

KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
COIMBATORE – 641 029

CURRICULUM AND SCHEME OF EXAMINATIONS (CBCS)
(2019 - 2020 onwards)



DEPARTMENT OF COMPUTER APPLICATIONS (UG)

KONGUNADU ARTS AND SCIENCE COLLEGE (AUTONOMOUS)

Coimbatore – 641029

Vision:

Developing the total personality of every student in a holistic way by adhering to the principles of Swami Vivekananda and Mahatma Gandhi.

Mission:

- Imparting holistic and man-making education with emphasis on character, culture and value - moral and ethical.
- Designing the curriculum and offering courses that transform its students into value added skilled human resources.
- Constantly updating academic and management practices towards total quality management and promotion of quality in all spheres.
- Extending the best student support services by making them comprehensive and by evolving a curriculum relevant to student community and society at large.
- Taking steps to make education affordable and accessible by extending scholarships to the meritorious and economically disadvantaged students.
- Moulding the teachers in such a way that they become the role models in promoting Higher Education.

DEPARTMENT OF COMPUTER APPLICATIONS

Vision:

- Our vision is to offer up to date and flexible programs which will allow our graduates to be competitive in the job market.
- To achieve excellent standards of quality education by keeping pace with rapidly changing technologies.
- Integral Formation and Empowerment of students for social transformation through Computer Applications.

Mission:

- To provide outstanding education and training to our graduate students for their productive careers in industry, academia, and government.
- To impart quality and value based education to raise satisfaction level of all stakeholders.
- To empower students with academic excellence, knowledge and training.
- To enable critical thinking among students towards development in IT with reference to social transformation.
- To apply new developments in Information Management and provide all possible support to promote research & development.
- To serve as a platform whereby the student enrich their personalities to assume greater responsibilities.

PROGRAMME OUTCOME (PO)

- | | |
|------------|--|
| PO1 | To enhance their skills and new computing technologies through practical and theoretical knowledge of Computer. |
| PO2 | To exhibit understanding of broad business concepts and principles. |
| PO3 | To expertise students as computing professionals to earn more and to contribute to the economic development of the region, state and nation. |
| PO4 | To analyze the impact of computing on individuals, organizations, and society, including ethical, legal, security, and global policy issues. |
| PO5 | To develop various real time applications using latest technologies and programming languages. |
| PO6 | To pursue higher education to enhance their skill. and Capable of recognizing and resolving ethical issues. |
| PO7 | To demonstrate the capabilities required to apply cross-functional business knowledge and technologies in solving real-world business problems |
| PO8 | To Blend analytical, logical and managerial skills with the technical aspects to resolve real world issues. |

PROGRAMME SPECIFIC OUTCOME (PSO)

- PSO1** An ability to apply knowledge of computing and mathematics appropriate to the discipline.
- PSO2** An ability to apply current techniques, skills, and tools necessary for computing practice and to integrate IT-based solutions into the user environment effectively.
- PSO3** An ability to apply design and development principles in the construction of software systems of varying complexity.
- PSO4** An ability to use knowledge in various domains to identify real world problems and hence to provide solution to new ideas and innovations.
- PSO5** An ability to design, document and develop robust applications by considering human, financial and environmental factors using cutting edge technologies to address individual and organizational needs.

KONGUNADU ARTS AND SCIENCE COLLEGE [AUTONOMOUS]

COIMBATORE - 641 029.

BACHELOR OF COMPUTER APPLICATIONS [BCA]

CURRICULUM & SCHEME OF EXAMINATION UNDER CBCS

[APPLICABLE TO STUDENTS ADMITTED FROM THE ACADEMIC YEAR 2019-2020] onwards

Semester	Part	Subject code	Title of the Paper	Instruction Hours / Cycle	Exam. Marks			Duration of Exam.(hours)	Credits
					CIA	ESE	Total		
I	I	19TML1A1	Lan - Tamil I/Hindi I/French I/ Malayalam I/ Sanskrit I	6	25	75	100	3	3
	II	19ENG101	Lan - English I	6	25	75	100	3	3
	III	19UCA101	C.P.1: – C Programming	5	25	75	100	3	4
		19UCA1CL	C.Pr .1: – C Programming Lab	5	40	60	100	3	2
		19UCA1A1	Allied 1:–Business Accounting	6	25	75	100	3	5
	IV	19EVS101	Enviromental Studies **	2	-	50	50	3	2
TOTAL HOURS				30	-	-	-	-	19
II	I	19TML2A2	Lan - Tamil II/Hindi II/ FrenchII/MalayalamII/ Sanskrit II	6	25	75	100	3	3
	II	19ENG202	Lan - English II	6	25	75	100	3	3
	III	19UCA202	C.P. 2: Object Oriented Programming with C++	4	25	75	100	3	4
		19UCA203	C.P. 3: – Digital Fundamentals and Computer Organization	3	25	75	100	3	4
		19UCA2CM	C.Pr .2:– Object Oriented Programming with C++ - Lab	3	40	60	100	3	2
		19UCA2A2	Allied 2:– Computer Oriented Numerical and Statistical methods	6	25	75	100	3	5
	IV	19VED201	Value Education - Moral & Ethics**	2	-	50	50	3	2
TOTAL HOURS				30	-	-	-	-	23
III	III	19UCA304	C.P.4: – Operating Systems	5	25	75	100	3	4
		19UCA305	C.P. 5: – Data Structures and Algorithms	5	25	75	100	3	4
		19UCA306	C.P 6: – Relational Database Management Systems	5	25	75	100	3	4
		19UCA3CN	C.Pr .3:– Relational Database Management Systems -Lab	5	40	60	100	3	2
		19UCA3A3	Allied 3:– Operations Research.	6	25	75	100	3	5

	IV	19UCA3S1	Skill Based Subject 1: Python Programming	2	25	75	100	3	3
		19TBT301/ 19TAT301/ 19UHR3N1	Basic Tamil*/ Adv.Tamil **/ Non major Elective –Human Rights	2	-	75	75	3	2
TOTAL HOURS				30	-	-	-	-	24
IV	III	19UCA407	C.P 7:– Software Engineering	5	25	75	100	3	4
		19UCA408	C.P 8: – Computer Networks	5	25	75	100	3	4
		19UCA409	C.P 9: –Advanced Java Programming	5	25	75	100	3	5
		19UCA4CO	C.Pr .4: – :- Advanced Java Programming Lab	5	40	60	100	3	2
		19UCA4A4	Allied 4: -Organizational Behavior and Marketing	6	25	75	100	3	5
	IV	19UCA4SL	Skill Based Subject 2: Python Programming Lab	2	40	60	100	3	3
		19TBT402/ 19TAT402/ 19UWR4N2	Basic Tamil*/Adv.Tamil**/ Non major Elective –Women’s Rights	2	-	75	75	3	2
TOTAL HOURS				30	-	-	-	-	25
V	III	19UCA510	C.P 10:– Visual Programming	6	25	75	100	3	5
		19UCA511	C.P 11: – Artificial Intelligence and Expert Systems	6	25	75	100	3	5
		19UCA512	C.P 12: – Data Mining and Warehousing	5	25	75	100	3	5
		19UCA5E1	Major Elective I	6	25	75	100	3	5
	IV	19UCA5CP	C.Pr .5 – Visual Programming Lab	5	40	60	100	3	2
		19UCA5XL	Extra Departmental Course- Internet and Office Automation -Lab	2	25	75	100	3	3
		19UCA5IT	Internship Training*****	Grade					
TOTAL HOURS				30	-	-	-	-	25
VI	III	19UCA6E2	Major Elective II	6	25	75	100	3	5
		19UCA613	C.P. 13: - Web Designing	6	25	75	100	3	4
		19UCA614	C.P.14:- Big Data Fundamentals	6	25	75	100	3	5
		19UCA6CQ	C.Pr. 6: - Web designing Lab	6	40	60	100	3	2
		19UCA6Z1	Project Work & Viva-Voce	4	20	80 *	100	3	4
	IV	19UCA6SL	Skill Based Subject 3: Linux Programming- Lab	2	40	60	100	-	3
TOTAL HOURS				30	-	-	-	-	23

Part V	19NCC/NSS/ YRC/PYE101	Extension activity (NSS,NCC,PE,YRC) *	-	50 (CIA only)	-	50	-	1
Grand Total			-	-	-	3800	-	140

Note:

CBCS – Choice Based Credit System

CIA – Continuous Internal Assessment

ESE – End –of- Semester Examination

@Hindi - 18HIN101/202 \$NCC – 18NCC101
 @French - 18FRN101/202 NSS – 18NSS101
 @Malayalam - 18MLM101/202 Sports – 18PYE101
 @Sanskrit - 18SAN101/202 YRC – 0YRC101

*No end –of- Semester Examinations – Only CIA.

** No Continuous Internal Assessment (CIA) – Only end- of –Semester Examinations (ESE).

*** Project Record 60 Marks; Viva-Voce 20 Marks; Internal-20 Marks.

**** The Students shall undergo an Internship training/Field work for a minimum period of 2 weeks at the end of the fourth semester during summer vacation and submit the report in the fifth semester. The report will be evaluated for hundred marks along with the internal viva-voce by the respective Faculty. According to their marks. The grades will be awarded as given below.

Marks %	Grade
85-100	O
70-84	D
60-69	A
50-59	B
40-49	C
<40	U(Reappear)

Major Elective Papers:

(2 Papers are to be chosen from the following 6 papers)

- 1) Internet of Things
- 2) Open Source Systems
- 3) Android Applications and Development
- 4) Client Server Techniques
- 5) Virtual Reality
- 6) Cloud Computing and Azure

Non-Major Elective Papers:

1. Human Rights
2. Women's Rights
3. Consumer Affairs

Sub. Code & Title of the Extra Departmental Course(EDC):

19UCA5X1 - Internet and office Automation

List of Extension Activities

1. National Cadet Corps(NCC)
2. National Service Scheme(NSS)
3. Youth Red Cross(YRC)
4. Physical Education(PYE)
5. Eco Club (ECC)
6. Red Ribbon Club(RRC)
7. Women Empowerment Cell(WEC)

Note: In core/allied subjects, no. of papers both theory and practical are included where ever applicable. However, the total credits and marks for core/allied subjects remain the same as stated below.

Tally Table

Part I	Lan – Tamil/Hindi/French/Malayalam/Sanskrit	200	200	6
Part II	Lan – English	200	200	6
Part III	Core /Lab/Project Allied Elective	2000 400 300	2700	72 20 15
Part IV	Basic Tamil/Adv.Tamil/Non-Elective Major	150	650	4
	Skill Based subject	300		12
	EDC	100		2
	Environmental Studies	50		
	Value Education	50		2
Part V	Extension Activities	50	50	1
Grand Total Marks / Credits		3800	3800	140

- 25% CIA is applicable to all subjects except JOC,COP an SWAYAM courses which are considered as extra credit courses.
- The students are advised to complete a SWAYAM MOOC before the completion of the 5th semester and the course completed certificate should be submitted to the HOD. Two credits will be given to the candidates who have successfully completed.
- A **Field Trip** preferably relevant to the course should be undertaken every year.

Components of Continuous Internal Assessment

Components		Marks	Total
Theory			
CIA I	75	(75+75=150/10)	25
CIA II	75		
Assignment/Seminar		5	
Attendance		5	
Practical			
CIA Practical		25	40
Observation Notebook		10	
Attendance		5	
Project			
Review		15	20
Regularity		5	

BLOOM'S TAXONOMY BASED ASSESSMENT PATTERN

K1-Remember; K2-Understanding; K3-Apply; K4-Analyze; K5-Evaluate

1. Theory Examination - Part I, II & III

(i) CIA I & II and ESE: 75 Marks

Knowledge Level	Section	Marks	Description	Total
K1 Q1 to 10	A (Answer all)	10 x 1 = 10	MCQ	75
K2 Q11 to 15	B (Either or pattern)	5 x 5 = 25	Short Answers	
K3 & K4 Q16 to 20	C (Either or pattern)	5 x 8 = 40	Descriptive / Detailed	

(ii) CIA I & II and ESE: 55 Marks

Knowledge Level	Section	Marks	Description	Total
K1 Q1 to 10	A (Answer all)	10 x 1 = 10	MCQ	55
K2 Q11 to 15	B (Either or pattern)	5 x 3 = 15	Short Answers	
K3 & K4 Q16 to 20	C (Either or pattern)	5 x 6 = 30	Descriptive / Detailed	

2. Practical Examination:

Knowledge Level	Section	Marks	Total
K3	Experiments	50	60
K4		Record Work	
K5			

3. Project Viva Voce:

Knowledge Level	Section	Marks	Total
K3	Project Report	60	80
K4		Viva voce	
K5			

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End Semester Examination Question Paper Pattern

[For the candidates admitted from the academic year 2014 Onwards]

BACHELOR OF COMPUTER APPLICATIONS [BCA]

Time: 3 Hours

Maximum Marks: 75 Marks.

Answer all of the following questions

Section – A

10X1=10

[10 Questions]

(Two questions from each unit. Questions shall be in the form of multiple choices)

Section – B

5 X5 =25

(Five questions either or type

(One question from each unit)

Section – C

5X8=40

Five questions either or type

(One question from each unit)

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA101		C.P.1: - C PROGRAMMING		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2019-2020	I	5	75	4

Course Objectives

1. To train the student to the basic concepts of the C-programming language.
2. To provide exposure to problem-solving through programming and to develop programming skills.
3. To impart adequate knowledge of programming languages and problem solving techniques.

Course Outcomes (CO)

K1	CO1	Developing programs using the control statements, Arrays and Strings.
K2	CO2	Understanding about the code reusability with the help of user defined functions.
K3	CO3	Developing programs using pointer, enumerated data types, function, Union and nested structures.
K4	CO4	Learning the file handling mechanism that is essential for storing and accessing data.

Syllabus

UNIT I

(Hours:14)

Overview of C: History of C – Importance of C- Sample programs – Basic Structure of C programs – Programming style. Constants, Variables and Data types: Character set – C Tokens – Keywords and Identifiers – Constants – Variables – Data types – Operators and Expressions: Introduction – Arithmetic operator – Relational operators – Logical operators-Assignment-Increment and Decrement-Conditional– Bitwise operators-Special Operators – Type conversions

in Expressions – Operator precedence and Associativity. Managing Input and Output operations: Reading and Writing Character-Formatted Input – Formatted Output.

