

J. S. University , Shikohabad



**Bachelor of Computer Application
(B.C.A.)**

*Scheme
&
Syllabus*

[Effective from the session 2015-16]

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - FIRST

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme				
			L	T	P	D	Sessional	End Exam	Total	Duration	
THEORY SUBJECT											
1	BCA-11	Computer Fundamental & Office Automation	4	1	-	-	50	100	150	3	
2	BCA-12	Programming Principle & Algorithm	4	1	-	-	50	100	150	3	
3	BCA-13	Principle of Management	4	1	-	-	50	100	150	3	
4	BCA-14	Business Communication	4	1	-	-	50	100	150	3	
5	BCA-15	Mathematics –I	4	1	-	-	50	100	150	3	
PRACTICA/DRAWING SUBJECTS											
6	BCA-11P	Computer Fundamental & Office Automation Lab	-	-	4	-	20	30	50	3	
7	BCA-12P	Programming Principle & Algorithm Lab	-	-	4	-	20	30	50	3	
8	BCAGD-10	Games//Social and Cultural Activities + Discipline (25 + 25)							50		
									Grand Total	900	

NOTE:- (1) Each period will be 50 minutes duration.

(2) Each session will be of 16 weeks.

(3) Effective teaching will be at least 14 weeks.

(4) Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - SECOND

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme				
			L	T	P	D	Sessional	End Exam	Total	Duration	
THEORY SUBJECT											
1	BCA-21	C Programming	4	1	-	-	50	100	150	3	
2	BCA-22	Digital Electronics & Computer Organization	4	1	-	-	50	100	150	3	
3	BCA-23	Organization Behavior	4	1	-	-	50	100	150	3	
4	BCA-24	Financial Accounting & Management	4	1	-	-	50	100	150	3	
5	BCA-25	Mathematics –II	4	1	-	-	50	100	150	3	
PRACTICA/DRAWING SUBJECTS											
6	BCA-21P	C Programming Lab	-	-	4	-	20	30	50	3	
7	BCA-22P	Digital Electronics & Computer Organization Lab	-	-	4	-	20	30	50	3	
8	BCAGD-20	Games//Social and Cultural Activities + Discipline (25 + 25)							50		
Grand Total									900		

NOTE:- (1) Each period will be 50 minutes duration.

(2) Each session will be of 16 weeks.

(3) Effective teaching will be at least 14 weeks.

(4) Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - THIRD

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme				
			L	T	P	D	Sessional	End Exam	Total	Duration	
THEORY SUBJECT											
1	BCA-31	Object Oriented Programming Using C++	4	1	-	-	50	100	150	3	
2	BCA-32	Data Structure Using C & C++	4	1	-	-	50	100	150	3	
3	BCA-33	Computer Architecture & Assembly Language	4	1	-	-	50	100	150	3	
4	BCA-34	Business Economics	4	1	-	-	50	100	150	3	
5	BCA-35	Elements of Statistics	4	1	-	-	50	100	150	3	
PRACTICA/DRAWING SUBJECTS											
6	BCA-31P	Object Oriented Programming Using C++ Lab	-	-	4	-	20	30	50	3	
7	BCA-32P	Data Structure Using C & C++ Lab	-	-	4	-	20	30	50	3	
8	BCAGD-30	Games//Social and Cultural Activities + Discipline (25 + 25)							50		
									Grand Total	900	

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(2) Each session will be of 16 weeks.

(3) Effective teaching will be at least 14 weeks.

(4) Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - FOURTH

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme				
			L	T	P	D	Sessional	End Exam	Total	Duration	
THEORY SUBJECT											
1	BCA-41	Computer Graphics & Multimedia Application	4	1	-	-	50	100	150	3	
2	BCA-42	Operating System	4	1	-	-	50	100	150	3	
3	BCA-43	Software Engineering	4	1	-	-	50	100	150	3	
4	BCA-44	Optimization Techniques	4	1	-	-	50	100	150	3	
5	BCA-45	Mathematics-III	4	1	-	-	50	100	150	3	
PRACTICA/DRAWING SUBJECTS											
6	BCA-41P	Computer Graphics & Multimedia Application Lab	-	-	4	-	20	30	50	3	
7	BCA-42P	Operating System Lab	-	-	4	-	20	30	50	3	
8	BCAGD-40	Games//Social and Cultural Activities + Discipline (25 + 25)							50		
									Grand Total	900	

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(3) Effective teaching will be at least 14 weeks.

(4) Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - FIFTH

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme			
			L	T	P	D	Sessional	End Exam	Total	Duration
THEORY SUBJECT										
1	BCA-51	Introduction to DBMS	4	1	-	-	50	100	150	3
2	BCA-52	Java Programming and Dynamic Webpage Design	4	1	-	-	50	100	150	3
3	BCA-53	Computer Network	4	1	-	-	50	100	150	3
4	BCA-54	Numerical Methods	4	1	-	-	50	100	150	3
PRACTICA/DRAWING SUBJECTS										
5	BCA-51P	DBMS Lab	-	-	4	-	20	30	50	3
6	BCA-52P	Java Programming and Dynamic Webpage Design Lab	-	-	4	-	20	30	50	3
7	BCA-53P	Minor Project					50	50	100	
8	BCA-54P	Viva-Voice on Summer Training					50		50	
9	BCAGD-50	Games//Social and Cultural Activities + Discipline (25 + 25)							50	
									Grand Total	900

NOTE:- (1) Each period will be 50 minutes duration.

(2) Each session will be of 16 weeks.

(3) Effective teaching will be at least 14 weeks.

(4) Remaining periods will be utilised for revision etc.

STUDY AND EVALUATION SCHEME FOR

B.C.A.

SEMESTER - SIXTH

S.No.	Subject Code	Name of Subject	Periods Per Week				Evaluation Scheme			
			L	T	P	D	Sessional	End Exam	Total	Duration
THEORY SUBJECT										
1	BCA-61	Computer Network Security	4	1	-	-	50	100	150	3
2	BCA-62	Information System: Analysis Design & Implementation	4	1	-	-	50	100	150	3
3	BCA-63	E-Commerce	4	1	-	-	50	100	150	3
4	BCA-64	Knowledge Management	4	1	-	-	50	100	150	3
PRACTICA/DRAWING SUBJECTS										
5	BCA-61P	Major Project	-	-	4	-	50	150	200	3
6	BCA-62P	Presentation/Seminar based on Major Project	-	-	4	-	50		50	3
7	BCAGD-60	Games//Social and Cultural Activities + Discipline (25 + 25)							50	
									Grand Total	900

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(4) Remaining periods will be utilised for revision etc.

[BCA-11] Computer Fundamental & Office Automation

UNIT-I

Introduction to Computers

Introduction, Characteristics of Computers, Block diagram of computer. Types of computers and features, Mini Computers, Micro Computers, Mainframe Computers, Super Computers. Types of Programming Languages (Machine Languages, Assembly Languages, High Level Languages). Data Organization, Drives, Files, Directories. Types of Memory (Primary And Secondary) RAM, ROM, PROM, EPROM. Secondary Storage Devices (FD, CD, HD, Pen drive) I/O Devices (Scanners, Plotters, LCD, Plasma Display) Number Systems Introduction to Binary, Octal, Hexadecimal system Conversion, Simple Addition, Subtraction, Multiplication.

UNIT-II

Algorithm and Flowcharts

Algorithm: Definition, Characteristics, Advantages and disadvantages, Examples Flowchart: Definition, Define symbols of flowchart, Advantages and disadvantages, Examples.

UNIT-III

Operating System and Services in O.S.

Dos – History, Files and Directories, Internal and External Commands, Batch Files, Types of O.S.

UNIT-IV

Windows Operating Environment

Features of MS – Windows, Control Panel, Taskbar, Desktop, Windows Application, Icons, Windows Accessories, Notepad, Paintbrush.

