

BODOLAND UNIVERSITY

Curriculum Structures for 4 Year UG Syllabus

BCA (Bachelor of Computer Application)

Year 2023

PROGRAMME STRUCTURE AND DETAILED CURRICULUM



Bodoland University

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BODOLAND UNIVERSITY

Curriculum Structures for NEP 4 Year Under Graduate Syllabus for BCA

No. of Papers= 46, Total Credits= 160, Total Marks = 4030

BCA 1st SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ1014: Programming Fundamentals using C/C++	Major	3+0+1	4	50(Theory) + 20(Practical)	30	100
BCAMIN1014: Introduction to Computer and Office Tools	Minor	3+0+1	4	50(Theory) + 20(Practical)	30	100
BCAIDC1013: Computer Fundamentals	Inter-disciplinary Course (IDC)	2+0+1	3	60(Theory) +20(Practical)		80
BCAAEC1012: English/ Hindi/MIL/Communication	AECC-1		2	50(Theory)		50
BCASEC1013: Accounting and Financial Management	Skill Enhancement Course (SEC)	2+0+1	3	60(Theory) +20(Practical)		80
BCAVAC1014: Desktop Publishing (DTP)	Value Added Course (VAC)	3+0+1	4	50(Theory) + 20(Practical)	30	100
Total			20			510

BCA 2nd SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ1024: Digital Logic and Computer Organization	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN1024: Introduction to HTML and Web Designing	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAIDC1023: Introduction to Programming Language	Inter-disciplinary Course (IDC)	2+0+1	3	60(Theory) +20(Practical)		80
BCAAEC1022: English/ Hindi/MIL/Communication	AECC-2		2	50(Theory)		50
BCASEC1023: Fundamentals of Java Programming	Skill Enhancement Course (SEC)	2+0+1	3	60(Theory) +20(Practical)		80
BCAVAC1024: Social Media Technology	Value Added Course (VAC)	3+0+1	4	50(Theory) +20(Practical)	30	100
Total			20			510

BCA 3rd SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ2014: Database Management System and Concept of Software Engineering	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ2024: Operating Systems and Shell Programming	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN2014: Introduction to Linux	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAIDC2013: Basics of Web Designing	Inter-disciplinary Course (IDC)	2+0+1	3	60(Theory) +20(Practical)		80
BCAAEC2012: English/ Hindi/MIL/Communication	AECC-3		2	50(Theory)		50
BCASEC2013: Introduction to SQL	Skill Enhancement Course (SEC)	2+0+1	3	60(Theory) +20(Practical)		80
Total			20			510

BCA 4th SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ2034: Data Structure and Analysis of Algorithms	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ2044: Discrete Mathematics	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ2054: Data Communication and Computer Network-I	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN2024: Introduction to Programming using C/C++	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAAEC2022: English/ Hindi/MIL/Communication	AECC-4		2	50(Theory)		50
BCAINT2012: Internship			2			50
Total			20			500

BCA 5 th SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ3014: Programming Fundamentals using Java	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ3024: Web Technology and PHP	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ3034: Theory of Computation	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ3044: Introduction to Python Programming	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN3014: Basics of DBMS and SQL	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
Total			20			500

BCA 6 th SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ3054: Computer Graphics	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ3064: Artificial Intelligence	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ3074: Operation Research	Major	3+1+0	4	50(Theory)+ 20(Tutorial)	30	100
BCAMAJ3084: Compiler Design	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN3024: Introduction to R Programming	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
Total			20			500

BCA 7 th SEMESTER						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ4014: Data Mining And Warehousing	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ4024: Digital Image Processing	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ4034: Computer Networks-II	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMAJ4044: Numerical Methods and Probability OR BCAREM4014: Research Methodology	Major	3+0+1	4	60(Theory) +20(Practical)	30	100
	Research Methodology	3+1+0	4	50(Theory)+ 20(Tutorial)	30	100
BCAMIN4014: Introduction to Data Science using Python Programming	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
Total			20			500

In BCA 8th Semester, learners will choose either Group-A or Group-B

BCA 8 th SEMESTER (Group-A)						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ4054: Distributed Systems	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAADL4014: Introduction to Cloud Computing	Advanced Learning	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAADL4024: Management Information System	Advanced Learning	3+1+0	4	50(Theory) +20(Tutorial)	30	100
BCAADL4034: Cyber Security	Advanced Learning	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN4024: Multimedia and Applications	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
Total			20			500

In BCA 8th Semester, learners will choose either Group-A or Group-B

BCA 8th SEMESTER (Group-B)						
Paper Code & Name	Course	L+T+P	Credit	End Sem Marks	Internal Marks	Total
BCAMAJ4054: Distributed Systems	Major	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAMIN4024: Multimedia and Applications	Minor	3+0+1	4	50(Theory) +20(Practical)	30	100
BCAREP40112: Dissertation	Research Project		12			300
Total			20			500

Abbreviations Used:

L- Lecture, **T-** Tutorial, **P-** Practical

PROGRAMME LEARNING OUTCOME

BACHELORE OF COMPUTER APPLICATION (BCA)

After completion of the BCA Programme, learners would be able to -

- Develop proficiency to deal with real world problems with appropriate programmatic approach.
- Contribute to the IT sector involving themselves as system engineers, software testers, junior programmers, web developers, system administrators, software developers, system analysts etc.
- Apply standard software engineering practices and strategies in software project development using open source programming environment to deliver quality product for business enterprises.
- Equip themselves to potentially rich and future employable fields of computer applications.
- Pursue higher studies and undergo research in the area of computer science and its applications.
- Take up self-employment in Indian and global software market.
- Meet the requirements of the industrial standards.

DETAILED SYLLABUS

SEMESTER-I

BCAMAJ1014: PROGRAMMING FUNDAMENTALS USING C/C++

(Credit 4, Total Marks=100)

(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course learning Objectives

- To learn about Procedure-Oriented and Object-Oriented approach to problem solving
- To acquire knowledge on reusability of program instructions using functions
- To learn about memory allocation and de-allocation techniques, preprocessor directives
- To construct and use of classes and objects.
- To explore Inheritances, overloading techniques and exceptions
- To acquire knowledge on various files stream classes and file handling operations

Course Learning Outcomes

- Learners would be able to understand the significance of procedural and object oriented concept to solve problems
- Enable learners to grow skills of writing effective C++ program instructions, functions, apply memory allocation techniques
- Enable learners to construct programs using classes and objects
- Learners would be able to solve problems on inheritances and file handling concepts and overloading of operators and function.
- Learners would be able to know about exceptions and handle them in programs.
- Learners would acquire problem solving skills to tackle real world problems

Theory: 60 Lectures

Unit-1: Fundamentals of C and C++

(12 Lectures, 10 Marks)

History of C and C++, Token (Identifiers, Keywords, Constants, Operators), Comments, data types (fundamental & derived), variable, expressions, Character I/O, Console I/O, Program structure (inclusion of header file, global variables & functions, main()), control structures (selective, iterative and jump statements)

Unit-2: Arrays, Function and Memory Allocation

(12 Lectures, 15 Marks)

Array (1D & 2D manipulation), function- definitions, Accessing and returning values, static & dynamic memory allocation using malloc, calloc, realloc, free, new and delete operators, concept of pointers

Unit-3: Object Oriented Paradigm

(18 Lectures, 13 Marks)

Principles of Object-Oriented Programming, Defining & Using Classes, Constructors & Destructor and their types, Constructor Overloading, Class Variables & Functions, Objects as parameters, Access specifiers, scope resolution operator, Files (Text & Binary) and their operations, Understanding the Preprocessor Directives

Unit-4: Overloading & Exception Handling

(18 Lectures, 12 Marks)

Need of Overloading functions and operators, overloading functions by number and type of arguments, Overloading of Operators (including assignment operators, unary operators), Introduction to Inheritance (Multi-Level Inheritance, Multiple Inheritance), Polymorphism (Virtual Functions, Pure Virtual Functions), Basics of Exception Handling (using try, catch and throw)

SUGGESTED READINGS:

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.2003
2. BjarneStroustrup, "The C++ Programming Language", 4th Edition, Addison-Wesley , 2013.
3. BjarneStroustrup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
5. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
6. Andrew Koeni, Barbara, E. Moo, "Accelerated C++", Published by Addison-Wesley , 2000.
7. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
7. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.2014
8. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.
9. Stanley B. Lippman, JoseeLajoie, Barbara E. Moo, "C++ Primer", Published by Addison-Wesley, 5th Edition, 2012

BCAMAJ1014 LAB: PROGRAMMING FUNDAMENTALS USING C/C++ LAB

1. Write a program to print the sum and product of digits of an integer.
2. Write a program to reverse a user given integer.
3. Write a program to compute the sum of the first n terms of the following series -
$$S = 1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \dots$$
4. Write a program to compute the sum of the first n terms of the following series –
$$S = 1 - 2 + 3 - 4 + 5 - \dots$$
5. Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
6. Write a function to find whether a given number is prime or not. Use the same to generate the prime numbers less than 100.
7. Write a program to compute the factors of a given number.
8. Write a macro that swaps two numbers. Write a program to use it.
9. Write a program to print a triangle of stars as follows (take number of lines from user):

```
*
***
*****
*****
```

10. Write a program to perform following actions on an array entered by the user:
 - a) Print the even-valued elements
 - b) Print the odd-valued elements
 - c) Calculate and print the sum and average of the elements of array
 - d) Print the maximum and minimum element of array
 - e) Remove the duplicates from the array
 - f) Print the array in reverse orderThe program should present a menu to the user and ask for one of the options. The menu should also include options to re-enter array and to quit the program.
11. Write a program that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
12. Write a program that swaps two numbers using pointers.
13. Write a program in which a function is passed address of two variables and then alter its contents.
14. Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
15. Write a program to find sum of n elements entered by the user. To write this program, allocate memory dynamically using malloc() / calloc() functions or new operator.
16. Write a menu driven program to perform following operations on strings:
 - a) Show address of each character in string

- b) Concatenate two strings without using strcat function.
 - c) Concatenate two strings using strcat function.
 - d) Compare two strings
 - e) Calculate length of the string (use pointers)
 - f) Convert all lowercase characters to uppercase
 - g) Convert all uppercase characters to lowercase
 - h) Calculate number of vowels
 - i) Reverse the string
17. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.
 18. Write a program to display Fibonacci series (i) using recursion, (ii) using iteration
 19. Write a program to calculate Factorial of a number (i) using recursion, (ii) using iteration
 20. Write a program to calculate GCD of two numbers (i) with recursion (ii) without recursion.
 21. Create Matrix class using templates. Write a menu-driven program to perform following Matrix operations (2-D array implementation):
 - a) Sum b) Difference c) Product d) Transpose
 22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).
 23. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator.
 24. Create a class Box containing length, breath and height. Include following methods in it:
 - a) Calculate surface Area
 - b) Calculate Volume
 - c) Increment, Overload ++ operator (both prefix & postfix)
 - d) Decrement, Overload -- operator (both prefix & postfix)
 - e) Overload operator == (to check equality of two boxes), as a friend function
 - f) Overload Assignment operator
 - g) Check if it is a cube or cuboid
 Write a program which takes input from the user for length, breath and height to test the above class.
 25. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file.
 26. Write a program to retrieve the student information from file created in previous question and print it in following format:

Roll No.	Name	Marks
----------	------	-------
 27. Copy the contents of one text file to another file, after removing all whitespaces.
 28. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void.
 29. Write a program that will read 10 integers from user and store them in an array. Implement array using pointers. The program will print the array elements in ascending and descending order.

**BCAMIN1014: INTRODUCTION TO COMPUTER
AND OFFICE TOOLS
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)**

Course learning objectives

- To learn and acquaint with various applications of computer systems
- To apply human interface systems
- To identify and analyze various components of a computer system
- To acquire knowledge on using office tools like word processor, spreadsheets, presentation slides

Course Learning Outcomes

- Learners could apply computer systems in various fields
- Learners could be acquainted with various input and output devices
- It would help achieve learners with identification of computer components and peripherals to assemble and de-assemble parts
- Learners would be to gain knowledge on documentation, calculation through spreadsheets and presenting information on slides.

Theory: 60 Lectures

Unit-1: Introduction to Computer (20 Lectures, 14 Marks)

Definition of Computer, Block Diagram of a typical digital Computer, Evolution of computers & its generations), Hardware and Software, Functional Components of computer and their inter-connections, Types of Software (System Software, Utility Software and Application Software), Operating System, Need for operating system, Functions of Operating System (Processor Management, Memory Management, File Management and Device Management), Types of operating system, concept of Booting, POST (Power On Self Test) and Loading of Operating System, data representation

Unit-2: Input/Output Devices, Memories & CPU (14 Lectures, 10 Marks)

Keyboard, monitor-display Unit, mouse, printers etc., ROM, RAM, Cache, Primary memory and secondary memory, Secondary storage devices (hard disks, optical disks, flash memory), backup devices, Cloud Storage, Memory Concepts Units:- Byte, Kilo Byte, Mega Byte, Giga Byte, Tera Byte, Peta Byte, Exa Byte, Zetta Byte, Yotta Byte, Basic concepts of CPU, microprocessor, Clock speed (MHz, GHz), 16 bit, 32 bit, 64 bit processors, 128 bit processors, CPU Functions, CISC Processors (Complex Instruction set computing), RISC Processors (Reduced Instruction set computing), motherboard, cables, Extension cards, expansion slots, SMPS

Unit-3: Office Tools (Word Processor) (14 Lectures, 13 Marks)

Creating a document, editing and formatting a document, saving and printing a document, inserting text and graphics(image, shapes, symbols, equations, Header & Footer), Page Layout, page setting, Paper Style, Working with Tables, Linking objects,

Word Wrapping, Paragraph settings, Hyphenation, Alignment, Spell checker, Thesaurus, Use of mail merge, protect documents

Unit-4: Office Tools (Spreadsheet & Presentation)

(12 Lectures, 13 Marks)

Create spreadsheets, Format cells, rows, columns, and entire worksheets, Enter data into a spreadsheet, Use of formulas and functions for math, accounting, and totaling, Calculate data, Create charts and diagrams, Working with Excel templates, Share and protect your worksheets and workbooks,

Create new presentations from scratch/templates, Adding text, pictures, sounds, movies, and charts in presentations, Format objects, Design slides using themes, colors, and special effects, Animate objects, Adding special effects to slide transitions, Working with Master Slides, Set up slide shows and rehearse timings

SUGGESTED READINGS:

1. A. Goel, Computer Fundamentals, Pearson Education, 2010.
2. P. Aksoy, L. DeNardis, Introduction to Information Technology, Cengage Learning, 2006
3. P. K.Sinha, P. Sinha, Fundamentals of Computers, BPB Publishers, 2007

BCAMIN1014 LAB: INTRODUCTION TO COMPUTER AND OFFICE TOOLS LAB

Practical exercises based on MS Office/ Open Office tools using document preparation, spreadsheet and presentation slide handling packages.

MS Word/Open Office Writer

1. Prepare a **grocery list** having four columns (Serial number, The name of the product, quantity and price) for the month of April, 06.
 - Font specifications for Title (Grocery List): 14-point Arial font in bold and italics.
 - The headings of the columns should be in 12-point and bold.
 - The rest of the document should be in 10-point Times New Roman.
 - Leave a gap of 12-points after the title.
2. Create a **telephone directory**.
 - The heading should be 16-point Arial Font in bold
 - The rest of the document should use 10-point font size
 - Other headings should use 10-point Courier New Font.
 - The footer should show the page number as well as the date last updated.
3. Design a **time-table form** for your college.
 - The first line should mention the name of the college in 16-point Arial Font and should be bold.
 - The second line should give the course name/teacher's name and the department in 14-point Arial.
 - Leave a gap of 12-points.
 - The rest of the document should use 10-point Times New Roman font.
 - The footer should contain your specifications as the designer and date of creation.
4. BPB Publications plans to release a new book designed as per your syllabus. Design the **first page of the book** as per the given specifications.
 - The title of the book should appear in bold using 20-point Arial font.
 - The name of the author and his qualifications should be in the center of the page in 16-point Arial font.
 - At the bottom of the document should be the name of the publisher and address in 16-point Times New Roman.
 - The details of the offices of the publisher (only location) should appear in the footer.
5. Create the following one page documents.
 - a. Compose a note inviting friends to a get-together at your house, Including a list of things to bring with them.
 - b. Design a certificate in landscape orientation with a border around the document.
 - c. Design a Garage Sale sign.
 - d. Make a sign outlining your rules for your bedroom at home, using a numbered list.

6. Create the following documents:
- (a) A newsletter with a headline and 2 columns in portrait orientation, including at least one image surrounded by text.
 - (b) Use a newsletter format to promote upcoming projects or events in your classroom or college.

7. Convert following text to a table, using comma as delimiter
Type the following as shown (do not bold).

Color, Style, Item
 Blue, A980, Van
 Red, X023, Car
 Green, YL724, Truck

Name, Age, Sex
 Bob, 23, M
 Linda, 46, F
 Tom, 29, M

9. Enter the following data into a table given on the next page.

Salesperson	Dolls	Trucks	Puzzles
Kennedy, Sally	1327	1423	1193
White, Pete	1421	3863	2934
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067

Add a column Region (values: S, N, N,S,S,S) between the Salesperson and Dolls columns to the given table Sort your table data by Region and within Region by Salesperson in ascending order:

In this exercise, you will add a new row to your table, place the word "Total" at the bottom of the Salesperson column, and sum the Dolls, Trucks, and Puzzles columns.

