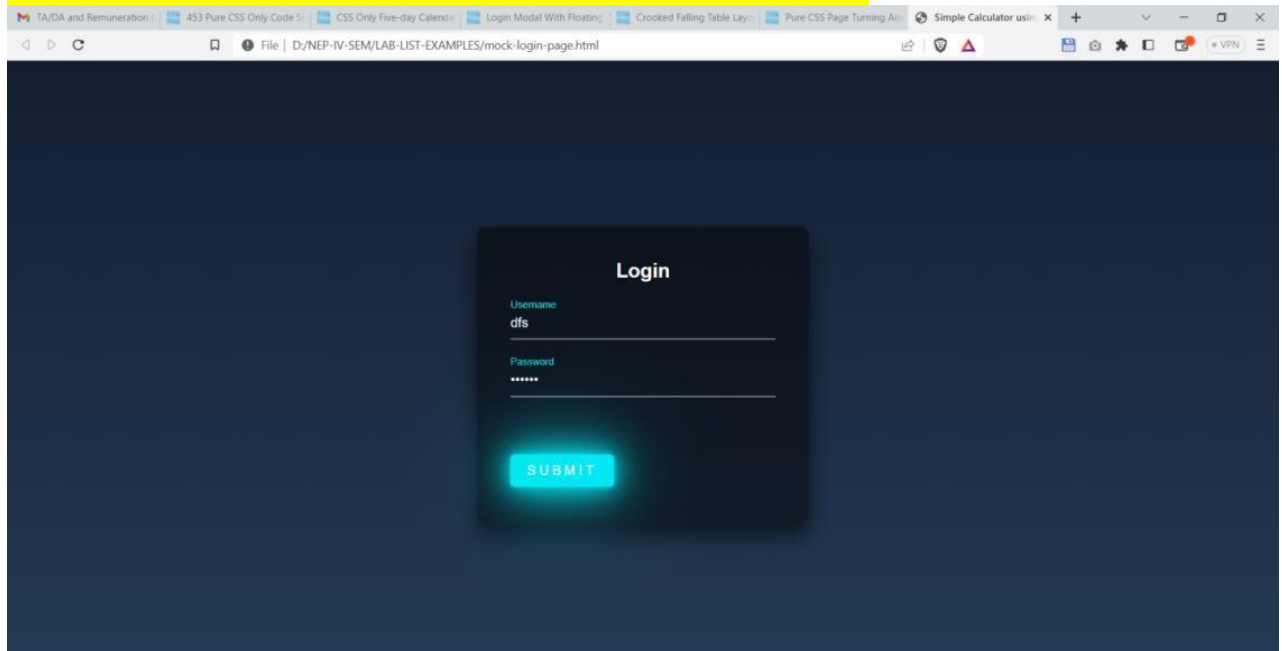
4. Design a mock login page and style it using CSS3. Initially login page should look like the following screen shot





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And while mouse is hovered on SUBMIT button it should look like



5. Write a JDBC program to create a Product database with fields Product no, Name, Rate/unit, Stock in hand, quantity sold till date. Perform these operations.
- Input 5 records and initially quantity sold should be null while entering records.
 - To sell specified item to the customer by verifying sufficient quantity is available. Also update the fields Stock in hand and quantity sold till date after each purchase.
 - To purchase new stock for existing item in the shop. Update the necessary fields.
 - Display all the records.
6. Write a Servlet Program to perform Insert, update and View operations on Employee Table



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Add New Employee

Name:

Password:

Email:

Country:

[view employees](#)

Employees List

Id	Name	Password	Email	Country	Edit
63	Amit Kumar	amtkmj45	amitkumar@gmail.com	India	edit
61	Rahul Kumar	rahul4000	rahulkk@gmail.com	India	edit
62	Sonoo Jaiswal	sonoobsk	sonoojaiswal1987@gmail.com	India	edit
44	adarsh kumar	kkkkk	adarsh232@gmail.com	India	edit

Update Employee

Name:

Password:

Email:

Country:



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7. Write a Servlet program to authenticate the Login Form

Name:

Password:

Invalid input

username or password error!

Valid input

Welcome ADMIN

8. Write a Servlet Program to find the new user and the Repeated User of the website using Cookies

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Program Name	B.Sc.	Semester	VI
Course Title	R Programming Lab		
Course Code:	CSCP352	No.of Credits	02
Contact hours	04 Hours per week	Duration of SEA/Exam	3 hours
Formative Assessment Marks	25	Summative Assessment Marks	25

PART-A

- Write a program to create a 3 X 3 matrices A and B and perform the following operations
 - $A^T \cdot B$
 - $B^T \cdot (A \cdot A^T)$
 - $(A \cdot A^T) \cdot B^T$
 - $[(B \cdot B^T) + (A \cdot A^T) - 100I_3]^{-1}$
- Write R program to find roots of quadratic equation using user defined function. Test the program user supplied values for all possible cases.
- Write R script to generate prime numbers between two numbers using loops
- Write an R program to create a list containing strings, numbers, vectors and logical values and do the following manipulations over the list
 - Access the first element in the list
 - Give the names to the elements in the list
 - Add element at some positions in the list
 - Remove the element
 - print the first and third element
 - Update the third element
- The following table shows the time taken (in minutes) by 100 students to travel to school on a particular day.