UNIT-V

Editors and Word Processors

Basic Concepts, Examples: MS-Word, Introduction to desktop publishing.

UNIT-VI

Spreadsheets and Database packages

Purpose, usage, command, MS-Excel, Creation of files in MS-Access, Switching between application, MS-PowerPoint.

Referential Books:

1. Fundamental of Computers – By V.Rajaraman B.P.B. Publications
2. Fundamental of Computers – By P.K. Sinha
3. Computer Today- By Suresh Basandra
4. Unix Concepts and Application – By Sumitabha Das
5. MS-Office 2000(For Windows) – By Steve Sagman
6. Computer Networks – By Tennenbum Tata MacGrow Hill Publication

[BCA-12] Programming Principle & Algorithm

UNIT-I

Introduction to 'C' Language

History, Structures of 'C' Programming, Function as building blocks.

Language Fundamentals

Character set, C Tokens, Keywords, Identifiers, Variables, Constant, Data Types, Comments.

UNIT-II

Operators

Types of operators, Precedence and Associativity, Expression, Statement and types of statements.

Build in Operators and function

Console based I/O and related built in I/O function: printf(), scanf(), getch(), getchar(), putchar(); Concept of header files, Preprocessor directives: #include, #define.

UNIT-III

Control structures

Decision making structures: If, If-else, Nested If-else, Switch; Loop Control structures: While, Do-while, for, Nested for loop; Other statements: break, continue, goto, exit.

UNIT-IV

Introduction to problem solving

Concept: problem solving, Problem solving techniques (Trail & Error, Brain Stroming, Divide & Conquer) Steps in problem solving (Define Problem, Analyze Problem, Explore Solution) Algorithms and Flowcharts (Definitions, Symbols), Characteristics of an algorithm Conditionals in pseudo-code, Loops in pseudo code
Time complexity: Big-Oh notation, efficiency Simple Examples: Algorithms and flowcharts (Real Life Examples).

UNIT-V

Simple Arithmetic Problems

Addition / Multiplication of integers, Determining if a number is +ve / -ve / even / odd, Maximum of 2 numbers, 3 numbers, Sum of first n numbers, given n numbers, Integer division, Digit reversing, Table generation for n, ab, Factorial, sine series, cosine series, nCr , Pascal Triangle, Prime number, Factors of a number, Other problems such as Perfect number, GCD numbers etc (Write algorithms and draw flowchart), Swapping

UNIT-VI

Functions

Basic types of function, Declaration and definition, Function call, Types of function, Parameter passing, Call by value, Call by reference, Scope of variable, Storage classes, Recursion.

Referential Books :

1. Let us C-YashwantKanetkar.
2. Programming in C-Balguruswamy
3. The C programming Lang., Pearson Ecl - Dennis Ritchie
4. Structured programming approach using C- Forouzah&Ceilber Thomson learning publication.
5. Pointers in C – YashwantKanetkar
6. How to solve it by Computer – R.G. Dromy Peter Norton's Introduction to Computers – Tata McGHill

[BCA-13] Principle of Management

UNIT-I

Nature of Management:

Meaning, Definition, it's nature purpose, importance & Functions, Management as Art, Science & Profession- Management as social System Concepts of management-Administration-Organization, Management Skills, Levels of Management.

UNIT-II

Evolution of Management Thought:

Contribution of F.W.Taylor, Henri Fayol, Elton Mayo, ChesterBarhard& Peter Drucker to the management thought. Business Ethics & Social Responsibility: Concept, Shift to Ethics, Tools of Ethics.

UNIT-III

Functions of Management: Part-I

Planning – Meaning- Need & Importance, types, Process of Planning, Barriers to Effective Planning, levels – advantages & limitations. Forecasting- Need & Techniques. Decision making-Types - Process of rational decision making & techniques of decision making Organizing – Elements of organizing & processes: Types of organizations, Delegation of authority – Need, difficulties. Delegation – Decentralization. Staffing – Meaning & Importance Direction – Nature – Principles Communication – Types & Importance.

UNIT-IV

Functions of Management: Part-II

Motivation – Importance – theories Leadership – Meaning – styles, qualities & function of leader Controlling – Need, Nature, importance, Process & Techniques, Total Quality Management Coordination – Need – Importance.

UNIT – V

Management of Change: Models for Change, Force for Change, Need for Change, Alternative Change Techniques, New Trends in Organization Change, Stress Management.

UNIT-VI

Strategic Management

Definition, Classes of Decisions, Levels of Decision, Strategy, Role of different Strategist, Relevance of Strategic Management and its Benefits, Strategic Management in India

Referential Books :

1. Essential of Management – Horold Koontz and IteinzWeibrich- McGrawhills International.
2. Management Theory & Practice – J.N.Chandan.
3. Essential of Business Administration – K.Aswathapa, Himalaya Publishing House.
4. Principles & practice of management – Dr.L.M.Parasad, Sultan Chand & Sons – New Delhi.
5. Business Organization & Management – Dr.Y.K.Bhushan
6. Management: Concept and Strategies By J.S. Chandan, Vikas Publishing
7. Principles of Management, By Tripathi, Reddy Tata McGraw Hill

[BCA-14] Business Communication

UNIT-I

Means of Communication:

Meaning and Definition – Process – Functions – Objectives – Importance – Essentials of good communication – Communication barriers, 7C's of Communication.

UNIT-II

Types of Communication: Oral Communication:

Meaning, nature and scope – Principle of effective oral communication – Techniques of effective speech – Media of oral communication (Face -to-face conversation – Teleconferences – Press Conference – Demonstration – Radio Recording – Dictaphone – Meetings – Rumour – Demonstration and Dramatisation – Public address system – Grapevine – Group Discussion – Oral report – Closed circuit TV). The art of listening – Principles of good listening.

UNIT-III

Written Communication

Purpose of writing, Clarity in Writing, Principle of Effective writing, Writing Techniques, Electronic Writing Process.

UNIT-IV

Business Letters & Reports:

Need and functions of business letters – Planning & layout of business letter – Kinds of business letters – Essentials of effective correspondence, Purpose, Kind and Objective of Reports, Writing Reports.

UNIT-V

Drafting of business letters:

Enquiries and replies – Placing and fulfilling orders – Complaints and follow-up Sales letters – Circular letters Application for employment and resume.

UNIT-VI

Information Technology for Communication:

Word Processor – Telex – Facsimile(Fax) – E-mail – Voice mail –Internet – Multimedia – Teleconferencing – Mobile Phone Conversation – Video Conferencing –SMS – Telephone Answering Machine – Advantages and limitations of these types.

Topics Prescribed for workshop/skill lab

Group Discussion, Mock Interview, Decision Making in a Group.

Referential Books :

1. Business Communication – K.K.Sinha – Galgotia Publishing Company, New Delhi.
2. Media and Communication Management – C.S. Rayudu – Hikalaya Publishing House, Bombay.
3. Essentials of Business Communication – Rajendra Pal and J.S. Korlhalli- Sultan Chand & Sons, New Delhi.
4. Business Communication (Principles, Methods and Techniques) Nirmal Singh – Deep &Deep Publications Pvt. Ltd., New Delhi.
5. Business Communication – Dr.S.V.Kadvekar, Prin.Dr.C.N.Rawal and Prof.RavindraKothavade- Diamond Publications, Pune.

[BCA-15] Mathematics –I

UNIT-I

DETERMINANTS: Definition, Minors, Cofactors, Properties of Determinants

MATRICES: Definition, Types of Matrices, Addition, Subtraction, Scalar Multiplication and Multiplication of Matrices, Adjoint, Inverse, Cramers Rule, Rank of Matrix Dependence of Vectors, Eigen Vectors of a Matrix, Caley-Hamilton Theorem (without proof).