10. Wrapping of text around the image.
11. Following features of menu option must be covered

FILE	Complete menu
EDIT	Complete menu
VIEW	Complete menu
INSERT	Complete menu
FORMAT	Complete menu
TABLE	Complete menu
WINDOW	Complete menu
HELP	Complete menu
TOOLS	All options except Online collaboration, Tools on Macro, Templates

MS Excel/Open Office Calc

1. Enter the Following data in Spread Sheet

REGIONAL SALES PROJECTION						Rate Amount
State	Qtr1	Qtr2	Qtr3	QTR4	Qtr Total	
Delhi	2020	2400	2100	3000	15	
Punjab	1100	1300	1500	1400	20	
U.P.	3000	3200	2600	2800	17	
Haryana	1800	2000	2200	2700	15	
Rajasthan	2100	2000	1800	2200	20	

TOTAL
AVERAGE

- (a) Apply Formatting as follow:
 - i. Title in TIMES NEW ROMAN
 - ii. Font Size - 14
 - iii. Remaining text - ARIAL, Font Size -10
 - iv. State names and Qtr. Heading Bold, Italic with Gray Fill Color.
 - v. Numbers in two decimal places.
 - vi. Qtr. Heading in center Alignment.
 - vii. Apply Border to whole data.
- (b) Calculate State and Qtr. Total
- (c) Calculate Average for each quarter
- (d) Calculate Amount = Rate * Total.

2. Given the following worksheet

A B C D

1	Roll No.	Name	Marks	Grade
2	1001	Sachin	99	
3	1002	Sehwag	65	
4	1003	Rahul	41	
5	1004	Sourav	89	
6	1005	Har Bhajan	56	

Calculate the grade of these students on the basis of following guidelines:

If Marks	Then Grade
≥ 80	A+
$\geq 60 < 80$	A
$\geq 50 < 60$	B
< 50	F

3. Given the following worksheet

	A	B	C	D	E	F	G	
1	Salesman		Sales in (Rs.)					
2	No.	Qtr1	Qtr2	Qtr3	Qtr4	Total	Commission	
3	S001	5000	8500	12000	9000			
4	S002	7000	4000	7500	11000			
5	S003	4000	9000	6500	8200			
6	S004	5500	6900	4500	10500			
7	S005	7400	8500	9200	8300			
8	S006	5300	7600	9800	6100			

Calculate the commission earned by the salesmen on the basis of following Candidates:

If Total Sales	Commission
< 20000	0% of sales
> 20000 and < 25000	4% of sales
> 25000 and < 30000	5.5% of sales
> 30000 and < 35000	8% of sales
≥ 35000	11% of sales

The total sales is sum of sales of all the four quarters.

4. A company XYZ Ltd. pays a monthly salary to its employees which consists of basic salary, allowances & deductions. The details of allowances and deductions are as follows:

Allowances

- HRA Dependent on Basic
 - 30% of Basic if Basic ≤ 1000
 - 25% of Basic if Basic > 1000 & Basic ≤ 3000
 - 20% of Basic if Basic > 3000

- DA Fixed for all employees, 30% of Basic
- Conveyance Allowance Rs. 50/- if Basic is ≤ 1000
Rs. 75/- if Basic > 1000 & Basic ≤ 2000
Rs. 100 if Basic > 2000
- Entertainment Allowance NIL if Basic is ≤ 1000 Rs. 100/- if Basic > 1000

Deductions

- Provident Fund 6% of Basic
- Group Insurance Premium Rs. 40/- if Basic is ≤ 1500
Rs. 60/- if Basic > 1500 & Basic ≤ 3000
Rs. 80/- if Basic > 3000

Calculate the following:

Gross Salary = Basic + HRA + DA + Conveyance + Entertainment

Total deduction = Provident Fund + Group Insurance Premium

Net Salary = Gross Salary – Total Deduction

5. Create Payment Table for a fixed Principal amount, variable rate of interests and time in the format below:

No. of Instalments	5%	6%	7%	8%	9%
3	XX	XX	XX	XX	XX
4	XX	XX	XX	XX	XX
5	XX	XX	XX	XX	XX
6	XX	XX	XX	XX	XX

6. Use an array formula to calculate Simple Interest for given principal amounts given the rate of Interest and time

Rate of Interest	8%
Time	5 Years
Principal	Simple Interest
1000	?
18000	?
5200	?

7. The following table gives year wise sale figure of five salesmen in Rs.

Salesman	2000	2001	2002	2003
S1	10000	12000	20000	50000
S2	15000	18000	50000	60000
S3	20000	22000	70000	70000
S4	30000	30000	100000	80000
S5	40000	45000	125000	90000

- (a) Calculate total sale year wise.
(b) Calculate the net sale made by each salesman

- (c) Calculate the maximum sale made by the salesman
 - (d) Calculate the commission for each salesman under the condition.
 - (i) If total sales >4,00,000 give 5% commission on total sale made by the salesman.
 - (ii) Otherwise give 2% commission.
 - (e) Draw a bar graph representing the sale made by each salesman. (f)
Draw a pie graph representing the sale made by salesman in 2000.
8. Enter the following data in Excel Sheet

PERSONAL BUDGET FOR FIRST QUARTER

Monthly Income (Net): 1,475

EXPENSES	JAN	FEB	MARCH QUARTER TOTAL	QUARTER AVERAGE
Rent600.00	600.00	600.00		
Telephone	48.25	43.50	60.00	
Utilities	67.27	110.00	70.00	
Credit Card	200.00	110.00	70.00	
Oil	100.00	150.00	90.00	
AV to Insurance	150.00			
Cable TV	40.75	40.75	40.75	

Monthly Total

Calculate Quarter total and Quarter average.

- (a) Calculate Monthly total.
- (b) Surplus = Monthly income - Monthly total.
- (c) What would be total surplus if monthly income is 1500.
- (d) How much does telephone expense for March differ from quarter average.
- (e) Create a 3D column graph for telephone and utilities.
- (f) Create a pie chart for monthly expenses.

9. Enter the following data in Spread Sheet

TOTAL REVENUE EARNED FOR SAM'S BOOKSTALL

Publisher name	1997	1998	1999	2000	total
A	Rs. 1,000.00	Rs. 1100.00	Rs. 1,300.00	Rs. 800.00	
B	Rs. 1,500.00	Rs. 700.00	Rs. 1,000.00	Rs. 2,000.00	
C	Rs. 700.00	Rs. 900.00	Rs. 1,500.00	Rs. 600.00	
D	Rs. 1,200.00	Rs. 500.00	Rs. 200.00	Rs. 1,100.00	
E	Rs 800.00	Rs. 1,000.00	Rs. 3,000.00	Rs. 560.00	

(a) Compute the total revenue earned.

(b) Plot the line chart to compare the revenue of all publisher for 4 years.

(b) Chart Title should be Total Revenue of sam's Bookstall (1997-2000)

(c) Give appropriate categories and value axis title.

10. Generate 25 random numbers between 0 & 100 and find their sum, average and count. How many no. are in range 50-60

MS Power Point/Open Office Impress

1. Create slides to present about your college (at least 20 slides)
2. Implement animations to various slide items to make the task more interesting.
3. Implement slide transitions on all the slides incorporated in the task above.
4. Implement the automatic as well as mouse click based transition of slides.
5. Insert images, graphs, audios and videos within the slides mentioned.

BCAIDC1013: COMPUTER FUNDAMENTALS
(Credit 3, Total Marks= 80)
(Theory = 60 Marks, Practical = 20 Marks)

Course learning objectives

- To learn and acquaint with various applications of computer systems
- To apply human interface systems
- To identify and analyze various components of a computer system
- To acquire knowledge on recent technologies in software industry

Course Learning Outcomes

- Learners could apply computer systems in various fields
- Learners could be acquainted with various input and output devices
- It would help achieve learners with identification of computer components and peripherals to assemble and de-assemble parts
- Learners gain knowledge on current trends in technologies

Theory: 45 lectures

Unit-1: Introduction to Computer Systems & Data Representation (10 Lectures, 13 Marks)

Introduction to computer system and its characteristics, uses, types and Application of computer in various areas (Education, Medical, Ticketing, Media House, Animation Industry, Research etc.), Number systems and character representation, binary arithmetic

Unit-2: Human Computer Interface and memories (15 Lectures, 17 Marks)

Software and its types, Operating system as user interface, utility programs, Input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, bar code reader, web camera, monitor, printer, plotter, Memory-Primary, secondary, auxiliary memory, RAM, ROM, cache memory, hard disks, optical disks, flash drives(memory cards, pendrives)

Unit-3: Computer Organization and Architecture (10 Lectures, 17 Marks)

C.P.U and its functions, registers, system bus, main memory unit, cache memory, Inside a computer, SMPS, Motherboard, Ports and Interfaces, expansion cards, ribbon cables, memory chips, processors

Unit-4: Overview of Emerging Technologies (10 Lectures, 13 Marks)

Bluetooth, cloud computing, big data, data mining, mobile computing and embedded systems

SUGGESTED READINGS:

1. A. Goel, Computer Fundamentals, Pearson Education, 2010.
2. P. Aksoy, L. DeNardis, Introduction to Information Technology, Cengage Learning, 2006
3. P. K.Sinha, P. Sinha, Fundamentals of Computers, BPB Publishers, 2007

BCAIDC1013 LAB: COMPUTER FUNDAMENTALS LAB

MS Office/ Open Office / Libre Office tools are to be used for document preparation and spreadsheet handling activities.

MS Word/Libre Office Writer

2. Prepare a grocery list having four columns (Serial number, The name of the product, quantity and price) for the month of April, 06.
 - Font specifications for Title (Grocery List): 14-point Arial font in bold and italics.
 - The headings of the columns should be in 12-point and bold.
 - The rest of the document should be in 10-point Times New Roman.
 - Leave a gap of 12-points after the title.
2. Create a telephone directory.
 - The heading should be 16-point Arial Font in bold
 - The rest of the document should use 10-point font size
 - Other headings should use 10-point Courier New Font.
 - The footer should show the page number as well as the date last updated.
3. Design a time-table form for your college.
 - The first line should mention the name of the college in 16-point Arial Font and should be bold.
 - The second line should give the course name/teacher's name and the department in 14-point Arial.
 - Leave a gap of 12-points.
 - The rest of the document should use 10-point Times New Roman font.
 - The footer should contain your specifications as the designer and date of creation.
5. BPB Publications plans to release a new book designed as per your syllabus. Design the first page of the book as per the given specifications.
 - The title of the book should appear in bold using 20-point Arial font.
 - The name of the author and his qualifications should be in the center of the page in 16-point Arial font.
 - At the bottom of the document should be the name of the publisher and address in 16-point Times New Roman.
 - The details of the offices of the publisher (only location) should appear in the footer.
6. Create the following one page documents.
 - e. Compose a note inviting friends to a get-together at your house, Including a list of things to bring with them.
 - f. Design a certificate in landscape orientation with a border around the document.
 - g. Design a Garage Sale sign.
 - h. Make a sign outlining your rules for your bedroom at home, using a numbered list.
8. Create the following documents:
 - (a) A newsletter with a headline and 2 columns in portrait orientation, including at least one image surrounded by text.
 - (b) Use a newsletter format to promote upcoming projects or events in your classroom or college.
9. Convert following text to a table, using comma as delimiter

Type the following as shown (do not bold).

Color, Style, Item

Blue, A980, Van

Red, X023, Car

Green, YL724, Truck

Name, Age, Sex

Bob, 23, M

Linda, 46, F

Tom, 29, M

9. Enter the following data into a table given on the next page.

Salesperson	Dolls	Trucks	Puzzles
Kennedy, Sally	1327	1423	1193
White, Pete	1421	3863	2934
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067

Add a column Region (values: S, N, N,S,S,S) between the Salesperson and Dolls columns to the given table Sort your table data by Region and within Region by Salesperson in ascending order.

In this exercise, you will add a new row to your table, place the word "Total" at the bottom of the Salesperson column, and sum the Dolls, Trucks, and Puzzles columns.

12. Wrapping of text around the image.

13. Following features of menu option must be covered

FILE	Complete menu
EDIT	Complete menu
VIEW	Complete menu
INSERT	Complete menu
FORMAT	Complete menu
TABLE	Complete menu
WINDOW	Complete menu
HELP	Complete menu
TOOLS	All options except Online collaboration, Tools on Macro, Templates

MS Excel / Libre Office Calc

2. Enter the Following data in Excel Sheet

REGIONAL SALES PROJECTION						Rate Amount
State	Qtr1	Qtr2	Qtr3	QTR4	Qtr Total	
Delhi	2020	2400	2100	3000	15	
Punjab	1100	1300	1500	1400	20	
U.P.	3000	3200	2600	2800	17	
Haryana	1800	2000	2200	2700	15	
Rajasthan	2100	2000	1800	2200	20	
TOTAL						
AVERAGE						

(a) Apply Formatting as follow:

- i. Title in TIMES NEW ROMAN
- ii. Font Size - 14
- iii. Remaining text - ARIAL, Font Size -10
- iv. State names and Qtr. Heading Bold, Italic with Gray Fill Color.
- v. Numbers in two decimal places.
- vi. Qtr. Heading in center Alignment.
- vii. Apply Border to whole data.

(d) Calculate State and Qtr. Total

(e) Calculate Average for each quarter

(d) Calculate Amount = Rate * Total.

2. Given the following worksheet

	A	B	C	D
1	Roll No.	Name	Marks	Grade
2	1001	Sachin	99	
3	1002	Sehwag	65	
4	1003	Rahul	41	
5	1004	Sourav	89	
6	1005	Har Bhajan	56	

Calculate the grade of these students on the basis of following guidelines:

If Marks	Then Grade
≥ 80	A+
$\geq 60 < 80$	A
$\geq 50 < 60$	B
< 50	F

3. Given the following worksheet

	A	B	C	D	E	F	G
1	Salesman		Sales in (Rs.)				
2	No.	Qtr1	Qtr2	Qtr3	Qtr4	Total	Commission
3	S001	5000	8500	12000	9000		
4	S002	7000	4000	7500	11000		
5	S003	4000	9000	6500	8200		
6	S004	5500	6900	4500	10500		
7	S005	7400	8500	9200	8300		
8	S006	5300	7600	9800	6100		

Calculate the commission earned by the salesmen on the basis of following Candidates:

If Total Sales	Commission
< 20000	0% of sales
> 20000 and < 25000	4% of sales
> 25000 and < 30000	5.5% of sales
> 30000 and < 35000	8% of sales
≥ 35000	11% of sales

The total sale is the sum of sales of all the four quarters.

5. A company XYZ Ltd. pays a monthly salary to its employees, which consists of basic salary, allowances & deductions. The details of allowances and deductions are as follows:

Allowances

- HRA Dependent on Basic
 - 30% of Basic if Basic \leq 1000
 - 25% of Basic if Basic $>$ 1000 & Basic \leq 3000
 - 20% of Basic if Basic $>$ 3000
- DA Fixed for all employees, 30% of Basic
- Conveyance Allowance Rs. 50/- if Basic is \leq 1000 Rs. 75/- if Basic $>$ 1000 & Basic \leq 2000
Rs. 100 if Basic $>$ 2000
- Entertainment Allowance NIL if Basic is \leq 1000 Rs. 100/- if Basic $>$ 1000

Deductions

- Provident Fund 6% of Basic
- Group Insurance Premium Rs. 40/- if Basic is \leq 1500
Rs. 60/- if Basic $>$ 1500 & Basic \leq 3000
Rs. 80/- if Basic $>$ 3000

Calculate the following:

Gross Salary = Basic + HRA + DA + Conveyance + Entertainment

Total deduction = Provident Fund + Group Insurance Premium

Net Salary = Gross Salary – Total Deduction

6. Create Payment Table for a fixed Principal amount, variable rate of interests and time in the format below:

No. of Instalments	5%	6%	7%	8%	9%
3	XX	XX	XX	XX	XX
4	XX	XX	XX	XX	XX
5	XX	XX	XX	XX	XX
6	XX	XX	XX	XX	XX

7. Use an array formula to calculate Simple Interest for given principal amounts given the rate of Interest and time

Rate of Interest	8%
Time	5 Years
Principal	Simple Interest
1000	?
18000	?
5200	?

7. The following table gives year wise sale figure of five salesmen in Rs.

Salesman	2000	2001	2002	2003
S1	10000	12000	20000	50000
S2	15000	18000	50000	60000
S3	20000	22000	70000	70000

S4	30000	30000	100000	80000
S5	40000	45000	125000	90000

- Calculate total sale year wise.
- Calculate the net sale made by each salesman
- Calculate the maximum sale made by the salesman
- Calculate the commission for each salesman under the condition.
 - If total sales > 4,00,000 give 5% commission on total sale made by the salesman.
 - Otherwise give 2% commission.
- Draw a bar graph representing the sale made by each salesman. (f) Draw a pie graph representing the sale made by salesman in 2000.