UNIT II

(Hours:15)

Decision making and Branching: Decision making with if statement – Simple if statement – The ifelse statement-Nested If-Else-If Ladder – The Switch statement-The Ternary Operator. Looping: The while statement – The do statement – The for statement – **Jumps in loops***.

UNIT III

(Hours:16)

Arrays: Introduction – one dimensional Arrays – Declaration of one dimensional Arrays – Initialization of one dimensional Arrays – Two dimensional Arrays – Initializing Two dimensional Arrays – Multidimensional Arrays. Character Arrays and Strings: String handling functions. User defined functions: Definition of Functions – Function Declaration – Category of Functions – No Arguments and No Return values – Arguments but No Return values – Arguments with Return values – No Arguments but Returns a value - Functions that Return Multiple Values- Recursion – The Scope, Visibility and Lifetime of Variables.

UNIT IV

(Hours:16)

Pointers : Understanding pointers –Accessing the Address of the Variables- Declaring pointer variables – Pointer and Arrays- Pointers and Character strings – Array of pointers –Pointers as Function Arguments- Functions returning pointers. The Preprocessor: Macro Substitution.

UNIT V

(Hours:14)

Structures and Unions: Introduction – Defining a Structure – Declaring Structure variables – Structure Initialization –Array of Structures-Arrays with in Structures-Structures with in Structures– Unions. File Management in C: Defining and Opening a File – Closing a File – Input/output Operations on Files – Command Line Arguments.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also**

Teaching Methods

Lecture, Discussion, Question and Answer, Review case studies, Exercises, Assignments - Google Classroom.

Text Books

1. Balagurusamy ,(2008), “**Programming in ANSI C** ” , Fourth Edition -Tata McGraw Hill

Reference Books

1. Ashok N Kamthane,(2002),“**Programming with Ansi and Turbo C**”, Pearson Education Publication,.
2. Henry Mullish & Herbert L Cooper, (1996), “**The Sprit of C**”,Jaico Publication House.
3. P.J.Deitel and H.M.Deitel,(2008),“**C How to Program**” ,5th Edition, Tata McGraw Hill.
4. Yeswanth Kanethkar,(2007),”**Let Us C**”, Eighth Edition - BTB Publications.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	M	S	S
CO2	S	S	H	H	S
CO3	H	H	S	M	H
CO4	S	H	M	S	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE:19UCA1CL		C.Pr.1:- C PROGRAMMING LAB		
BATCH 2019-2020	SEMESTER I	HOURS / WEEK 5	TOTAL HOURS 75	CREDITS 2

Course Objectives

1. To introduce C Programming concepts to develop the programming knowledge.
2. To enhance their analyzing and problem solving skills and use the same for writing programs in C.
3. To guide the candidates to explore the fundamental building blocks in the programming language.

Course Outcomes (CO)

K2	CO1	Learning process helps in deep understanding the concepts of C language.
K3	CO2	Developing programs using control statements, Arrays and Strings.
K3	CO3	Enabling effective usage of arrays, structures, functions and pointers.
K4	CO4	Implementing the files and command line arguments.

Syllabus

1. Write a program to find the median for a given set of numbers.
2. Write a program to find the Standard Deviation for a given set of numbers.
3. Write a program to find the number of palindrome strings in a given sentence.
4. Write a program to generate N Prime and Armstrong numbers.
5. Write a program to perform Matrix addition & Multiplication using Arrays.
6. Write a program to calculate NCR using the formula $NCR = N! / (R! * (N-R)!)$ using functions.
7. Write a program to print Fibonacci Series using Recursive Function.

19UCA1CL

8. Write a program to print the student's mark sheet assuming roll number, name, and marks in five subjects in a structure. Create an array of structures and print the mark sheet in the university pattern.
9. Write a program to perform string manipulation operations.
10. Write a program to perform all manipulations like insertion, deletion and modification in files for student mark list.
11. Write a program, which takes a file as command line argument and copy it to another file. At the end of the second file write
 - i) Number of characters,
 - ii) Number of words and
 - iii) Numbers of lines are available in the first file.

Teaching Methods:

Projectors, Discussions, Exercises, Google Classroom

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program, Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	S	H	M
CO2	S	S	M	H	H
CO3	S	H	H	S	M
CO4	H	S	M	H	M

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA202		C.P. 2:-OBJECT ORIENTED PROGRAMMING WITH C++		
BATCH 2019-2020	SEMESTER II	HOURS / WEEK 4	TOTAL HOURS 60	CREDITS 4

Course Objectives

1. To perform object- oriented programming to develop solutions to problemsdemonstrating usage of control structures, modularity, I/O and other standard language constructs.
2. To develop an in-depth understanding of functional, logic, and object-oriented programming paradigms.
3. To program using more advanced OOP's features such as composition of objects,operator overloads, dynamic memory allocation, inheritance and polymorphism, file I/O, exception handling, etc.

Course Outcomes (CO)

K2	CO1	Understanding the features of C++ Programming.
K2	CO2	Understanding the advanced features of C++ specifically ,Operator Overloading, Templates, Streams.
K3	CO3	Applying the major object-oriented concepts to implement programs, Inheritance and Polymorphism
K4	CO4	Implementing different Operations on Functions, Classes & Object, and Constructors.

Syllabus

UNIT I

(Hours:13)

Procedure Oriented Programming – Basic Concepts of Object Oriented Programming – Benefits of Object Oriented Programming – **Applications of OOP *** –Beginning with C++.

UNIT II

(Hours:13)

Expression & Control Structure: Data Types – Reference Variables – Operators in C++ – Scope Resolution Operator – Type Cast Operator – Branching & Looping. Functions: Function Prototypes – Call by Reference – Return by Reference – Inline Functions – **Default & Const Argument ***.

UNIT III

(Hours:12)

Function Overloading – Friend Functions – Classes & Objects – Constructors and Destructors: Constructors – Parameterized Constructors – Multiple Constructors in a Class – Constructors with Default arguments – Copy Constructors – Destructors.

UNIT IV

(Hours:11)

Operator Overloading – Inheritance: Defining derived class – Types of inheritance – Virtual Base class. Pointers: This pointer – Pointers to Objects – Virtual functions & Polymorphism – Templates and Exception handling.

UNIT V

(Hours:11)

Managing Console Input/Output Operations: C++ Streams – C++ Stream Classes – Formatted & Unformatted I/O Operations – Managing Output with Manipulators – Working Files: Opening and closing a file – File pointers and their manipulations – Random Access file – Command Line Arguments.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

PowerPoint Presentation, Discussion, Assignment- Google Classroom

Text Book:

1. E.Balagurusamy, (2008), “**Object Oriented Programming with C++**”, Seventh Edition - McGraw Hill Publications.

Reference Books:

1. Ashok N Kamthane,(2003) -“**Object oriented Programming with ANSI and Turbo C++**”, First Edition -Pearson Education Publication.
2. Yashavanth Kanetkar, (2008), “**Let us C++**”, Fourth Edition -BPB Publications.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA203		C.P. 3:-DIGITAL FUNDAMENTALS AND COMPUTER ORGANIZATION		
Batch 2019-2020	Semester II	Hours / Week 3	Total Hours 45	Credits 4

Course Objectives

1. To learn the concept of Digital Circuits, Circuit Constructions and Simplifications of Boolean functions.
2. To know the concept of Multiplexers, Flip-Flops and Registers and to familiarize the Memory Hierarchy and Peripheral Devices.
3. To understand the concepts of different types of languages and Instruction Formats.

Course Outcomes (CO)

K2	CO1	Understanding the Number systems and conversions in Digital Computer System.
K2	CO2	Understanding the concepts of Boolean expressions, Logic Gates and to apply the methods to simplifying the Boolean expression.
K3	CO3	Applying the knowledge to perform arithmetical operations using various logical circuits.
K4	CO4	Designing and implementing various Synchronous and Asynchronous data Transfer and peripheral devices.

Syllabus

UNIT I

(Hours:8)

Programming the Basic Computer : Introduction –Different types of computer systems – Basic components of a digital computer system – Programming languages.

Central Processing Unit: Introduction – General Register Organization – Addressing Modes.

UNIT II

(Hours:10)

Binary Systems: Digital Computer and Digital Systems – Binary Numbers – Number Base Conversion – Octal and Hexadecimal Numbers – Complements – 1's, 2's, 9's, and 10's Complements. Binary Code's: BCD, GRAY, Excess 3 Codes.

UNIT III

(Hours:10)

Boolean Algebra And Logic Gates: Basic Definitions – Boolean Functions – Canonical and Standard Forms – Sum of Product – Product of Sum – Minterms and Maxterms.

Digital Logic Gates: Simplification of Boolean Functions: The Map Method – Two & Three Variable Maps – Four Variable Map – Don't Care Conditions.

UNIT IV

(Hours:9)

Combinational Logic: Introduction – Adders - Subtractors – Multiplexers – De-Multiplexers. Sequential Logic: Introduction – RS, D, JK Flip Flops.

UNIT V

(Hours:8)

Input – Output Organization: **Peripheral Devices** * – Asynchronous Data Transfer – Direct Memory Access – IOP.

Memory Organization: Main Memory – Cache Memory –Virtual memory.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Power Point Presentation, Discussion, Assignment-Google Classroom

Text Books:

1. Thomas C Bartee , (1991) - “**Digital Computer Fundamentals**”, Tata Mc Graw Hill Publications, New Delhi , 6th Edition (Unit – I)
2. Morris Mano, (2007) - “**Digital Logic and Computer Design**” – Zeroth Edition - Prentice Hall of India, New Delhi- (Units II, II, IV).
3. Morris Mano,(1999)- “**Computer System Architecture**” - Third Edition - Prentice Hall of India, New Delhi - (Units I, V).

Reference Books:

1. Thomas C. Bartee-(1998), “**Computer Architecture and Logical Design**” McGraw Hill International Edition.
2. John P Hayes, (1998), “**Computer Architecture and Organization**”- Third Edition -McGraw Hill International.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	M	H
CO2	S	H	S	S	S
CO3	S	S	H	M	M
CO4	S	M	H	H	M

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA2CM		C.Pr. 2:-OBJECT ORIENTED PROGRAMMING WITH C++ LAB		
Batch	Semester	Hours / Week	Total Hours	Credits
2019-2020	II	3	45	2

Course Objectives

1. To develop programming skills using object - oriented concepts.
2. To develop the ability to write a program to solve specific problems.
3. To practice the fundamental methodology to implement file and I/O stream concepts.
- 4.

Course Outcomes (CO)

K2	CO1	Designing programs using appropriate predefined functions and classes in C++.
K3	CO2	Developing applications using Friend functions, Inheritance and polymorphism.
K3	CO3	Developing a C++ application using the concepts of Templates.
K4	CO4	Implementing stream I/O, Files and usage of the available classes to handle stream objects.

Syllabus

1. [DISTANCE CONVERSION PROBLEM]

Create two classes DM & DB which store the value of distances. DM stores distances in meters & centimeters and DB stores distances in feet & inches. Write a program that can read values for the class objects and add one object DM with another object DB.

Use friend function to carry out the addition operation. The object that stores the results may be a DM object or DB object depending on the units in which the results are required.

The display should be in the format of feet and inches or meters and centimeters depending on the object on display

2. [OVERLOADING STRING]

Define a class string. Use overloaded `==` operator to compare two strings ignore case sensitivity. Use overloaded `+` operator to concatenate the strings.

3. [OVERLOADING MATRIX]

Create a class MAT of size M x N. Define all possible matrix operations for MAT type objects.

4. [COMPLEX NUMBERS PROBLEM]

Apply OOP's concept to create, manipulate the complex number (+, -, *, /)

5. [AREA COMPUTATION USING DERIVED CLASS]

Create a base class called shape; use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called Triangle and Rectangle from the base Shape. Add to the base class, a member function `get_data()` to initialize base class data members and another member function `display_area()` as a virtual function and redefine this function in the derived classes to suit their requirements. Using these classes design a program that will accept dimensions of a triangle or rectangle interactively and display the area. Remember the two values given as input will be treated as lengths of two sides in the case of rectangle and as base and height in the case of triangles and used as follows:

(i) Area of rectangle = $X * Y$ (ii) Area of a triangle = $\frac{1}{2} * X * Y$

Extend the program to display the area of circles. This requires addition of new derived class Circle that computed the area of circle. Remember for a circle we need only the value its radius but the `get_data()` function in the base class requires two values to be passed. (Hint: The second argument of `get_data()` function as a default one with a zero value.

(iii) Area of a circle = $3.14 * (r * r)$

6. [WORDS COMPUTING PROBLEM]

Write a program which reads a text from the keyboard and display the following information on the screen in two columns

1. Number of lines
2. Number of words
3. Number of characters

Strings should be left justified and number should be right justified in suitable field width.

7. [SWAP THE NUMBERS USING FUNCTION TEMPLATE]

Write a program to swap the numbers using the concept of function template.

8. [WHITE SPACE SUPPRESSION IN A FILE]

Write a program that reads a text files and create another text file that is identical expect that every sequence of consecutive blank space is replaced by a single space

9. [COMMAND LINE ARGUMENT PASSING]

Write a program that emulates the DOS copy command i.e it should copy the contents of character file (such as any CPP file) to another file. Invoke the program with 2 command line arguments – the source file and the destination file – like this

C: > COPY SFILE.CPP DFILE.CPP

In the program check that the user has typed the correct number of command line arguments and that the file specified can be opened. Improve on the DOS TYPE command by having the program signal an

error if the destination file already exists. This will prevent inadvertently writing over a valuable file.

[USE THE NON-REPLACE flag]

10. [FILE SIZE OF A FILE]

Write a program that returns the size in bytes of a program encountered on the command line.

Teaching Methods

Projectors, Discussions, Exercises-Google Classroom

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program, Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	H	S
CO2	S	H	S	M	M
CO3	H	S	H	S	S
CO4	H	M	H	H	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA304		C.P.4:-OPERATING SYSTEMS		
Batch 2019-2020	Semester III	Hours / Week 5	Total Hours 75	Credits 4

Course Objectives

1. To understand the structures of modern computers.
2. To understand the purpose and usage of functions in operating systems.
3. To cover the details of concurrent processes, multi-threads, CPU scheduling, memory management file system, storage subsystem, and input/output management.