UNIT-II

LIMITS & CONTINUITY:Limit at a Point, Properties of Limit, Computation of Limits of Various Types of Functions, Continuity at a Point, Continuity Over an Interval, Intermediate Value Theorem, Type of Discontinuities.

UNIT-III

DIFFERENTIATION:Derivative, Derivatives of Sum, Differences, Product & Quotients, Chain Rule, Derivatives of Composite Functions, Logarithmic Differentiation, Rolle's Theorem, Mean Value Theorem, Expansion of Functions (Maclaurin's & Taylor's), Indeterminate Forms, L'Hospital's Rule, Maxima & Minima, Successive Differentiation & Leibnitz Theorem.

UNIT-IV

INTEGRATION:Integral as Limit of Sum, Fundamental Theorem of Calculus(without proof.), Indefinite Integrals, Methods of Integration Substitution, By Parts, Partial Fractions, Reduction Formulae for Trigonometric Functions, Gamma and Beta Functions(definition).

UNIT-V

VECTOR ALGEBRA:Definition of a vector in 2 and 3 Dimensions; Double and Triple Scalar and Vector Product and physical interpretation of area and volume.

[BCA-11P] Computer Fundamental & Office Automation LAB

FORMAT OF THE LAB RECORDS TO BE PREPARED BY THE STUDENTS

The student are required to maintain the lab records as per the instruction :

- 1.All the record files should have a cover page as per the format.
- 2.All the record files should have an index as per the format
- 3.All the records should have the following:
 - Date
 - Aim
 - Algorithm or the Procedure to be followed.
 - Program
 - Output
 - Viva questions after each section of programs.

1.How A Computer System Works?

Hardware Configuration, Introduction to Basic Components of a Typical PC, Assembling a PC, Installing Operating System, Basic Troubleshooting During the Assembling, Basic Troubleshooting of PC, Introduction

to Various Types of Cables and Connectors used in Networking, Introduction to Networking and Networking Concepts, Repeaters, Hubs, Switches, Bridges, Routers, Hubs vs Switches, Installing the NIC Card, MAC Address.

Write practical use of following DOS Commands : • copy con • dir • cd • Edit • Scandisk • format 2. Do following activities using Dos commands : • Copy all files from C directory into D Directory • Rename File abc to xyz • Delete file xyz.

2. Ms Office XP/2007

- (A) **Ms Word Introduction to Ms Word:** Menu Bar, Menus, Submenus, Tool Bar, Tools, Customizing Toolbar, Hiding Toolbar etc., Creating and Saving a Documents, Working with an Existing Document, Auto Text, Auto Complete and Auto Correct.
- (B) **Formatting a Document :** Change the Appearance of Text & Paragraph, Copy, Paste and Paste Special Functions, Creating and Modifying a List, Change the Way Each Page Appears in the Document Giving Stress to Line and Page Break Options and Orientation, Changing the Look of Documents with Styles.
- (C) **Using Tables and Columns:** Table Creation and Modification Giving Stress to Auto-Fit, Auto-Format and Table Sort. Working with Data in Table Giving Stress to Formulas, Presenting Text in Columns, Object Linking and Embedding, Inserting and Sizing Graphics, Hyperlink Envelopes & Label Creation, Grammar & Spell Check, Previewing and Printing Documents.

3. MS Excel

Introduction to Electronic Spreadsheet and Microsoft Excel : Creating and Formatting a Worksheet, Features of Excel, Inserting and Formatting Data in a Worksheet, Working with an Existing Data List, Auto Fill, Fill Series and Autocomplete Options, Formatting Cells; Sorting & Filtering Data, Conditional Formatting, Formulas and Functions (Details Usage of Important Data Functions Like Sum, If, Average etc.); Interlinking Worksheets and Files, Setting Filters and Performing Calculations on Filtered Data etc.

4. MS Power Point

Introduction to Power Point:

Creating A Presentation: Features of Power Point - Editing Master Slides, Viewing and Editing a Presentation, Inserting, Sorting, Hiding and Deleting Slides, Inserting Pictures.

Clip Art and Movies in a Slide: Creating and Enhancing a Table, Slide Layouts, Modifying the Slides and Title Master, Adding Transition and Animation Effect, Hyper Linking Slides & Files.

[BCA-12P] Programming Principle & Algorithm LAB

FORMAT OF THE LAB RECORDS TO BE PREPARED BY THE STUDENTS

The student are required to maintain the lab records as per the instruction :

1. All the record files should have a cover page as per the format.
2. All the record files should have an index as per the format
3. All the records should have the following:
 - Date
 - Aim

- Algorithm or the Procedure to be followed.
- Program
- Output
- Viva questions after each section of programs.

Lists of Practical-

1. WAP to calculate area of the circle.
2. WAP to implement swapping of two variable .
3. WAP to find greatest among three numbers.
4. WAP to Find the number is palindrome or not.
5. Loop Control Structure WAP to find the factorial of a given number by using for loop and while loop.
6. WAP to call a function by reference and call a function by value.
7. Write a C program , algorithm and flowchart to print the number entered by user only if the number entered is negative.
8. Write a C program to check whether a number entered by user is even or odd using if-else.
9. Write a C program to relate two integers entered by user using = or > or < sign using nested if.
10. Write a C program to add all the numbers entered by a user until user enters 0 using do-while loop.
11. Write a C program to find average of maximum of n positive numbers entered by user. But, if the input is negative, display the average (excluding the average of negative input) and end the program using break statement.
12. Write a C program to find the product of 4 integers entered by a user. If user enters 0 skip it using continue statement .
13. Write a program that asks user an arithmetic operator('+','-', '*' or '/') and two operands and perform the corresponding calculation on the operands using switch .
14. Write short notes on-
 1. What is An algorithm
 2. What is flowchart
 3. What is pseudo code
 4. Define order of growth
 5. Define divide and conquer algorithm

[BCA-21]C Programming

UNIT-I

Arrays

Definition, declaration and initialization of one dimensional array; Accessing array elements; Displaying array elements; Sorting arrays; Arrays and function; Two-Dimensional array: Declaration and Initialization, Accessing and Displaying, Memory representation of array [Row Major, Column Major]; Multidimensional array.

UNIT-II

Pointers

Definition and declaration, Initialization; Indirection operator, address of operator; pointer arithmetic; dynamic memory allocation; arrays and pointers; function and pointers.

UNIT-III

Strings

Definition, declaration and initialization of strings; standard library function: strlen(), strcpy(), strcat(), strcmp(); Implementation without using standard library functions.

UNIT-IV

Structures

Definition and declaration; Variables initialization; Accessing fields and structure operations; Nested structures; Union: Definition and declaration; Differentiate between Union and structure.

UNIT-V

Introduction C Preprocessor

Definition of Preprocessor; Macro substitution directives; File inclusion directives; Conditional compilation. Bitwise operators; Shift operators; Masks; Bit field.

UNIT-VI File handling

Definition of Files, Opening modes of files; Standard function: fopen(), fclose(), feof(), fseek(), fewind(); Using text files: fgetc(), fputc(), fscanf().

Command line arguments

Referential Books:

1. Let us C-YashwantKanetkar.
2. Programming in C-Balguruswamy
3. The C programming Lang., Person Ecl – Dennis Ritchie
4. Structured programming approach using C-Forouzah&Ceilberg Thomson learning publication.

[BCA-22]Digital Electronics & Computer Organization

UNIT-I

Logic gates and circuit

Gates (OR, AND, NOR, NAND, XOR & XNOR); Demorgan's laws; Boolean laws, Circuit designing techniques (SOP, POS, K-Map).

UNIT-II

Combinational Building Blocks

Multiplexes; Decoder; Encoder; Adder and Subtractor.

UNIT-III

Memories

ROMs, PROMs, EPROMs, RAMs, Hard Disk, Floppy Disk and CD-ROM.

UNIT-IV

Sequential Building Blocks

Flip-Flop (RS, D, JK, Master-slave && T flip-flops); Registers & Shift registers; Counters; Synchronous and Asynchronous Designing method.