9. Enter the following data in Excel Sheet/Calc

PERSONAL BUDGET FOR FIRST QUARTER

Monthly Income (Net) : 1,475

Expenses	Jan	Feb	March	Quarter Total	Quarter Average
Rent	600.00	600.00	600.00		
Telephone	48.25	43.50	60.00		
Utilities	67.27	110.00	70.00		
Credit Card	200.00	110.00	70.00		
Oil	100.00	150.00	90.00		
AV to Insurance	150.00	150.00	150.00		
Cable TV	40.75	40.75	40.75		
Monthly Total					

Calculate Quarter total and Quarter average.

- Calculate Monthly total.
- Surplus = Monthly income - Monthly total.
- What would be total surplus if monthly income is 1500.
- How much does telephone expense for March differ from quarter average.
- Create a 3D column graph for telephone and utilities.
- Create a pie chart for monthly expenses.

10. Enter the following data in Excel Sheet

TOTAL REVENUE EARNED FOR SAM'S BOOKSTALL

Publisher name	1997	1998	1999	2000	Total
A	Rs. 1,000.00	Rs. 1100.00	Rs. 1,300.00	Rs. 800.00	
B	Rs. 1,500.00	Rs. 700.00	Rs. 1,000.00	Rs. 2,000.00	
C	Rs. 700.00	Rs. 900.00	Rs. 1,500.00	Rs. 600.00	

D	Rs. 1,200.00	Rs. 500.00	Rs. 200.00	Rs. 1,100.00
E	Rs. 800.00	Rs. 1000.00	Rs. 3,000.00	Rs. 560.00

- (c) Compute the total revenue earned.
- (d) Plot the line chart to compare the revenue of all publisher for 4 years.
- (d) Chart Title should be Total Revenue of sam's Bookstall (1997-2000)
- (e) Give appropriate categories and value axis title.

11. Generate 25 random numbers between 0 & 100 and find their sum, average and count. How many no. are in range 50-60

MS Power Point/Open Office Impress

- 6. Create slides to present about your college (at least 20 slides)
- 7. Implement animations to various slide items to make the task more interesting.
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- 9. Implement the automatic as well as mouse click based transition of slides.
- 10. Insert images, graphs, audios and videos within the slides mentioned.

BCASEC1013: ACCOUNTING AND FINANCIAL MANAGEMENT

(Credit 3, Total Marks=80)

(Theory = 60 Marks, Practical = 20 Marks)

Course learning objectives

- To understand the basic concepts of Accounting
- To acquire knowledge regarding creation of Ledgers, Journals and Balance sheets.
- To know how to record financial transactions and preparation of reports
- To deploy advanced accounting features through computer based accounting packages.

Course Learning Outcomes

- Learners would be able to apply the basic concepts of Accounting through computer.
- Learners could expedite the documentation process of financial transactions through creation of Ledgers, Journals and Balance sheets.
- Learners could handle advanced accounting features through computer based accounting packages.

Theory: 45 Lectures

Unit-1: Introduction

(8 Lectures, 11 Marks)

- Introduction - Definition, function, objective, need, advantage, events and transaction, double entry system of book keeping.
- Books of accounts - classification of books of accounts, meaning of journal, journalizing of transactions, ledger and ledger posting, closing of books of accounts and preparation of trial balance.

Unit-2: Cash Book, Profit & Loss Account and Balance Sheet

(8 Lectures, 15 Marks)

- Cash book - single column, double column and triple column; depreciation.
- Financial statements - Trading, Profit and Loss Account and Balance Sheet.

Unit-3: Tally

(14 Lectures, 17 Marks)

- Introduction – Versions of Tally, Features of Tally, ERP Features, Data Directory, and Tally switching between screen areas.
- Company creation:-Create/ Alter/Select/Close/Delete. Introduction on F11 features & F12 configuration.
- Basic Accounting: - Accounting Info Ledger/Group (Single & Multiple)
Create/Display/Alter/Delete.

- Accounting Voucher:- Types of Voucher, Configuring Voucher, Voucher Creation, Entering/Altering & Deleting.
- Basic of Tally Inventory:-“IntegratedA/cwithInventory”
 - Create/Display/Alter/(Single & Multiple) : Group, Category, Godown, Units (Simple/Compound)
- Invoicing :-Purchase & Sales in Invoice format, Debit Credit notes/Discount/Description
- Inventory Voucher

Unit-4: Advanced Accounting

(15 Lectures, 17 Marks)

- Bill wise Details – Transaction wise Bill By Bill for trading & non trading organization
- Interest Calculation – Simple & Advance parameters Interest calculation on outstanding Balances, use of vouchers class ,Adjustment entries
- BRS- Simple & Advanced
- Multiple Currencies – Create of different currencies, voucher entries ,Adjustment entries on forex gain / loss
- Cost Center & Cost Categories – (By using purchase, Sales, Receipt, Payment voucher) Create / Alter / Display.
- Advance Inventory- Actual/Different Billed Qty, O,, Value, Batch wise, Alternate
 - Units, BOM, Price List
- Budget & Control – Create / Alter, Budget for group / ledger / cost Center.
- Scenario Mgt – Create / Alter / Delete. Transactions
- Administration – Security control, Tally Audit.
- Housekeeping – Group company, Split company Export Data, ODBC.
- Printing – Company printing option, Setting to a Bill.

SUGGESTED READINGS:

1. K.R.Das, K.M. Sinha, K.S.Paul Choudhury, G.G.banik; Accountancy (for Higher Secondary First Year); LBS Publication.
2. B.B. Dam; Accountancy (for Higher Secondary First Year).
3. A.K.Nadhani, K.K.Nadhani; Implementing Tally - 9; BPB Publication, Delhi.
4. N. Agarwal and S. Agarwal; Comdex Tally - 9 Course Kit (with CD).
5. A.K. Nandhani; Tally - 9, Training Guide, BPB Publication.

BCASEC1013 LAB: ACCOUNTING AND FINANCIAL MANAGEMENT LAB

Each student should do at least 10 assignments from the following list-

1. Create Multiple Ledgers of the following Account Heads:

Bank Charges ; Basic Pay ; Bonus ; Bonus Paid ; Business Promotion Expenses ; Commission Paid ; Conveyance ; Depreciation on Air Conditioner ; Depreciation on Building ; Depreciation on Computers ; Depreciation on Furniture & Fixtures ; Depreciation on Motor Car ; Depreciation on Plant & Machinery ; Discount ; Donation ; Electricity Charges ; Employers Contribution to Provident Fund ; Freight Outward ; Insurance Premium Interest Due ; Interest & Finance Charge ; Interest on Bank Overdraft ; Interest on Partner's Capital A/c ; Interest on Unsecured Loans ; Legal Fees ; Miscellaneous Expenses ; Office Rent ; Office Repairs & Maintenance ; Printing & Stationery ; Rent ; Rent Due ; Travelling Expenses.

2. Make necessary entries in Tally in the books of Galaxy Enterprise:

- (a) Introduced Cash Rs 10,00,000 , Furniture worth Rs1,00,000 , Computer worth Rs 86,000 , Machinery Rs 1,20,000 into the business on 1st Jan, 2010.
- (b) Opened a Current A/c with Bank of Baroda with Rs 1,00,000 on 2nd Jan, 2011
- (c) Purchased goods on 6th Jan,2010 from Sridhar Stores on credit Rs 2,25,000
- (d) Sold goods for Cash Rs 1,20,000 to Maitree Stores on 7th Jan, 2010
- (e) Sold goods to Sankar on credit for Rs 34,000 on 9th Jan, 2010
- (f) Paid Rent advance Rs 25,000 by Cheque No 345671 on 10th Jan, 2010
- (g) Withdraw from bank Rs 5,000 for office expenses on 18th Jan, 2010
- (h) Purchased stationery items on 22nd Jan, 2010 for office use from Radhika Stationeries for Rs 1,500
- (i) Received Advance from Jagat for supply of goods worth Rs 12,000
- (j) Paid salary to office staff Rs10,000 by Cheque 345672 on 31st Jan, 2010

3. Make Data Entries for the following transactions :

- (a) Withdrew Rs 1,00,000 cash from SBI on 6th Jan , 2011
- (b) Deposited Rs 40,000 in HDFC Bank on 9th jan , 2011
- (c) Transferred Rs 20,000 from HDFC Bank to SBI on 12th Jan, 2011
- (d) Paid Rs 4,300 as Insurance charges through HDFC Bank on 18th Jan, 2011
- (e) Received Rs 3,25,000 from ABC Co. Ltd. On 23rd Jan, 2011 against our sales through Cheque and it has been deposited in SBI
- (f) Sales worth Rs 5,50,000 made on credit to Vikas Group on 29th Jan, 2011
- (g) Provision towards Employers PF Contribution Rs 78,000 made on 31st Jan, 2011
- (h) Purchased Machinery Rs 1,00,000 from Sunder Enterprise (INPUT VAT 12.5%)

4. Enter the following transactions in Tally in the books of Computer Solutions :
 - (a) Purchased on 8th April , 2009 HCL Celeron 15 Nos @ Rs 14,000 ; HCL PIV 15 Nos @ Rs 21,000 from Next Generation Systems (Input VAT @ 4%)
 - (b) Sold on 10th April , 2009 to Fortune Computer Services 10 Nos HP Laserjet Series 1010 @ Rs 12,000 (Output VAT @ 12.5%)
 - (c) Received from Fortune Computer Services Rs 80,000 on 25th April, 2009
 - (d) Paid to Next Generation System Rs 2,00,000 vide Cheque No 357602 of HDFC Bank

5. Record the following transactions in Tally in the books of Hind Computers :
 - (a) Returned one Wireless Keyboard Rs 250 to Super Buzz (Input VAT 4%) on 13th August, 2010
 - (b) Returned from Computer Junction BM PIV Rs 500 on 16th August, 2010 (CST 4%)
 - (c) Transferred 10Nos CD ROM Disks (1 Box @ Rs 265/Box) from Stores to Defective Goods Stores on 31st August, 2010

6. Prepare a Cash Book from the books of ABC Enterprise :
 - (a) Cash Balance on 1st April 2010 Rs 4,00,000
 - (b) Opened a Current Account with UCO Bank on 5th April , 2010 with Rs16,000
 - (c) Purchased goods for Cash Rs 2,50,000 on 6th April, 2010
 - (d) Sold goods for Cash Rs 1,25,000 on 8th April, 2010
 - (e) Paid for Travelling Expenses Rs 2,300 on 10th April, 2010
 - (f) Paid for Staff Welfare Rs 1,200 on 16th April, 2010
 - (g) Introduced Additional Capital Rs 50,000 on 20th April, 2010
 - (h) Withdrew from Bank for Office Cash Rs 2,000 on 27th April, 2010
 - (i) Sold goods for Rs 65,000 on 28th April, 2010 and payment received by Cheque 15,000 and balance in Cash

7. Prepare a Double Column Cash Book from the following transactions of XY Ltd :
 - (a) On 1st Jan, 2010 Cash in Hand Rs 5,00,000 and Cash at SBI Rs 2,30,000
 - (b) On 4th Jan, 2010 Goods purchased for cash Rs 1,24,000
 - (c) On 8th Jan, 2010 Goods sold for cash Rs 2,25,000
 - (d) Deposited into SBI an amount of Rs 1,10,500
 - (e) Paid rent to landlord Rs 24,000 by Cheque no 234675
 - (f) Withdrew from SBI Rs 30,000 for purchase of Furniture
 - (g) Received payment of Rs 30,000 from Amit Kothari, a customer by Cheque
 - (h) Withdrew from SBI Rs 23,000 for office cash

8. Make relevant Voucher Entries from the following transactions :
- (a) On 1st April, 2010 India Infotech received a Bill (vide No. 001) from Pheonix Agencies for Rs. 5,00,000 towards the Advertisement services rendered.
 - (b) On April 8, 2010, payment of Rs. 4,95,000 is made towards bill no. Bill-001 to Pheonix Agencies for the purchase of Advertisement services, vide cheque no. 254781
 - (c) On May 6, 2010, Universal Infotech, paid TDS of Rs. 5,000 towards Advertisement Expenses, vide cheque no. 056330 for the month of April, 2010.
9. Show how would you deal with the following Bills in Tally :
- (a) On 7th May, 2010, India Infotech received a bill (vide no. 911) from Gautam Bishnu & Associates for Rs. 1,12,360 inclusive of other charges of Rs. 12,360 towards the auditing services provided(TDS Rs10,000)
 - (b) On 8th May, 2010 India Infotech received a bill (vide No. 696) from Digitech Computers for Rs. 25,000 towards commission charges.
 - (c) On 12th May, 2010 India Infotech received a bill (vide No. 874) from Digitech Computers for Rs. 40,000 towards commission charges.
 - (d) On 14th May, 2010 India Infotech deducted tax Rs 2,500 towards Commission Expenses for the transaction dated 8th May and Rs 4,000 towards transaction dated 12th May.
10. Prepare a Bank Reconciliation Statement of Digitech Solutions on 31st December, 2010
- (a) Balance as per Bank Book on 31st Dec, 2010 Rs 32,000
 - (b) Cheque deposited into UBI Rs 13,000 on 27th Dec, 2010 cleared by bank on 31st Dec, 2010 omitted to be recorded in Cash Book
 - (c) Withdrew from UBI Rs 2,000 for office cash on 28th Dec, 2010 but omitted to be recorded in Cash Book
 - (d) Service Charge debited by UBI Rs 200 not credited in Cash Book
 - (e) Bank Interest Rs 568 credited by UBI not recorded in Cash Book
 - (f) Dividend from UTI Rs 12,450 credited by UBI not recorded in Bank Book
 - (g) Direct deposit by Ravi, a customer Rs 3,400 into our UBI A/c not recorded in Cash Book

11. Choose the Correct Answer :

(i) What kind of procedure is used while operating the key F1 ?

- (a) ALT and F1
- (b) CTRL and F1
- (c) SHIFT and F1
- (d) F1

(ii) By default how many Groups and Ledgers does Tally have ?

- (a) 22 Groups and 2 Ledgers
- (b) 28 Groups and 3 Ledgers
- (c) 28 Groups and 2 Ledgers
- (d)) 26 Groups and 3 Ledgers

(iii) To toggle back to the „Main Area“ , the short cut key is

- (a) CTRL and M (b) CTRL and A (c) CTRL and I (d) CTRL and N

(iv) Ledger Menu comes under

- (a) Accounts Info
- (b) Inventory Info
- (c) Accounting Vouchers
- (d) Inventory Vouchers

(v) To change the current period press

- (a) F1
- (b) ALT and F1
- (c) F2
- (d) ALT and F2

12. Fill in the Blanks:

- (a) To display the „Change Voucher Type“ press -----
- (b) The shortcut key to view detailed „Profit & Loss A/c“ is -----
- (c) To record the Voucher in „Sales“ press -----
- (d) To shut an Activated Company press -----
- (e) The shortcut key used to get the „Stock Journal Voucher“ screen is -----

13. Show relevant Voucher Entry in Tally:

- (a) You have purchased an item at a rate of Rs.100 on 8th April, 2010 however by mistake your supplier had billed you at a rate of Rs.95. Now your supplier issues a debit note for balance of Rs. 5 plus vat and other applicable duty Rs 6.
- (b) You have agreed to pay a purchase invoice of Rs 1,00,000 within 1 month time to your supplier Geeta Stores. However, you couldn't manage to pay and your supplier agreed for a delayed payment at an interest rate of @2. p.m. for the same

14. The total gross salary payable by X Ltd for the month of January, 2010 is Rs. 3,00,000. Out of above, basic salary which is eligible for Provident Fund contribution @ 12% is Rs. 2,00,000. X Ltd is also required to pay a sum @12% from the basic salary before the same is disbursed to employee. Apart of this, it is also required to pay @1.61% (of basic pay additional amount as per below :

@1.10% towards PF administration fees ; @0.50% towards Employees Deposit linked insurance scheme and @0.1% towards EDLI administration charges.

Show how you would record the above transactions in Tally.

15. BX Ltd purchased a machinery for Rs 5,00,000. To use this machine company requires a platform, pipe connections, electrical connections, fabrication works etc. at the cost of Rs. 1,00,000. On the expense of Rs. 1,00,000 tax to be deducted at source. The Company made a contract with Arun Contractors for electrical and fabrication work. On 10-8-2010 BX Ltd received bill for Rs. 60,000 from Arun contractors towards electrical and fabrication work. Record the above transaction in Tally.

BCAVAC1014: DESKTOP PUBLISHING (DTP)
(Credit 4, Total Marks: 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course learning Objectives

- To learn and get familiar with computer based system interfaces
- To apply tools for word processing documents
- To apply drawing tools
- To design customized images with standard editing tools

Course Learning Outcomes

- Enable Learners to handle systems with ease
- Learner could develop good document publishing skills
- Learners could expertise in creative designing
- Learners would develop skills to create and enhance pictures to give a quality look

Theory: 60 Lectures

Unit - 1: System Interface (10 Lectures, 8 Marks)

Introduction to Computer System, Characteristics of Computer, CUI based O/S, GUI based O/S, O/S types and functions, System Software, Application Software, Utility Software, Creating of Files and Folders, Directory management activities, Basic file operations (copy, paste, rename, move, delete etc.)

Unit -2: Document Processing (15 Lectures, 15 Marks)

Need of Documentation, creating a document, editing and formatting a document, saving and printing a document, inserting text and graphics(image, shapes, symbols, equations), inserting columns, fonts and styles, Clip arts, Header and Footer, frame option, arrange text, image control, indent/tabs, layout, tool bar, page setting, Paper Style, Working with Tables, Linking objects, Page Layout, Word Wrapping, Paragraph settings, Hyphenation, Alignment, Spell checker, Thesaurus.