Course Outcomes (CO)

K1	CO1	Understanding of design issues, mastering in functions, structures and history of operating systems.
K2	CO2	Learning various Process Management Concepts including Scheduling, Synchronization, Multithreading and Deadlocks.
K3	CO3	Implementing the processes, resource control, physical and virtual memory, scheduling, I/O and files.
K4	CO4	Understanding about Resource Sharing among Users. Familiar with Protection and Security Mechanisms. Types of Operating Systems including Unix.

Syllabus

UNIT I

(Hours: 14)

History of the operating Systems - Zeroth, first, Second, Third, Fourth Generation - Computer Architecture: 4GL, 3GL, 2GL, 1GL, OGL. Program, Interrupts - Operating System functions.

UNIT II

(Hours:15)

Memory Management - Introduction - Single Contiguous Memory Management - Fixed partition Memory Management Variable, partition - Non-contiguous Allocation - General concepts - Paging - Segmentation - Combined system.

UNIT III**(Hours:16)**

Process Management - Evolution – Introduction – Evolution of Multi Programming – Context Switching-Process States-Process State Transition-Process Control Block-Process Hierarchy-Create-Kill Process-Dispatch Process-Change the Priority of a Process – Block a Process – Dispatch a Process-Time up a Process-Wake up a Process- Suspend/Resume Operations- Multi Tasking-Deadlocks-Introduction-Deadlock prerequisites.

UNIT IV**(Hours: 16)**

Information Management And File Management - Introduction - The File System Block& Block Numbering Scheme –File Support Level -File Directory Entry- Open/Close Operations-Directory Structure - Device Driver-Basics-Path Management-I/O Procedure-I/O Scheduler.

UNIT V**(Hours: 14)**

Case Studies - Unix - **History Of Unix *** – Overview Of Unix-Unix File System: Different types of files , Mounting/Unmounting file systems, Open, close, Read, write system calls, Create a file, Delete a file, Change directory- **Memory Management***.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Discussion, Question and Answer, Review Case Studies, Assignments-Google classroom
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Text Books

1. Achyut S. Godbole,(1996), “**Operating Systems**”, Second Edition -Tata McGraw Hill Publishing Company Limited .

Reference Books

1. William Stallings,(2001), “Operating Systems”, Second Edition- Prentice Hall of India Ltd.
2. H.M Deitel,(2003), “Operating Systems”, 2nd Edition- Pearson Education, 2003.
3. Deitel, Choffnes,(2007), “**Operating Systems**”, Third Edition-Pearson Education,.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	S	H
CO2	S	S	H	M	S
CO3	H	H	H	M	M
CO4	H	M	S	H	S

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA305		C. P. 5: – DATA STRUCTURES AND ALGORITHMS		
Batch 2019-2020	Semester III	Hours / Week 5	Total Hours 75	Credits 4

Course Objectives

1. To represent the way of defining Data.
2. To explain the fundamental techniques for designing and analyzing algorithms.
3. To study various algorithms of Sorting, Searching methods in Data structures.

Course Outcomes (CO)

K2	CO1	Understanding data structures and the concepts of algorithms for dynamic programming.
K3	CO2	Applying the data structures algorithms for various applications.
K3	CO3	Demonstrating familiar data structure algorithms.
K4	CO4	Applying the computational complexity of various algorithms.

Syllabus

UNIT I

(Hours:14)

Introduction - Overview - **How To Create Programs Analyze Them** *. Arrays - Structures - Ordered Lists- Representation of Arrays - Simple Applications.

UNIT II

(Hours:15)

Stacks and Queues –Fundamentals-Structure s- Operations- Multiple Stacks and Queues- Applications and Evaluation of expressions.

UNIT III

(Hours:16)

Linked Lists - Single Linked Lists- Linked Stacks And Queues - The Storage Pool - Applications - Polynomial Addition, Sparse Matrices. Double Linked Lists- Dynamic Storage Management -Garbage Collection And Compaction.

UNIT IV**(Hours:16)**

Searching And Sorting: Binary, Sequential, And Fibonacci - Internal Sorting Insertion, Quick, Merge, Heap, Radix Sorts - External Sorting - Sorting With Disks - K-Way Merging- Sorting With Tapes - Balanced Merge - Polyphase Merge. Symbol Tables - Static Tree - Dynamic Tree - Hash Tables.

UNIT V**(Hours:14)**

Files - queries and sequential organizations * - index techniques. File organizations sequential, random, linked organizations - inverted files - cellular partitions.

* **Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Seminar, Discussion, Assignment- Google Classroom

Text Book

1. Ellis Horowitz & Sartaj Sahani , (1999)- "**Fundamentals of data structure**", First Edition Galgothia book source,.

Reference Books

1. Ashok N Kamthane,(2004),"**Programming and Data Structures**", First Edition,PearsonEducation.
2. AlfredV.Aho,JohnE.Hopcroft,Jeffrey D.Ullman,(2006) – "**DataStructures and algorithms**", Pearson Education,.

MAPPING

CO \ PSO	PSO1	PSO 2	PS 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H
CO5	S	S	S	S	S

S – Strong**H – High****M – Medium****L – Low**

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA306		C.P.6:- RELATIONAL DATABASE MANAGEMENT SYSTEMS		
Batch 2019-2020	Semester III	Hours / Week 5	Total Hours 75	Credits 4

Course Objectives

1. To develop the knowledge in various Database concepts, queries, normalization and reports..
2. To study the physical and logical database design and modeling.
3. To learn procedural interfaces using SQL queries.

Course Outcomes (CO)

K1	CO1	Understanding the concepts of Database.
K2	CO2	Understanding the concept of data Integrity constraints.
K3	CO3	Applying various DDL and DML statements, joins queries, PL / SQL statements.
K4	CO4	Applying various types of database management systems for developing the program.

Syllabus

UNIT I

(Hours :14)

Introduction: Purpose of Database Systems-DBMS and RDBMS-Entity Relationship Diagram, Weak and Strong Entity sets – Codd’s Rules. Normalization-Oracle Terminology – Data types - Basics of SQL :-DML-select command ,insert ,update, delete set operations, usage of Where Clause, **DDL** *,DCL-Operators Aggregate functions.

UNIT II

(Hours :15)

Data Constraints:-NULL value Concepts-Default value Concepts-Primary Key concepts-Unique Key Concepts-Foreign Key Concepts-Check Key Integrity Constraints-Renaming Columns with Expression List-Range Searching-Pattern Searching Manipulating Strings and Dates.

UNIT III

(Hours :16)

Sophisticated queries-Built in group functions- Joined Relations-Nested Sub queries – Views – Sequences and Synonyms-Table Indexes- Table Partition and Joining of two tables.

UNIT IV**(Hours: 15)**

Database Triggers:–Use of Database Triggers-How to apply Database Triggers-Types of Triggers-Combinations-Keywords and Parameters-Dropping Triggers-Basics of PL/SQL –Usage of Stored Functions and Procedures- -How do procedures reside-Parameters. Packages-Retrieving data with Cursors-Formatting table. Exception handling.

UNIT V**(Hours: 15)**

New Applications: Decision Support Systems - Data Analysis - Data Mining - Data Warehousing - Spatial and Geographic Databases - Multimedia Databases - Mobility and Personal Databases - Information - Retrieval Systems - Distributed Information Systems - **The World Wide Web** *. Working with Reports-Default tabular report- PL/SQL with reports.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

PowerPoint presentation, Assignments-Google Classroom, Discussions.

Text Books:

1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan,(2002),“**Database System Concepts**”, Fourth Edition -Tata McGraw Hill International Editions.
2. Ivan Bayross ,(2000), “**Commercial Application Development using Oracle developer 2000**”, BPB publications.

Reference Books

1. David Loctman, “**Developing Personal Oracle For Windows 95**” .
2. Elmasri Navathe,(2001), “**Fundamentals of Database Systems**”, First Edition- Pearson Education publication.
3. Sharad Maheshwari & Ruchin Jain,(2006),“**Database Management Systems” Complete Practical Approach**”, Second Edition
4. Nilesh Shah,(2007), “**Database Systems using Oracle**” A Simplified Guide to SQL & PL/SQL, Second Edition ,Prentice Hall of India Private Ltd, New Delhi,
5. Ivan Bayross,(1995),”**Oracle 7 The Complete Reference**”,BPB Publications.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA3CN		C.Pr.3:-RELATIONAL DATABASE MANAGEMENT SYSTEMS - LAB		
Batch	Semester	Hours / Week	Total Hours	Credits
2019-2020	III	5	75	2

Course Objectives

1. To understand the use of Structured Query Language (SQL) and its syntax.
2. To understand and apply the principles of data modeling using Entity Relationship and develop a good database design.
3. To study the concepts and techniques relating query processing using SQL engines.

Course Outcomes (CO)

K2	CO1	Designing the basic concepts of Database.
K3	CO2	Implementing data Integrity constraints in Database.
K4	CO3	Validating the various fundamental tasks to perform data Modeling.
K3	CO4	Implementing functions, packages, stored procedures and user defined exception.

Syllabus

1. Creating Tables and writing simple queries using
 - a) Comparison Operators
 - b) Logical Operators
 - c) Set Operators
 - d) Sorting and Grouping
2. Creation of Reports using Column format
3. Writing Queries using built in functions.
4. Updating and altering tables using SQL.
5. Creation of Students Information table and write PL/SQL Block find the Total, Average marks and Results.
6. Design a PL/SQL block to prepare the Electricity Bill.
7. Programming with Cursors: Code a PL/SQL Block to partition the students Information Table into two, one with the Passed and other with Failed.
8. Implement the concepts of Joined relations to Database.

9. Create a Database Trigger to check the data validity of Record.
10. Recursive Functions Write a Recursive function to find
 - a) Factorial of N
 - b) Fibonacci Series with N terms.
11. Use SQL queries to manage Views, Sequences and Synonyms.
12. Create a Database Trigger to implement the Master - Detail Relationship.
13. Implement the concept of Stored Procedure with Parameters using SQL queries.
14. Implement the concept of Packages using Procedure and Function.
15. Design a PL/SQL program to handle User defined exception.

Teaching Methods

PowerPoint presentation, Exercises- Google classroom, Discussions.

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program , Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA407		C.P.7: - SOFTWARE ENGINEERING		
Batch 2019-2020	Semester IV	Hours / Week 5	Total Hours 75	Credits 4

Course Objectives

1. To understand the basic theory of Software Engineering.
2. To describe software engineering layered technology and Process frame work.
3. To gain knowledge about quality control and how to ensure good quality software.

Course Outcomes (CO)

K1	CO1	Learning the fundamentals of software engineering concepts.
K2	CO2	Understanding common lifecycle processes such as waterfall model, spiral model, prototyping model, evolutionary models etc.,
K3	CO3	Applying the principles and techniques of software engineering in the architectural design, detail design, and implementation of software applications.
K4	CO4	Developing the software using different testing concepts.

Syllabus

UNIT I

(Hours: 14)

The evolving role of software – Software – ***Software Crises and Myths**-Software Engineering: Layered Technology –Process models – Water fall model, Incremental model, evolutionary process models - Component-based development- An agile view of process. **Software project planning:** Project planning objectives –Software scope-Resources –Software project estimation – Decomposition Techniques – Empirical estimation models.

UNIT II

(Hours: 15)

Building the Analysis model: Requirement Analysis—analysis modeling approaches. Data modeling concepts – Scenario-based modeling - Flow-oriented modeling- class-based modeling—creating a behavioral modeling. Software prototyping— Specification – ***The Data Dictionary.**

UNIT III**(Hours: 16)**

Design Engineering: The design process and design quality — Design concepts — The design model- Pattern-based software design.

Architectural design: Software Architecture –Data design— Architectural style and patterns — Architectural design.

UNIT IV**(Hours: 16)**

Assessing alternative architectural designs- Mapping requirements into software architecture – Transform mapping –Transaction mapping. Performing User interface design: The golden Rules — User interface analysis and design —Interface analysis – interface design steps- Design evaluation.

UNIT V**(Hours:14)**

Testing strategies: A strategic approach to software testing-strategic issues –Test strategies for conventional software-Validation testing—*System testing - The Art of Debugging.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portionsalso.**

Teaching Methods

Power Point Presentation,Seminar,Discussion,Assignment
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Text books

1. Roger S Pressman,(2006),“**Software Engineering a Practioner’s Approach**” , Sixth Edition - McGraw-Hill Higher Education.
2. Roger S Pressman,(2001), “**Software Engineering a Practioner’s Approach**”, Fifth Edition - McGraw-Hill Higher Education.

Reference Books

1. Richard Fairly,(1997),”**Software Engineering concepts** “,Tata McGraw Hill,.
2. Sommerville,(2000),“**Software Engineering** “ , Sixth Edition -Addison Wesley Publication.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	M	H
CO2	S	M	H	S	M
CO3	S	H	M	H	S
CO4	S	S	H	M	H

S – Strong **H** – High **M** – Medium **L** – Low

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA408		C.P.8 – COMPUTER NETWORKS		
BATCH 2019-2020	SEMESTER IV	HOURS / WEEK 5	TOTAL HOURS 75	CREDITS 4

Course Objectives

1. To deal with basic ideas of networking domain.
2. To present the principles of Cryptography in Computer Networks.
3. To know the classical, advanced encryption standards and techniques, message authentication codes, digital signatures, email.

Course Outcomes (CO)

K1	CO1	Understanding cryptography and network security concepts and application.
K2	CO2	Applying security principle in system design.
K4	CO3	Detecting network security threats.
K1	CO4	Understanding the various cryptographic algorithms.

UNIT I

(Hours:13)

Introduction: Uses of computer networks: Business Applications-Home Applications-Mobile Users-Social Issues. Network Hardware: LAN-MAN-WAN-Wireless Networks-Internetworks – Network Software: Protocol Hierarchies-Design Issues for the Layers-Connection Oriented and Connectionless Services-Service Primitives-The Relationship of Services to Protocol – Reference Models.