UNIT-V

Memory Organization: Basic cell of static and dynamic RAM; Building large memories using chips; Associative memory; Cache memory organization and Virtual memory organization.

Referential Books:

1. Digital Logic and Computer : M.M. Mano design (PHI) 1998
2. Computer Architecture (PHI) : M.M. Mano 1998
3. Digital Electronics (TMH) 1998 : Malvino and Leach
Computer Organization and : William Stallings

Architecture

4. Digital fundamentals (Universal : Floyd, L. Thomas
Book Stall) 1998

5. Computer Organization (MC : Hamcher, Vranesic and
Graw-Hill, Signapore) Zaky

[BCA-23] Organization Behaviour

UNIT-I

Fundamentals of Organizational Behaviour

Nature, Scope, Definition and Goals of Organizational Behaviour; Fundamental Concepts of Organizational Behaviour; Models of Organizational Behaviour; Emerging aspects of Organizational Behaviour: Meaning Cultural Diversity, Managing the Perception Process.

UNIT-II

Perception, Attitude, Values and Motivation

Concept, Nature, Process, Importance, Management Behavioural aspect of Perception. Effects of employee attitudes; Personal and Organizational Values; Job Satisfaction; Nature and Importance of Motivation; Achievement Motive; Theories of Work Motivation: Maslow's Need Hierarchy Theory McGregers's Theory 'X' and Theory 'Y'.

UNIT-III

Personality

Definition of Personality, Determinants of Personality; Theories of Personality- Trait and Type Theories, The Big Five Traits, Mytes-Briggs Indicator; Locus of Control, SType A and Type B Assessment of Personality.

UNIT-IV Work Stress

Meaning and definition of Stress, Symptoms of Stress; Sources of Stress: Individual Level, Group Level, Organizational Level; Stressors, Extra Organizational Stressors; Effect of Stress – Burnouts; Stress Management – Individual Strategies, Organizational Strategies; Employee Counselling.

UNIT-V

Group Behaviour and Leadership

Nature of Group, Types of Groups; Nature and Characteristics of team; Team Building, Effective Teamwork; Nature of Leadership, Leadership Styles; Traits of Effective Leaders.

UNIT-VI

Conflict in Organizations

Nature of Conflict, Process of Conflict; Levels of Conflict – Intrapersonal, Interpersonal; Sources of Conflict; Effect of Conflict; Conflict Resolution, Meaning and types of Grievances & Process of Grievances Handling.

Referential Books:

1. Organizational Behavior Text, Cases and Games- By K.Aswhathappa, Himalaya Publishing House, Mumbai, Sixth Edition (2005)
2. Organizational Behavior Human Behavior at Work By J.W. Newstrom, Tata McGraw Hill Publishing Company Limited, New Delhi, 12th Edition (2007)
3. Organizational Behavior – By Fred Luthans

4. Organizational Behavior – By Super Robbins
5. Organizational Behavior – Anjali Ghanekar
6. Organizational Behavior Fundamentals, Realities and Challenges By Detra Nelson, James Campbell Quick Thomson Publications
7. Organizational Behavior through Indian Philosophy, By N.M.Mishra, Hikalaya Publication House

[BCA-24]Financial Accounting & Management

UNIT-I

Overview - Meaning and Nature of Financial Accounting, Scope of Financial Accounting, Financial Accounting & Management Accounting, Accounting concepts & convention, Accounting standards in India.

UNIT-II

Basics of accounting – Capital & Revenue items, Application of Computer in Accounting Double Entry System, Introduction to Journal, Ledger and Procedure for Recording and Posting, Introduction to Trail Balance, Preparation of Final Account, Profit & Loss Account and related concepts, Balance Sheet and related concept.

UNIT-III

Financial statement analysis: Ratio analysis, Funds flow analysis, concepts, uses, Preparation of funds flow statement, simple problem, Cash flow analysis, Concepts, uses, preparation of cash flow statement, simple problem, Break – even analysis.

UNIT-IV

Definition nature and Objective of Financial Management, Long Term Sources of Finance, Introductory idea about capitalization, Capital Structure, Concept of Cost of Capital, introduction, importance, explicit & implicit cost, Measurement of cost of capital, cost of debt.

UNIT-V

Concept & Components of working Capital. Factors Influencing the Composition of working Capital, Objectives of working Capital Management – Liquidity Vs. Profitability and working capital policies. Theory of working capital: Nature and concepts.

UNIT-VI

Cash Management, Inventory Management and Receivables Management.

Referential Books:

1. Maheshwari & Maheshwari, “An Introduction to Accountancy”, 8th Edition, Vikas Publishing House, 2003
2. Gupta R.L., Gupta V.K., “Principles & Practice of Accountancy”, Sultan Chand & Sons, 1999.
3. Khan & Jain, “Financial Accounting”
4. Maheshwari S.N., “Principles of Management Accounting”, 11th Edition, Sultan Chand & Sons, 2001.
5. Shukla and Grewal, “Advanced Accounts”, 14th Edition, Sultan Chand & Sons.

[BCA-25]Mathematics –II

UNIT-I

SETS

Sets, Subsets, Equal Sets Universal Sets, Finite and Infinite Sets, Operation on Sets, Union, Intersection and Complements of Sets, Cartesian Product, Cardinality of Set.

UNIT-II

RELATIONS AND FUNCTIONS

Properties of Relations, Equivalence Relation, Partial Order Relation Function: Domain and Range, Onto, Into and One to One Functions, Composite and Inverse Functions, Introduction of Trigonometric, Logarithmic and Exponential Functions.

UNIT-III

FUNCTIONS OF SEVERAL VARIABLES

Partial Differentiation, Change of Variables, Chain Rule, Extrema of Functions of Two Variables, Euler's Theorem.

UNIT-IV

3D COORDINATE GEOMETRY

3D Coordinate Geometry: Coordinates in Space, Direction Cosines, Angle Between Two Lines, Projection of Join of Two Points on a Plane, Equations of Plane, Straight Lines, Conditions for a line to lie on a plane, Conditions for Two Lines to be Coplanar, Shortest Distance Between Two Lines.

UNIT-V

MULTIPLE INTEGRATION

Double Integral in Cartesian and Polar Coordinates to find Area, Change of Order of Integration, Triple Integral to Find Volume of Simple Shapes in Cartesian Coordinates.

[BCA-21P]C Programming Lab

1.WAP to copy string1 to string2 and compare to string3 and find out the length of string2. And concatenate string2 to string3.

2.C Program to Create a File & Store Information

3.C Program to Illustrate Reading of Data from a File

4.C Program to Append the Content of File at the end of Another

5.C Program that Merges Lines Alternatively from 2 Files & Print Result

6.C Program to List Files in Directory

7.C Program to Find Sum of Numbers given in Command Line Arguments Recursively

8.C Program to Display the Function Names defined in C Source File

- 9.C Program to Find the Size of File using File Handling Function
- 10.C Program to Capitalize First Letter of every Word in a File
- 11.C Program to Print Environment Variables
- 12.C Program to Copy File into Another File
- 13.C Program to Create Employee Record and Update it
- 14.C Program to Compare two Binary Files, Printing the First Byte Position where they Differ
- 15.C program Delete a specific line from a Text File.