Time	0-5	5-10	10-15	15-20	20-25
No. of students	5	25	40	17	13

- Draw the histogram
 - Draw frequency polygon
- Write an R program to create a Data Frame with following details and do the following operations.

itemCode	itemCategory	ItemPrice
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1001	Electronics	700
1002	Desktop Supplies	300
1003	Office Supplies	350
1004	USB	400
1005	CD Drive	800

- Subset the Data frame and display the details of only those items whose price is greater than or equal to 350.
 - Subset the Data frame and display only the items where the category is either “OfficeSupplies” or “Desktop Supplies”
 - Subset the Data frame and display the items where the Itemprice between 300 and 700
 - Compute the sum of all ItemPrice
 - Create another Data Frame called “item-details” with three different fields itemCode,ItemQtyonHand and ItemReorderLvl and merge the two frames.
7. Create a factor marital_status with levels Married, single, divorced. Perform the following operations on this factor
- Check the variable is a factor
 - Access the 2nd and 4th element in the factor
 - Remove third element from the factor
 - Modify the second element of the factor
 - Add new level widowed to the factor and add the same level to the factormarital_status
8. Write a R language Script for following operation on Iris Data Set
- Load the Iris Dataset
 - View first six rows of iris dataset
 - Summarize iris dataset
 - Display number of rows and columns
 - Display column names of dataset.
 - Create histogram of values for sepal length
 - Create scatterplot of sepal width vs. sepal length
 - Create boxplot of sepal width vs. sepal length
 - Find Pearson correlation between Sepal.Length and Petal.Length
 - Create correlation matrix for dataset

PART-B

Note: Problems are solved using R Script and Manual solution also

- Write a R program to create a Vector containing following 8 values and perform the following operations.
4 3 0 5 2 9 4 5

 - Find mean, median, mode.



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b. Find the range.

c. Find the 35th and 78th percentile.

d. Find the sample variance and sample standard deviation

e. Find the interquartile range.

f. Find the z-score for each value.

[R Script: 5 Marks

Solution: 7 Marks]

2. Write R script to find the correlation coefficient and type of correlation between advertisement expenses and sales volume using Karl Pearson's coefficient of correlation method (Direct Method).

Firm	1	2	3	4	5	6	7	8	9	10
Advertisement Exp. (Rs. In Lakhs)	11	13	14	16	16	15	15	14	13	13
Sales Volume (Rs. In Lakhs)	50	50	55	60	65	65	65	60	60	50

[R Script: 5 Marks

Solution: 7 Marks]

3. Write R script to compute the regression equation of y on x and x on y from the following data. Predict the value of y when x=7

X	2	4	5	6	8	11
Y	18	12	10	8	7	5

[R Script: 5 Marks

Solution: 7 Marks]

4. The times taken by a large group of students to complete a piece of homework, T minutes, are Normally distributed with a mean of 57 minutes and standard deviation of 6.5. Find the probability that the time taken by a random student from the group to complete this homework will be less than 60 minutes.

Write R script to Find the probability that the time taken by a random student from the group to complete this homework

a) Will be less than 60 minutes

b) Between 50 and 80 minutes

[R Script: 6 Marks

Solution: 6 Marks]

5. Write R script to perform the following using binomial distribution

i. If $n=4$ and $p=0.10$, find $P(x=3)$

ii. If $n=12$ and $p=0.45$, find $P(5 \leq x \leq 7)$

[R Script: 6 Marks

Solution: 6 Marks]

6. Perform the following using uniform distribution between 200 and



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240i. $P(x > 230)$

ii. $P(205 \leq x \leq 220)$

[R Script: 6 Marks

Solution: 6 Marks]

7. Following are the scores of max vertical jumps before and after the training program. Test whether the training program is helpful to the students (Use Paired t-test). Use $\alpha = 0.01$

Player	Max Vertical Jump Before Training Program	Max Vertical Jump After Training Program
Player 1	22	24
Player 2	20	22
Player 3	19	19
Player 4	24	22
Player 5	25	28
Player 6	25	26
Player 7	28	28
Player 8	22	24
Player 9	30	30
Player 10	27	29
Player 11	24	25
Player 12	18	20
Player 13	16	17
Player 14	19	18
Player 15	19	18
Player 16	28	28
Player 17	24	26
Player 18	25	27
Player 19	25	27
Player 20	23	24

[R Script: 4 Marks

Solution: 8 Marks]

8. A company has three manufacturing plants, and company officials want to determine whether there is a difference in the average age of workers at the three locations. The following data are the ages of five randomly selected workers at each plant. Perform a one-way ANOVA to determine whether there is a significant difference in the mean ages of the workers at three plants. Use $\alpha = 0.01$. Write R script for the above problem. **Plant(Employee Ages)**

1	2	3
29	32	25
27	33	24
30	31	24
27	34	25



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28	30	25
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[R Script: 4 Marks Solution: 8 Marks]

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:4 Marks Execution:4Marks	8 Marks
Program-2	PART-B Writing:6 Marks Execution:6Marks	12 Marks
Practical Record		05 Marks
Total		25 Marks



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Program Name	B.Sc	Semester	VI
Course Title	Internship		
Course Code:	SEC-5	No.of Credits	02
Contact hours	30 Hours	Duration of SEA/Exam	2 hours
Formative Assessment Marks	20	Summative Assessment Marks	30