UNIT II

(Hours:15)

The Physical layer: Guided transmission media – Magnetic media-Twisted pair - Coaxial cable – Fiber Optics –Comparison of Fiber optics and Copper wire-The Public Switched telephone network: Structure of the telephone system – The local loop : modems- Switching.

UNIT III

The Data link layer: Data link layer design Issues – Error Detection and Correction. The Medium access control sub layer: The channel allocation problem – Multiple access protocols: Carrier sense multiple access protocols – Collision-Free Protocols- Bluetooth: Bluetooth Architecture, **Bluetooth Applications** *.Data link layer switching: repeaters, hubs, bridges, switches, routers and gateways.

UNIT IV**(Hours:16)**

The Network layer: Network layer design issues – Routing algorithms: The optimality principle, shortest path routing- Congestion Control Algorithm: Congestion Control in Virtual Circuit Subnet, Datagram Subnet.

The Transport layer: The Transport service: Services provided to the upper layers– Elements of Transport protocols.

UNIT V**(Hours:15)**

The Application layer: DNS – The Domain Name System – **Electronic mail: Architecture and services** *, the user agent. Network Security: Cryptography – DES – Digital Signatures: Symmetric-Key Signatures, Public-Key signatures.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Seminar, Discussion, Assignments- Google Classroom
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Text Books:

1. Andrew S. Tanenbaum, (2008), “**Computer Networks**”, Fourth Edition - Pearson Education Publication.

Reference Books:

1. Behrouz A. Forouzan, (2007), “**Data Communications and Network**”, Second Edition, Tata McGraw Hill.
2. William A Shay, (2001), “**Understanding data communications and Networks**” , Second Edition -Vikas Publication.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H
CO5	S	S	S	S	S

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE : 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA409		C.P.9:- JAVA PROGRAMMING		
BATCH 2019-2020	SEMESTER IV	HOURS / WEEK 5	TOTAL HOURS 75	CREDIT S 5

Course Objectives

1. To enhance the knowledge of object-oriented programming using the Java programming language
2. To understand the applets, files, swings and exception handling mechanisms.
3. To illustrate the various features of java and database connectivity.

Course Outcomes (CO)

CO1	K1	Applying java programming language for various programs Applications.
CO2	K2	Acquiring knowledge of the structure and model of the java programming language
CO3	K3	Implementing Applets for GUI Concepts, Threads, Swings and Files.
CO4	K4	Analyzing the concepts and applying the database connectivity concepts using JDBC

Syllabus

UNIT I

(Hours :13)

JAVA Evolution: History – Features – How Java differs from C and C++ - Java and Internet-Java and WWW – Web Browsers. Overview of Java Language : Introduction – Simple Java program – Structure – Java Tokens * – Statements - Java Virtual Machine. Classes, Objects and Methods: Introduction- defining class- field declaration-method declaration- creating objects-Constructors- Method Overloading- Overriding Methods.

UNIT –II

(Hours : 15)

Arrays: One Dimensional Arrays- Creating an Array- Two dimensional Arrays, Strings and Vectors. Interfaces: Multiple Inheritance.

UNIT –III

(Hours : 16)

Packages: Putting classes together – Multi Threaded Programming. Managing Errors and Exceptions Applet programming: Introduction-How applet differs from other applications- Applet Life cycle- Applet Tag. Graphics programming: Introduction- The Graphics Class-Lines and Rectangles- Circles and Ellipses- Drawing Arcs Using control Loops in Applets.

UNIT – IV**(Hours :16)**

Files: Introduction – concept of streams – Stream classes – Using streams – I/O classes- File class – Creation of files- Reading/Writing characters /Bytes-Random Access Files.Introducing Swings: Origins of swing- two key swing features- components and containers- Swing Packages-Event Handling creating swing applet.

UNIT –V**(Hours :15)**

DBC Programming :The JDBC Connectivity Model, Database Programming: Connecting to the Database, Creating a SQL Query, Getting the Results, Updating Database Data, Error Checking and the SQLException Class, The SQLWarning Class, The Statement Interface, Prepared Statement, Callable Statement. The ResultSet Interface, Updatable Result Sets, JDBC Types, Executing SQL Queries, ResultSetMetaData, Executing SQL Updates, Transaction Management.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Seminar, Discussion, Assignments- Google Classroom
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Text Book:

1. E.Balagurusamy , “**Programming with Java – A Primer**”, TMH Publ, Fourth Edition.
2. Herbert Schildt , “**Java The Complete Reference**” Tata McGraw-Hill Edition2011, Seventh Edition.
3. Maydene Fisher, Jon Ellis, Jonathan Bruce, “**JDBC API Tutorial and Reference**”, Third Edition.

Reference Books:

1. Steven Holzner, “**Java 2 Programming – Black Book** “2008 , New Edition
2. C.Xavier ‘**Programming with Java 2**’, Scitech Publ, 2000.
3. Kishori Sharan, “ **Beginning Java 8 APIs, Extensions and Libraries.**

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	S	H	H
CO2	S	S	H	S	S
CO3	S	M	H	H	H
CO4	S	S	S	S	M

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA4CO		C.Pr.4: JAVA PROGRAMMING LAB		
BATCH 2019-2020	SEMESTER IV	HOURS / WEEK 5	TOTAL HOURS 75	CREDITS 2

Course Objectives

1. To implement the advanced Java language syntax and semantics.
2. To implement concepts such as variables, conditional and iterative execution methods.
3. To make students to excel in coding, compiling and execute programs while learning advanced programming concepts.

Course Outcomes (CO)

K2	CO1	Applying the concepts of control structures, inheritance, method overriding in Java.
K3	CO2	Implementing the concept of interface, packages, multithreading and applets.
K5	CO3	Manipulating the operations using PL/SQL statements
K5	CO4	Validating the database using triggers.

Syllabus

1. Write a program to print the following triangle of numbers.


```

1
1 2
1 2 3
1 2 3 4

```
2. Write a java program to define a class, instance methods, overload them and use them for dynamic method invocation.
3. Write a program to display a message and draw several shapes in Applet window.
4. Write a program to create an applet and draw Grid lines.
5. Write a java program to create a frame with three text field for name, age and qualification and a text field of multiple lines for address to display PersonalDetails.
6. Write a java program to demonstrate the multiple selection list box.
7. Write a java program to create a menu bar and pull down menus.

8. Write a java program to create a window when we press M/m the window displays Good Morning, A/a the window displays Good Afternoon, E/e the window displays Good Evening, N/n the window displays Good Night.
9. Write a program to move different shapes (Circle, Ellipse, Square, Rectangle) according to the arrow key pressed.
10. Write a java program to handle the divide by zero exception.
11. Write a java program to explain the multithreading with the use of multiplication tables. Three threads must be defined. Each one must create one multiplication table; they are 5 table, 7 table and 13 table.
12. Write a program to display all prime numbers between two limits using files concept.
13. Write a program to implement the concept of Concatenating and Buffering files in java.
14. Write a java program to Add Items and Remove Items using Swing components.
15. Write a program to implement the concept of Trees in java.

Teaching Methods

LCD Projectors, Observation, Exercises-Google Classroom

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program, Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	S	H	H
CO2	S	S	H	S	S
CO3	S	M	H	H	H
CO4	S	S	M	S	M

S – Strong**H** – High**M** – Medium**L** – Low

19UCA4A4

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA4A4		Allied 4:- ORGANIZATIONAL BEHAVIOR AND MARKETING		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2019-2020	IV	6	90	5

Course Objectives

1. To specify the intellectual and behavioral competencies that graduates should process.
2. To enable the students to insight in to the management techniques prevailing in the corporate world.
3. To be aimed at preparing young graduates to take up challenging careers in business and industry and enables them to pursue higher studies thereafter.

Course Outcomes (CO)

K1	CO1	Preparing and delivering effective role of marketing in modern management.
K2	CO2	Identifying and analyzing product life cycle and developing new products and product characteristics.
K3	CO3	Applying knowledge of pricing kinds of pricing and factors affecting changes in price.
K4	CO4	Applying motivational theories to improve the leadership qualities.

UNIT I**(Hours:18)**

Management - Meaning and Definition – Features-Functions – Importance-Difference Between Administration And Management – Management Hierarchy. Planning – Meaning – Nature-Objectives – Importance-Steps in Planning – Advantages and Limitations –Management by Objectives.

UNIT II**(Hours:18)**

Organization - Meaning-Functions-Principles- Types Of Organization-Merits& Demerits- Delegation Of Authority-Decentralization- Advantages & Disadvantages **Departmentation - Meaning-Process-Basis Types Of Departmentation** *- Importance.

UNIT III**(Hours:17)**

Staffing – Definition-Processing Of Staffing-Recruitment-Sources Of Recruitment- Stages In Selection Procedure – Training And Development. Motivation- Meaning And Importance – Types – Theories Of Motivation – Maslow, McGregor, Herzberg, Leadership – Need And Importance – Qualities Of Leadership – Leadership Styles.

UNIT IV**(Hours:19)**

Communication &Marketing: Written Communication: Business Letters-drafting letters for sales and collection. Oral Communication: Interviews-telephone conversation. Conducting Meeting: notice, Agenda, Minutes. Marketing Concepts: Modern Marketing – Marketing And Selling – New Product Development –Product Life Cycle- Brands, Packaging And Other Product Features.

UNIT V**(Hours: 18)**

Pricing Strategies and Policies- Channels Of Distribution – Sales Promotion Program And Techniques, Managing The Sales Force – Personal Selling – Marketing Research: Procedures & Methods.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Seminars, Discussions, Assignments- Google Classroom
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Text Books:

1. L.M.Prasad , “**Principles & Practice of Management**”, Sultan Chand & Sons (Unit I, II & III), 2004 Edition.
2. Philip Kotler, “**Marketing Management**”, Prentice Hall of India (Unit IV & V), 2004 Edition
3. Rajendran Pal and Karalnath J.S. “**Essentials of Business Communication**”, Sultan Chand & sons, New Delhi,1999

Reference Book:

1. Tripathy and Reddy, “**Principles of Management**”, Tata McGraw Hill (Unit I, II & III)

PROGRAMME CODE: 10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE:19UCA510		C.P.10: – VISUAL PROGRAMMING		
BATCH 2019-2020	SEMESTER V	HOURS / WEEK 6	TOTAL HOURS 90	CREDITS 5

Course Objectives

1. To gain the practical aspects for developing Graphical User Interface.
2. To provide a consistent object-oriented programming environment.
3. To provide application development using .Net framework.

Course Outcomes (CO)

K1	CO1	Learning the concepts of Visual Basic and .Net
K2	CO2	Summarizing the advantages of Controls in VB
K3	CO3	Demonstrating the concepts of .NET Framework
K4	CO4	Designing and developing the distributed data driven applications and C# console applications.

Syllabus

UNIT I

(Hours:18)

Introduction to Visual Basic - Steps in VB Application - Integrated development environment (IDE)- Variables - Scope of variables- constants - Data types - Functions - Procedures - Control Structure - Arrays -Control Arrays- User defined Data types - operators - String, **Date and Time functions**- Creating and using Standard Controls - Text Box – Command Button - Check Box - Combo Box - List Box - Option Button - Timer Control - Frame, Label, Shape & Line controls - Picture Box - Image Controls - **Scroll Bars** * - Data Controls.

UNIT II

(Hours:15)

Menus - Menu Editor - Menu Creation - Modifying and Deleting Menu Items - Adding a menu Separator - Creating Submenus. - Data Access Objects (DAO). Data Report - Data Environment Designer - Connection Object - Command Object - Section of the Data Report Designer - Data Report Controls - Creating a Simple Data Report.

UNIT III (VB.NET)

(Hours:12)

.Net Frame work and the CLR –IDE- Procedures, Scope and Exception Handling- Adding Controls – Handling Events – Creating MDI applications-Database connectivity.

UNIT IV (ASP.NET)

(Hours:15)

What are Active Server pages– ASP Objects – ADO and ADO.NET Objects- ASP Components.

UNIT V (C SHARP)

(Hours:15)

Introduction- Exception, Exception in method –Exception throw- String – Struct- Class definition – Class instance – Object reference – Operator Overload.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Powerpoint Presentation,Seminar,Discussion,Assignment-Google Classroom
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Text books:

1. Content Development Group,(2004),“**Visual Basic 6 Programming**”, First Edition TataMCGrawHill Publication,. (Unit-I,II)
2. Steven Holzner, (2002), “**Visual Basic.NET Black Book Dream Tech**”, First Edition.(Unit III)
3. Dave Mercer, (2002), ASP.Net,A Beginner’s Guide”, TataMCGraw Hill, (Unit IV)
4. E.Balagurusamy, “**Programming in C#**”, Second Edition ,TataMCGraw Hill Publication ,. (Unit V)

Reference book:

1. Scott Warner,(2000),"**Teach Yourself Visual Basic 6**", Tata McGraw-Hill Edition,First Edition.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA511		C.P.11:- ARTIFICIAL INTELLIGENCE AND EXPERT SYSTEMS		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2019-2020	V	6	90	5

Course Objectives

1. To learn the concepts of Artificial Intelligence.
2. Create awareness of informed search and exploration methods.
3. To demonstrate AI techniques for knowledge representation, planning and uncertainty Management.

Course Outcomes (CO)

K1	CO1	Understanding the concept of AI
K2	CO2	Analyzing and evaluate informed search and exploration methods.
K3	CO3	Applying AI techniques for knowledge representation, planning and uncertainty Management.
K4	CO4	Analyzing and developing knowledge of decision making and learning methods for real time application

Syllabus

UNIT I:

(Hours : 15)

INTELLIGENT AGENTS AND SEARCHING METHODS

Definitions of AI - Intelligent Agents: Agents and environments - Good behavior – The nature of environments – structure of agents. Informed search and exploration: Informed search strategies – heuristic functions – local search algorithms.

UNIT II

(Hours : 15)

LOGIC

Logical agents: Knowledge-based agents – The Wumpus world. Logic – Propositional logic: A very simple logic. First order logic: Representation revisited – Syntax and semantics for first order logic – Using first order logic – Knowledge engineering in first order logic. Inference in First order logic: propositional versus first order logic –forward chaining – backward chaining.