[BCA-22P]Digital Electronics & Computer Organization Lab

1. To study and understand nomenclature, pin configuration, and data sheets of 74 series TTL ICs.
2. To verify and interpret truth tables for AND, OR, NOT, NAND, NOR Exclusive OR and Exclusive NOR Gates.
3. To realize a given logic functions with the help of universal gate-NAND & NOR Gate.
4. To realize an XOR and XNOR gate using minimum number of NAND gates.
5. To design and implement Half Adder and Half Subtractor using logic gates.
6. To design and implement Full Adder and Full Subtractor using logic gates
7. To design and implement 4- bit binary Adder/Subtractor . Using IC 7483
8. To design and implement BCD adder using IC 7483
9. To design and implement BCD to excess-3 (and vice versa) code converters using logic gates.
10. To design and implement Binary to gray (and vice versa code converters) using logic gates.
11. To design and implement 4 to 2 encoder using logic gates.
12. To design and implement 3 to 8 decoder using logic gate.
13. To design and implement 4:1 Multiplexer using logic gates.
14. To design and implement 1:4 De-multiplexer using logic gates
15. To design and implement 4-bit SISO, SIPO, PISO and PIPO shift registers using Flip- flops.
16. To design and implement 8- bit Shift left/shift right register using flip-flops

Object Oriented Programming Using C++

UNIT-I

Introduction

Introducing Object – Oriented Approach, Relating to other paradigms {Functional, Data decomposition}.

Basic terms and ideas

Abstraction, Encapsulation, Inheritance, Polymorphism, Review of C, Difference between C and C++ - cin, cout, new, delete, operators.

UNIT-II

Classes and Objects

Encapsulation, information hiding, abstract data types, Object & classes, attributes, methods, C++ class declaration, State identity and behaviour of an object, Constructors and destructors, instantiation of objects, Default parameter value, object types, C++ garbage collection, dynamic memory allocation, Metaclass / abstract classes.

UNIT-III

Inheritance and Polymorphism

Inheritance, Class hierarchy, derivation – public, private & protected, Aggregation, composition vs classification hierarchies, Polymorphism, Categorization of polymorphism techniques, Method polymorphism, Polymorphism by parameter, Operator overloading, Parameteric Polymorphism

UNIT-IV Generic function

Template function, function name overloading, Overriding inheritance methods, Run time polymorphism, Multiple Inheritance.

UNIT-V

Files and Exception Handling

Streams and files, Namespaces, Exception handling, Generic Classes

Referential Books:

1. A.R.Venugopal, Rajkumar, T. Ravishanker “Mastering C++”, TMH, 1997.
2. S.B.Lippman & J.Lajoie, “ C++ Primer”, 3rd Edition, Addison Wesley, 2000.The C programming Lang., Person Ecl – Dennis Ritchie

Data Structure Using C & C++

UNIT-I

Introduction to Data Structure and its Characteristics Array

Representation of single and multidimensional arrays; Sprase arrays – lower and upper triangular matrices and Tridiagonal matrices with Vector Representation also.

UNIT-II

Stacks and Queues

Introduction and primitive operations on stack; Stack application; Infix, postfix, prefix expressions; Evaluation of postfix expression; Conversion between prefix, infix and postfix, introduction and primitive operation on queues, D-queues and priority queues.

UNIT-III

Lists

Introduction to linked lists; Sequential and linked lists, operations such as traversal, insertion, deletion searching, Two way lists and Use of headers

UNIT-IV

Trees

Introduction and terminology; Traversal of binary trees; Recursive algorithms for tree operations such as traversal, insertion, deletion; Binary Search Tree

UNIT-V

B-Trees

Introduction, The invention of B-Tree; Statement of the problem; Indexing with binary search trees; a better approach to tree indexes; B-Trees; working up from the bottom; Example for creating a B-Tree.

UNIT-VI

Sorting Techniques; Insertion sort, selection sort, merge sort, heap sort, searching Techniques: linear search, binary search and hashing

Referential Books:

1. E.Horowitz and S.Sahani, “ Fundamentals of Data structures”, Galgotia Book source Pvt. Ltd., 2003
2. R.S.Salaria, “ Data Structures & Algorithms” , Khanna Book Publishing Co. (P) Ltd.,2002
3. Y.Langsam et. Al., “ Data Structures using C and C++” , PHI, 1999

Computer Architecture & Assembly Language

UNIT-I

Basic computer organization and design, Instructions and instruction codes, Timing and control/ instruction cycle, Register/ Types of register/ general purpose & special purpose registers/ index registers, Register transfer and micro

operations/ register transfer instructions, Memory and memory function, Bus/ Data transfer instructions, Arithmetic logic micro-operations/ shift micro-operations, Input/ Output and interrupts, Memory reference instructions, Memory interfacing memory/ Cache memory.

UNIT-II

Central Processing Unit

General Register Organization/ stacks organizations instruction formats, addressing modes, Data transfer and manipulation. Program control reduced computer, pipeline/ RISC/ CISC pipeline vector processing/ array processing. Arithmetic Algorithms: Integer multiplication using shift and add, Booth's algorithm, Integer division, Floating-point representations.

UNIT-III

Computer Arithmetic

Addition, subtraction and multiplication algorithms, divisor algorithms. Floating point, arithmetic operations, decimal arithmetic operations, decimal arithmetic operations.

UNIT-IV

Input – Output Organization

Peripheral devices, Input/output interface, ALU Asynchronous Data transfer, mode of transfer, priority interrupts, Direct memory Address (DMA), Input/ Output processor (IOP), serial communication.

UNIT-V

Evaluation of Microprocessor

Overview of Intel 8085 to Intel Pentium processors Basic microprocessors, architecture and interface, internal architecture, external architecture memory and input/ output interface.

UNIT-VI

Assembly language, Assembler, Assembly level instructions, macro, use of macros in I/C instructions, program loops, programming arithmetic and logic subroutines, Input-Output programming.

Referential Books:

1. Leventhal, L.A, "Introduction to Microprocessors", Prentice Hall of India
2. Mathur, A.P., "Introduction to Microprocessors", Tata McGraw Hill
3. Rao,P.V.S., "Prospective in Computer Architechture", Prentice Hall of India

Business Economics

UNIT-I

The Scope and Method of Economics, the Economic Problem: Scarity & Choice, The Price Mechanism, Demand & Supply Equilibrium: The Concept of Elasticity and it's Applications.

The Production Process: output decisions – Revenues Costs and Profit Maximisation **Laws of returns & Returns**

to Scale: Economics and Diseconomies of scale.

UNIT-II

Market Structure: Equilibrium of a firm and Price, Output Determination under Perfect Competition Monopoly, Monoplastic Competition & Oligopoly

UNIT-III

Macro Economic Concerns

Inflalation, Unemployment, Trade-Cycles, Circular Flow upto Four Sector Economy, Government in the Macro Economy: Fiscal Policy, Monetary Policy, Measuring national Income and Output

UNIT-IV

The World Economy – WTO, Globalisation, MNC's, Outsourcing, Foreign Capital in India, Trips, Groups of Twenty (G-20), Issues of dumping, Export-Import Policy 2004-2009

Referential Books:

1. Ahuja H.L., "Business Economics",S.Chand & Co., New Delhi, 2001
2. Ferfuson P.R., Rothchild, R and Ferguson G.J."Business Economics" Mac-millan, Hampshire, 1993
3. Karl E.Case & Ray C. fair , "Principles of Economics" , Pearson Education , Asia, 2000
4. Nellis, Joseph, Parker David, " The Essence of Business Economics",Prentice Hall, New Delhi, 1992.

Elements of Statistics

UNIT-I

Population, Sample and Data Condensation

Definition and scope of statistics, concept of population and sample with Illustration, Raw data, attributes and variables, classification, frequency distribution, Cumulative frequency distribution.

UNIT-II

Measures of Central Tendency

Concept of central Tendency, requirements of a good measures of central tendency, Arithmetic mean, Median, Mode, Harmonic Mean, Geometric mean for grouped and ungrouped data.

UNIT-III

Measures of Dispersion:

Concept of dispersion, Absolute and relative measure of dispersion, range variance, Standard deviation, Coefficient of variation.

UNIT-IV

Permutations and Combinations

Permutations of 'n' dissimilar objects taken 'r' at a time (with or without repetitions). $nPr = n!/(n-r)!$ (without proof). Combinations of 'r' objects taken from 'n' objects. $nCr = n!/(r!(n-r)!)$ (without proof) . Simple examples, Applications.