GUIDELINES FOR CONDUCTING INTERNSHIP:

Internships can cover a wide range of concepts and topics and some common concepts that can be covered under various types of internships:

- ☐ **Technical Skills**
 - ☐ Depending on the field, interns can develop technical skills such as programming languages, software tools, data analysis, design software, and more.
- ☐ **Soft Skills:**
 - ☐ Communication: Written and verbal communication skills, including effective email communication, presentations, and client interactions.
 - ☐ Teamwork: Collaborating with colleagues, working in cross-functional teams, and building effective relationships.
 - ☐ Time Management: Prioritizing tasks, managing deadlines, and staying organized.
 - ☐ Problem Solving: Analyzing challenges, identifying solutions, and making informed decisions.
 - ☐ Adaptability: Handling changes, learning new processes, and adjusting to evolving situations.
- ☐ **Innovation and Entrepreneurship:**
 - ☐ Exploring innovative business ideas, product development, market research, and business model creation.
- ☐ **Data Analytics and Interpretation:**
 - ☐ Learning how to work with data, perform analysis, and derive insights to inform decision-making.
- ☐ **Leadership and Management:**
 - ☐ Developing leadership skills, understanding different management styles, and learning how to motivate teams.

These are just a few examples of the many concepts that can be covered in internship programs. The specific concepts/coverage of the above will vary based on college infrastructure and faculty competence. It is important to tailor the internship experience to



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align with the interns' career goals and the industry needs.

Evaluation:

The report shall be prepared by the student under the guidance of the identified mentor in the college and submitted to the Head of the Department for evaluation. The report shall be evaluated by the two internal faculty members and submit the final sessional and summative marks to the university.

Scheme of Assessment for Theory Examination (B.Sc.)

Question Pattern		Marks
Part – A		
1. Answer any SIX sub-questions (6×2=12)		12
Sub-question	Unit	
a, b	1	
c, d	2	
e, f	3	
g, h	4	
Part – B (Answer any ONE full question from each unit – 12 marks each)(Combinations of sub-questions of 3 to 6 marks)		
Unit-1		12
2.		
3.		
Unit-2		12
4.		
5.		
Unit-3		12
6.		
7.		
Unit-4		12
8.		
9.		
Total		60

c



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Open Electives in Computer Science

(For Students studying Core Courses other than Computer Science/ Computer Applications)

Sl. No	Open Electives in Computer Science
1	C Programming Concepts
2	Office Automation
3	Multimedia Processing
4	Python Programming Concepts
5	R Programming
6	E- Content Development
7	E- Commerce
8	Web Designing
9	Computer Animation
10	Accounting Package



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Open Elective for I Semester

Course Title: Office Automation	
Course Code: CSOE101	
Course Credits:03	Hours/Week:03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Compare and contrast various types of operating systems
- Explain the purpose of office automation
- Describe how information is stored and retrieved in/from computer memory
- Know about various types of office automation software and their applications
- Create document using word processing software
- Design presentation using presentation software
- Create worksheets using spreadsheet software
- Store and retrieve data in/from database management application

Contents	Hours
Unit-1	
Computer software: Introduction, Software definition, Software categories, Installing and uninstalling software, Software piracy, Software terminologies. Introduction to windows Operating System, operating with windows, GUI, use of help features, starting an application, essential accessories, creating shortcuts, windows explorer, control panel, finding folders and files, System utilities. MS-Office: Introduction, Office user interface, Microsoft office Components MS-Word: Introduction, Starting MS-Word, Microsoft word Environment working with word documents, working with text, working with tables checking spelling and grammar, adding graphs to the document, mail merge, header and footers, page numbers, protect the document, working with Formatting tools.	12
Unit-2	



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MS-Excel: Introduction, starting MS Excel, Microsoft Excel environment, working with Excel workbook, working with worksheet – Entering data, Excel formatting tips and Techniques, generating graphs, Formulas and Functions, inserting charts, Sorting, Pivot Tables, data extraction, adding clipart, add an image from a file, Printing in Excel.	10
Unit-3	
MS-Power point- Starting MS-Power Point, working with power point -, Creating, Saving and Printing a presentation, Working with Animation, adding a slide to presentation, navigating through a presentation, Slide-sorter, Slide-show, editing slides, Working with Graphics and Multimedia in PowerPoint (Inserting Photo, Video& Sound).	10
The Internet: Basic internet terms, Internet applications, Internet tools, Web browser, Web browser features, Internet Explorer environment, Electronic mail, Email address structure, Advantages and Disadvantages of email.	
Unit-4	
Database fundamentals- Basic database terms, Database Management System MS-Access: Introduction to Access, Creating Tables and Database ,Datatype and Properties, Adding & Deleting Field in Table, Primary Key Fields, Queries, Forms: The Forms wizard saving forms, Modifying forms, Pages, Macro, Module, Reports, Printing Report, Forms	10

Text Book:

1. ITL Education Solution Limited, Introduction to Information Technology, Second Edition., Pearson

Reference Books:

1. Peter Norton, Introduction to Computers, 7th edition, Tata McGraw Hill Publication, 2012)
1. Anita Goel, Computer Fundamentals, Pearson Education, 2011
1. Linda Foulkes, Learn Microsoft Office 2019: A comprehensive guide to getting started with Word, PowerPoint, Excel, Access, and Outlook, Packt Publishing Limited, 2020
2. Bittu Kumar, Mastering MS Office: Concise Handbook with Screenshots, V&S Publishers, 2017