Unit - 3: Drawing Tools (15 Lectures, 12 Marks)

Logo Designing, Illustration making, Frame Settings, Graphical Tools, Bitmap & Shadow Effects, Special Effects such as Perspective, Blending, Text Settings into objects, Alignment Setting, Tabs, Power Line, Power Clip, Contour, Import & Export Facility

Unit - 4: Image Editing Tools (20 Lectures, 15 Marks)

Understanding various image types (BMP, JPG, JPEG, PNG etc.), Import and Export of Image, Layers and Objects, Marquee Tool, Magnetic Tool, Slice Tool, Patch Tool, Clone Stamp Tool, Gradient Tool, Smudge Tool, Blur Tool, Text Tool, Image Crop and

Rotation, Lighting adjustment, Blemish correction, Fill and Stroke Option, Histogram, Group, Ungroup, Lock Object, Color Range, Feather, Filter, Blur.

SUGGESTED READINGS:

1. Desk Top Publishing from A to Z by Bill Grout and Osborne; McGraw Hill
2. DTP (Desk Top Publishing) for PC user by Houghton; Galgotia Publishing House Pvt. Ltd., Daryaganj, New Delhi
3. <https://help.libreoffice.org/6.1/en-US/text/swriter/main0000.html?DbPAR=WRITER>
4. <https://help.libreoffice.org/6.1/en-US/text/sdraw/main0000.html?DbPAR=DRAW>
5. <https://inkscape.org/learn/>

BCAVAC1014 LAB: DESKTOP PUBLISHING (DTP) LAB

Software tools to be used- MS Word/Pagemaker/OpenOffice Writer/LibreOffice writer/LibreOfficeDraw/ CorelDraw/Photoshop/InkScape

1. Prepare a grocery list having four columns (Serial number, The name of the product, quantity and price) for the month of May, 2023.
 - a. Font specifications for Title (Grocery List): 14-point Arial font in bold and italics.
 - b. The headings of the columns should be in 12-point and bold.
 - c. The rest of the document should be in 10-point Times New Roman.
 - d. Leave a gap of 12-points after the title.

2. Design a time-table form for your college.
 - The first line should mention the name of the college in 16-point Arial Font and should be bold.
 - The second line should give the course name/teacher's name and the department in 14-point Arial.
 - Leave a gap of 12-points.
 - The rest of the document should use 10-point Times New Roman font.
 - The footer should contain your specifications as the designer and date of creation.

3. XYZ Publications plans to release a new book designed as per your syllabus. Design the first page of the book as per the given specifications.
 - The title of the book should appear in bold using 20-point Arial font.
 - The name of the author and his qualifications should be in the center of the page in 16-point Arial font.
 - At the bottom of the document should be the name of the publisher and address in 16-point Times New Roman.
 - The details of the offices of the publisher (only location) should appear in the footer.

4. Convert following text to a table, using comma as delimiter

Type the following as shown (do not bold).

Color, Style, Item

Blue, A980, Van

Red, X023, Car

Green, YL724, Truck

Name, Age, Sex

Bob, 23, M

Linda, 46, F

Tom, 29, M

5. Enter the following data into a table given on the next page.

Salesperson	Dolls	Trucks	Puzzles
Kennedy, Sally	1327	1423	1193
White, Pete	1421	3863	2934
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067

Add a column Region (values: S, N, N, S, S, S) between the Salesperson and Dolls columns to the given table Sort your table data by Region and within Region by Salesperson in ascending order.

In this exercise, you will add a new row to your table, place the word "Total" at the bottom of the Salesperson column, and sum the Dolls, Trucks, and Puzzles columns.

6. Wrapping of text around the image.
7. Formatting a given file by using undo/redo, repeat, cut, copy, paste, delete, duplicate and clone utilities
8. Inserting objects in the drawing, aligning, ordering, grouping and ungrouping of those objects
9. Use of mode edit tools i.e. to line, to curve, to stretch, and rotate
10. Creating special effects i.e. transform roll-up, envelop roll up, add perspective, extrude roll up, contour roll up, power line, power clip, clear effects
11. To insert character and paragraph text in a drawing and frame, setting of tabs, indents, bullets and spacing in paragraph text

12. Using tools such as spell checker, and thesaurus
13. Using find and replace text utility and type assist
14. Considering any image (BMP, .JPG, JPEG, PNG etc.) implement the following actions on it using image editing tool-
 - i) Cropping
 - ii) Cloning
 - iii) Change color
 - iv) Filtering
 - v) Blurring
 - vi) Rotation

SEMESTER-II

BCAMAJ1024: DIGITAL LOGIC AND COMPUTER ORGANIZATION (Credit 4, Total Marks: 100)

(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To make familiar with basic digital logic gates and number system
- To understand and apply logic gates in hardware components
- To learn the fundamental concepts of digital computer organization and its design
- To develop a basic understanding of designing an architecture of a digital computer system.

Course Learning Outcomes

- Learners would be able to simplify digital logic gates
- Learner would be able to differentiate between combinational circuits and sequential circuits.
- Learners acquire the concept of representation of data
- Learners could determine various stages of instruction format, addressing modes and illustrate interrupts and their handling.
- Learners could understand the design of computer system architecture and explain how CPU communicates with memory and I/O devices.

Theory: 60 Lectures

Unit-1: Introduction to Logic Gates and Data Representation (18 lectures, 14 Marks)

Boolean algebra, Logic gates, combinational circuits, sequential circuits, flip-flops, encoders, decoders, multiplexers, registers, counters. Number systems, complements, fixed and floating point representation, character representation, addition, subtraction, magnitude comparison, multiplication and division of integers

Unit-2: Basic Computer Organization and Design (22 lectures, 17 Marks)

Computer registers, bus system and its basic design, instruction set, timing and control, instruction cycle, memory reference, input -output and interrupt, Register organization, arithmetic and logical micro-operations, stack organization, micro programmed control, Instruction formats, addressing modes, instruction codes, assembly language, I/O programming, RISC, CISC architectures, basics of pipelining and parallel architecture.

Unit-3: Memory Organization (10 lectures, 10 Marks)

Memory units, Memory hierarchy design and characteristics, Cache memory, Associative memory, mapping (associative, direct, set associative), memory access methods (Sequential & random access)

Unit-4: Input-Output Organization (10 lectures, 9 Marks)

Input / Output: External Devices, I/O Modules, Programmed I/O, Interrupt-Driven I/O, Direct Memory Access, I/O Channels.

SUGGESTED READINGS:

1. M. Mano, Computer System Architecture, Pearson Education 1992
2. A. J. Dos Reis, Assembly Language and Computer Architecture using C++ and JAVA, Course Technology, 2004
3. W. Stallings, Computer Organization and Architecture Designing for Performance, 8 Edition, Prentice Hall of India, 2009
4. M.M. Mano , Digital Design, Pearson Education Asia, 2013
5. Carl Hamacher, Computer Organization, Fifth edition, McGrawHill, 2012.

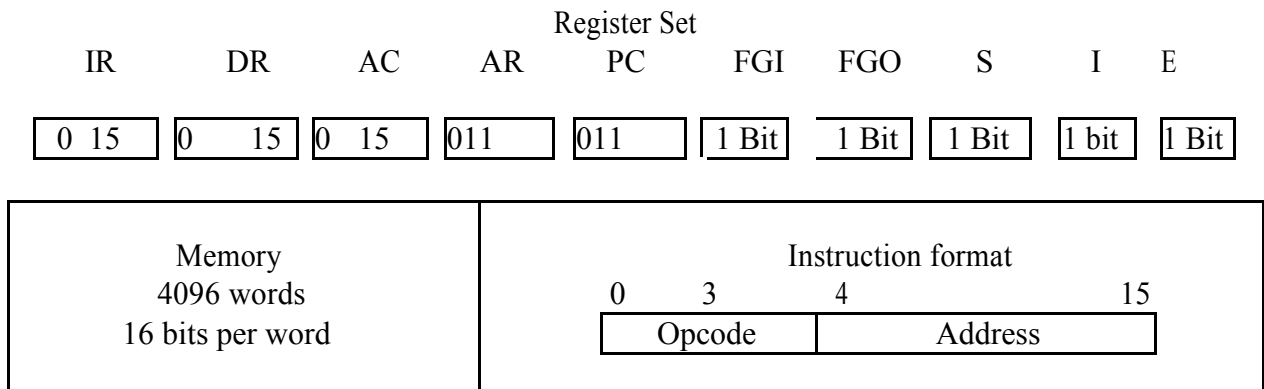
BCAMAJ1024 LAB: DIGITAL LOGIC AND COMPUTER ORGANIZATION LAB

Digital Logic

- 1) List and verify the truth table of common Digital IC of the TTL series and display.
- 2) Common logic gates are AND gate, OR gate, NOT gate, NAND gate, NOR gate, EXOR gate.
- 3) Verification of DeMorgan's Theorems.
- 4) Design a Half adder using digital logic gates. Verify its truth table.
- 5) Design a Full adder using digital logic gates. Verify its truth table.
- 6) Design of R-S Flip Flop; modify it to D Flip Flop. Verify the truth tables.
- 7) Design of a J-K Flip flop, verify the truth table.

Computer Organization

1. Create a machine based on the following architecture:



Basic Computer Instructions

Memory Reference		Register Reference		Input-Output	
Symbol	Hex	Symbol	Hex	Symbol	Hex
AND	0xxx	CLA	E800	INP	F800
ADD	2xxx	CLE	E400	OUT	F400
					F200

LDA	4xxx	Direct	CMA	E200	SKI	0	
		Addressing				F10	
STA	6xxx		CME	E100	SKO	0	
BUN	8xxx		CIR	E080	ION	0	
BSA	Axxx		CIL	E040	IOF	0	
ISZ	Cxxx		INC	E020			
AND I	1xxx	Indirect Addressing	SPA	E010			
ADD I	3xxx		SNA	E008			
LDA I	5xxx		SZA	E004			
STA I	7xxx		SZE	E002			
BUN I	9xxx		HLT	E001			
BSA I	Bxxx						
ISZ I	Dxxx						

Optional

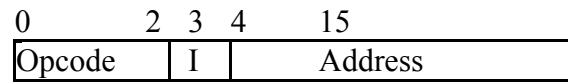
2. Create the micro operations and associate with instructions as given in the chapter (except interrupts). Design the register set, memory and the instruction set. Use this machine for the assignments of this section.
3. Create a Fetch routine of the instruction cycle.
4. Simulate the machine to determine the contents of AC, E, PC, AR and IR registers in hexadecimal after the execution of each of following register reference instructions:
 - a. CLA
 - b. CLE
 - c. CMA
 - d. CME
 - e. CIR
 - f. CIL
 - g. INC
 - h. SPA
 - i. SNA
 - j. SZA
 - k. SZE
 - l. HLT

Initialize the contents of AC to $(A937)_{16}$, that of PC to $(022)_{16}$ and E to 1.

5. Simulate the machine for the following memory-reference instructions with $I=0$ and address part = 082. The instruction to be stored at address 022 in RAM. Initialize the memory word at address 082 with the operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.
 - a. ADD
 - b. AND
 - c. LDA
 - d. STA
 - e. BUN
 - f. BSA
 - g. ISZ
6. Simulate the machine for the memory-reference instructions referred in above question with $I=1$ and address part = 082. The instruction to be stored at address 026 in RAM. Initialize the memory word at address 082 with the value 298. Initialize the memory word at address 298 with operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

7. Modify the machine created in Practical 1 according to the following instruction format:

Instruction format



- a. The instruction format contains a 3-bit opcode, a 1-bit addressing mode and a 12-bit address. There are only two addressing modes, I = 0 (direct addressing) and I = 1 (indirect addressing).
- b. Create a new register I of 1 bit.
- c. Create two new microinstructions as follows :
 - i. Check the opcode of instruction to determine type of instruction (Memory Reference/Register Reference/Input-Output) and then jump accordingly.
 - ii. Check the I bit to determine the addressing mode and then jump accordingly.

BCAMIN1024: INTRODUCTION TO HTML AND WEB DESIGNING
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To learn and understand the basic markup language
- To understand and use HTML tags
- To get familiar with divergent web designing tools
- To design and develop simple web applications

Course Learning Outcomes

- Learners would be able to utilize basic markup language applications
- Learners would be able to use HTML and create web page
- Learners would be able to analyze and develop web applications

Theory 60 Lectures

Unit-1: Basic Terminologies (18 Lectures, 12 Marks)

Web page, Home page, Website, Internet Browsers, URL, Hypertext, ISP, Web server, download and upload, online and offline

Unit-2: Web Services (10 Lectures, 12 Marks)

WWW, HTTP, Telnet, FTP, E-mail, Social Networks, Search Engines, Video Conferencing, E-commerce, M-Commerce, VOIP, Blogs, Web Scripting - Client side (VB Script, Java Script, PHP) and Server side (ASP, JSP, PHP), Web 2.0 (for social networking)

Unit-3: Basic HTML Tags (16 Lectures, 13 Marks)

<HTML>, <!-->, <!DOCTYPE>, HEAD, TITLE, BODY, BR, HR, TD, TR, LI, OL, UL, TABLE, STRONG, IMG SRC, A, H1 to H6, B, I, FRAMESET, FONT, ALIGN, AUDIO, VIDEO, HREF, FORM, INPUT, LABEL, BUTTON,

Unit-4: Web Designing (16 Lectures, 13 Marks)

Document type definition, Structure of HTML, Creating Web pages, Lists, Hyperlinks, Tables, Web forms, Inserting images, Frames, Hosting options and Domain name registration, Customized Features

SUGGESTED READINGS:

1. Virginia DeBolt , Integrated HTML and CSS A Smarter, Faster Way to Learn Wiley / Sybex , 2006
2. Cassidy Williams, Camryn Williams Introduction to HTML and CSS, O'Reilly, 2015

BCAMIN1024 LAB: INTRODUCTION TO HTML AND WEB DESIGNING LAB

1. Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.
2. Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking
3. Create HTML document that contains a table.
4. Create Form with Input Type, Select and Text Area in HTML.
5. Create an HTML containing Roll No., student’s name and Grades in a tabular form.
6. Create an HTML document (having two frames) which will appear as follows: About This frame would show the Department 1 contents according to the link clicked by the user on the left Department 2 frame. Department 3
7. Create an HTML document containing horizontal frames as follows: Department Names (could be along with Logos) Contents according to the Link clicked
8. Create a website of 6 – 7 pages with different effects as mentioned in above problems.
9. Create HTML documents (having multiple frames) in the following three formats: Frame1 Frame 2 Frame1 Frame 2 Frame 3
10. Create a form using HTML which has the following types of controls:
 - i) Text Box, ii) Option/radio buttons, iii) Check boxes , iv) Reset and Submit buttons

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12. Create a table of the following view

	Place an Image Here		

BCAIDC1023: INTRODUCTION TO PROGRAMMING LANGUAGE
(Credit 3, Total Marks=80)
(Theory = 60 Marks, Practical = 20 Marks)

Course Learning Objectives

- To understand the basic programming features
- To provide concepts on derived data types
- To employ the utilities of basic conditional and looping statements for solving problems
- To develop programs to solve problems

Course Learning Outcomes

- Learners would be able to acquire enough knowledge on programming constructs
- Enable learners to utilize basic statements for writing efficient programs
- Learners could extend their knowledge on program development for the solution of real life problems

Theory: 45 Lectures

Unit-1: Introduction to Programming fundamentals (12 Lectures, 13 Marks)

History of Programming Languages and its Generations, Brief Introduction to C and C++, Overview of Procedural Programming and Object-Oriented Programming, Using main() function(), Header Files, Compiling and Executing Simple Programs in C++, Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using Comments in programs, Character I/O (getc, getchar, putc, putchar), Formatted and Console I/O (printf(), scanf(), cin, cout)

Unit-2 Expressions, Conditional and Iterative Statements (10 Lectures, 17 Marks)

Simple Expressions in C++ (including Unary Operator Expressions, Binary Operator Expressions), Understanding Operator Precedence in Expressions, Conditional Statements (if construct, switch-case construct), Understanding syntax and utility of Iterative Statements (while, do-while, and for loops), Use of break and continue in Loops, Using Nested Statements (Conditional as well as Iterative)

Unit-3: Functions and Arrays (15 Lectures, 17 Marks)

Declaration and Definition of Functions, Call by Value, Call by Reference, Functions returning value, Void functions, Return data type of functions, Functions parameters, Functions with variable number of Arguments.

One Dimensional Arrays (Declaring and Defining an Array, Initializing an Array, Accessing individual elements in an Array, Manipulating array elements using loops), Various types of arrays (integer, float and character arrays / Strings), Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array), Working with arrays

Unit-4: Derived Data Types (Structures and Unions)

(8 Lectures, 13 Marks)

Understanding utility of structures and unions, Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, Array of Structures and unions

SUGGESTED READINGS:

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.2003
2. BjarneStroustrup, "The C++ Programming Language", 4th Edition, Addison-Wesley , 2013.
3. BjarneStroustrup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
6. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
7. Andrew Koeni, Barbara, E. Moo, "Accelerated C++", Published by Addison-Wesley , 2000.
8. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
9. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.2014
10. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.