UNIT-V

Sample space, Events and Probability

Experiments and random experiments, Ideas of deterministic and non-deterministic experiments; Definition of sample space, discrete sample space, events; Types of events, Union and intersections of two or more events, mutually exclusive events, Complementary event, Exhaustive event; Simple examples.

Classical definition of probability, Addition theorem of probability without Proof (upto three events are expected). Definition of conditional probability Definition of independence of two events, simple numerical problems.

UNIT-VI

Statistical Quality Control

Introduction, control limits, specification limits, tolerance limits, process and product control; Control charts for X and R; Control charts for number of defective {n-p chart}, control charts for number of defects {c - chart}

Referential Books:

1. S.C.Gupta - Fundamentals of statistics - Sultan chand & sons, Delhi.
2. D.N.Elhance - Fundamentals of statistics - Kitab Mahal, Allahabad.
3. Montgomery D.C. – Statistical Quality Control - John Welly and Sons

Computer Laboratory and Practical Work of OOPS

Practical will be based on Paper Object Oriented Programming:

Covers UNIT-II, UNIT-III, UNIT-IV, UNIT-V of Syllabus

Computer Laboratory and Practical Work of DS

Practical will be based on Paper Data Structure:

Covers UNIT-III, UNIT-IV, UNIT-V, UNIT-VI of Syllabus

Computer Graphics & Multimedia Application

UNIT-I

Introduction: The Advantages of Interactive Graphics, Representative Uses of Computer Graphics, Classification of Application Development of Hardware and software for computer Graphics, Conceptual Framework for Interactive Graphics, Overview, Scan: Converting Lines, Scan Converting Circles, Scan Converting Ellipses.

UNIT-II

Hardcopy Technologies, Display Technologies, Raster-Scan Display System, Video Controller, Random-Scan Display processor, Input Devices for Operator Interaction, Image Scanners, Working exposure on graphics tools like Dream Weaver, 3D Effects etc.

Clipping

Southland- Cohen Algorithm, Cyrus-Beck Algorithm, Midpoint Subdivision Algorithm.

UNIT-III

Geometrical Transformation

2D Transformation, Homogeneous Coordinates and Matrix Representation of 2D Transformations, composition of 2D Transformations, the Window-to-Viewport Transformations, Introduction to 3D Transformations Matrix.

UNIT-IV

Representing Curves & Surfaces

Polygon meshes parametric, Cubic Curves, Quadric Surface;

Solid Modeling

Representing Solids, Regularized Boolean Set Operation primitive Instancing Sweep Representations, Boundary Representations, Spatial Partitioning Representations and Constructive Solid Geometry Comparison of Representations.

UNIT-V

Introductory Concepts: Multimedia Definition, CD-ROM and the multimedia highway, Computer Animation (Design, types of animation, using different functions)

UNIT-VI

Uses of Multimedia, Introduction to making multimedia – The stage of Project, hardware & software requirements to make good multimedia skills and Training opportunities in Multimedia Motivation for Multimedia usage.

Referential Books:

1. Foley, Van Dam, Feiner, Hughes, Computer Graphics Principles & practice, 2000.
2. D.J. Gibbs & D.C. Tschritz: Multimedia programming Object Environment & Frame work , 2000
3. Ralf Skinmeiz and Klana Naharstedt, Multimedia: computing, Communication and Applications, pearson, 2001
4. D.Haran & Baker. Computer Graphics Prentice Hall of India, 1986

Operating System

UNIT-I

Introduction, What is an operating system, Simple Batch Systems, Multi-programmed Batch systems, Time- Sharing Systems, Personal – Computer Systems, Parallel systems, Distributed systems, Real- Time Systems.

Memory Management: Background, Logical versus physical Address space, swapping, Contiguous allocation, Paging, Segmentation

Virtual Memory: Demand Paging, Page Replacement, Page- replacement Algorithms, Performance of Demand Paging, Allocation of Frames, Thrashing, Other Considerations

UNIT-II

Processes: Process Concept, Process Scheduling, Operation on Processes.

CPU Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms, Multiple – Processor Scheduling.

Process Synchronization: Background, The Critical – Section Problem, Synchronization Hardware, Semaphores, Classical Problems of Synchronization

UNIT-III

Deadlocks: System Model, Deadlock Characterization, Methods for Handling Deadlocks, Deadlock prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock

UNIT-IV

Device Management: Techniques for Device Management, Dedicated Devices, Shared Devices, Virtual Devices; Input or Output Devices, Storage Devices, Buffering,

Secondary Storage Structure: Disk Structure, Disk Scheduling, Disk Management, Swap- Space Management, Disk Reliability.

UNIT-V

Information Management: Introduction, A Simple File system, General Model of a File System, Symbolic File System, Basic File System, Access Control Verification, Logical File System, Physical File system File – System Interface; File Concept, Access Methods, Directory Structure, Protection, Consistency Semantics File – System Implementation: File – System Structure, Allocation Methods, Free- Space Management.

Referential Books:

1. Silberschatz and Galvin, “ Operating System Concepts”, Person, 5th Ed. 2001
2. Madnick E., Donovan J., “ Operating Systems:,Tata McGraw Hill,2001
3. Tannenbaum, “Operating Systems”, PHI, 4th Edition, 2000

Software Engineering

UNIT-I

Software Engineering: Definition and paradigms, A generic view of software engineering.

UNIT-II

Requirements Analysis: Statement of system scope, isolation of top level processes and entities and their allocation to physical elements, refinement and review.

Analyzing a problem, creating a software specification document, review for correctness, consistency, and completeness.

UNIT-III

Designing Software Solutions: Refining the software Specification; Application of fundamental design concept for data, architectural and procedural designs using software blue print methodology and object oriented design paradigm; Creating design document: Review of conformance to software requirements and quality.

UNIT-IV

Software Implementation: Relationship between design and implementation, Implementation issues and programming support environment, Coding the procedural design, Good coding style and review of correctness and readability.

UNIT-V

Software Maintenance: Maintenance as part of software evaluation, reasons for maintenance, types of maintenance (Perceptive, adoptive, corrective), designing for maintainability, techniques for maintenance.

UNIT-VI

Comprehensive examples using available software platforms/case tools, Configuration Management.

Referential Books:

1. K.K.Aggarwal & Yogesh Singh “Software engineering”, 2nd Ed., New Age International 2005.
2. I.Sommerville, “Software Engineering”, Addison Wesley, 2002.
3. James Peter, W. Pedrycz, “Software Engineering: An Engineering Approach” John Wiley & Sons.

Optimization Techniques

UNIT-I

Linear programming

Central Problem of linear Programming various definitions included Statements of basic theorem and also their properties, simplex methods, primal and dual simplex method, transport problem, tic-tac problem, and its solution. Assignment problem and its solution. Graphical Method Formulation, Linear Programming Problem.

UNIT-II

Queuing Theory

Characteristics of queuing system, Classification of Queuing Model Single Channel Queuing Theory, Generalization of steady state M/M/1 queuing models(Model-I, Model-II).

UNIT-III

Replacement Theory

Replacement of item that deteriorates replacement of items that fail. Group replacement and individual replacement.

UNIT-IV

Inventory Theory

Cost involved in inventory problem- single item deterministic model economics long size model without shortage and with shorter having production rate infinite and finite.

UNIT-V

Job Sequencing

Introduction, solution of sequencing problem Johnson s algorithm for n jobs through 2 machines

Referential Books:

1. Gillet B.E. "Introduction to Operation Research"
2. Taha,H.A. "Operation Research - an introduction"
3. Kanti Swarup "Operation Research"
4. S.D.Sharma "Operation Research"
5. Hira & Gupta "Operation Research"

Mathematics-III

UNIT-I

COMPLEX VARIABLES: Complex Number System, Algebra of Complex Numbers, Polar Form, Powers and Roots, Functions of Complex Variables, Elementary Functions, Inverse Trigonometric Function.