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Digital Fluency

Course Content

Semester:

Course Title: Digital Fluency Course Code: SBDF101	Course Credits: 2
Total Contact Hours: 15 hours of theory and 30 hours of practicals	Duration of ESA :
Formative Assessment Marks: 50 marks	Summative Assessment Marks: 50 marks
Model Syllabus Authors:	

Course Outcomes (COs):

At the end of the course the student should be able to:

(Write 3-7 course outcomes. Course outcomes are statements of observable student actions that serve as evidence of knowledge, skills and values acquired in this course)

1. Have an intelligent conversation on the key concepts and applications of Artificial Intelligence (AI), Big Data Analytics (BDA), Internet of Things (IoT), Cloud Computing, and Cybersecurity
2. Develop holistically by learning essential skills such as effective communication, problem-solving, design thinking, and teamwork
3. Build his/her personal brand as an agile and expansive learner – one who is interested in horizontal and vertical growth?

Course Articulation Matrix: Mapping of Course

Outcomes(COs) with Program Outcomes

(POs)

This mapping needs to be done considering POs of respective programs.

Course Outcomes (COs) /Program Outcomes (POs)	1	2	3	4	5	6	7	8	9	10	11	12

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1. Have an intelligent conversation on the key concepts and applications of AI, BDA, IoT, Cloud Computing, and Cybersecurity												
2. Develop holistically by learning essential skills such as effective communication, problem-solving, design thinking, and teamwork												
3. Build his/her personal brand as an agile and expansive learner – one who is interested in horizontal and vertical growth												

Course Articulation Matrix relates course outcomes of course with the corresponding program outcomes whose attainment is attempted in this course. Mark 'X' in the intersection cell if a course outcome addresses a particular program outcome.



Course Content (Digital 101)

	Details of topic	Duration
Module 1: Emerging Technologies	Overview of Emerging Technologies: i. Artificial Intelligence, Machine Learning, Deep Learning, ii. Database Management for Data Science, Big Data Analytics, iii. Internet of Things (IoT) and Industrial Internet of Things (IIoT) iv. Cloud computing and its service models v. Cyber Security and Types of cyber attack	05 hours
Module 2: Applications of Emerging Technologies	Applications of emerging technologies: i. Artificial Intelligence ii. Big Data Analytics iii. Internet of Things iv. Cloud Computing v. Cyber Security	05 hours
Module 3: Building Essential Skills Beyond Technology	Importance of the following: i. Effective Communication Skills ii. Creative Problem Solving & Critical Thinking iii. Collaboration and Teamwork Skills iv. Innovation & Design Thinking v. Use of tools in enhancing skills	05 hours

References to learning resources:

1. The learning resources made available for the course titled “Digital 101” on Future Skills Prime Platform of NASSCOM

Pedagogy

Flipped classroom pedagogy is recommended for the delivery of this course. For every class:

1. Before coming to the class students are expected to go through the content (both video and other resources) on the related topic and give the quiz on Future Skills Prime Platform of NASSCOM.
2. Class room activities are designed around the topic of the session towards developing better understanding, clearing mis-conceptions and discussions of higher order thinking skills like application, analysis, evaluation and design.
3. Every theory class ends with announcement of exercise for practical activity of the week



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Assessment

Formative Assessment	
Assessment Occasion	Weightage in Marks
1. After watching videos of each topic, 05 marks tests are to be given by the students on Future Skills Prime Platform. The total marks earned by students is to be computed.	No weightage
2. Practical Sessions: A total of 05 activities from Module 1 and Module 2 and 03 activities from Module 03 need be completed by students. All the activities are expected to be done in teams of 02 - 03 students per team. Each session performance is assessed for 10 marks against announced rubrics for assessment. The total marks earned by students is to be computed.	50%
3. Summative Assessment : After completion of all 3 modules students will be giving Final Assessment with 30 questions (30 min) on Future Skills Prime platform. Students will have two attempts and those who score at least 50% marks will get certificate from NASSCOM-AICTE.	This assessment may be given 50% weight in computing the final grade of the students.

Date:

Co-Ordinator



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Open Elective for II Semester

Course Title: Web Designing	
Course Code: CSOE151	
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Understand various Internet related terminologies
- Explain features and evolution of Internet
- Explain the use of search engines
- Know the use of different tags available in HTML
- Design web pages using HTML5, CSS3, XML and XHTML
- Implement websites using linked webpages.