BCAIDC1023 LAB: INTRODUCTION TO PROGRAMMING LANGUAGE LAB

- 1) Write a program to print the sum and product of digits of an integer.
- 2) Write a program to reverse a number.
- 3) Write a program to compute the sum of the first n terms of the following series $S = 1 + 1/2 + 1/3 + 1/4 + \dots$
- 4) Write a program to compute the sum of the first n terms of the following series $S = 1 - 2 + 3 - 4 + 5 - \dots$
- 5) Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
- 6) Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100.
- 7) Write a program to compute the factors of a given number.
- 8) Write a macro that swaps two numbers. Write a program to use it.
- 9) Write a program to print a triangle of stars as follows (take number of lines from user):

```
*  
***  
*****  
*****
```

- 10) Write a program to perform following actions on an array entered by the user:
 - a. Print the even-valued elements
 - b. Print the odd-valued elements
 - c. Calculate and print the sum and average of the elements of array
 - d. Print the maximum and minimum element of array
 - e. Remove the duplicates from the array
 - f. Print the array in reverse orderThe program should present a menu to the user and ask for one of the options. The menu should also include options to re-enter array and to quit the program.
- 11) Write a program that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
- 12) Write a program that swaps two numbers using pointers.
- 13) Write a program in which a function is passed address of two variables and then alter its contents.
- 14) Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.

BCASEC1023: FUNDAMENTALS OF JAVA PROGRAMMING
(Credit: 3, Total Marks: 80)
(Theory: 60 Marks, Practical: 20 Marks)

Course Learning Objectives

- To learn and understand the basic features of Java
- To acquire skills on programming fundamentals
- To apply the principles of object-oriented programming paradigm
- To employ reusability for effective usage of code.

Course Learning Outcomes

- Learners would be able to explain fundamental features of Java
- Learners developed skills on Java programming concepts
- Learners could implement programming constructs to solve problems

Theory: 45 Lectures

Unit-1: Java programming fundamentals (10 Lectures, 14 Marks)

Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords, Data Types(primitive & non-primitive), Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments

Unit-2: Decision Making Constructs & Methods (10 Lectures, 14 Marks)

Doing Basic Program Output, (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments, Type Conversion and Type and Checking, Built-in Java Class Methods

Unit-3: Arrays, Strings and I/O (10 Lectures, 12 Marks)

Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

Unit-4: Object-Oriented Programming(OOP) Overview (15 Lectures, 20 Marks)

Principles of Object-Oriented Programming, Defining & Using Classes, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Garbage Collection.

Inheritance (Single Level and Multilevel), Method Overriding, Dynamic Method Dispatch, Abstract Classes), Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes, Autoboxing/Unboxing

SUGGESTED READINGS:

1. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
2. James Gosling, Bill Joy, Guy L Steele Jr, GiladBracha, Alex Buckley"The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.

3. Joshua Bloch, "Effective Java" 2nd Edition, Publisher: Addison-Wesley, 2008.
 4. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 1 ,9th Edition, Printice Hall.2012
 5. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.2013
 6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
 7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.2009.
 8. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
 9. "Head First Java", Orielly Media Inc. 2nd Edition, 2005.
 10. David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
 11. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.
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BCAMIN4014 LAB: INTRODUCTION TO JAVA PROGRAMMING LAB

1. To find the sum of any number of integers entered as command line arguments
2. To find the factorial of a given number
3. To learn use of single dimensional array by defining the array dynamically.
4. To learn use of .length in case of a two dimensional array
5. To convert a decimal to binary number
6. To check if a number is prime or not, by taking the number as input from the keyboard
7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument
8. Write a program that show working of different functions of String and StringBufferclasses like setCharAt(), setLength(), append(), insert(), concat()and equals().
9. Write a program to create a —distance class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer
10. Modify the —distance class by creating constructor for assigning values (feet and inches) to the distance object. Create another object and assign second object as reference variable to another object reference variable. Further create a third object which is a clone of the first object.
11. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions(from lower to higher data type)
12. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by reference and to learn use of final keyword
13. Write a program to show the use of static functions and to pass variable length arguments in a function.
14. Write a program to demonstrate the concept of boxing and unboxing.
15. Create a multi-file program where in one file a string message is taken as input from the user and the function to display the message on the screen is given in another file (make use of Scanner package in this program).
16. Write a program to create a multilevel package and also creates a reusable class to generate Fibonacci series, where the function to generate Fibonacci series is given in a different file belonging to the same package.

BCAVAC1024: SOCIAL MEDIA TECHNOLOGY
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To make familiar with trending social media platforms
- To utilize social media tools for content creation
- To acquire knowledge on setting up of social communication media channel
- To get acquainted with AI based social media tools for messaging and collaborative marketing
- To analyze social media marketing tools

Course Learning Outcomes

- Learners would be able to identify different social media platforms
- Learners could design and develop an effective blogging
- Learners could apply media tools for real-time transmission of content
- Learners could be able to set up video marketing strategies and advertising
- Learners could upload and download essential information through media channel
- Learners would be able to recognize the changing pattern of social media contributions and marketing

Theory: 60 Lectures

Unit-1: Introduction (12 Lectures, 12 Marks)

Introduction to Social Media, Managing Information – Aggregators, Google Alerts, Handling E-mail and G-drive, getting your company ready for Social Media Content Management - Touchpoint analysis, Scheduling, Creating content, Managing content programs, Planning Worksheets.

Unit-2: Introduction to Blogs (10 Lectures, 10 Marks)

About Blogger, Tumblr, Wordpress, Influencers Who are they? How to find them? How to use them to benefit your brand?

Unit-3: Social Communication media (20 Lectures, 17 Marks)

Creating groups and pages, Tips and Guides – Posts, Paid Promotion Ads, Contests, Long form video platforms, Setting up a channel, Managing content - Video Flow - Google Pages for YouTube Channel - Verify Channel Webmaster Tool – Adding Asset - Associated Website Linking - Custom Channel URL - Channel ART - Channel Links - Channel Keywords - Branding Watermark - Featured Contents on Channel - Channel Main Trailer - Uploading Videos - Uploading Defaults - Creator Library - Practical Examples.

Unit-4: Instant Messaging, Collaborative Marketing & Crowd sourcing

(18 Lectures, 11 Marks)

Set-up and usage Tips, LinkedIn - Tips and Guides, Consumer-generated content, Review of profiles, Pinterest - Visual social media and bookmarking, Set-up and management, Free Launching jobs, AI based tools used in Social Media: Chat Bots/Messenger Bots

SUGGESTED READINGS:

1. Social Marketing in India 1st Edition (Sameer Deshpande, Philip Kotler, Nancy R. Lee)
2. Marketing with Social Media (Linda Coles)
3. The Social Media Marketing Book (Dan Zarrella)
4. Social Media Marketing 1st Edition (Michael R. Solomon, Tracy Tuten)
5. The Art of Social Media: Power Tips for Power Users (Guy Kawasaki, Peg Fitzpatrick)

BCAVAC1024 LAB: SOCIAL MEDIA TECHNOLOGY LAB

1. Creating E-mail Account and uses of G-drive
2. Create a group in WhatsApp/Telegram for academic purpose.
3. Create account in academic social media platform (at least five)
4. Create a Blog for review of product.
5. Create a Blog for academic purpose.
6. Managing Video Communication setup using different tools.
7. Hashtag activism (a project-based activity to teach students about social justice, human rights, equality)
8. Use any social media platform like facebook to circulate your review on various epic books.
9. Make a Youtube Channel for publishing your creativity.

SEMESTER – III

BCAMAJ2014: DATABASE MANAGEMENT SYSTEM & CONCEPT OF SOFTWARE ENGINEERING

(Credit: 4, Total Marks: 100)

(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To provide the basics of data management
- To learn and acquire skills to design and develop databases
- To create and manipulate databases
- To write efficient queries to retrieve data based on the requirements
- To validate the data before storing it in the databases through constraints.
- To gather knowledge on system engineering and data modeling concepts
- To explore the various design processes
- To analyze software testing and implement quality control strategies

Course Learning Outcomes

- Learners would be able to understand and maintain the real world data
- Learners could develop efficient skills to manipulate databases
- Learners could validate data for storage in the database
- Learners could explain the process involved in software engineering
- Learners could compute the impact of various risks involved in software development
- It enables learners to adapt suitable software model for problem solving.
- Learners could design and build test cases for software testing and quality management

Theory 60 Lectures

Unit-1: Concept of DBMS, ER Modelling, Relational data model (20 Lectures, 14 Marks)

Database, DBMS, Characteristics of database approach, data models, database system architecture and data independence, Entity types, relationships, constraints, ER Model, DFD, Relational model concepts, relational constraints, relational algebra, SQL queries

Unit-2. Database design and Transaction Processing (15 Lectures, 14 Marks)

Mapping ER model to relational database, functional dependencies, Lossless decomposition, Normal forms (upto BCNF), ACID properties, concurrency control

Unit-3. File Structure and Indexing (10 Lectures, 7 Marks)

Operations on files, File of Unordered and ordered records, overview of File organizations, Indexing structures for files(Primary index, secondary index, clustering index)

Unit-4. Concept of Software Engineering (15 Lectures, 15 Marks)

The Evolving Role of Software, Software Characteristics, Changing Nature of Software, Software Engineering as a Layered Technology, SDLC model (Waterfall, iterative and incremental, prototype, Agile), Characteristics and Components of SRS, Software Design

SUGGESTED READINGS:

1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishanan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education,2013.
5. Baron Schwartz, High Performance MySQL, O'Reilly, 2012
6. VikramVaswani , The Complete Reference MySQL , McGraw Hill Educations, 2004
7. R.S. Pressman, Software Engineering: A Practitioner's Approach (7th Edition), McGraw-Hill, 2009
8. P. Jalote, An Integrated Approach to Software Engineering (2nd Edition), Narosa
9. Publishing House, 2003
10. K.K. Aggarwal and Y. Singh, Software Engineering (2nd Edition), New Age International Publishers, 2008
11. I. Sommerville, Software Engineering (8th edition), Addison Wesley, 2006
12. D. Bell, Software Engineering for Students (4th Edition), Addison-Wesley, 2005
13. R. Mall, Fundamentals of Software Engineering (2nd Edition), Prentice-Hall of India, 2004

BCAMAJ2014 LAB: DATABASE MANAGEMENT SYSTEM & CONCEPT OF SOFTWARE ENGINEERING LAB

Create and use the following database schema to answer the given queries.

EMPLOYEE Schema				
Field	Type	NULL KEY		DEFAULT
Eno	Char(3)	NO	PRI	NIL
Ename	Varchar(50)	NO		NIL
Job_type	Varchar(50)	NO		NIL
Manager	Char(3)	Yes	FK	NIL
Hire_date	Date	NO		NIL
Dno	Integer	YES	FK	NIL
Commission	Decimal(10,2)	YES		NIL
Salary	Decimal(7,2)	NO		NIL

DEPARTMENT Schema			
Field	Type	NULL KEY	DEFAULT
Dno	Integer	No PRI	NULL
Dname	Varchar(50)	Yes	NULL
Location	Varchar(50)	Yes	New Delhi

Query List

1. Query to display Employee Name, Job, Hire Date, Employee Number; for each employee with the Employee Number appearing first.
2. Query to display unique Jobs from the Employee Table.
3. Query to display the Employee Name concatenated by a Job separated by a comma.
4. Query to display all the data from the Employee Table. Separate each Column by a comma and name the said column as THE_OUTPUT.
5. Query to display the Employee Name and Salary of all the employees earning more than \$2850.
6. Query to display Employee Name and Department Number for the Employee No= 7900.
7. Query to display Employee Name and Salary for all employees whose salary is not in the range of Rs.1500 and Rs.2850.
8. Query to display Employee Name and Department No. of all the employees in Dept 10 and Dept 30 in the alphabetical order by name.
9. Query to display Name and Hire Date of every Employee who was hired in 1981.
10. Query to display Name and Job of all employees who don't have a current Manager.
11. Query to display the Name, Salary and Commission for all the employees who earn commission.
12. Sort the data in descending order of Salary and Commission.
13. Query to display Name of all the employees where the third letter of their name is 'A'
14. Query to display Name of all employees either have two 'R's or have two 'A's in their name

and are either in Dept No = 30 or their Manger's Employee No = 7788.

15. Query to display Name, Salary and Commission for all employees whose Commission Amount is 14 greater than their Salary increased by 5%.
16. Query to display the Current Date.
17. Query to display Name, Hire Date and Salary Review Date which is the 1st Monday after six months of employment.
18. Query to display Name and calculate the number of months between today and the date each employee was hired.
19. Query to display the following for each employee <E-Name> earns < Salary> monthly but wants < 3 * Current Salary >. Label the Column as Dream Salary.
20. Query to display Name with the 1st letter capitalized and all other letter lower case and length of their name of all the employees whose name starts with J, 'A' and M.
21. Query to display Name, Hire Date and Day of the week on which the employee started.
22. Query to display Name, Department Name and Department No for all the employees.
23. Query to display Unique Listing of all Jobs that are in Department # 30.
24. Query to display Name, Dept Name of all employees who have an A in their name.
25. Query to display Name, Job, Department No. And Department Name for all the employees working at the Dallas location.
26. Query to display Name and Employee no. Along with their Manger's Name and the Manager's employee no; along with the Employees' Name who do not have a Manager.
27. Query to display Name, Dept No. And Salary of any employee whose department No. and salary matches both the department no. And the salary of any employee who earns a commission.
28. Query to display Name and Salaries represented by asterisks, where each asterisk (*) signifies \$100.
29. Query to display the Highest, Lowest, Sum and Average Salaries of all the employees
30. Query to display the number of employees performing the same Job type functions.
31. Query to display the no. of managers without listing their names.
32. Query to display the Department Name, Location Name, No. of Employees and the average salary for all employees in that department.
33. Query to display Name and Hire Date for all employees in the same dept. as Blake.
34. Query to display the Employee No. And Name for all employees who earn more than the average salary.
35. Query to display Employee Number and Name for all employees who work in a department with any employee whose name contains a T.
36. Query to display the names and salaries of all employees who report to King.
37. Query to display the department no, name and job for all employees in the Sales department.

Software Engineering Lab

Students are to build/design the following for the sample projects mentioned underneath-

- i) Entity Relationship (ER) diagram
- ii) Data Dictionary
- iii) Data Flow Diagram (DFD)
- iv) Normalization on the database tables (1NF, 2NF, 3NF & BCNF)

Sl. No	Practical
1	Title i) Problem Statement

	ii) Process Model
2	Requirement Analysis i) Creating a Data Flow ii) Data Dictionary, Use Cases
3	Project Management i) Computing FP ii) Effort iii) Schedule, Risk Table, Timeline chart
4	Design Engineering i) Architectural Design ii) Data Design, Component Level Design
5	Testing Basis Path Testing

Sample Projects:

1. Criminal Record Management: Implement a criminal record management system for jailers, police officers and CBI officers
2. DTC Route Information: Online information about the bus routes and their frequency and fares
3. Car Pooling: To maintain a web based intranet application that enables the corporate employees within an organization to avail the facility of carpooling effectively.
4. Patient Appointment and Prescription Management System
5. Organized Retail Shopping Management Software
6. Online Hotel Reservation Service System
7. Examination and Result computation system
8. Automatic Internal Assessment System
9. Parking Allocation System
10. Wholesale Management System

BCAMAJ2024: OPERATING SYSTEM(OS) & SHELL PROGRAMMING
(Credit: 4, Total Marks :100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objective

- To understand the various types and functions of Operating Systems
- To learn the process and various scheduling algorithms
- To explore various issues in inter-process communications and address them
- To evaluate the Memory management algorithms, allocation methods and virtual memory implementations
- To analyze file and I/O management in Operating System
- To learn shell scripting fundamentals

Course Learning Outcomes

- Learners would be able to distinguish different operating systems
- Learners would be able to explain algorithms used for process scheduling
- Learners could suitable address process management issues
- Learners could explain file management strategies and protective measures
- Learner would be able to write shell scripts

Theory: 60 Lectures

Unit-1. Introduction to OS and its organization (16Lectures, 14 Marks)

Basic OS functions, resource abstraction, types of operating systems–multiprogramming systems, batch systems, time sharing systems; operating systems for personal computers & workstations, process control & real time systems, Processor and user modes, kernels, system calls and system programs.

Unit-2.Process Management (20 Lectures, 15 Marks)

System view of the process and resources, process abstraction, process hierarchy, threads, threading issues, thread libraries; Process Scheduling, non-pre-emptive, and pre-emptive scheduling algorithms, FCFS, Shortest Job first, Round Robin, Priority scheduling, concurrent and processes, critical section, semaphores, methods for inter-process communication; deadlocks.

Unit-3. Memory, File, I/O Management, Protection and Security (14 Lectures, 11 Marks)

Physical and virtual address space; memory allocation strategies –fixed and variable partitions, paging, segmentation, virtual memory, Directory structure, file operations, file allocation methods, device management, Policy mechanism, Authentication, Internal access Authorization.

Unit-4: Shell Script Basics (10 Lectures, 10 Marks)

What is shell script, Shell variable (user defined and system variables), Writing and executing the shell script, System calls, Pipes and Filters, Decision making in Shell Scripts (If else, switch), Loops in shell, Functions.