UNIT-II

SEQUENCE, SERIES AND CONVERGENCE: Sequence, Finite and Infinite Sequences, Monotonic Sequence, Bounded Sequence, Limit of a Sequence, Convergence of a Sequence, Series, Partial Sums, Convergent Series, Theorems on Convergence of Series (statement, alternating series, conditional convergent), Leibnitz Test, Limit Comparison Test, Ratio Test, Cauchy's Root Test, Convergence of Binomial and Logarithmic Series, Raabe's Test, Logarithmic Test, Cauchy's Integral Test (without proof)

UNIT-III

VECTOR CALCULUS: Differentiation of Vectors, Scalar and Vector Fields, Gradient, Directional Derivatives, Divergence and Curl and their Physical Meaning.

UNIT-IV

FOURIER SERIES: Periodic Functions, Fourier series, Fourier Series of Even and Odd Functions, Half Range Series.

UNIT-V

ORDINARY DIFFERENTIAL EQUATIONS OF FIRST ORDER: Variable - Separable Method, Homogeneous Differential Equations, Exact Differential Equations, Linear Differential Equations, Bernoulli's Differential Equations, Differential Equations of First Order and First Degree by Integrating Factor.

UNIT-VI

ORDINARY DIFFERENTIAL EQUATIONS OF SECOND ORDER: Homogenous Differential Equations with Constant Coefficients, Cases of Complex Roots and Repeated. Roots, Differential Operator, Solutions by Methods of Direct Formulae for Particular Integrals, Solution by Undetermined Coefficients, Cauchy Differential Equations, (only Real and Distinct Roots) Operator Method for Finding Particular Integrals, (Direct Formulae).

Referential Books:

1. A.B. Mathur and V.P. Jaggi, "Advanced Engineering Mathematics", Khanna Publishers, 1999.
2. H.K. Dass, "Advanced Engineering Mathematics", S. Chand & Co., 9th Revised Ed.

Computer Laboratory and Practical Work of Computer Graphics & Multimedia Application

Practical will be based on Paper Computer Graphics & Multimedia Application:
Covers UNIT-II, UNIT-III, UNIT-V of Syllabus

Introduction to DBMS

UNIT-I

Introduction: Characteristics of database approach, data models, DBMS architecture and data independence.

UNIT-II

E-R Modeling: Entity types, Entity set, attribute and key, relationships, relation types, roles and structural constraints, weak entities, enhanced E-R and object modeling, Sub classes; Super classes, inheritance, specialization and generalization.

UNIT-III

File Organization: Indexed sequential access files; implementation using B & B++ trees, hashing, hashing functions, collision resolution, extendible hashing, dynamic hashing approach implementation and performance.

UNIT-IV

Relational Data Model: Relational model concepts, relational constraints, relational algebra **SQL:** SQL queries, programming using SQL.

UNIT-V

EER and ER to relational mapping: Data base design using EER to relational language.

UNIT-VI

Data Normalization: Functional Dependencies, Normal form up to 3rd normal form.

Concurrency Control: Transaction processing, locking techniques and associated, database recovery, security and authorization. Recovery Techniques, Database Security

Referential Books:

1. Abraham Silberschatz, Henry Korth, S.Sudarshan, "Database Systems Concepts", 4th Edition, McGraw Hill, 1997.
2. Jim Melton, Alan Simon, "Understanding the new SQL: A complete Guide", Morgan Kaufmann Publishers, 1993.
3. A.K.Majumdar, P. Bhattacharya, "Database Management Systems", TMH, 1996.
4. Bipin Desai, "An Introduction to database systems", Galgotia Publications, 1991.

Java Programming and Dynamic Webpage Design

UNIT-I

Java Programming: Data types, control structured, arrays, strings, and vector, classes (inheritance, package, exception handling) multithreaded programming.

UNIT-II

Java applets, AWT controls (Button, Labels, Combo box, list and other Listeners, menu bar) layout manager, string handling (only main functions)

UNIT-III

Networking (datagram socket and TCP/IP based server socket) event handling, JDBC: Introduction, Drivers, Establishing Connection, Connection Pooling.

UNIT-IV

HTML: use of commenting, headers, text styling, images, formatting text with , special characters, horizontal rules, line breaks, table, forms, image maps, <META> tags, <FRAMESET> tags, file formats including image formats.

UNIT-V

Java Servlets: Introduction, HTTP Servlet Basics, The Servlet Lifecycle, Retrieving Information, Sending HTML Information, Session Tracking, Database Connectivity

UNIT-VI

Java Server Pages: Introducing Java Server Pages, JSP Overview, Setting Up the JSP Environment, Generating Dynamic Content, Using Custom Tag Libraries and the JSP Standard Tag Library, Processing Input and Output.

Referential Books:

1. Patrick Naughton and Herbertz Schildt, "Java-2 The Complete Reference" 199, TMH.
2. Shelley Powers, "Dynamic Web Publishing" 2nd Ed. Techmedia, 1998.
3. Ivor Horton, "Beginning Java-2" SPD Publication
4. Jason Hunter, "Java Servlet Programming" O'Reilly
5. Shelley Powers, "Dynamic Web Publishing" 2nd Ed. Techmedia, 1998

Computer Network

UNIT-I Basic Concepts: Components of data communication, distributed processing, standards and organizations. Line configuration, topology, Transmission mode, and categories of networks.

OSI and TCP/IP Models: Layers and their functions, comparison of models. Digital Transmission: Interfaces and Modems: DTE-DCE Interface, Modems, Cable modems.

UNIT-II Transmission Media: Guided and unguided, Attenuation, distortion, noise, throughput, propagation speed and time, wavelength, Shannon capacity, comparison of media.

UNIT-III Telephony: Multiplexing, error detection and correction: Many to one, One to many, WDM, TDM, FDM, Circuit switching, packet switching and message switching. Data link control protocols: Line discipline, flow control, error control, synchronous and asynchronous protocols, character and bit oriented protocols, Link access procedures. **Point to point controls:** Transmission states, PPP layers, LCP, Authentication, NCP.

ISDN: Services, Historical outline, subscriber's access, ISDN Layers and broadcast ISDN.

UNIT-IV Devices: Repeaters, bridges, gateways, routers, The Network Layer; Design issues, Routing algorithms, Congestion control Algorithms, Quality of service, Internetworking, Network-Layer in the internet.

UNIT-V Transport and upper layers in OSI Model: Transport layer functions, connection management, functions of session layers, presentation layer and application layer.

Referential Books: 1. A.S.Tanenbaum, "Computer Networks"; Pearson Education Asia, 4th Ed. 2003.

2. Behrouz A.Forouzan, "Data Communication and Networking", 3rd Ed. Tata McGraw Hill, 2004.

3. William Stallings, "Data and computer communications", Pearson education Asia, 7th Ed., 2002.

Numerical Methods

UNIT-I Roots of Equations: Bisections Method, False Position Method, Newton's Raphson Method, Rate of convergence of Newton's method.

UNIT-II Interpolation and Extrapolation : Finite Differences, The operator E, Newton's Forward and Backward Differences, Newton's dividend differences formulae, Lagrange's Interpolation formula for unequal Intervals, Gauss's Interpolation formula, Stirling formula, Bessel's formula, Laplace-Everett formula.

UNIT-III Numerical Differentiation Numerical Integration : Introduction, direct methods, maxima and minima of a tabulated function, General Quadratic formula, Trapezoidal rule, Simpson's One third rule, Simpson's three- eight rule.

UNIT-IV Solution of Linear Equation: Gauss's Elimination method and Gauss's Siedel iterative method.