UNIT III**(Hours : 15)****PLANNING AND UNCERTAINTY**

Planning: The planning problem- planning with state-space search-partial order planning –graphs.
 Uncertainty: **Overview of probability concepts**, Representing knowledge in an Uncertain Domain,
 Semantics of Bayesian Networks, Exact Inference in Bayesian Networks

UNIT IV**(Hours : 15)****DECISION MAKING AND LEARNING**

Making Simple Decisions: The basis of Utility theory – Utility and multi-attribute utility functions –
decision networks – The value of information – Decision theoretic expert systems. Learning from
 Observations: Forms of learning - Inductive learning - Learning decision trees. Knowledge in
 Learning – Logical formulation of learning – Explanation based learning – Learning using relevant
 information – Inductive logic programming.

UNIT V**(Hours : 15)****LEARNING AND COMMUNICATION**

Statistical Learning Methods: Introduction to neural networks, Perceptron's, Multi-layer feed
 forward network, Application of ANN.Reinforcement Learning: Passive reinforcement learning -
 Active reinforcement learning - Generalization in reinforcement learning. Communication:
 Communication as action – Formal grammar for a fragment of English – Syntactic analysis –
 Augmented grammars – Semantic interpretation – Ambiguity and disambiguation.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Chalk and talk , PPT, Discussion , Assignments-Google Classroom, Demo, Case study

Text Book :

1. Stuart Russell, Peter Norvig, “Artificial Intelligence – A Modern Approach”, Third Edition, Pearson Education / Prentice Hall of India, 2009.

References:

1. Elaine Rich, Kevin Knight, Shivashankar.B.Nair, “Artificial Intelligence”, Tata Mc Graw Hill Publishing Company Limited. Third Edition, 2009.
2. Nils J. Nilsson, “Artificial Intelligence: A new Synthesis”, Harcourt Asia Pvt. Ltd., 2000.
3. George F. Luger, “Artificial Intelligence-Structures and Strategies for Complex Problem Solving”, Pearson Education / PHI, 2002.

MAPPING

CO \ PSO	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	S	H	H
CO2	H	S	H	S	S
CO3	S	M	H	H	H
CO4	S	S	M	S	M

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA512		C.P.12:- DATA MINING AND WAREHOUSING		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2018-2019	V	5	75	5

Course Objectives

1. To learn the basic concepts of Data Mining algorithms, methods and tools.
2. To develop and apply critical thinking, problem-solving, and decision-making skills.
3. To discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.

Course Outcomes (CO)

K1	CO1	Knowing the data mining principles and techniques.
K2	CO2	Understanding the concept of raw data processing using data mining algorithms.
K3	CO3	Learning data mining algorithms to build analytical applications.
K4	CO4	Gaining information's to extract patterns and to solve problems.

Syllabus

UNIT 1

(Hours:15)

Expanding Universe of Data- Production Factor-Data Mining-Data Mining versus Query Tools-*Data Mining In Marketing-Practical Applications. Learning – Self Learning Computer Systems- Machine Learning and Methodology of Science – Concept Learning.

UNIT II

(Hours:14)

Data Warehouse-Need- Designing Decision Support System-Integration with Data Mining – Client Server and Data Ware Housing – Multi Processing Machines- Cost Justification- Knowledge Discovery Process – Data Selection – Cleaning – Enrichment- Coding.

UNIT III**(Hours:16)**

Data Mining – Preliminary Analysis of the Data Set Using Relational Query Tools – Visualization Techniques – Likelihood and Distance – OLAP Tools – K –Nearest Neighbor – Decision Tree- Association Rule – Neural Networks – Reporting- Different Forms of Knowledge- Ten Golden Rules.

UNIT IV**(Hours:15)**

Developing a data warehouse: Why and how to build a data warehouse? Data warehouse architectural strategies and organizational issues- Design considerations- Data content – ***Metadata-** Distribution of data- Tools for data warehousing- Performance considerations- crucial decisions in designing a data warehouse- Applications of data warehousing and data mining in government.

UNIT V**(Hours:15)**

Customer Profiling – Predicting Bit Behavior Of Pilots – Learning As Compression Of Data Sets- Content Of Message – Noise And Redundancy – Significance Of Noise – Fussy Data Base- The Traditional Theory Of Relational Data Base – From Relations To Tables – From Keys To Statistical Development Dependencies – Denormalization – Data Mining Primitives.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Power Point presentation, Assignments-Google Classroom, Discussions, Seminars.
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Text Books

1. C.S.R.Prabhu,(2002),**“Data Warehousing-concepts, techniques, products and Applications”**, Second Edition ,Prentice hall of India private limited, New delhi, (Unit-IV)
2. Pieter Adriaans, Dolf Zantinge,(1998), **“Data Mining “**, Addison Wesley,(Unit I,II,III &V)

Reference Book

1. Margaret H.Dunham,(2003),**“Data Mining – Introductory and Advanced Topics”**, Pearson Education.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	S	S
CO2	S	H	S	H	M
CO3	S	H	M	S	H
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA5CP		C.Pr. 5:- VISUAL PROGRAMMING LAB		
BATCH 2019-2020	SEMESTER V	HOURS / WEEK 5	TOTAL HOURS 75	CREDITS 2

Course Objectives

1. To gain the practical aspects of application development using fundamentals of ASP. Net and C#.
2. To know the concepts of web server controls, form validation, tracking and session Handling.
3. To develop programs using error handling, inheritance, delegates, file operations and ADO.net Connectivity.

Course Outcomes (CO)

K2	CO1	Understanding and implementing the concepts of Visual Basic.
K3	CO2	Applying the behavior of various objects and classes in . Net.
K4	CO3	Implementing the concepts of decision and iteration using control structures.
K4	CO4	Designing and developing the applications using. Net Technologies

Syllabus

1. Develop a program to perform Navigation of list of items between two list boxes.
2. Design an application using the Common Dialog Control to display the font family.
3. Develop a simple project to calculate Electricity Bill using DAO method and print it in a neat Report format.
4. Develop a simple project to search a record & update it newly using DAO method for student information (Calculating Attendance and Marklist).
5. Develop a Simple Project, showing the process (using payroll process)
 - 1) Move first
 - 2) Move Last
 - 3) Move Previous
 - 4) Move Next.
6. Develop a Program to simulate a simple calculator using VB.Net.
7. Develop a Program to simulate a digital clock with reset option using VB.Net
8. Develop a Program to maintain Employee details using VB.Net.
9. Develop a program to Print one sentence for many times with different font sizes using ASP.NET.

10. Using arrays develop a program to Search a Name from a given list.
11. Develop a C# program to Calculate Student mark list using Loop.
12. Develop a Program to manipulate String Objects using Array Sort() & Array Reverse ().

Teaching Methods:

PowerPoint Presentations, Exercises- Google Classroom, LCD Projector demo

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program , Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Split-ups for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks,
Two Model Practical-25 Marks.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	H	S
CO2	S	H	S	M	M
CO3	H	S	H	S	S
CO4	H	M	H	H	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE:19UCA613		C.P.13:- WEB DESIGNING		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2019-2020	VI	6	75	4

Course Objectives

1. To understand website development in a user friendly manner.
2. To improve the visual design and content structuring.
3. To understand the concept of Bootstrap to develop their web development skill.

Course Outcomes (CO)

K1	CO1	Understanding the use of HTML tags.
K2	CO2	Learning and using Cascading Style Sheet.
K3	CO3	Understanding the concept of JavaScript.
K4	CO4	Designing and Developing web pages using HTML,CSS,JavaScript and BootStrap

Syllabus

UNIT I

(Hours: 14)

HTML:-Introduction- Core Elements and Attribute – Basic Text Formatting-Presentational Elements-Phrase Elements- Lists- Editing Text- Using Character Entities for Special Characters- Comments-Font Elements- Basic Links-Creating Links with the <a> Element-Adding Images to Website- Using Images as Links- Tables-Forms-Frames.

UNIT II

(Hours: 15)

Cascading Style Sheets: Introducing CSS-CSS Rules, Properties, Types of CSS – Controlling Fonts-Text Formatting-Selectors: Type, Class, ID, and Attribute Selectors. Lengths- Percentages, Introducing the Box Model. Links- Backgrounds-Positioning with CSS-Page Layout.

UNIT III

(Hours: 15)

Java Script: Learning JavaScript-How to add a script to your pages-The Document Object Model-Starting to Program with JavaScript- Variables-Operators-Conditional Statements- Looping. Java Script Arrays: Passing Arrays to Functions-Multiple Subscripted Arrays. Java Script Functions: Functions- Function Definition - Duration Of Identifiers – **Scope Rules*** – Recursion – Java Script Global Functions. Events-Built-In Objects-Writing JavaScript. Working with JavaScript: Form Validation-Image Rollovers.

UNIT IV**(Hours: 15)**

Bootstrap: What is Bootstrap? Bootstrap History-Why to use Bootstrap?- Where to get Bootstrap?- Bootstrap Grid System: Basic structure of a Bootstrap Grid- Bootstrap Tables- Bootstrap Images – Bootstrap Buttons- Bootstrap Buttons Groups.

UNIT V**(Hours: 16)**

Bootstrap List Groups- Bootstrap Form Layouts – Form inputs- Input sizing- Bootstrap dropdowns- Bootstrap collapse- Bootstrap Panels-Tooltip –Tabs and Pills- Scrollspy- **Bootstrap carousel plug-in***.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

TEXT BOOKS

1. Jon Duckett – **“Beginning Web Programming With HTML, XHTML AND CSS”**, – Second Edition , Wiley India Pvt Ltd 2000 (Unit-I,II,III)
2. Bootstrap 4 Quick Starts: A Beginner's Guide to Building Responsive Layouts with Bootstrap (Unit-IV,V)

REFERENCE BOOKS

1. Thomas A. Powell, **“The Complete Reference HTML”**, – Second Edition Tata McGraw Hill Publication.
2. Chris Bates-**“Web Programming Building Internet Applications”**, Second Edition, John Wiley & Sons, Ltd.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA614		C.P.14:- BIG DATA FUNDAMENTALS		
BATCH	SEMESTER	HOURS / WEEK	TOTAL HOURS	CREDITS
2019-2020	VI	6	90	5

Course Objectives

1. To know the fundamental concepts of big data and analytics.
2. To explore tools and practices for working with big data.
3. To learn about stream computing and to know about the research that requires the integration of large amounts of data.

Course Outcomes (CO)

K1	CO1	Identifying the difference between structured, semi-structured and unstructured data.
K2	CO2	Summarizing the challenges of big data and how to deal with the same.
K3	CO3	Explaining the significance of NoSQL databases.
K4	CO4	Explaining about Hadoop Ecosystem.

Syllabus

UNIT I

(Hours:17)

Understanding Big Data: Introduction – Concepts and Terminology – Big Data Characteristics – Different types of Data. Business Motivation and Drivers for Big Data Adoption: Marketplace Dynamics – Business Architecture – Business Process management – Information and Communications Technology – Internet of Everything (IoE).

UNIT II

(Hours: 19)

Big Data Adoption and Planning Considerations: Organization Prerequisites - Data Procurement Privacy - Security - Provenance - Limited Real-time Support - Distinct Performance Challenges - Distinct Governance Requirements - Distinct Methodology – Clouds - Big Data Analytics Lifecycle.

Enterprise Technologies and Big Data Business Intelligence: Online Transaction Processing (OLTP) - Online Analytical Processing (OLAP) - Extract Transform Load (ETL) - Data Warehouses - Data Marts - Traditional BI - Ad-hoc Reports - Dashboards - Big Data BI- Traditional Data Visualization - **Data Visualization for Big Data ***.

UNIT III

(Hours: 19)

Storing and Analyzing Big Data: Big Data Storage Concepts- Clusters - File Systems and Distributed File Systems - NoSQL – Sharding – Replication - Master-Slave - Peer-to-Peer - Sharding and Replication - Combining Sharding and Master-Slave Replication - Combining Sharding and

Peer-to-Peer Replication - CAP Theorem - ACID – BASE. **Big Data Processing Concepts:** Parallel Data Processing - Distributed Data Processing - Hadoop - Processing Workloads - Batch - Transactional – Cluster.

UNIT IV**(Hours:19)**

Processing in Batch Mode - Batch Processing with Map Reduce - Map and Reduce Tasks - Map - Combine - Partition - Shuffle and Sort- Reduce - A Simple Map Reduce Example - Understanding Map Reduce Algorithms - Processing in Real time Mode - Speed Consistency Volume (SCV) - Event Stream Processing - Complex Event Processing – Real time Big Data Processing and SCV – Real time Big Data Processing and Map Reduce

Big Data Storage Technology: On-Disk Storage Devices - Distributed File Systems - RDBMS Databases - NoSQL Databases – Characteristics- Rationale – Types - Key-Value - Document - Column-Family - Graph - NewSQL Databases.

UNIT V**(Hours:16)**

In-Memory Storage Devices - In-Memory Data Grids - Read-through - Write-through - Write-behind - Refresh-ahead- In-Memory Databases.

Big Data Analysis Techniques: Quantitative Analysis - Qualitative Analysis - Data Mining - Statistical Analysis - A/B Testing - Correlation - Regression - Machine Learning - Classification (Supervised Machine Learning- Clustering (Unsupervised Machine Learning) - Outlier Detection – Filtering - Semantic Analysis - Natural Language Processing - Text Analytics - Sentiment Analysis - Visual Analysis - Heat Maps - Time Series Plots - Network Graphs - Spatial Data Mapping.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods:

Chalk and talk , PowerPoint Presentation, Discussion , Assignment-Google Classroom, Case study
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Text Book:

1. Thomas Erl, Wajid Khattak, and Paul Buhler, “**Big Data Fundamentals. Concepts, Drivers & Techniques**” Pearson Publications, 2016.