SUGGESTED READINGS:

1. A Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8th Edition, John Wiley Publications 2008.
 2. A.S. Tanenbaum, Modern Operating Systems, 3rd Edition, Pearson Education 2007.
 3. G. Nutt, Operating Systems: A Modern Perspective, 2nd Edition Pearson Education 1997.
 4. W. Stallings, Operating Systems, Internals & Design Principles , 5th Edition, Prentice Hall of India. 2008.
 5. M. Milenkovic, Operating Systems- Concepts and design, Tata McGraw Hill 1992.
 6. Sumitabha, Das, Unix Concepts And Applications, Tata McGraw-Hill Education, 2006
 7. Michael Jang RHCSA/ RHCE Red Hat Linux Certification: Exams (Ex200 & Ex300) (Certification Press), 2011
 8. Nemeth Synder & Hein, Linux Administration Handbook, Pearson Education, 2nd Edition, 2010
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BCAMAJ2024 LAB: OPERATING SYSTEM(OS) & SHELL PROGRAMMING LAB

1. Write a program(using *fork()* and/or *exec()* commands) where parent and child execute:
 - a) same program, same code.
 - b) same program, different code.
 - c) before terminating, the parent waits for the child to finish its task.
2. Write a program to report behaviour of Linux kernel including kernel version, CPU type and model. (CPU information)
3. Write a program to report behaviour of Linux kernel including information on configured memory, amount of free and used memory. (memory information)
4. Write a program to print file details including owner access permissions, file access time, where file name is given as argument.
5. Write a program to copy files using system calls.
6. Write program to implement FCFS scheduling algorithm.
7. Write program to implement Round Robin scheduling algorithm.
8. Write program to implement SJF scheduling algorithm.
9. Write program to implement non-preemptive priority based scheduling algorithm.
10. Write program to implement preemptive priority based scheduling algorithm.
11. Write program to implement SRJF scheduling algorithm.
12. Write program to calculate sum of n numbers using *thread* library.
13. Write a program to implement first-fit, best-fit and worst-fit allocation strategies.
14. Write a shell script to check if the number entered at the command line is prime or not.
15. Write a shell script to modify `—cal` command to display calendars of the specified months.
16. Write a shell script to modify `—cal` command to display calendars of the specified range of months.
17. Write a shell script to accept a login name. If not a valid login name display message – Entered login name is invalid!
18. Write a shell script to display date in the mm/dd/yy format.
19. Write a shell script to display on the screen sorted output of `—who` command along with the total number of users.
20. Write a shell script to display the multiplication table any number,
21. Write a shell script to compare two files and if found equal asks the user to delete the duplicate file.
22. Write a shell script to find the sum of digits of a given number 53
23. Write a shell script to merge the contents of three files, sort the contents and then display them page by page.
24. Write a shell script to find the LCD(least common divisor) of two numbers.
25. Write a shell script to perform the tasks of basic calculator.
26. Write a shell script to find the power of a given number.
27. Write a shell script to find the binomial coefficient $C(n, x)$.
28. Write a shell script to find the permutation $P(n,x)$.
29. Write a shell script to find the greatest number among the three numbers.
30. Write a shell script to find the factorial of a given number.
31. Write a shell script to check whether the number is Armstrong or not.
32. Write a shell script to check whether the file have all the permissions or not.
33. Program to show the pyramid of special character “*”.

BCAMIN2014: INTRODUCTION TO LINUX
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To understand and make effective use of Linux utilities
- To develop skills on handling file system, process management and inter-process communication
- To make familiar with Linux shells
- To analyze shell scripting elements to provide solutions to certain problems

Course Learning Outcomes

- Enables learners to grasp different Linux services
- Learners could handle file systems and processes
- Learners would be able to use and analyse Linux commands

Theory: 60 Lectures

UNIT 1: Introduction (20 Lectures, 14 Marks)

What is linux/unix Operating systems, difference between linux/unix and other operating systems, Features and Architecture, Various Distributions available in the market, Installation, Booting and shutdown process

UNIT 2: User Management and the File System (20 Lectures, 13 Marks)

Types of Users, Creating users, Granting rights, User management commands, File quota and various file systems available, File System Management and Layout, File permissions, Login process, Links (hard links, symbolic links)

UNIT 3: Processes (12 Lectures, 15 Marks)

System processes (an overview), External and internal commands, Processes and its creation phases – Fork, Exec, wait

UNIT 4: Shell Introduction (8 Lectures, 8 Marks)

What is shell and various type of shell, Various editors present in linux, Different modes of operation in vi editor, gedit

SUGGESTED READINGS:

1. Sumitabha, Das, Unix Concepts And Applications, Tata McGraw-Hill Education, 2006
2. Michael Jang RHCSA/ RHCE Red Hat Linux Certification: Exams (Ex200 & Ex300) (Certification Press), 2011
3. Nemeth Synder & Hein, Linux Administration Handbook, Pearson Education, 2nd Edition, 2010
4. W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, Unix Network Programming, The sockets Networking API, Vol. 1, 3rd Edition, 2014

BCAMIN2014 LAB: INTRODUCTION TO LINUX LAB

Perform the following tasks:

- 1) Use of Internal Commands
- 2) Use of External Commands,
- 3) Use of filters
- 4) Creating users and groups
- 5) Creating files and directories
- 6) Grant/revoke privileges to files & Directories
- 7) Creating soft links, hard links
- 8) Use of grep

BCAIDC2013: BASICS OF WEB DESIGNING
(Credit 3, Total Marks 80)
(Theory = 60 Marks, Practical = 20 Marks)

Course Learning Objectives

- To learn and understand the basic internet terms and applications
- To get familiar with divergent web designing tools
- To design and develop simple web applications

Course Learning Outcomes

- Learners would be able to utilize basic internet applications
- Learners would be able to analyze and deploy web applications

Theory: 45 Lectures

Unit-1: Internet Terms (4 Lectures, 11Marks)

Web page, Home page, Website, Internet Browsers, URL, Hypertext, ISP, Web server, download and upload, online and offline

Unit-2: Internet Applications (6 Lectures, 13 Marks)

WWW, Telnet, FTP, E-mail, Social Networks, Search Engines, Video Conferencing, E-commerce, M-Commerce, VOIP, Blogs

Unit-3: Introduction to Web Design (20 Lectures, 21 Marks)

Introduction to Hypertext Markup Language (html), DHTML, XML, Document type definition, Creating Web pages, Lists, Hyperlinks, Tables, Web forms, Inserting images, Frames, Hosting options and Domain name registration, Customized Features

Unit-4: JavaScript Fundamentals (15 Lectures, 15 Marks)

Data types and variables, functions, methods and events, controlling program flow, built-in objects and operators.

SUGGESTED READINGS:

- 1) HTML-A Beginner's Guide, Tata McGraw-Hill Education, 2009
- 2) Ivan Bayross, Web Enabled Commercial Application Development Using Html, Dhtml, javascript, Perl Cgi , BPB Publications, 2009
- 3) J. A. Ramalho, Learn Advanced HTML 4.0 with DHTML, BPB Publications, 2007
- 4) D.R. Brooks, An Introduction to HTML and Javascript for Scientists and Engineers, Springer W. Willard,2009
- 5) Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
- 6) James Gosling, Bill Joy, Guy L Steele Jr, GiladBracha, Alex Buckley"The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
- 7) Joshua Bloch, "Effective Java" 2nd Edition,Publisher: Addison-Wesley, 2008.
- 8) Cay S. Horstmann, GaryCornell, "Core Java 2 Volume 1, 9th Edition,Printice Hall.2012

- 9) Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
- 10) E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill, 2009.
- 11) Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
- 12) David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
- 13) John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.

BCAIDC2013 LAB: BASICS OF WEB DESIGNING LAB

Lab work to be performed based on the concepts listed in the theory using HTML

- 1) Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.
- 2) Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking
- 3) Create HTML document that contains a table.
- 4) Create Form with Input Type, Select and Text Area in HTML.
- 5) Create an HTML containing Roll No., student's name and Grades in a tabular form.
- 6) Create an HTML document (having two frames) which will appear as follows: About This frame would show the Department 1 contents according to the link clicked by the user on the left Department 2 frame. Department 3
- 7) Create an HTML document containing horizontal frames as follows: Department Names (could be along with Logos) Contents according to the Link clicked
- 8) Create a website of 6 – 7 pages with different effects as mentioned in above problems.
- 9) Create HTML documents (having multiple frames) in the following three formats: Frame1
Frame 2 Frame1 Frame 2 Frame 3
- 10) Create a form using HTML which has the following types of controls:
 - i) Text Box
 - ii) Option/radio buttons
 - iii) Check boxes
 - iv) Reset and Submit buttons
- 11) Write a program to get the URL/location of code (i.e. java code) and document(i.e. html file).
- 12) Write a program to demonstrate different mouse handling events using Javascript like
 - mouseClicked()
 - mouseEntered()
 - mouseExited()
 - mousePressed()
 - mouseReleased()
 - mouseDragged()
- 13) Write a program to demonstrate different keyboard handling events in Javascript

BCASEC2013: INTRODUCTION TO SQL
(Credit 3, Total Marks 80)
(Theory = 60 Marks, Practical = 20 Marks)

Course Learning Objectives

- To learn and understand the basic features of SQL
- To get familiar with SQL commands
- To design and develop efficient queries
- To analyze performance tuning

Course Learning Outcomes

- Learners would be able to acquire knowledge on SQL constructs
- Learners would be able to employ efficient queries to access databases
- Learners could evaluate and utilize complex queries for performance tuning
- Enable learners to develop solution to real-time problems

Theory: 45 Lectures

Unit-1: Overview of SQL (5 Lectures, 12 Marks)
Introduction to SQL, Types of SQL, its Features & Advantages, Database,

Unit-2: Data Types and variables (5 Lectures, 12 Marks)
Data Types (Integer/float/
NUMBER/DECIMAL/CHARACTER/VARCHAR/VARCHAR2, DATE etc.),
Use of Variables

Unit-3: SQL commands & Functions (25 Lectures, 21 Marks)
DDL, DML, CREATE TABLE, DROP TABLE, ALTER TABLE, UPDATE ...SET...,
INSERT, DELETE; SQL constructs (SELECT .. FROM... WHERE... GROUP BY
HAVING... ORDER BY....), SELECT, DISTINCT, FROM, WHERE, IN, BETWEEN,
GROUPBY, HAVING, ORDERBY, View, Definition and use, nested quires, Constraints
(NOT NULL , UNIQUE, Check, Primary key, Foreign key), Joining two or more tables
using equi-join, Cartesian product and Union, In-built functions like SUM, AVG,
COUNT, MAX, MIN, user-defined functions

Unit-4: Performance Tuning (10 Lectures, 15 Marks)
Understanding Composite Index, Avoid inefficient constructs, unhiding function, OR
clause, Subqueries, JOIN + GROUP BY clause

SUGGESTED READINGS:

- 1) Vikram Vaswani, MySQL: The Complete Reference, McGraw Hill Professional, 2004, ISBN 0072224770, 9780072224771
- 2) Paul DuBois, MySQL, Pearson Education, (4th Edition), 2008, ISBN 0132704641, 9780132704649

- 3) Robert D. Schneider, MySQL Database Design and Tuning, 2005, ISBN-10 : 8131700828
ISBN-13 : 978-8131700822
- 4) MySQL Administrator's Guide and Language Reference by MySQL AB, 2nd Edition, 27 April 2006, ISBN-10 : 0672328704, ISBN-13 : 978-0672328701

BCACSEC2013 LAB: INTRODUCTION TO SQL LAB

(MySQL may be used for LAB)

1. Create a table Employee with the following columns:

Emp_no (numeric) primary key

Emp_name (string)

Join_date (Date)

Basic_pay_fixed_at (numeric)

Date_of_birth (Date)

Insert the following data into the table.

Emp_no.	Emp_name	Join_date	Basic_pay_fixed_at	Date_of_birth
1001	Charles Babbage	01-Jun-2000	8000.00	03-10-1973
1002	George Boole	01-Jul-2001	5000.00	04-12-1972
1003	E.F. Codd	01-Jun-2001	8000.00	06-03-1969
1004	Bill Gates	01-Jul-2003	5000.00	09-10-1995
1005	Tony Greig	01-Aug-2004	8000.00	04-05-1985

2. Create the following two tables and insert data into the tables.

Player (Roll no.→Primary Key)

Roll no.	Name
10	Vijay Amrithraj
20	Leander Paes
30	Mahesh Bhupathi
40	Sania Mirza

Match (Match_no→Primary key, Roll no→Foreign key)

Match_no	Roll_no.	Match_Date	Opponent
23	1	20 10-Jul-2008	Washington
2	30	12-Jan-2008	Sampras
3	20	12-Aug-2008	Borg
4	30	20-Mar-2008	Vijay

Perform the following two operations:

- Perform EQUIJOIN operation to retrieve data from both the files.
- Perform OUTERJOIN operation to retrieve the unmatched records.

3. Create a table Student taking the attributes given below

Roll_no, Student_name, Address, Date_of_admission, Class Section and Contact_no.

Write appropriate queries to perform the following operations:

- To insert values in the Student table.
- To delete values from Student table
- To list the names of all students which roll_no > 20.
- To search for students who got admitted before 01-01-2006.
- To change the name of the student whose roll number is 10 to Amar.

4. Create tables Department and Employee with the attributes given bellow.

Employee (EmpNo , Empname, Address, Dno)
Department (Dno, Dname, Location)
Dno in Employee is a foreign key.

Write appropriate queries to perform the following operations:

- a) To insert values in the tables.
- b) To retrieve the names and addresses of all Employees working in the Finance department.
- c) To print the location where Administration department is located.
- d) to delete all information regarding a particular employee.

5. Create table Student and Course taking the attributes given below.

Student (Roll_no, Name, Semester, Course_no(Foreign key))
Course (Course_no, Course_name)

Write appropriate queries for the following operations:

- a) To retrieve names of all students who are admitted to the course 'BCA'.
- b) To retrieve the names of all students whose course name is 'BCA' and who are in the 3rd semester.
- c) To display details of all courses in which more than 100 students got admitted.
- d) For course being offered, display the course name and number of students admitted to the course.

6. Create tables Employee, Department, Location, Works_on, and Project taking the attributes given below.

Employee (Fname, Lname, Empno, Bdate, Address, Salary, Dnumber)
Department (Dname, Dnumber, Mgrno)
Locations(Dnumber, DLocation)
Works_on(Empno, Pnumber, Hours_per_day)
Project(Pname, Pnumber, Location,Dnumber (Foreign))
Dependent(Empno, Dependent_name, Sex, DOB, Relationship)

Write appropriate queries for the following operations:

- a) Retrieve the names and addresses of all employees who work in the Finance department.
- b) To retrieve the names of all employees who works on all the projects controlled by department number 6
- c) For each department, print the name of the department and the name of the manager of the department. d) Retrieve the location where the Administration department is located.
- e) For every project located in Mumbai list the project number, the controlling department and department manger's name and address.
- f) Find out how many employees are there in each department.
- g) Find the total salary of all employees of the —Research| department, as well as the maximum, minimum and average salary in this department
- h) Retrieve the name of all employees who have no dependent.
- i) Alter the —Employee| table by deleting the column Bdate.
- j) Retrieve the Fname, Lname of all employees whose salary is higher than average salary.

- k) For each department retrieve the department number, the number of employee in the department and their average salary.
- l) Retrieve the name of all employees who have two or more dependent
- m) Retrieve the details of all employees who works on project number 1,2,3 7.

Create Table Client_master (Client_no, name, address, Bdue)
 Product_master(P_number,Description,saleprice,costprice)
 Sales_master(Salesmno,Sname,Addres,Salamnt,Remarks)
 Sales_order(O_no,Client_no,Odate,Delyaddr,Salesmno)
 Sales_order_detail(Order_no,Product_no, Qtyorder, product_rate,Qty_dispatched)

Write appropriate queries to perform the following operations:

- i) List name of all clients having 'a' as the second letter in their names.
- ii) Retrieve the description and total Qty sold for each product.
- iii) Find product no. and description of non moving products (i.e product not being sold).
- iv) For each product being sold, list the product number and the total amount (in Rs.) sold.
- v) List all client who stay in 'Bangalore' or 'Mumbai'
- vi) List the clients who stay in a city whose First letter is 'M'
- vii) Find the names of clients who had purchased the item 'Trouser'.
- viii) Find out if 'T-Shirt' has been ordered by any client and if so print the details of the client.
- ix) List details of all products whose unit price is more than Rs. 5000.00.
- x) Calculate the total amount (in Rs.) purchased by each client that has purchased items amounting more than Rs. 20000.

8. Create table

Author(Author_id, Name, City, Country)
 Catalog (Book_id, Title, Author1_id, Author2_id, Publisher_id, Category_id, Year, Price)
 Publisher(Publisher_id, Name, City, Country)
 Order_details(Order_no, Book_id, Quantity)
 Category(Category_id, Description)
 Order_summary(Order_no, Member_id, Odate, Amount, Ostatus)
 Member(Member_id, Name, Address, Contact)

Assume that all books have at most two authors. Write appropriate queries to perform the following operations:

- a) Retrieve the title, author, and publisher names of all books published in 1999 and 2006.
- b) Retrieve the title of all books whose one author is 'A Tanenbum'.
- c) Get the details of all books whose price is greater than the average price of the books.
- d) Get the names of all the books for which an order has been placed.
- e) Get the names of all authors who have more than ten books in the catalog.
- f) Get the details of the authors whose books are being sold from the book club.
- g) Get the title and price of all books whose price is greater than the maximum of the category average.