Contents	Hours
Unit-1	
The Internet: Introduction, Evolution, basic internet terms, Getting connect to internet, Internet applications, Data over the internet. Internet tools: Web browser, Web browser features, Internet Explorer environment, Electronic mail, Email address structure, checking email, sending email, email attachment, How email works, advantages and disadvantages of email. Search Engines: Searching an internet, refining the search, Instant messaging, Features of messengers.	12
Unit-2	
Overview of HTML5- Exploring new features of HTML5, Structuring an HTML Document, Creating and saving HTML document, Viewing an HTML document. Fundamentals of HTML- Understanding Elements, Root elements, Metadata elements, Style element, Section element, Header and Footer element, Address element, Basic HTML datatypes, Datatypes defined by RFC and IANA Documentation. Working with Text: Formatting Text with HTML Elements, Defining MARK element, Defining STRONG element, Defining CODE element, Defining SMALL element. Organizing Text in HTML: Arranging text, Displaying Lists.	10
Unit-3	



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Working with Links and URLs – Exploring the Hyperlinks, Exploring the URL, Exploring Link Relations. Creating Tables- Understanding Tables, Describing the table element. Working with Images, Colors and Canvas- Inserting images in a webpage, Exploring Colors, Introducing Canvas Working with Forms: Exploring Form element, Exploring types of the INPUT element, Exploring the BUTTON element, Exploring the Multiple-Choice elements, Exploring TEXTAREA and LABEL elements. Working with Frames: <FRAMESET>, <FRAME> tag with attributes.	10
Unit-4	
Overview of CSS3- Understanding the syntax of CSS, Exploring CSS Selectors, Inserting CSS in an HTML document. Background and Color Gradients in CSS: Exploring Background of a Web Page, Exploring Color Properties, Exploring GradientProperties, Exploring Font properties. Working with Basics of XML- Exploring XML, Comparing XML with HTML, Describing the Structure of an XML document.	10

Text Books

1. ITL Education Solution Limited, Introduction to Information Technology, Pearson Education, 2012
2. DT Editorial Services, HTML5 Black Book (Covers CSS3, JavaScript, XML, XHTML, AJAX, PHP, jQuery), Second Edition, Dreamtech Publisher, 2016

Reference Books

1. Laura Lemay & Rafe Colburn, Mastering Html, CSS & Java script, Web Publishing, 2016
2. Firuza Aibara, HTML5 for Beginners, 2012
3. Glenn Johnson, Training Guide– Programming in HTML5 with Java Script and CSS3 (Microsoft Press Training Guide), 2013



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Skill Enhancement Course: SEC for other Programmes

Semester: III

Course Title: Artificial Intelligence	
Course code: SBAI201	Course Credits: 2
Total Contact Hours: 13 hours of theory and 26 hours of practical	Duration of SEE: 01 Hour
Formative Assessment Marks: 20 marks	Summative Assessment Marks: 30 marks

Course Outcomes (COs):

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

- Appraise the theory of Artificial intelligence and list the significance of AI.
 - Discuss the various components that are involved in solving an AI problem.
 - Illustrate the working of AI Algorithms in the given contrast.
 - Analyze the various knowledge representation schemes, Reasoning and Learning techniques of AI.
 - Apply the AI concepts to build an expert system to solve the real-world problems.
- Course Content

Contents	Hours
Unit-1	
Overview of AI: Definition of Artificial Intelligence, Philosophy of AI, Goals of AI, Elements of AI system, Programming a computer without and with AI, AI Techniques, History of AI.	05
Intelligent Systems: Definition and understanding of Intelligence, Types of	
Intelligence, Human Intelligence vs Machine Intelligence.	
Unit-2	



AI Applications: Virtual assistance, Travel and Navigation, Education and Healthcare, Optical character recognition, E-commerce and mobile payment systems, Image based search and photo editing.	05
AI Examples in daily life: Installation of AI apps and instructions to use AI apps.	
Unit-3	
Robotics: Introduction to Robotics, Difference in Robot System and Other AI	03
Program, Components of a Robot.	

Laboratory Activities: <ul style="list-style-type: none"> Amazon Alexa: https://play.google.com/store/apps/details?id=com.amazon.dee.app&hl=en&gl=US Google Lens: https://play.google.com/store/search?q=google+lens&c=apps&hl=en&gl=US Image to Text to Speech ML OCR: https://play.google.com/store/apps/details?id=com.mlscanner.image.to.speech&hl=en_IN&gl=US Google Pay: https://play.google.com/store/apps/details?id=com.google.android.apps.nbu.paisa.user&hl=en_IN&gl=US Grammarly: https://play.google.com/store/search?q=grammarly&c=apps&hl=en_IN&gl=US Google Map: https://play.google.com/store/search?q=google+maps&c=apps&hl=en&gl=US FaceApp: https://play.google.com/store/apps/details?id=io.faceapp&hl=en_IN&gl=US Socratic: https://play.google.com/store/apps/details?id=com.google.socratic&hl=en_IN&gl=US Google Fit: Activity Tracking: https://play.google.com/store/apps/details?id=com.google.android.apps.fitness&hl=en_IN&gl=US SwiftKey Keyboard: https://swiftkey-keyboard.en.uptodown.com/android E-commerce App: https://play.google.com/store/apps/details?id=com.jpl.jiomart&hl=en_IN&gl=US 	26
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Text Book:

1. Wolfgang Ertel, "Introduction to Artificial Intelligence", 2nd Edition, Springer International Publishing 2017.
2. Michael Negnevitsky, "Artificial Intelligence A Guide to Intelligent Systems", 2nd Edition, Pearson Education Limited

2005. Reference Books:

1. https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_tutorial.pdf
2. Kevin Knight, Elaine Rich, Shivashankar B. Nair, "Artificial Intelligence", 3rd Edition, July 2017

Reference Links:

1. Voice Assistant: <https://alan.app/blog/voiceassistant-2/>
2. Browse with image: <https://www.pocket-lint.com/apps/news/google/141075-what-is-google-lens-and-how-does-it-work-and-which-devices-have-it>
3. OCR: <https://aws.amazon.com/what-is/ocr/>
4. Mobile Payment system: <https://gocardless.com/en-us/guides/posts/how-do-mobilepayment-systems-work/>
5. Grammarly: <https://techjury.net/blog/how-to-use-grammarly/#gref>
6. Travel & Navigation: <https://blog.google/products/maps/google-maps-101-ai-powernew-features-io-2021/>
7. AI in photo editing: <https://digital-photography-school.com/artificial-intelligencechanged-photo-editing/>
8. AI in education: <https://www.makeuseof.com/what-is-google-socratic-how-does-itwork/>
9. AI in health and fitness: <https://cubettech.com/resources/blog/implementing-machinelearning-and-ai-in-health-and-fitness/>
10. E-commerce and online shopping: <https://medium.com/@nyxonedigital/importanceof-e-commerce-and->



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[online-shopping-and-why-to-sell-online-5a3fd8e6f416](https://www.sdmcollege.in/online-shopping-and-why-to-sell-online-5a3fd8e6f416)



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Skill Enhancement Course: SEC for BCA course

Semester: III

Course Title: Open-Source Tools Course code: CSOE201	Course Credits: 2 (1L+0T+2P)
Semester: III	Duration of SEE: 01 Hour
Total Contact Hours: 13 hours of theory and 26-28 hours of practicals	SEE: 30 Marks IA: 20 Marks

Course Outcomes (COs):

- Recognize the benefits and features of Open Source Technology and to interpret, contrast and compare open source products among themselves
- Use appropriate open source tools based on the nature of the problem
- Write code and compile different open-source software.

Course Content: Open Source Tools

Module	Details	Duration
Module 1: Open Source Softwares	<ul style="list-style-type: none"> - Introduction to Open sources, Need of Open Sources, OpenSource -Principles, Standard Requirements, Advantages of Open Sources - - Free Software – FOSS - Licenses – GPL, LGPL, Copyrights, Patents, Contracts & Licenses and Related Issues - Application of Open Sources. Open Source Operating Systems : FEDORA, UBUNTU 	05 hours
Module 2: Programming Tools And Techniques	<ul style="list-style-type: none"> - Usage of design Tools like Argo UML or equivalent - Version Control Systems like Git or equivalent - Bug Tracking Systems (Trac, BugZilla) - Bootstrap 	04hours
Module 3: Case Studies	<ul style="list-style-type: none"> - Apache - Berkeley Software Distribution - Mozilla (Firefox) - Wikipedia - Joomla - GNU Compiler Collection - Libre Office 	04 hours

Text Book:

1. Kailash Vadera, Bhavyesh Gandhi, "Open Source Technology", Laxmi Publications Pvt. Ltd 2012, 1st Edition.

Reference Book:

1. Fadi P. Deek and James A. M. McHugh, "Open Source: Technology and Policy", Cambridge Universities Press 2007.



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Question Paper Pattern for Skill Enhancement Course

Artificial Intelligence & Open Source Tools

Duration: 1 Hour

Max. Marks: 30

Part-A

(This section shall contain four questions from each module. Each question carries one mark)

Module-1:

- 1.
- 2.
- 3.
- 4.

Module-2:

- 5.
- 6.
- 7.
- 8.

Module-3:

- 9.
- 10.
- 11.
- 12.

Part-B

(This section shall contain two full questions from each module having an internal choice. Each full question carries six marks)

Module-1:

(a) Six mark question with sub-questions **OR** (b) Six mark question with sub-questions

Module-2:

(a) Six mark question with sub-questions **OR** (b) Six mark question with sub-questions

Module-3:

(a) Six mark question with sub-questions **OR** (b) Six mark question with sub-questions



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Open Elective for III Semester: Programming in C Concepts

Course Title: Programming in C Concepts COURSE CODE: CSOE 201	Course Credits: 3 (3L+0T+0P)
Semester: III	Duration of SEE: 02 Hours
Total Contact Hours: 42	SEE: 60 Marks IA: 40 Marks

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Read, understand and trace the execution of programs written in C language
- Write the C code for a given problem
- Perform input and output operations using programs in C
- Write programs that perform operations on arrays
- Understand functions and file concepts of C language

Course Contents:

Contents	Hours
Unit-1	
Overview of C: Importance of C Program, Basic structure of a C-program, Execution of a C Program.	
C Programming Basic Concepts: Character set, Tokens, Keywords, Constants, Symbolic constants, Variables, Data types,	11
Input and output with C: Formatted I/O functions – <i>printf</i> and <i>scanf</i> , control strings and escape sequences, output specifications with <i>printf</i> functions, Unformatted I/O functions to read and display single character and a string: <i>getchar</i> , <i>putchar</i> , <i>gets</i> and <i>puts</i> functions.	
Unit-2	