Reference Books:

1. Seema Acharya and Subhashini C, “Big Data and Analytics”, Wiley Publication, 2015
2. Judith Hurwitz, Alan Nugent, Fern Halper, Marcia Kaufman, “Big data for dummies”, Wiley Publication, 2013.
3. Tom White, “Hadoop: The Definitive Guide”, O’Rilly Publication, 2015.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	M	H	S	S
CO2	M	H	M	S	M
CO3	S	H	M	H	M
CO4	S	M	H	M	S

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA6CQ		C.Pr. 6:- WEB DESIGNING LAB		
BATCH 2019-2020	SEMESTER VI	HOURS / WEEK 6	TOTAL HOURS 75	CREDITS 2

Course Objectives

1. To implement the concepts in visual design and content structuring.
2. To understand the concept of Bootstrap to develop their web development skill.
3. To facilitate students to create a website using HTML and Bootstrap

Course Outcomes (CO)

K1	CO1	Understanding the use of HTML tags.
K2	CO2	Learning and using Cascading Style Sheet..
K3	CO3	Understanding the concept of JavaScript.
K4	CO4	Designing and Developing web pages using HTML, CSS, JavaScript and Bootstrap

LIST OF PRACTICAL PROBLEMS

Credits :2

Total Hours : 75

1. Design a web page for your Department.
2. Design a new web page, which shows your Biodata using CSS.
3. Design a web page for a company using HTML Formatting Tags.
4. Design a web page for Computing Student Mark Llist using JavaScript.
5. Design a web page for an Advertising using StyleSheets.
6. Design a web page with the following components using JavaScript.
 - a) Image b) Hyperlink c) Scroll Bar d) Animation.
7. Design a web page for Library system using HTML Tags.
8. Design a web page for Payroll Processing using Java Script.
9. Design a web page for Electricity Bill Preparation using JavaScript.
10. Creating a Table using Bootstrap.

Teaching Methods:

LCD Projector Demonstration, Exercises- Google Classroom, PowerPoint Presentations

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program , Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Split-ups for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks,
Two Model Practical-25 Marks.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	H	S
CO2	S	H	S	M	M
CO3	H	S	H	S	S
CO4	H	M	H	H	H

S – Strong**H** – High**M** – Medium**L** – Low

Project Work and Viva-voce

19UCA6Z1

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA6Z1		Core Project – Project Work & Viva - Voce		
Batch	Semester	Hours/Week	Total Hours	Credits
2019-2020	VI	4	60	4

Course Objectives

1. To acquire the knowledge about selecting the task based on their course skills.
2. To get the knowledge about analytical skill for solving the selected task.
3. To get confidence by implementing the task in a real time projects.

Course Outcomes (CO)

K3	CO1	Applying programming skill for solving the project.
K4	CO2	Analyzing the task and to collect the necessary information and software.
K5	CO3	Evaluating and Testing the task based on the software.
K5	CO4	Implementing the software for getting the Report.

Guidelines to the Distribution of Marks:

CIA	Project Review	15	20
	Regularity	5	
ESE	Project Report Present	60	80
	Viva – Voce	20	
Grand Total			100

Teaching Methods:

Power Point Presentation/Project Demo

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	H	S
CO2	S	M	M	H	H
CO3	S	H	S	H	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA3S1		SKILL BASED SUBJECT 1 – PYTHON PROGRAMMING		
BATCH 2018-2019	SEMESTER III	HOURS / WEEK 2	TOTAL HOURS 30	CREDITS 3

Course Objectives

1. To introduce the fundamentals of Python Programming.
2. To teach about the concept of Functions in Python.
3. To impart the knowledge of formatting and escape sequencing characters

Course Outcomes (CO)

K1	CO1	Remember the syntax of looping statements.
K2	CO2	Understand the concept of python scripts.
K3	CO3	Apply the concept of functions and user defined functions in programming.
K4	CO4	Analyze the concept of operators and looping statements in programming.

Syllabus

UNIT I

(Hours: 6)

Introduction to Python: Introduction-Python Overview-Getting started with python-Comments-Python Identifiers-Reserved Keywords-Variables-Standard data types.

UNIT II

(Hours : 6)

Operators-Statement and expressions- String operations-Boolean expressions- Control statements- Iteration-**While statement**-Input from keyboard.

UNIT III

(Hours : 6)

Strings - List - Tuples - Dictionaries. **Arrays in python:**Array-Creating an Array-Types of Arrays-Working with Arrays using numpy.

UNIT IV

(Hours : 6)

Functions:Difference between a Function and a Method-Defining a Function -Calling a Function- Returning results from a Function-Returning Multiple Values from a Function-Structured Programming - Creating our own Modules in Python-The special Variable_name_.

UNIT V

(Hours:6)

Introduction to OOPs: Specialty of Python Language-Features of Object Oriented Programming System-Classes and Objects- Encapsulation- Abstraction- Inheritance- Polymorphism .Classes and Objects: Creating a Class-The Self Variable –Constructor. Exceptions:- Errors in a Python Program-Exceptions-Exception Handling. Files in Python:-Files-Types of Files in Python-Opening a File-Closing a File.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Chalk and talk , PPT, Discussion , Assignments- Google Classroom , Demo, Case study

Text Book:

1. E. Balagurusamy, (2017), Problem Solving and Python Programming , First Edition- McGraw-Hill Publication.

2. R.Nageswara Rao(2017), Core Python Programming,2017 Edition, Publication : dreamtech -press

Reference Books:

1. Ashok Namdev Kamthane ,Amit Ashok Kamthane, (2017), Programming and Problem Solving with Python, First Edition.

Mapping

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	M	S	H
CO2	H	S	S	H	S
CO3	M	H	M	S	H
CO4	S	H	H	M	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA4S2		SKILL BASED SUBJECT 2 – PYTHON PROGRAMMING LAB		
BATCH 2018-2019	SEMESTER IV	HOURS / WEEK 2	TOTAL HOURS 30	CREDITS 3

Course Objectives

1. To gain knowledge about the concepts of python programming.
2. To understand the concepts of Built-in functions and User-defined functions.
3. To develop programs using String functions.

Course Outcomes (CO)

K3	CO1	Applying different types of operators in programming.
K4	CO2	Implementing the concepts of built-in functions in programming.
K5	CO3	Analyzing the use control structures in programming.

LIST OF PRACTICAL PROGRAMS

1. Write a program to convert temperature in Celsius to Fahrenheit and Fahrenheit to Celsius.
2. Write a program to display all the prime numbers within an interval.
3. Write a program to multiply two matrices using nested loops.
4. Write a program to accept 5 subject marks and to calculate the total, average and grade of a student.
5. Write a program to generate an electricity bill.
6. Write a Program to perform linear search.
7. Write a Program to perform merge sort.
8. Write a Program to perform binary search.
9. Write a Program to find the maximum of a list of numbers.
10. Write a python program to demonstrate File Input and Output operations.
11. Write a program to demonstrate Exception Handling.
12. Write a program to demonstrate Classes and their Attributes.

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program, Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks.

Teaching Methods:

Presentation and Program Demonstration using Projector, Exercises- Google Classroom

Mapping

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	M	H	M	S	H
CO2	H	S	M	H	S
CO3	M	H	M	M	H
CO4	S	H	H	M	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA6S3		SKILL BASED SUBJECT 3 – LINUX PROGRAMMING LAB		
BATCH 2019-2020	SEMESTER VI	HOURS / WEEK 2	TOTAL HOURS 30	CREDITS 3

Course Objectives

1. To gain knowledge about the usage of shell scripting.
2. To teach the concepts of using arithmetic operations and looping.
3. To impart knowledge about the creation of files and directories.

Course Outcomes (CO)

K3	CO1	Applying the concepts of control structures in programming.
K4	CO2	Implementing the concepts of file operations in programming
K5	CO3	Analyzing the concept of dialog utilities in shell programming.

LIST OF PRACTICAL PROGRAMS

1. Write a shell program to display your address.
2. To perform arithmetic operations using shell arithmetic.
3. Print the different patterns using looping operations.
4. To perform simple inventory control operation using read statement.
5. To prepare the student mark statement using necessary controls.
6. Sort the given numbers in both ascending and descending orders.
7. Write a shell program to perform user defined function concept.
8. Write a shell program using dialog utility concept.
9. Write a program to perform file operation.
10. Write a shell script to print 'Hello Linux' message in Bold, Blink and different colors.

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program , Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Split-up for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks, Two Model Practical-25 Marks.

Teaching Methods:

Presentation and Program Demonstration using Projector, Exercises- Google Classroom

Mapping

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	M	H	M	S	H
CO2	H	S	M	H	S
CO3	M	H	M	M	H
CO4	S	H	H	M	H

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10		BACHELOR OF COMPUTER APPLICATIONS		
COURSE CODE: 19UCA5XL		EXTRA DEPARTMENTAL COURSE- INTERNET AND OFFICE AUTOMATION –LAB		
BATCH	SEMESTER	HOURS /WEEK	TOTAL HOURS	CREDITS
2019-2020	V	2	30	3

Course Objectives

1. To gain knowledge about the concepts of Internet
2. To understand the concepts of MS-Word, MS-Excel
3. To develop database using MS-Access and presentation using MS-PowerPoint

Course Outcomes (CO)

K1	CO1	Understanding and remember various menus in office automation
K4	CO2	Implementing the concepts of Internet techniques
K5	CO3	Applying the database components to develop table using MS-Access

LIST OF PRACTICAL LIST

1. Creation of e-mail Id using Internet.
2. Manipulation of mail by sending and receiving using Internet.
3. Create a mail merge using MS-Word.
4. Prepare Resume using MS-Word.
5. Create a front page for Newspaper using MS-Word.
6. Payroll calculation using MS-Excel.
7. Prepare student mark sheet using MS-Excel.
8. Create a slide show for computer components using MS-PowerPoint.
9. Prepare a photo album using MS-PowerPoint.
10. Promote a brand using MS-PowerPoint.
11. Create a database for stock maintenance and generate report.
12. Create a database for employee and apply query to filter the employee's name that have salary.

Guidelines to the distribution of marks for practical Examinations:

Two questions will be given for each student (3 Hours / 60 Marks)

1. Record Work - 10 Marks
2. Algorithm, Program , Typing and Execution : 50 Marks.

Particulars	Program I (Marks)	Program II (Marks)
Algorithm	10	10
Program Writing	10	10
Typing and Execution	5	5

Internal Mark Splitup for 40 Marks: Observation- 10 Marks, Attendance- 5 Marks,
Two Model Practical-25 Marks.

Teaching Methods:

Presentation and Program Demonstration using Projector, Exercises-Google Classroom

Mapping

CO \ PSO	PSO				
	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	M	S	H
CO2	H	S	S	H	S
CO3	M	H	M	S	H
CO4	S	H	H	M	H

S – Strong

H – High

M – Medium

L – Low

Electives for Fifth and Sixth Semester

PROGRAMME CODE: 10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER – INTERNET OF THINGS		
BATCH 2019-2020	HOURS/WEEK 6	TOTAL HOURS 90	CREDITS 5

Course Objectives

1. To learn the concepts of IOT and its protocols.
2. To learn how to analysis the data in IOT.
3. To develop IOT infrastructure for popular applications.

Course Outcomes (CO)

K1	CO1	Analyzing and evaluate the data received through sensors in IOT.
K2	CO2	Designing and develop smart city in IOT
K3	CO3	Analyzing various protocols for IoT.
K4	CO4	Analyzing applications of IoT in real time scenario

Syllabus

UNIT I:

(Hours : 17)

Introduction to IoT-Genesis of IoT-IoT and Digitization-IoT Impact-Convergence of IT and OT-IoT Challenges- IoT Network Architecture and Design-Drivers Behind New Network Architectures-Comparing IoT Architectures- Additional IoT Reference Models.

UNIT II:

(Hours : 19)

The Core IoT Functional Stack- IoT Data Management and Compute Stack - Fog Computing-Edge Computing - The Hierarchy of Edge, Fog, and Cloud-Smart Objects- The Things in IoT-Sensors, Actuators, and Smart Objects- Sensor Networks-Wireless Sensor Networks-Communication Protocols for Wireless Sensor Networks.

UNIT III:

(Hours : 19)

Connecting Smart Objects-Communications Criteria-IoT Access Technologies- Standardization and Alliances- -Competitive Technologies- IEEE 802.15.4- IEEE 802.15.4g and 802.15.4e- IEEE 1901.2a- IEEE 802.11ah- LoRaWAN- NB-IoT and Other LTE Variations

UNIT IV: (Hours : 19)

IP as the IoT Network Layer- The Business Case for IP- Optimizing IP for IoT- Authentication and Encryption on Constrained Nodes- *ACE- DICE*- Application Protocols for IoT- The Transport Layer- IoT Application Transport Methods- SCADA- Generic Web-Based Protocols- IoT Application Layer Protocols- CoAP

UNIT V: (Hours : 16)

IoT in Industry- Transportation- Transportation Challenges- IoT Use Cases for Transportation- An IoT Architecture for Transportation- Extending the Roadways IoT Architecture to Bus Mass Transit- Extending Bus IoT Architecture to Railways- **Public Safety-** Public and Private Partnership for Public Safety IoT- An IoT Blueprint for Public Safety Emergency Response IoT Architecture- **School Bus Safety- School Bus Safety Network Architecture ***

*** Self Study Topic and Questions for examinations may be taken from Self Study**

Portions also.

Teaching Methods

Chalk and talk , PPT, Discussion , Assignments- Google Classroom, Demo, Case study
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Text Book:

1. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton and Jerome Henry, —IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things, Cisco Press, 2017

Reference Books:

1. Arshdeep Bahga, Vijay Madiseti, “Internet of Things – A hands-on approach”, Universities Press, 2015
2. Olivier Hersent, David Boswarthick, Omar Elloumi , —The Internet of Things – Key applications and Protocols, Wiley, 2012 (for Unit 2).
3. Jan Ho`ller, Vlasios Tsiatsis , Catherine Mulligan, Stamatis , Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things - Introduction to a New Age of Intelligence", Elsevier, 2014.
4. Honbo Zhou, “The Internet of Things in the Cloud: A Middleware Perspective”, CRC Press, 2012.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
C01	S	M	H	S	S
C02	M	H	M	S	M
C03	S	H	M	H	M
C04	S	M	H	M	S

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER :- OPEN SOURCE SYSTEMS		
Batch 2019-2020	Hours / Week 6	Total Hours 90	Credits 5

Course Objectives

1. To recognize the benefits and features of Open Source Technology.
2. To utilize open source software for developing a variety of software applications, particularly Web applications.
3. To understand concepts, strategies, and methodologies related to open source software development.

Course Outcomes (CO)

K1	CO1	To understand the use of various open source software available in the industry.
K2	CO2	To summarize the basic concepts of how a database stores information via tables.
K3	CO3	To learn how to use lists, tuples, and dictionaries in Python programs.
K4	CO4	To understand the appropriate applications of the Perl language.