SEMESTER – IV

BCAMAJ2034: DATA STRUCTURE AND ANALYSIS OF ALGORITHMS

(Credit 4, Total Marks 100)

(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objective

- To make acquainted with fundamentals of data structures used in problem solving
- To understand the applications of different data structures in computer programs
- To empirically analyze linear and non-linear data structures
- To utilize efficient searching and sorting algorithms for handling simple and complex data structures
- To understand and apply fundamental techniques of designing algorithms
- To comprehend and utilize searching and sorting techniques
- To develop skills in designing efficient algorithms to handle data

Course Learning Outcome

- Learners could recognize and understand the usage of common data structures
- Learners could utilize the concept of data structures in problem solving
- Learners would be able to analyze the various data structures and its operations
- Learners would be able to evaluate problems involving simple and complex data structures
- Learners would be able to implement Algorithm Design Techniques
- Learners could analyze and utilize appropriate searching and sorting techniques in solving problems
- Learners could implement suitable algorithms for creating solutions to the real-world problems

Theory: 60 Lectures

Unit-1: Arrays

(6 Lectures, 8 Marks)

Single and Multi-dimensional Arrays, Array Initialization, Array manipulations, Sparse Matrices (Array Representation)

Unit-2: Stacks, Queues and Linked Lists

(15 Lectures, 10 Marks)

Implementing single / multiple stack/s in an Array, Prefix, Infix and Postfix expressions, Utility and conversion of these expressions from one to another; Applications of stack; Limitations of Array representation of stack, Normal and Circular representation of Stack in Lists, Array representation of Queue, Singly, Doubly and Circular Lists (Array and Linked representation)

Unit-3: Recursion & Trees

(15 lectures, 13Marks)

Developing Recursive Definition of Simple Problems and their implementation; Advantages and Limitations of Recursion; Understanding what goes behind Recursion (Internal Stack Implementation), Introduction to Tree as a data structure; Binary Trees

(Insertion, Deletion, Recursive and Iterative Traversals on Binary Search Trees);
Concepts on Threaded Binary Trees,

Unit-4:Searching, Sorting, Hashing, Analysis of Algorithms (24 Lectures, 19 Marks)

Linear Search, Binary Search, Comparison of Linear and Binary Search, Bubble Sort, Selection Sort, Insertion Sort, Shell Sort, Merge Sort, Radix Sort, Comparison of Sorting Techniques, Introduction to Hashing, Deleting from Hash Table, Hash Table Reordering, Resolving collision by closed hashing (Open Addressing), open hashing(Separate chaining), Choosing a Hash Function, Perfect Hashing Function
Basic Design and Analysis techniques of Algorithms, Correctness of Algorithm, Iterative techniques, Divide and Conquer, Dynamic Programming, Greedy Algorithms, Algorithms–Breadth First Search, Depth First Search and its Applications, String Matching, KMP Technique, Amortized analysis, Introduction to IP Complete Problems

SUGGESTED READINGS:

1. Adam Drozdek, "Data Structures and algorithm in C++", Third Edition, Cengage Learning, 2012.
- 2.SartajSahni, Data Structures, "Algorithms and applications in C++", Second Edition, Universities Press, 2011.
- 3.Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using C and C++", Second edition, PHI, 2009.
4. Robert L. Kruse, "Data Structures and Program Design in C++", Pearson,1999.
- 5.D.S Malik, Data Structure using C++,Second edition, Cengage Learning, 2010.
- 6.Mark Allen Weiss, "Data Structures and Algorithms Analysis in Java", Pearson Education, 3rd edition, 2011
- 7.Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using Java, 2003.
- 8.Robert Lafore, "Data Structures and Algorithms in Java, 2/E", Pearson/ Macmillan Computer Pub,2003
- 9.John Hubbard, "Data Structures with JAVA", McGraw Hill Education (India) Private Limited; 2 edition, 2009
- 10.Goodrich, M. and Tamassia, R. "Data Structures and Algorithms Analysis in Java", 4th Edition, Wiley,2013
- 11.Herbert Schildt, "Java The Complete Reference (English) 9th Edition Paperback", Tata McGraw Hill, 2014.
- 12.D. S. Malik, P.S. Nair, "Data Structures Using Java", Course Technology, 2003.
- 13.T.H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein Introduction to Algorithms, PHI, 3rd Edition 2009
- 14.Sarabasse& A.V. Gelder Computer Algorithm – Introduction to Design and Analysis, Publisher – Pearson 3rd Edition 1999

BCAMAJ2034: DATA STRUCTURE AND ANALYSIS OF ALGORITHMS LAB

Data Structure

1. Write a program to search an element from a list. Give user the option to perform Linear or Binary search. Use functions.
2. WAP to sort a list of elements. Give user the option to perform sorting using Insertion sort, Bubble sort or Selection sort.
3. Implement Linked List. Include functions for insertion, deletion and search of a number, reverse the list and concatenate two linked lists (include a function and also overload operator +).
4. Implement Doubly Linked List. Include functions for insertion, deletion and search of a number, reverse the list.
5. Implement Circular Linked List. Include functions for insertion, deletion and search of a number, reverse the list.
6. Perform Stack operations using Linked List implementation.
7. Perform Stack operations using Array implementation.
8. Perform Queues operations using Circular Array implementation.
9. Create and perform different operations on Double-ended Queues using Linked List implementation.
10. WAP to scan a polynomial using linked list and add two polynomial.
11. WAP to calculate factorial and to compute the factors of a given no.
 - (i) using recursion, (ii) using iteration
- 12) WAP to display fibonacci series (i) using recursion, (ii) using iteration
13. WAP to calculate GCD of 2 number (i) with recursion (ii) without recursion
14. WAP to create a Binary Search Tree and include following operations in tree:
 - (a) Insertion (Recursive and Iterative Implementation)
 - (b) Deletion by copying
 - (c) Deletion by Merging
 - (d) Search a no. in BST
 - (e) Display its preorder, postorder and inorder traversals Recursively
 - (f) Display its preorder, postorder and inorder traversals Iteratively
 - (g) Display its level-by-level traversals
 - (h) Count the non-leaf nodes and leaf nodes
 - (i) Display height of tree
 - (j) Create a mirror image of tree
 - (k) Check whether two BSTs are equal or not
15. WAP to convert the Sparse Matrix into non-zero form and vice-versa.
16. WAP to reverse the order of the elements in the stack using additional stack.
17. WAP to reverse the order of the elements in the stack using additional Queue.
18. WAP to implement Diagonal Matrix using one-dimensional array.
19. WAP to implement Lower Triangular Matrix using one-dimensional array.
20. WAP to implement Upper Triangular Matrix using one-dimensional array.
21. WAP to implement Symmetric Matrix using one-dimensional array.
22. WAP to create a Threaded Binary Tree as per inorder traversal, and implement operations like finding the successor / predecessor of an element, insert an element, inorder traversal.
23. WAP to implement various operations on AVL Tree.

Analysis of Algorithms

1.
 - i) Implement Insertion Sort (The program should report the number of comparisons)
 - ii) Implement Merge Sort(The program should report the number of comparisons)
2. Implement Heap Sort(The program should report the number of comparisons)
3. Implement Randomized Quick sort (The program should report the number of comparisons)
4. Implement Radix Sort
5. Create a Red-Black Tree and perform following operations on it:
 - i. Insert a node
 - ii. Delete a node
 - iii. Search for a number & also report the color of the node containing this number.
6. Write a program to determine the LCS of two given sequences
7. Implement Breadth-First Search in a graph
8. Implement Depth-First Search in a graph

For the algorithms at S.No 1 to 3 test run the algorithm on 100 different inputs of sizes varying from 30 to 1000. Count the number of comparisons and draw the graph. Compare it with a graph of $n \log n$.

BCAMAJ2044: DISCRETE MATHEMATICS
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course learning objectives

- To understand and retain the basics of sets theory
- To apply permutation and combinations methods
- To learn groups and their properties
- To analyze generating functions in recurrences
- To apply logical connectives to form well defined formulae
- To evaluate predicate calculus and their applications to find an efficient solution

Course Learning Outcomes

- Learners would be able to learn and understand the importance of set theory
- It would enable learners to apply permutation and combinations methods for data occurrences in relations
- Learners would be able to analyze recurrence relations.
- Learners would be able to develop Well-formed Formulae
- Learners could apply different methods to evaluate and congregate well-organized solution

Theory: 60 Lectures

Unit-1: Introduction to sets, relations and Functions (20 Lectures, 14 Marks)

Sets - finite and Infinite sets, functions, relations, Properties of Binary Relations, Closure, Partial Ordering Relations; counting - Pigeonhole Principle, Permutation and Combination;

Mathematical Induction, Principle of Inclusion and Exclusion, Relation, Properties of relations, Equivalence of Relation, partial ordered set (POSET), Function, Properties of Functions, Different types of Functions

Unit-2: Recurrences (14 Lectures, 10 Marks)

Recurrence Relations, generating functions, Linear Recurrence Relations with constant coefficients and their solution, Substitution Method, Recurrence Trees, Master Theorem

Unit-3: Propositional Logic (12 Lectures, 13 Marks)

Logical Connectives, Well-formed Formulas, Tautologies, Equivalences, Inference Theory, predicate calculus

Unit-4: Graph Theory (14 Lectures, 13 Marks)

Basic Terminology, Models and Types, multigraphs and weighted graphs, Graph Representation, Graph Isomorphism, Connectivity, Euler and Hamiltonian Paths and Circuits, Planar Graphs, Graph Coloring, Trees, Basic Terminology and properties of Trees

SUGGESTED READINGS:

1. C.L. Liu , D.P. Mahopatra, Elements of Discrete mathematics, 2nd Edition , Tata McGraw Hill, 1985,
2. Kenneth Rosen, Discrete Mathematics and Its Applications, Sixth Edition ,McGraw Hill 2006
3. T.H. Cormen, C.E. Leiserson, R. L. Rivest, Introduction to algorithms, 3rd edition Prentice Hall on India, 2009
4. M. O. Albertson and J. P. Hutchinson, Discrete Mathematics with Algorithms , John wiley Publication, 1988
5. J. L. Hein, Discrete Structures, Logic, and Computability, 3rd Edition, Jones and Bartlett Publishers, 2009
6. D.J. Hunter, Essentials of Discrete Mathematics, Jones and Bartlett Publishers, 2008
7. J.A Bondy and U.S.R Murthy, Graph Theory with Applications, Macmillan, 1976.
8. D.B. West, Introduction to Graph Theory, P.H.I 1999.

BCAMIN1014 LAB: DISCRETE MATHEMATICS LAB

1. Write a C++ program to evaluate truth value of conjunction.
2. Write a C++ program to evaluate truth value of disjunction.
3. Write a C++ program to print the union of two sets.
4. Write a C++ program to print the intersection of two sets.
5. Write a C++ program to find and print all the elements in the Cartesian product of two sets.
6. Write a C++ program to print the subtraction of two sets.
7. Write a C++ program to print the power of two sets.
8. Write a C++ program to print the proper subset of sets.
9. Write a C++ program to print the symmetric difference of two sets.

BCAMAJ2054: DATA COMMUNICATION & COMPUTER NETWORK - I
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To provide knowledge on data communication system
- To get familiar with divergent methods of modulation
- To analyze various services of layered architecture

Course Learning Outcomes

- Learners acquire basic understanding of data communication
- Learners get familiar to various modulation techniques
- Learners could analyze and evaluate various protocols or services of layered architecture

Theory: 60 Lectures

Unit-1: Introduction to Data Communication & Network (20 Lectures, 16 Marks)

Data communication, Components of data communication, Data transmission mode, data communication measurement, Definition of Computer network, Types of Network, Network Topologies, Analog and digital signal, data-rate limits, digital to digital line encoding schemes, pulse code modulation, digital to analog modulation, Multiplexing techniques- FDM, TDM, Transmission media, Discrete Fourier Transform, Discrete Cosine Transform, Circuit switching, packets switching- connectionless datagram switching, connection oriented virtual circuit switching, dial-up modems, digital subscriber line, cable TV for data transfer

Unit-2: Data Link Layer Functions, Multiple Access Protocol and LANs (15 Lectures, 15 Marks)

Error detection and error correction techniques, data-link control- framing and flow control, error recovery protocols- stop and wait ARQ, go-back-n ARQ, Point to Point Protocol on Internet, CSMA/CD protocols, Ethernet LANs, connecting LAN and back-bone networks, repeaters, hubs, switches, bridges, router and gateways

Unit-3: Network and Transport Layer Protocols (20 Lectures, 10 Marks)

Routing; routing algorithms; network layer protocol of Internet- IP protocol, Internet control protocols, Transport services- error and flow control, Connection establishment and release- three way handshake

Unit-4: Overview of Application Layer Protocols (5 Lectures, 9 Marks)
Overview of DNS protocol, WWW & HTTP protocol.

SUGGESTED READINGS:

- 1) B. A. Forouzan: Data Communications and Networking, Fourth edition, THM ,2007.
- 2) A. S. Tanenbaum: Computer Networks, Fourth edition, PHI , 2002

BCAMAJ2054 LAB: DATA COMMUNICATION AND COMPUTER NETWORK-I LAB

1. Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel.
2. Simulate and implement stop and wait protocol for noisy channel.
3. Simulate and implement go back n sliding window protocol.
4. Simulate and implement selective repeat sliding window protocol.
5. Simulate and implement distance vector routing algorithm
6. Simulate and implement Dijkstra algorithm for shortest path routing.

BCAMIN2024: INTRODUCTION TO PROGRAMMING USING C/C++
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course learning Objectives

- To learn procedure oriented and Object-Oriented approach to problem solving
- To acquire knowledge on reusability of program instructions using functions
- To learn about memory allocation and de-allocation techniques, preprocessor directives
- To construct and use of classes and objects.
- To explore Inheritances, overloading techniques and exceptions
- To acquire knowledge on various files stream classes and file handling operations

Course Learning Outcomes

- Learners would be able to understand the significance of procedural and object oriented concept to solve problems
- Enable learners to grow skills of writing effective C++ program instructions, functions, apply memory allocation techniques
- Enable learners to construct programs using classes and objects
- Learners would be able to solve problems on inheritances and file handling concepts and overloading of operators and function.
- Learners would be able to know about exceptions and handle them in programs.
- Learners would acquire problem solving skills to tackle real world problems

Theory: 60 Lectures

Unit-1: Fundamentals of C and C++ (12 Lectures, 12 Marks)

History of C and C++, Token (Identifiers, Keywords, Constants, Operators), Comments, data types (fundamental & derived), variable, expressions, Character I/O, Console I/O, Program structure (include, Global variables & functions, main()),

Unit-2: Decision Making Statements & Loops (12 Lectures, 18 Marks)

Control Structures (Conditional-if, if-else, nested if-else-if, loops-for, while, do..while, jump statements-break, continue), Using Nested Statements (Conditional as well as Iterative)

Unit-3: Utility of Arrays, Function and memory allocation (20 Lectures, 15 Marks)

Array (1D & 2D manipulation), function- definitions, Accessing and returning values, static & dynamic memory allocation using malloc, calloc, realloc, free, new and delete operators, concept of pointers

Unit-4: Structure and Unions (16 Lectures, 15 Marks)

Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, accessing structure elements, array of structures, Passing and returning structures from functions

SUGGESTED READINGS:

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.2003
2. BjarneStroustrup, "The C++ Programming Language", 4th Edition, Addison-Wesley , 2013.

3. Bjarne Stroustrup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E. Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011. 5. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
6. Andrew Koenig, Barbara E. Moo, "Accelerated C++", Published by Addison-Wesley, 2000. 7. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
7. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA. 2014
8. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.
9. Stanley B. Lippman, Josee Lajoie, Barbara E. Moo, "C++ Primer", Published by Addison-Wesley, 5th Edition, 2012

BCAMAJ1014 LAB: INTRODUCTION TO PROGRAMMING USING C/C++ LAB

- 1) WAP to print the sum of the digits of number.
- 2) WAP to print the product of digits of an integer.
- 3) WAP to reverse a number.
- 4) WAP to compute the sum of the first n terms of the following series $S = 1 + 1/2 + 1/3 + 1/4 + \dots$
- 5) WAP to compute the sum of the first n terms of the following series $S = 1 - 2 + 3 - 4 + 5 - \dots$
- 6) Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
- 7) Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100.
- 8) WAP to compute the factors of a given number.
- 9) Write a macro that swaps two numbers. WAP to use it.
- 10) WAP to print a triangle of stars as follows (take number of lines from user):

```
*
***
*****
*****
*****
```

- 11) WAP to perform following actions on an array entered by the user:
 - i) Print the even-valued elements
 - ii) Print the odd-valued elements
 - iii) Calculate and print the sum and average of the elements of array
 - iv) Print the maximum and minimum element of array
 - v) Remove the duplicates from the array
 - vi) Print the array in reverse orderThe program should present a menu to the user and ask for one of the options. The menu should also include options to re-enter array and to quit the program.
- 12) WAP that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
- 13) Write a program that swaps two numbers using pointers.
- 14) Write a program in which a function is passed address of two variables and then alter its contents.
- 15) Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
- 16) Write a program to find sum of n elements entered by the user. To write this program, allocate memory dynamically using malloc() / calloc() functions or new operator.
- 17) Write a menu driven program to perform following operations on strings:
 - i) Show address of each character in string
 - ii) Concatenate two strings without using strcat function.