Operators & Expressions: Arithmetic operators; Relational operators; Logical operators; Assignment operators; Increment & Decrement operators; Bitwise operators; Conditional operator; Operator Precedence and Associativity; Evaluation of arithmetic expressions;	11
Control Structures: Decision Making and Branching -Decision making with if statement, simple if statement, the if else statement, nesting of if...else statements, the else if ladder, the switch statement, ?: operator, the go to statement.	
Unit-3	
Looping Structures: Decision making and looping - The while statement, the do statement, for statement, nested loops, exit, break, Jumps in loops. Derived data types in C: Arrays-declaration, initialization and access of one-dimensional and two-dimensional arrays.	10
Unit -4	
Handling of Strings: Declaring and initializing string variables, reading strings from terminal, writing strings to screen, String handling functions - <i>strlen</i> , <i>strcmp</i> , <i>strcpy</i> , <i>strstr</i> and <i>strcat</i> ; Character handling functions - <i>tolower</i> , <i>toupper</i> , <i>isalpha</i> , <i>isnumeric</i> . Functions: Basics of functions, Parameter Passing, Simple functions File handling: Basics of file programming concepts- <i>fprintf</i> and <i>fscanf</i> , and example programs	10

Text Book:

1. E.Balagurusamy, Programming in ANSI C ,7th Edition, Tata McGraw Hill

Reference Books:

2. Herbert Schildt, C: The Complete Reference, 4th Edition.
3. Brian W. Kernighan and Dennis Ritchie, The C Programming Language, Second Edition.



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Open Elective for IV Semester: Python Programming Concepts

Course Title: Python Programming Concepts Course Code: CSOE251	Course Credits: 3 (3L+0T+0P)
Semester: IV	Duration of SEE: 02 Hours
Total Contact Hours: 42	SEE: 60 Marks IA: 40 Marks

Course Outcomes (COs):

- Explain the basic concepts of Python Programming.
- Demonstrate proficiency in handling of loops and the creation of functions.
- Identify the methods to create and manipulate string data types.
- Understand the notion of arrays, lists, tuples and their applications

Contents	Hours
Unit-1	
Introduction to Features and Applications of Python; Python Versions; Installation of Python; Python Command Line mode and Python IDEs; Simple Python Program. Identifiers; Keywords; Statements and Expressions; Variables; Operators; Precedence and Association; Data Types; Indentation; Comments;	10
Unit-2	
Built-in Functions- Console Input and Console Output, Type Conversions; Python Libraries; Importing Libraries with Examples; Illustrative programs; Libraries for graphics and image handling.	10
Python Control Flow: Types of Control Flow; Control Flow Statements- if, else, elif, while loop, break, continue statements, for loop Statement; range() and exit () functions; Illustrative programs.	



Unit-3	
Strings: Creating and Storing Strings; Accessing Sting Characters; the str() function; Operations on Strings- Concatenation, Comparison, Slicing and Joining, Traversing; Format Specifiers; Escape Sequences; Raw and Unicode Strings; Python String Methods; Illustrative programs. Other data types: Basics of arrays, lists, tuples and related functions	11
Unit-4	
Python Functions: Types of Functions; Function Definition- Syntax, FunctionCalling, Passing Parameters/arguments, the return statement; Default Parameters; Command line Arguments; Key Word Arguments; Illustrative programs	11

Text Book:

1. Python Programming: Using Problem Solving Approach, Reema Thareja, June 2017.

Reference Books:

1. Learning with Python, Allen Downey, Jeffrey Elkner, Chris Meyers, 2015 (Freely available online 2015.
@<https://www.greenteapress.com/thinkpython/thinkCSpy.pdf>)
2. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019.
3. <http://www.ibiblio.org/g2swap/byteofpython/read/>
4. http://scipy-lectures.org/intro/language/python_language.html
5. <https://docs.python.org/3/tutorial/index.html>



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Open Elective for IV Semester: E-COMMERCE

Course Title: E-Commerce	Course Credits: 3 (3L+0T+0P)
Course Code: CSOE251	
Semester: IV	Duration of SEE: 02 Hours
Total Contact Hours: 42	SEE: 60 Marks IA: 40 Marks

Course Outcomes (COs):

- Compare how internet and other information technologies support business processes.
- Demonstrate an overall perspective of the importance of application of internet technologies in business administration
- Explain the basic business management concepts.
- Demonstrate the basic technical concepts relating to E-Commerce.
- Identify the security issues, threats and challenges of E-Commerce.

Course Contents:

Contents	Hours
Unit-1	
Introduction to E-Commerce and Technology Infrastructure Working of Web - HTML Markup for Structure - Creating simple page -Marking up text - Adding Links - Adding Images - Table Markup - Forms -HTML5, Building an E-Commerce Website, Mobile Site and Apps Systematic approach to build an E-Commerce: Planning, System Analysis, System Design, Building the system, Testing the system, Implementation and Maintenance, Optimize Web Performance - Choosing hardware and software - Other E-Commerce Site tools - Developing a Mobile Website and Mobile App	11
Unit-2	



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E-Commerce Security and Payment Systems	
E-Commerce Security Environment – Security threats in E-Commerce –Technology Solutions: Encryption, Securing Channels of Communication, Protecting Networks, Protecting Servers and Clients – Management Policies,Business Procedure and Public Laws - Payment Systems	11
Unit-3	
Business Concepts in E-Commerce	
Digital Commerce Marketing and Advertising strategies and tools – Internet Marketing Technologies – Social Marketing – Mobile Marketing – Locationbased Marketing – Ethical, Social, Political Issues in E-Commerce	10
Unit-4	
Project Case Study	
Case Study: Identify Key components, strategy, B2B, B2C Models of E- commerce Business model of any e-commerce website - Mini Project : DevelopE-Commerce project in any one of Platforms like Woo-Commerce, Magento or Opencart	10

Text Book:

1. Kenneth C. Laudon, Carol Guercio Traver - E-Commerce, Pearson, 10th Edition, 2016

Reference Books:

1. <http://docs.opencart.com/>
2. <http://devdocs.magento.com/>
3. <http://doc.prestashop.com/display/PS15/Developer+tutorials>
4. RobbertRavensbergen, —Building E-Commerce Solutions
with WooCommercel, PACKT, 2nd Edition.