Syllabus

UNIT 1

(Hours: 17)

Introduction

Introduction to Open Sources – Need of Open Sources – Advantages of Open Sources –
***Application of Open Sources** - Open Source Operating Systems: LINUX: Introduction –
 General Overview – Kernel Mode and User Mode- Development with Linux.

UNIT II

(Hours: 16)

MySQL

Introduction – Setting up Account –Record Selection Technology – Working with Strings –
 Date and Time– Sorting Query Results – Generating Summary – Working with Metadata –
 Using Sequences.

UNIT III

(Hours: 19)

PHP

Introduction – Programming in Web Environment – Variables – Constants –Data; Types –
 Operators – Statements – Functions – Arrays – OOP – String Manipulation and Regular

Expression – File Handling and Data Storage – PHP and SQL Database – PHP and LDAP – PHP Connectivity – Sending and Receiving E-mails.

UNIT IV

(Hours: 19)

Python

Syntax and Style – Python Objects – Numbers – Sequences – Strings – Lists and Tuples – ***Dictionaries** – Conditionals and Loops – Files – Input and Output – Errors and Exceptions – Functions – Modules – Classes and OOP – Execution Environment.

UNIT V

(Hours: 19)

PERL

Perl Backgrounder – Perl Overview – Perl Parsing Rules – Variables and Data – Statements and Control Structures – Subroutines - Packages and Modules - Working with Files – Data Manipulation.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

- Chalk and talk, PPT presentation , Assignments-Google Classroom, Discussions, Seminars.

TEXT BOOKS

1. Remy Card, Eric Dumas and Frank Mevel, “The Linux Kernel Book”, Wiley Publications, 2003
2. Steve Suchring, “MySQL Bible”, John Wiley, 2002
3. Wesley J. Chun, “Core Python Programming”, Prentice Hall, 2001
4. Martin C. Brown, “Perl: The Complete Reference”, Second edition, Tata McGraw-Hill, Indian Reprint, 2009.
5. Steven Holzner, “PHP: The Complete Reference”, Second edition, Tata McGraw-Hill, Indian Reprint, 2009.

REFERENCE BOOK

1. Vikram Vaswani, “MYSQL: The Complete Reference”, Second edition, Tata McGraw-Hill, Indian Reprint, 2009.
2. Rasmus Lerdorf and Levin Tatroe, “Programming PHP”, O’Reilly, 2002

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	M	S	H
CO2	S	H	H	H	M
CO3	S	H	M	M	M
CO4	S	S	H	M	S

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER - ANDROID APPLICATIONS AND DEVELOPMENT		
BATCH 2019-2020	HOURS / WEEK 6	TOTAL HOURS 90	CREDITS 5

Course Objectives

1. To learn the basics of Android and understand the application lifecycle.
2. To learn the power of background services, threads, and notifications.
3. To introduce the principles of inheritance, packages, interfaces files and basics of Swings and Android

Course Outcomes (CO)

K1	CO1	Learning the working process of Android applications
K2	CO2	Developing Android tools for creating Icons
K3	CO3	Applying UI-rich apps using all the major UI components
K4	CO4	Implementing Animation Concepts and Techniques using XML and Android content providers for frame applications

Syllabus

UNIT I

(Hours: 17)

The History of the Android OS-Configuring Your Android App Development System- Updating Eclipse ADT- Configuring Eclipse Android SDK Manager Repository- Android Virtual Devices- Creating the AVD.

UNIT II

(Hours: 19)

Android Application Development Platform: How the Android Platform is Structured – Android Runtimes - Creating Your First Android Application - **Android Resources***- Asset Project Folders-Creating a Custom App Launch Icon: Creating a Launch Icon for Each Screen Density- Creating Transparency-Creating Resolution Density App Launch Icons.

UNIT III

(Hours: 19)

Introduction to XML: Defining an Android App, Its Design, and Constants-Android Screen Design: Writing to the Display Using Activity and View- Making Apps Interactive: Intents, Event Handling, and Menus.

UNIT IV

(Hours: 19)

Android Animation: Making Your UI Designs Move-Frame Animation Concepts and Techniques-Creating Frame Animation Using XML Markup-Creating Frame Animation in Main Activity-Creating Tween Animation Using XML- Markup Hybrid Animation Using Frames with Tween.

UNIT V

(Hours: 16)

Digital Video: Streaming Video, MediaPlayer, and MediaController classes-Android Service Class and Threads: Background Processing- Android Content Providers: Providing Data to Applications.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portionsalso.**

Teaching Methods

Projectors, Seminar, Group Discussions, Assignments-Google Classroom
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Text Book:

1. Wallace Jackson,(2014), "**Android Applications for Absolutes Beginners**", Third Edition, Publisher Apress,.

Reference Books:

1. W. Frank Ableson Robi Sen Chris King,(2011), "**Android in Action**", Second Edition - Manning Publications,.
2. Shawn Van Every, "**Pro Android Media: Developing Graphics, Music, Video, and Rich Media Apps for Smartphones and Tablets**".

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	S	H	H
CO2	H	S	H	S	S
CO3	S	M	H	H	H
CO4	S	S	M	S	M

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER :- CLIENT / SERVER TECHNIQUES		
BATCH 2019 -2020	HOURS / WEEK 6	TOTAL HOURS 90	CREDITS 5

UNIT I **(Hours : 17)**

Client Server Computing – What is Client / Server? –File servers, Database Servers, Transaction Servers, Groupware Servers, Object Servers, Web Servers – FAT Servers or Client / Server building blocks.

UNIT II **(Hours : 18)**

Client / Servers and Operating Systems - The Anatomy of Server program – Needs of Client / Server from OS - Server scalability - Client Anatomy - Client Server Hybrids. NOS: Creating the single system image – Peer - to- Peer communication – Remote Procedure Calls (RPC) - Messaging and Queuing: The MOM Middleware - MOM vs RPC.

UNIT III **(Hours : 18)**

Distributed System Management Standards: The Internet Management Protocols- Defining management information – SMI and MIB-II-MIB tools – The Internet’s SNMP limitations – Stretching SNMP’s limits – OSI Management Framework – Tiny agents. Client / Server Tools and Application Development – Application Development Tools – Client / Server Application Design.

UNIT IV **(Hours : 19)**

Client / Server Transaction Processing – The ACID properties – Transaction Models – TP Monitors - Transaction management standards.

Client / Server Groupware: Importance of Groupware – What is Groupware? – The Components of Groupware – Distributed objects and components – What distributed objects promise? – From distributed objects to Components – 3 tier Client / Server , Object style – Distributed objects, CORBA 2.0 – CORBA object services – CORBA common facilities – CORBA Business objects – **Compound Documents***.

UNIT V **(Hours : 18)**

Web Client / Server – What is URL? – Shortest HTML tutorial – HTTP – 3 tier client / server , Web style – HTML Web based forms – CGI: The server side of the Web – Web security – The Internet and the Intranets – JAVA and HOT Java – Applets, Components, JAVA style – The JAVA Libraries , JDBC – Java meets CORBA – Compound Documents and Object Web – **The DCOM / OLE object web*** – The CORBA Object Web.

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Chalk and talk , PPT, Discussion , Assignments-Google Classroom , Demo, Case study

Text Book :

1. Robert Orfali, Dan Harkey, Jeri Edwards, “**The Essential Client / Server Survival Guide**”, Galgotia Publications Pvt. Ltd. – 2009, Third Edition.

Reference Book:

1. Doug Lowe, “Client / Server Computing for Dummies”– Comdex – First Edition - 1995.
2. Patrick Smith, Steve Guengerich, “Client / Server Computing”, - Prentice Hall of India – 2002, Second Edition.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	M	H	S	S
CO2	M	H	M	S	M
CO3	S	H	M	H	M
CO4	S	M	H	M	S

S – Strong

H – High

M – Medium

L – Low

PROGRAMME CODE:10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER :- VIRTUAL REALITY		
BATCH 2019 -2020	HOURS / WEEK 6	TOTAL HOURS 90	CREDITS 5

Course Objectives

1. Understand the Virtual environment.
2. To study about Virtual Hardware's and Software's
3. To develop Virtual Reality applications

Course Outcomes (CO)

K1	CO1	Understanding the features of Virtual environment
K2	CO2	Understanding the Virtual Hardware and software's
K3	CO3	Identifying Virtual Reality toolkits
K4	CO4	Implementing Virtual Reality applications

Syllabus

UNIT I

(Hours:17)

Virtual Reality and Virtual Environment: Introduction – Computer graphics – Real time computer graphics –Flight Simulation – Virtual environments –What is required? – The Benefits of virtual reality. **The Historical development of VR:** Introduction – Scientific Landmark.

UNIT II

(Hours:18)

3D Computer Graphics: Introduction – The Virtual world space – The perspective projection – Human vision – Stereo perspective projection – 3D clipping – Colour theory – Simple 3D modeling– Illumination models – Reflection models – Shading algorithms– Radiosity – Hidden Surface Removal – Realism-Stereographic image.

UNIT III

(Hours:19)

A Generic VR system: Introduction – The virtual environment – The Computer environment–VR Technology – Model of interaction –VR Systems.

Animating the Virtual Environment: Introduction –The dynamics of numbers - The animation of objects - Shape & object in betweening – Free from deformation–Particle system.

UNIT IV**(Hours:18)****Human factors:** Introduction – The eye - The ear- The somatic senses. **VR****Hardware:** Introduction – Sensor hardware –Head-coupled displays –Acoustic hardware – Integrated VR systems.**UNIT V****(Hours:18)****Virtual Reality Software:** Introduction –**Modelling virtual world *** –Physical simulation-VR toolkits. **Virtual Reality Applications:** Introduction- Engineering – Entertainment – Science – Training.*** Self Study Topic and Questions for examinations may be taken from Self Study****Portions also.****Teaching Methods**

Chalk and talk , PPT, Discussion , Assignments-Google Classroom, Demo, Case study

Text Book:

1. John Vince, “**Virtual Reality Systems** “, Pearson Education Asia, 2007.

Reference Books:

1. Adams, “**Visualizations of Virtual Reality**”, Tata McGraw Hill, 2000.
2. Grigore C. Burdea, Philippe Coiffet , “**Virtual Reality Technology**”, Wiley Interscience, 2ndEdition, 2006.

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	S	H	S	S
CO2	S	H	S	H	M
CO3	S	H	M	H	S
CO4	S	M	S	M	H

S – Strong**H** – High**M** – Medium**L** – Low

PROGRAMME CODE:10	BACHELOR OF COMPUTER APPLICATIONS		
	ELECTIVE PAPER :- CLOUD COMPUTING AND AZURE		
BATCH 2019 -2020	HOURS / WEEK 6	TOTAL HOURS 90	CREDITS 5

Course Objectives

1. To learn the concept of Cloud Computing basics.
2. To learn the Cloud storage and Standards .
3. To learn the concepts Azure and Azure documentation.

Course Outcomes (CO)

K1	CO1	Understanding the concept of Cloud Computing
K2	CO2	Understanding and deploy Web applications using Azure concept
K3	CO3	Acquiring knowledge about Azure virtual machine and Azure storage
K4	CO4	Developing and test real time scenarios using Azure concept

Syllabus

UNIT-I

(Hours : 17)

Cloud Computing Basics: Cloud Computing Overview – Applications – Intranets and the Cloud. Hardware and Infrastructure: Clients– Security – Network - Services.

UNIT-II

(Hours : 16)

Accessing the Cloud : Platforms – Web Applications – ***Web Browsers**. Cloud Storage: Overview – Cloud Storage Providers. Standards: Application – Client – Infrastructure – Service.

UNIT III

(Hours : 19)

Getting started with Microsoft Azure: What is Azure? Azure Resource Manager- PowerShell changes for the Resource Manager and classic deployment models- Role-Based Access Control - The Azure portal - Subscription management and billing - Azure documentation and samples.

UNIT IV

(Hours : 19)

App Service and App Service plans - Creating and deploying Web Apps - Configuring, scaling, and monitoring Web Apps .

What is Azure Virtual Machines? Virtual machine models- Virtual machine components - Create virtual machines - Connecting to a virtual machine - Configuring and managing a virtual machine - ***Scaling Azure Virtual Machines.**

UNIT V

(Hours : 19)

Azure Storage - Storage accounts- Storage services- Security and Azure Storage - Creating and managing storage: Create a storage account using the Azure portal, Create a file share and upload files using the Azure portal, Create a table and add records using the Visual Studio Cloud Explorer, Create a storage account using PowerShell, Create a container and upload blobs using PowerShell, AzCopy: A very useful tool , **The Azure Data Movement Library.**

*** Self Study Topic and Questions for examinations may be taken from Self Study Portions also.**

Teaching Methods

Chalk and talk , PPT, Discussion , Assignments-Google Classroom, Demo, Case study

Text Book

1. Anthony T.Velte ,Toby J.Velte, Robert Elsenpeter , **“Cloud Computing – A Practical Approach”** 2010 TMH.(UNIT I, UNIT II)
2. Michael Collier, Robin Shahan, **“Fundamentals of Azure”** Second Edition.

Reference Book

1. Rajkumar Buyya, Christian vecchiola , Thamarai selvi, **“Mastering Cloud computing”**, Mc Gram Hill Edu, 2013. (UNIT II, UNIT IV)
2. Haley Beard, **“Cloud Computing Best Practices for measuring processes for on demand computing, Applications and data centers in the cloud with SLA’s ”** July 2008.
3. Michael Miller , **“ Cloud computing – Web based application ”** , Pearson Edu Inc, First Impression 2009.
4. Hash Bai,Steve Maier,Dan StoltsArchitecting , **“Microsoft Azure Solutions”**Eastern Economy Edition

MAPPING

CO \ PSO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	M	H	S	S
CO2	M	H	M	S	M
CO3	S	H	M	H	M
CO4	S	M	H	M	S

S – Strong

H – High

M – Medium

L – Low

Programme Code :	UG		
PART IV -NON MAJOR ELECTIVE –I HUMAN RIGHTS			
Batch 2019-2020	Hours / Week 2	Total Hours 30	Credits 2

Objectives

1. To prepare for responsible citizenship with awareness of the relationship between Human Rights, democracy and development.
2. To impart education on national and international regime on Human Rights.
3. To sensitive students to human suffering and promotion of human life with dignity.
4. To develop skills on human rights advocacy
5. To appreciate the relationship between rights and duties
6. To foster respect for tolerance and compassion for all living creature.