UNIT-V Solution of Differential Equations: Euler's method, Picard's method, Fourth-order Ranga – Kutta method.

Referential Books: 1. Scarbourogh, "Numerical Analysis".

2. Gupta & Bose S.C. "Introduction to Numerical Analysis", "Academic Press, Kolkata, 3. S.S.Shashtri, "Numerical Analysis", PHI

Minor Project

Evaluation will be based on Summer Training held after fourth semester and will be Conducted by the college committee only.

Viva-Voice on Summer Training

The viva will be conducted based on summer training of four weeks after the end of fourth Semester and will be Conducted by the college committee only.

Computer Laboratory and Practical Work of DBMS

Practical will be based on Paper Data Base Management System : on UINT-IV converging the concept from UNIT-II to UNIT-VI of Syllabus

Computer Laboratory and Practical Work of Java Programming and Dynamic Webpage Design

Practical will be based on Paper Java Programming & Website Design : on Whole Syllabus

Computer Network Security

UNIT-I

Introduction: Attack, Services and Mechanism, Model for Internetwork Security.

Cryptography: Notion of Plain Text, Encryption, Key, Cipher Text, Decryption and cryptanalysis; Public Key Encryption, digital Signatures and Authentication.

UNIT-II

Network Security:

Authentication Application: Kerberos, X.509, Directory Authentication Service, Pretty Good Privacy, S/Mime.

UNIT-III

IP security Architecture: Overview, Authentication header, Encapsulating Security Payload combining Security Associations, Key Management.

UNIT-IV

Web Security: Requirement, Secure Socket Layer, Transport Layer Security, and Secure Electronic Transactions.

UNIT-V

Network Management Security: Overview of SNMP Architecture-SMMPV1 Communication Facility, SNMPV3.

UNIT-VI

System Security: Intruders, Viruses and Related Threats, Firewall Design Principles. Comprehensive examples using available software platforms/case tools, Configuration Management.

Referential Books:

1. W. Stallings, Networks Security Essentials: Application & Standards, Pearson Education, 2000.
2. W. Stallings, Cryptography and Network Security, Principles and Practice, Pearson Education, 2000.

Information System: Analysis Design & Implementation

UNIT-I

Overview of System Analysis and Design: Systems Development Life Cycle; concept and Models: requirements determination, logical design, physical design, test planning, implementation, planning and performance evaluation, communication, interviewing, presentation skills; group dynamics; risk and feasibility analysis; group based approaches, JAD, structures walkthroughs, and design and code reviews; prototyping; database design software quality metrics; application categories software package evaluation and acquisition.

UNIT-II

Information Requirement Analysis: Process modeling with physical logical data flow diagrams, data modeling with logical entity relationship diagrams.

UNIT-III

Developing a Proposal: Feasibility study and cost estimation.

System Design: Design of input and control, design of output and control, file design/database design, process, user interface design, prototyping; software constructors; documentation.

UNIT-IV

Application Development Methodologies and CASE tools: Information engineering structured system analysis and design, and object oriented methodologies for application development data modeling, process modeling, user interface design, and prototyping, use of computer aided software engineering (CASE) tools in the analysis design and implementation of information systems.

UNIT-V

Design and Implementation on OO Platform: Object oriented analysis and design through object modeling technique, object modeling, dynamic modeling and functional object oriented design and object oriented programming systems for implementation, object oriented data bases.

UNIT-VI

Managerial issues in Software Projects: Introduction to software markets; planning of software projects, size and cost estimates; project scheduling; measurement of software quality and productivity, ISO and capability maturity models for organizational growth.

Referential Books:

1. I.T.Haryszkiewicz, Introduction of System Analysis and Design, Pearson Education, (PHI) 1998.
2. V.Rajaraman, Analysis and Design of Information System, Pearson Education, 1991.
3. J.A.Senn, "Analysis and Design of Information Systems"
4. J.K.Whiten., L.D.Bentley, V.M.Beslow, "System Analysis and Design Methods", (Galgotia Publications Pvt.Ltd.) 1994

E-Commerce

UNIT-I

Introduction to E-Commerce: The Scope of Electronic Commerce, Definition of Electronic Commerce, Electronic E-commerce and the Trade Cycle, Electronic Markets, Electronic Data Interchange, Internet Commerce, E-Commerce in Perspective.

Business Strategy in an Electronic Age: Supply Chains, Porter's Value Chain Model, Inter Organizational Value Chains, Competitive Strategy, Porter's Model, First Mover Advantage Sustainable Competitive Advantage, Competitive Advantage using E -Commerce, Business Strategy, Introduction to Business Strategy, Strategic Implications of IT, Technology, Business Environment, Business Capability, Exiting Business Strategy, Strategy Formulation & Implementation Planning, E-Commerce Implementation, E-Commerce Evaluation.

UNIT-II

Business-to-Business Electronic Commerce: Characteristics of B2B EC, Models of B2B Ec, Procurement Management Using the Buyer's Internal Marketplace, Just in Time Delivery, Other B2B Models, Auctions and Services from Traditional to Internet Based EDI, Intergration with Back-end Information System, The Role of Software Agents for B2B EC, Electronic marketing in B2B, Solutions of B2B EC, Managerial Issues, Electronic Data Interchange (EDI), EDI: The Nuts and Bolts, EDI & Business.

UNIT-III

Internet and Extranet : Automotive Network Exchange, The Largest Extranet, Architecture of the Internet, Intranet and Extranet, Intranet software, Applications of Intranets, Intranet Application Case Studies, Considerations in Intranet Deployment, The Extranets, The structures of Extranets, Extranet products & services, Applications of Extranets, Business Models of Extranet Applications, Managerial Issues.

Electronic Payment Systems : Is SET a failure, Electronic Payments & Protocols, Security Schemes in Electronic payment systems, Electronic Credit card system on the Internet, Electronic Fund transfer and Debit cards on the Internet, Stored – value Cards and E- Cash, Electronic Check Systems, Prospect of Electronic Payment Systems, Managerial Issues.

UNIT-IV

Public Policy: From Legal Issues to Privacy : EC- Related Legal Incidents, Legal Incidents, Ethical & Other Public Policy Issues, Protecting Privacy, Protecting Intellectual Property, Free speech, Internet Indecency & Censorship, Taxation & Encryption Policies, Other Legal Issues: Contracts, Gambling & More, Consumer & Seller Protection In EC.

UNIT-V

Infrastructure For EC : It takes more than Technology, A Network Of Networks, Internet Protocols, Web- Based client/ Server, Internet Security, selling on the web, Chatting on the Web, Multimedia delivery, Analyzing Web Visits, Managerial Issues.

Referential Books:

1. David Whiteley, " E-Commerce", Tata McGraw Hill, 2000
2. Eframi Turban, Jae Lee, David King, K. Michale Chung, "Electronic Commerce", Pearson Education, 2000

Knowledge Management

UNIT-I

Business Intelligence and Business Decisions: Modeling Decision Process; Decision support systems; Group decision support and Groupware Technologies.

UNIT-II

Executive Information and support Systems: Business Expert System and AI, OLTO & OLAP; Data Warehousing; Data Marts, Data Warehouse architecture; Tools for data warehousing.

UNIT-III

Multi- Dimensional analysis: Data mining and knowledge discovery; Data mining and Techniques; Data mining of Advance Databases.

UNIT-IV

Knowledge Management Systems: Concept and Structure KM systems, techniques of knowledge management appreciation & limitation.

Referential Books:

1. Decision support system, EIS, 2000
2. W.H.Inmon, "Building Data Warehousing", Willey, 1998.
3. Han, Jiawei, Kamber, Michelinal, " Data Mining Concepts & Techniques", Harcourt India, 2001

Major Project

Evaluation will be based on held after fourth semester and will be Conducted by the college committee only.

Presentation/Seminar based on Major Project

Presentation/Seminar based on Major Project will be evaluated by external examiner only.