SRI DHARMASTHALA MANJUNATHESHWARA COLLEGE (AUTONOMOUS)

UJIRE – 574 240

(Re-Accredited by NAAC at 'A++' Grade)

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Program Name	Common to all except BCA	Semester	III / IV
Course Title	Cyber Security (Theory)		
Course Code:	SEC-2	No. of Credits	02
Contact hours	30 Hrs	Duration of SEA/Exam	01 Hrs
Formative Assessment Marks	20	Summative Assessment Marks	30

Course Outcomes(COs): After the successful completion of the course, the student will be able to:	
CO1	After completion of this course, students would be able to understand the concept of Cyber security and issues and challenges associated with it.
CO2	Students, at the end of this course, should be able to understand the cyber crimes, their nature, legal remedies and as to how report the crimes through available platforms and procedures.
CO3	On completion of this course, students should be able to appreciate various privacy and security concerns on online Social media and understand the reporting procedure of inappropriate content, underlying legal aspects and best practices for the use of Social media platforms.
Contents	
30Hrs	
Module-I. Introduction to Cyber security: Defining Cyberspace, Architecture of cyberspace, Communication and web technology, Internet, World wide web, Internet infrastructure for data transfer and governance, Internet society, Regulation of cyberspace, Concept of cyber security, Issues and challenges of cyber security. IT Act 2000 and its amendments, , Cyber crime and offences, Organisations dealing with Cyber crime and Cyber security in India, well known Case studies.	10
Module-II .Cyber crime and Cyber law:Classification of cyber crimes, Common cyber crimes- cyber crime targeting computers and mobiles, cyber crime against women and children, financial frauds, social engineering attacks, malware and ransomware attacks, zero day and zero click attacks, Cybercriminals modus-operandi, Reporting of cyber crimes, Remedial and mitigation measures, Legal perspective of cyber crime.	10
Module III. Social Media Overview and Security: Introduction to Social networks. Types of Social media, Social media platforms, Social media monitoring, Hashtag, Viral content, Social media marketing, Social media privacy, Challenges, opportunities and pitfalls in online social network, Security issues related to social media, Flagging and reporting of inappropriate content, Laws regarding posting of inappropriate content, Best practices for the use of Social media, Case studies.	10

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Formative Assessment for Theory	
Assessment Occasion/type	Marks
Internal Test1	30%
Assignment/Surprise Test	20%
Total	20 Marks
Summative Assessment for Theory	
Unit 1: 5 Questions x 2 Marks	10 Marks
Unit II : 5 Questions x 2 Marks	10 Marks
Unit III : 5 Questions x 2 Marks	10 Marks
*Any 5 questions out of given 07 questions	Total 30 Marks

Text/References	
1	Cyber Security: Understanding Cyber Crimes, Computer Forensics and legal perspective" by Suniti Belapure and Nina Godbole
2	Cyber Crime & Law by V. Appakutty, Coral Publications & Distributors, Chennai, Edition 2022
3	Introduction to Cyber Security concepts, Principles, Technologies and Practices by Ajay Singh
4	Cyber Crime Impact in the New Millennium, by R. C Mishra, Auther Press. Edition 2010
5	Introduction to Information Security and Cyber Law, Dr. Suryaprakash Tripathi
6	Computer Forensics and Cyber Crime Introduction by Marjie T
7	The Information Technology Act 2009
8	Introduction to Cyber Security by Anand Shinde
9	Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives by SumitBelapure and Nina Godbole, Wiley India Pvt. Ltd. (First Edition, 2011)
10	Security in the Digital Age: Social Media Security Threats and Vulnerabilities by Henry A. Oliver, Create Space Independent Publishing Platform. (Pearson , 13 th November, 2001)
11	Cyber Laws: Intellectual Property & E-Commerce Security by Kumar K, Dominant Publishers.
12	Fundamentals of Network Security by E. Maiwald, McGraw Hill.
13	Network Security Bible, Eric Cole, Ronald Krutz, James W. Conley, 2nd Edition, Wiley India Pvt. Ltd.



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QUESTION Paper pattern
Skill Enhancement Course
CYBER SECURITY
III / IV SEMESTER
COMMON TO ALL (EXCEPT BCA)

Duration : 2 Hour

Max. Marks : 30

Module - 1

Answer any five questions from Seven (2 x 5 = 10)

Module - 2

Answer any five questions from Seven (2 x 5 = 10)

Module - 3

Answer any five questions from Seven (2 x 5 = 10)

CURRICULUM STRUCTURE FOR III OR IV SEMESTER COMMON TO ALL
(EXCEPT BCA)

Semester	Course No.	Theory/ Practical	Credits	Paper Title	S. A	L. A
III / IV	SEC - 2	Theory / Practical	2	Cyber Security	30	20



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