UNIT – I

Definition, Meaning, Concept ,Theories and Kinds of Human Rights- Evaluation and Protection of Human Rights in India- Development of Human Rights under the United Nations.

UNIT – II

United Nations Charter and Human Rights - U. N. Commission on Human Rights- Universal Declaration of Human Rights - International Covenant on

- Civil & Political Rights
- Economic, Social and Cultural Rights

UNIT – III

Human Rights and Fundamental Rights (Constitution) - Enactments regarding Human Rights Laws in India - National Human Rights Commission and State Human Rights Commission.

UNIT – IV

Aged persons and their Human Rights - Human Rights of Persons with Disabilities - Tribal Human Rights in India - Three Generation Human Rights -Social Awareness and Responsibilities of Individuals.

UNIT – V

Rights of Women, Child, Refugees and Minorities – Social media and Human Rights - NGO's in protection of Human Rights - Right to Election.

Books for Study:

1. Human Rights (2019)

Published by Kongunadu Arts and Science College,
Coimbatore –29.

Book for Reference:

1. Human Rights, (2018)
Humanitarian Law and
Refugee Law

Jaganathan, MA., MBA., MMM., ML., ML.,
J.P. Arjun Proprietor, Usha Jaganathan
law series, 1st floor, Narmatha Nanthi
Street, Magathma Gandhi Nagar, Madurai – 625014.

**Question Paper Pattern
(External only)**

Duration: 3 hrs

Max: 75 marks

Section A (5x5=25)

Short notes

Either – Or/ Type - Question from each unit

Section B (5X10=50)

Essay type

Either – Or/ Type - Question from each unit

Programme Code :	UG		
PART IV - NON MAJOR ELECTIVE-II WOMEN'S RIGHTS			
Batch 2019-2020	Hours / Week 2	Total Hours 30	Credits 2

OBJECTIVES

1. To know about the laws enacted to protect women against violence.
2. To impart awareness about the hurdles faced by women.
3. To develop a knowledge about the status of all forms of women to access to justice.
4. To create awareness about women's rights.
5. To know about laws and norms pertaining to protection of women.
6. To understand the articles which enables the women's rights.
7. To understand the Special Women Welfare laws.
8. To realize how the violence against women puts an undue burden on health care services.

UNIT 1

Women Studies:

Basic concepts of Women's studies in Higher education, Women's studies perspectives - Socialisation- Patriarchy- Women's studies as an academic discipline- Growth and development of Women's studies as a discipline internationally and in India.

UNIT II

Socio-economic Development of Women:

Family welfare measures, role of women in economic development, representation of women in media status of women land rights, women entrepreneurs, National policy for the empowerment of women.

UNIT III

Womens' rights – Access to Justice:

Crime against women, domestic violence – physical abuse- verbal abuse – emotional abuse - economic abuse – minorities, dowry- harassment and death, code of conduct for work place, abetment of suicide.

UNIT IV

Women protective acts:

Protective legislation for women in the Indian constitution - Anti dowry, SITA, PNDDT, and Prevention Sexual Harassment at Workplace (Visaka case), Domestic violence (Prevention) Act.

UNIT V

Women and Child welfare:

Safety provisions - various forms of mass media, radio, visual, internet, cyber space, texting, SMS and smart phone usage.

Healing measures for the affected women and child society by private and public sector, NGO and society.

Book for study : 1. Women's Rights (2019) Published by Kongunadu Arts & Science College, Coimbatore – 641 029

References

1. "Rights of Indian women" by Vipul Srivatsava. Publisher: Corporate Law Advisor , 2014.
2. "Women's security and Indian law" by Harsharam Singh. Publisher : Aabha Publishers and Distributors, 2015
3. "Women's Property Rights in India" by Kalpaz publications, 2016.

**Question paper pattern
(External Only)**

Duration: 3 hrs

Max: 75 Marks

Section A (5 x 5=25)

Short notes

Either – or / type – question from each unit.

Section B (5 x 10=50)

Essay type

Either – or / type – question from each unit.

NON MAJOR ELECTIVE: CONSUMER AFFAIRS

Course Objectives

1. To familiarize the students with their rights and responsibilities as a consumer.
2. To understand the procedure of redress of consumer complaints, and the role of different agencies in establishing product and service standards.
3. To have a handle the business firms' interface with consumers and the consumer related regulatory and business environment.

Course Outcomes (CO)

K1	CO1	Able to know the rights and responsibility of consumers.
K2	CO2	Understanding the various procedure of redress.
K3	CO3	Applying the role of different agencies in establishing product and service standards.
K4	CO4	To enable them to handle the business firms' interface with consumers.

Syllabus

UNIT I

(Hours:15)

Conceptual Framework - Consumer and Markets: Concept of Consumer, Nature of markets: Liberalization and Globalization of markets with special reference to Indian Consumer Markets, E-Commerce with reference to Indian Market, Concept of Price in Retail and Wholesale, Maximum Retail Price (MRP), Fair Price, GST, labeling and packaging along with relevant laws, Legal Metrology. Experiencing and Voicing Dissatisfaction: Consumer buying process, Consumer Satisfaction/dissatisfaction-Grievances-complaint, Consumer Complaining Behaviour: Alternatives available to Dissatisfied Consumers; Complaint Handling Process: ISO 10000 suite

UNIT II

(Hours:15)

The Consumer Protection Law in India - Objectives and Basic Concepts: Consumer rights and UN Guidelines on consumer protection, Consumer goods, defect in goods, spurious goods and services, service, deficiency in service, unfair trade practice, restrictive trade practice.

Organizational set-up under the Consumer Protection Act: Advisory Bodies: Consumer Protection Councils at the Central, State and District Levels; Adjudicatory Bodies: District Forums, State Commissions, National Commission: Their Composition, Powers, and Jurisdiction (Pecuniary and Territorial), Role of Supreme Court under the CPA with important case law.

UNIT III

(Hours:15)

Grievance Redressal Mechanism under the Indian Consumer Protection Law - Who can file a complaint? Grounds of filing a complaint; Limitation period; Procedure for filing and hearing of a complaint; Disposal of cases, Relief/Remedy available; Temporary Injunction, Enforcement of order, Appeal, frivolous and vexatious complaints; Offences and penalties.

Leading Cases decided under Consumer Protection law by Supreme Court/National Commission: Medical Negligence; Banking; Insurance; Housing & Real Estate; Electricity and Telecom Services; Education; Defective Products; Unfair Trade Practices.

Unit IV (15 Hours)

Role of Industry Regulators in Consumer Protection

- i. Banking: RBI and Banking Ombudsman
- ii. Insurance: IRDA and Insurance Ombudsman
- iii. Telecommunication: TRAI
- iv. Food Products: FSSAI
- v. Electricity Supply: Electricity Regulatory Commission
- vi. Real Estate Regulatory Authority

UNIT V

(Hours:15)

Contemporary Issues in Consumer Affairs - Consumer Movement in India: Evolution of Consumer Movement in India, Formation of consumer organizations and their role in consumer protection, Misleading Advertisements and sustainable consumption, National Consumer Helpline, Comparative Product testing, Sustainable consumption and energy ratings.

Quality and Standardization: Voluntary and Mandatory standards; Role of BIS, Indian Standards Mark (ISI), Ag-mark, Hallmarking, Licensing and Surveillance; Role of International Standards: ISO an Overview.

Note: Unit 2 and 3 refers to the Consumer Protection Act, 1986. Any change in law would be added appropriately after the new law is notified.

Suggested Readings:

1. Khanna, Sri Ram, Savita Hanspal, Sheetal Kapoor, and H.K. Awasthi, (2007), "**Consumer Affairs**", Universities Press.
2. Choudhary, Ram Naresh Prasad (2005), "**Consumer Protection Law Provisions and Procedure**", Deep and Deep Publications Pvt Ltd.
3. G. Ganesan and M. Sumathy, (2012), "**Globalisation and Consumerism: Issues and Challenges**", Regal Publications
4. Suresh Misra and Sapna Chadah ,(2012), "**Consumer Protection in India: Issues and Concerns**", IIPA, New Delhi

5. Rajyalaxmi Rao (2012), “**Consumer is King**”, Universal Law Publishing Company
6. Girimaji, Pushpa,(2002),”**Consumer Right for Everyone**” ,Penguin Books.
7. E-books :- www.consumereducation.in
8. Empowering Consumers e-book, www.consumeraffairs.nic.in
9. ebook, www.bis.org
10. The Consumer Protection Act, 1986 and its later versions.

MAPPING

PSO CO	PSO1	PSO 2	PSO 3	PSO 4	PSO 5
CO1	S	H	S	S	S
CO2	H	H	M	H	H
CO3	H	S	S	S	S
CO4	S	M	H	S	M

S – Strong

H – High

M – Medium

L – Low

SEMESTER I**PART IV – ENVIRONMENTAL STUDIES****Total Credits: 2****Total Hours: 30****Objectives:**

- To inculcate knowledge and create awareness about ecological and environmental concepts, issues and solutions to environmental problems.
- To shape students into good “ecocitizens” thereby catering to global environmental needs.

UNIT I: MULTIDISCIPLINARY NATURE OF ENVIRONMENT**(Hours:6)**

Definition : scope and importance – Need for public awareness - Natural resources – Types of resources – Forest Resources – Water Resources – Mineral Resources – Food Resources – Energy Resources – Land Resources.

UNIT II :ECOSYSTEMS**(Hours:6)**

Concept of an ecosystem – Structure and functions of an ecosystem – Procedures, consumers and decomposers – Energy flow in the ecosystem – Ecological succession – Food chains, food web and ecological pyramids – Structure and function of the following ecosystem – Forest Ecosystem – Grassland Ecosystem – Desert Ecosystem – Aquatic Ecosystem.

UNIT III : BIODIVERSITY AND ITS CONSERVATION**(Hours:6)**

Introduction – Definition – Genetic – Species and ecosystem diversity- Bio geographical classification of India – Value of biodiversity – Biodiversity at global, national and local levels – India as a mega - diversity Nation - Hot spot of biodiversity – Threats to biodiversity - Endangered and endemic species of India – Conservation of Biodiversity – insitu Conservation of Biodiversity – exsitu Conservation of Biodiversity

UNIT IV: ENVIRONMENTAL POLLUTION**(Hours:6)**

Definition - Causes, effects and control measures of : Air Pollution – Water Pollution – Soil Pollution – Marine Pollution – Noise Pollution – Thermal Pollution – Nuclear Pollution – Solid Waste Management: Causes, effects, control measures of urban and industrial wastes – Role of individual in prevention of pollution – Pollution case studies – domestic waste water, effluent from paper mill and dyeing, cement pollution – Disaster Management – Food, Drought, Earthquake, Tsunami, Cyclone and Landslide.

UNIT V: SOCIAL ISSUES AND THE ENVIRONMENT**(Hours:6)**

Sustainable Development – Urban problems related to energy – Water Conservation: Rain Water Harvesting and Watershed Management – Resettlement and rehabilitation of people, its problems and concerns, case studies Narmatha Valley Project – Environmental ethics, issues and possible solutions – Climate change, global warming, ozone layer depletion, acid rain, nuclear accidents and holocaust, case studies – Hiroshima and Nagasaki, Chernobyl – Consumerism and waste products – Environmental Protection Act – Air Pollution Act (Prevention and Control) – Water Pollution Act (Prevention and control) – Wild Life Protection Act – Forest Conservation Act – Issues involved in enforcement of environmental legislation – Public awareness – Human Population and the environment – Population Growth and Distribution – Population Explosion – Family Welfare Programme – Environment and Human Health – Human Rights – Value Education – HIV/ AIDS – Women and Child Welfare – Role of Information Technology in Environment and Human Health -.

Self Study (Questions may be asked from these topics also)**Text Book**

1.P.Arul,(Nov 2004), “**A Text Book of Environmental Studies, Environmental Agency**”, First Edition, No 27, Nattar street, Velacherry main road, Velacheery, Chennai – 42, .

Reference Books

1. Purohit Shammi Agarwal, A text Book of Environmental Sciences, Publisher Mrs.Saraswati Prohit, Student Education , Behind Naswan Cinema Chopansi Road, Jodhpur.
2. Dr.Suresh and K.Dhameja,”**Environmental Sciences and Engineering**” , Publisher S.K.Kataria & Sons, 424/6, Guru Nanak Street, Vaisarak, Delhi -110 006.
3. J.Glynn Henry and Gary W Heinke,”**Environmental Science and Engineering**”,Prentice Hall of India Private Ltd., New Delhi – 110 001.

SEMESTER-II
PART-IV VALUE EDUCATION: MORAL AND ETHICS

Total Hours : 30

Total Credits: 2

OBJECTIVES:

- To impart the value education in every walk of life.
- To make them understand the relationship between Moral and Ethics.
- To impart the right attitude by practicing self introspection.
- To make them realize about their hidden power within them.
- To develop a knowledge for the steps of upliftment.
- To know about their goal of life.
- To make them understand the importance of yoga and meditation.
- To realize what is the real peace.
- To understand what are the ways to contribute peace to the whole world.
- To goad youth to reach excellence and reap success.

UNIT I: (Hours: 6)
Introduction – Meaning of Moral and Ethics – Ethics and Culture – Aim of Education.

UNIT II: (Hours: 6)
Swami Vivekananda – A Biography.

UNIT III: (Hours: 6)
The Parliament of Religions – Teachings of Swami Vivekananda.

UNIT IV: (Hours: 6)
Steps for Human Excellence.

UNIT V: (Hours: 6)
Yoga & Meditation.

Text Book:

1. Value Base Education – Moral and Ethics,(2015), Published by Kongunadu Arts and Science College (Autonomous), First Edition,.

Reference Book:

1. Swami Vivekananda, (2000), “Easy steps to Yoga”, A Divine Life Society Publication,.

Question paper pattern
(External only)

Duration: 3 hrs

Total Marks: 50

Answer all Questions (5 x 10 = 50 Marks)
Essay type, either or type questions from each unit.