- iii) Concatenate two strings using strcat function.
- iv) Compare two strings
- v) Calculate length of the string (use pointers)
- vi) Convert all lowercase characters to uppercase
- vii) Convert all uppercase characters to lowercase
- viii) Calculate number of vowels
- ix) Reverse the string

- 18) Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.
- 19) WAP to display Fibonacci series (i) using recursion, (ii) using iteration
- 20) WAP to calculate Factorial of a number (i) using recursion, (ii) using iteration
- 21) WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.
- 22) Write a program to implement structure data type
- 23) Write a program to implement union data type

SEMESTER-V

BCAMAJ3014 : PROGRAMMING FUNDAMENTALS USING JAVA

(Credit: 4, Total Marks: 100)

(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To learn and understand the basic features of Java
- To acquire skills on programming fundamentals
- To apply the principles of object-oriented programming paradigm
- To employ reusability for effective usage of code.
- To explore and utilize the exception handling concepts in Java.

Course Learning Outcomes

- Learners would be able to explain fundamental features of Java
- Learners developed skills on Java programming concepts
- Learners could implement programming constructs to solve problems
- Learners could develop applications to solve real-world problems.

Theory: 60 Lectures

Unit-1: Java programming fundamentals

(12 Lectures, 14 Marks)

Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords, Data Types(primitive & non-primitive), Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments), Type Conversion and Type and Checking, Built-in Java Class Methods

Unit-2: Arrays, Strings and I/O

(10 Lectures, 12 Marks)

Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes, Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

Unit-3: Object-Oriented Programming(OOP) Overview

(20 Lectures, 14 Marks)

Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection. Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, Extending interfaces and packages, Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes, Autoboxing/Unboxing, Enumerations and Metadata.

Unit-4: Exception, Threads and AWT controls

(18 Lectures, 10 Marks)

Exception types, uncaught exceptions, throw, built-in exceptions, Creating your own

exceptions; Multi-threading:- The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, Applets, The design and Implementation of GUIs using the AWT controls, Swing components of Java Foundation Classes such as labels, buttons, text fields, layout managers, menus, events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts

SUGGESTED READINGS:

1. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
 2. James Gosling, Bill Joy, Guy L Steele Jr, Gilad Bracha, Alex Buckley "The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
 3. Joshua Bloch, "Effective Java" 2nd Edition, Publisher: Addison-Wesley, 2008.
 4. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 1 ,9th Edition, Printice Hall.2012
 5. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.2013
 6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
 7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.2009.
 8. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
 9. "Head First Java", Orielly Media Inc. 2nd Edition, 2005.
 9. David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
 10. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.
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BCAMIN2024 LAB: INTRODUCTION TO JAVA PROGRAMMING LAB

1. To find the sum of any number of integers entered as command line arguments
2. To find the factorial of a given number
3. To learn use of single dimensional array by defining the array dynamically.
4. To learn use of .length in case of a two dimensional array
5. To convert a decimal to binary number
6. To check if a number is prime or not, by taking the number as input from the keyboard
7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument
8. Write a program that show working of different functions of String and StringBufferclasss like setCharAt(), setLength(), append(), insert(), concat()and equals().
9. Write a program to create a —distance class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer
10. Modify the —distance class by creating constructor for assigning values (feet and inches) to the distance object. Create another object and assign second object as reference variable to another object reference variable. Further create a third object which is a clone of the first object.
11. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions(from lower to higher data type)
12. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by reference and to learn use of final keyword
13. Write a program to show the use of static functions and to pass variable length arguments in a function.
14. Write a program to demonstrate the concept of boxing and unboxing.
15. Create a multi-file program where in one file a string message is taken as input from the user and the function to display the message on the screen is given in another file (make use of Scanner package in this program).
16. Write a program to create a multilevel package and also creates a reusable class to generate Fibonacci series, where the function to generate fibonacci series is given in a different file belonging to the same package.
17. Write a program that creates illustrates different levels of protection in classes/subclasses belonging to same package or different packages
18. Write a program —DivideByZero that takes two numbers a and b as input, computes a/b, and invokes Arithmetic Exception to generate a message when the denominator is zero.
19. Write a program to show the use of nested try statements that emphasizes the sequence of checking for catch handler statements.
20. Write a program to create your own exception types to handle situation specific to your application (Hint: Define a subclass of Exception which itself is a subclass of Throwable).
21. Write a program to demonstrate priorities among multiple threads.
22. Write a program to demonstrate multithread communication by implementing synchronization among threads (Hint: you can implement a simple producer and consumer problem).
23. Write a program to create URL object, create a URLConnection using the

openConnection() method and then use it to examine the different components of the URL and content.

24. Write a program to implement a simple datagram client and server in which a message that is typed into the server window is sent to the client side where it is displayed.
25. Write a program that creates a Banner and then creates a thread to scroll the message in the banner from left to right across the applet's window.
26. Write a program to get the URL/location of code (i.e. java code) and document (i.e. html file).
27. Write a program to demonstrate different mouse handling events like mouseClicked(), mouseEntered(), mouseExited(), mousePressed(), mouseReleased() and mouseDragged().
28. Write a program to demonstrate different keyboard handling events.
29. Write a program to generate a window without an applet window using main() function.
30. Write a program to demonstrate the use of push buttons.

BCAMAJ3024: WEB TECHNOLOGY AND PHP
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To acquire basic knowledge on internet and its features
- To learn and understand about web browsers
- To apply HTML basics for designing webpage
- To utilize scripting language for database connectivity
- To design and Implement Graphical User Interface tools.

Course Learning Outcomes

- Learners would be able to describe Internet and its architecture.
- Learners utilize search engines
- Learners Implement html and Java scripting language for designing interactive website
- Learners design and implement GUI tools to build user friendly website that is responsive and efficient

Theory: 60 Lectures

Unit-1: Overview of the Internet and its architecture (12 Lectures, 10 Marks)

A brief history of Internet-ARPANET, Internet components- web page, home page, web site, Internet services-email, telnet, ftp, types of Internet connection- dial-up, DSL, Broadband, VSAT, WiFi, Firewall, IP addresses and its working Principles, domain name system, URL

Unit-2: Web Browsers, Web Servers and HTML Basics (13 Lectures, 12 Marks)

Web browsers-Internet Explorer, Google Chrome, Netscape Navigator etc., Web browser helper applications, Web servers-APACHE, Basic HTML, HTML tags, creating list in HTML, hyperlinks, HTML forms, tables in HTML, frames in HTML, Insertion of image, Audio, Video files, DHTML, XML-Introduction, Need for XML, Advantages of XML, simple XML programs, Document Type Definition (DTD).

Unit-3: PHP Basics (20 lectures, 16 Marks)

PHP variables and constants, Basic Syntax, Types of data in PHP, Expressions, scopes of a variable (local, global), PHP Operators : Arithmetic, Assignment, Relational, Logical operators, and MOD operator, PHP IF Else conditional statements (Nested IF and Else), Switch case, while, For and Do While Loop, Goto, Break, Continue and Exit, Basic HTML tags, HTML form, Capturing Form Data, GET and POST form methods, Dealing with multi value fields, Redirecting a form after submission

Unit-4: PHP & Database Connectivity (15 Lectures, 12 Marks)

Client Side Vs Server side Scripting language, PHP as Server side Scripting language, Events and Event handling, establishing database Connectivity and working with connection interface, Working with SQL statements, PHP data objects, Creating and Executing SQL Statements using PHP data objects

SUGGESTED READINGS:

1. HTML-A Beginner's Guide, Tata McGraw-Hill Education, 2009
2. Ivan Bayross, Web Enabled Commercial Application Development Using Html, Dhtml, javascript, Perl Cgi , BPB Publications, 2009
3. J. A. Ramalho, Learn Advanced HTML 4.0 with DHTML, BPB Publications, 2007
4. D.R. Brooks, An Introduction to HTML and Javascript for Scientists and Engineers, Springer W. Willard,2009
5. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
6. James Gosling, Bill Joy, Guy L Steele Jr, GiladBracha, Alex Buckley"The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
7. Joshua Bloch, "Effective Java" 2nd Edition,Publisher: Addison-Wesley, 2008.
8. Cay S. Horstmann, GaryCornell, "Core Java 2 Volume 1, 9th Edition,Printice Hall.2012
9. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
10. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.2009.
11. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
12. David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
13. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.
14. 1. Steven Holzner, "PHP: The Complete Reference Paperback", McGraw Hill Education (India), 2007.
15. 2. Timothy Boronczyk, Martin E. Psinas, "PHP and MYSQL (Create-Modify-Reuse)", Wiley India Private Limited, 2008.
16. 3. Robin Nixon, "Learning PHP, MySQL, JavaScript, CSS & HTML5", 3rd Edition Paperback, O'reilly, 2014.
17. 4. Luke Welling, Laura Thompson, PHP and MySQL Web Development", 4th Edition, Addition Paperback, Addison-Wesley Professsional, 2008.
18. 5. David Sklar, Adam Trachtenberg, "PHP Cookbook: Solutions & Examples for PHP Programmers", 2014.

BCAMAJ3024 LAB: WEB TECHNOLOGY & PHP LAB

HTML Practical exercises based on concepts listed in theory using HTML.

1. Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.
2. Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking
3. Create HTML document with Table:

4. Create Form with Input Type, Select and Text Area in HTML.
5. Create an HTML containing Roll No., student's name and Grades in a tabular form.
6. Create an HTML document (having two frames) which will appear as follows:

About Department 1 Department 2 Department 3	This frame would show the contents according to the link clicked by the user on the left frame.
---	---

Create an HTML document containing horizontal frames as follows:

Department Names (could be along with Logos)

Contents according to the Link clicked

7. Create a website of 4 to 6 pages with different effects as mentioned in above problems.
9. Create a form using HTML which has the following types of controls:
 - i) Text Box
 - ii) Option/radio buttons
 - iii) Check boxes
 - iv) Reset and Submit buttons

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PHP

(N.B: Student has to perform any 5 of the following experiments)

1. Create a PHP page using functions for comparing three integers and print the largest number.
2. Write a function to calculate the factorial of a number (non-negative integer). The function accept the number as an argument.
3. Write a program to check whether the given number is prime or not.
4. Create a PHP page which accepts string from user. After submission that page displays the reverse of provided string.
5. Write a PHP function that checks if a string is all lower case.
6. Write a PHP script that checks whether a passed string is palindrome or not? (A palindrome is word, phrase, or sequence that reads the same backward as forward, e.g., madam or nurses run)
7. Write a program to sort an array.
8. Write a PHP script that removes the whitespaces from a string. Sample string : 'The quick " " brown fox' Expected Output : Thequick""brownfox
9. Write a PHP script that finds out the sum of first n odd numbers.
10. Create a login page having user name and password. On clicking submit, a welcome message should be displayed if the user is already registered (i.e.name is present in the database) otherwise error message should be displayed.
11. Write a PHP script that checks if a string contains another string.
12. Create a simple 'birthday countdown' script, the script will count the number of days between current day and birth day.
13. Create a script to construct the following pattern, using nested for loop.

```
*
* *
* * *
* * * *
```


* * * * *

14. Write a simple PHP program to check that emails are valid.
15. WAP to print first n even numbers.
16. \$color = array('white', 'green', 'red") Write a PHP script which will display the colors in the following way : Output : white, green, red, •green • red • white
17. Using switch case and dropdown list display a —Hello! message depending on the language selected in drop down list.
18. Write a PHP program to print Fibonacci series using recursion.
19. Write a PHP script to replace the first 'the' of the following string with 'That'. Sample : 'the quick brown fox jumps over the lazy dog.' Expected Result : That quick brown fox jumps over the lazy dog.

BCAMAJ3034: THEORY OF COMPUTATION
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn basic operations on language
- To apply the formal models of computation and their relationships with formal languages
- To utilize regular and context free languages
- To evaluate models of computation

Course Learning Outcomes

- Learners would be able to know about language characteristics
- Learners would be able to implement regular languages and context free languages
- Learners would be able to assess different models of computation
- Learners would be able to design models of computation machine to recognize simple language

Theory: 60 Lectures

Unit-1: Languages (10 Lectures, 10 Marks)

Alphabets, string, language, Basic Operations on language, Concatenation, Union, KleeneStar

Unit-2: Finite Automata and Regular Languages (18 Lectures, 14 Marks)

Regular Expressions, Transition Graphs, Deterministic and non-deterministic finite automata, NFA to DFA Conversion, Regular languages and their relationship with finite automata, Pumping lemma and closure properties of regular languages.

Unit-3: Context free languages (17 Lectures, 15 Marks)

Context free grammars, parse trees, ambiguities in grammars and languages, Pushdown automata (Deterministic and Non-deterministic), Properties of context free languages, normal forms.

Unit-4: Turing Machines and Models of Computations (15 Lectures, 11 Marks)

Turing Machine as a model of computation, Universal Turing Machine, Language acceptability, decidability, halting problem, Recursively enumerable and recursive languages

SUGGESTED READINGS:

1. Daniel I.A.Cohen, Introduction to computer theory, John Wiley,1996
2. Lewis & Papadimitriou, Elements of the theory of computation , PHI 1997.
3. Hoperoft, Aho, Ullman, Introduction to Automata theory, Language & Computation –3rd Edition, Pearson Education. 2006
4. P. Linz, An Introduction to Formal Language and Automata 4th edition Publication Jones Bartlett, 2006

BCAMAJ3034 LAB: THEORY OF COMPUTATION LAB

- 1) Design a Finite State Machine (FSM) that accepts all strings over input symbols $\{0, 1\}$ having three consecutive 1's as a substring.
- 2) Design a Finite State Machine (FSM) that accepts all strings over input symbols $\{0, 1\}$ which are divisible by 3.
- 3) Design a Finite State Machine (FSM) that accepts all decimal string which are divisible by 3.
- 4) Design a Push Down Automata (PDA) that accepts all string having equal number of 0's and 1's over input symbol $\{0, 1\}$ for a language $0^n 1^n$ where $n \geq 1$.
- 5) Design a Program to create PDA machine that accept the well-formed parenthesis.
- 6) Design a PDA to accept $WCWR$ where w is any binary string and WR is reverse of that string and C is a special symbol.
- 7) Design a Turing Machine that calculate 2's complement of given binary string.
- 8) Design a Turing Machine which will increment the given binary number by 1.
- 9) Design a Turing Machine that's accepts the following language $anbncn$ where $n > 0$.
- 10) Design a Turing Machine to accept WR where w is any binary string and WR is reverse of that string.

BCAMAJ3044: INTRODUCTION TO PYTHON PROGRAMMING
(Credit: 4, Total Marks: 100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To learn and understand basic features of programming
- To understand and apply programming constructs to solve problems
- To apply various built-in and user-defined types and functions in applications
- To know and analyze file operations

Course Learning Outcomes

- Learners would be able to acquire knowledge on programming fundamentals
- Learners develop modular python programs to solve computational problems
- Learners could use lists, sets, tuples and dictionary in applications
- Learners could utilize a suitable programming construct and data structure for searching and sorting problems
- Learners would be able to operate files handling functions

Theory: 60 Lectures

UNIT 1: Problem Solving through Computer (10 Lectures, 10 Marks)

Problem definition, Concept of problem solving, Flowchart, decision table, algorithms, Structured programming concepts, Programming methodologies viz. top-down and bottom-up programming, Program design, Types of errors in programming, Debugging, Documentation, Concept of OOPS

UNIT 2: Introduction to Python (24 Lectures, 17 Marks)

Structure of a Python Program, Elements of Python, Python Interpreter, Using Python as calculator, Python shell, Indentation, Data types (List, set, Tuple, Dictionary, compound data types), Atoms, Identifiers and keywords, Literals, Strings, Operators (Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator, Increment or Decrement operator). Input and Output Statements, Control statements (Branching, Looping, Conditional Statement, the return statement, Recursion, Stack diagrams for recursive functions, Multiple assignment, Exit function, Difference between break, continue and pass, Defining Functions, Working with Arguments, Tables, Two-dimensional tables

UNIT 3: Arrays, Strings and Lists, Searching and Sorting (18 Lectures, 14 Marks)

String as a compound data type, Length, Traversal and the for loop, String slices, String comparison, A find function, Looping and counting, List values, Accessing elements, List length, List membership, Lists and for loops, List operations, List deletion, Cloning lists, Nested lists Linear and Binary Search, Bubble sort, Selection sort and Insertion sort.

UNIT 4: Python File Operations

(8 Lecture, 9 Marks)

Understanding read functions, read(), readline() and readlines(), Understanding write functions, write() and writelines(), Programming using file Operations, Reading config files in python, Writing log files in python.

SUGGESTED READINGS:

1. T. Budd, Exploring Python, TMH, 1st Ed, 2011
2. Python Tutorial/Documentation www.python.org 2015
3. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist : learning with Python , Freely available online.2012
4. <http://docs.python.org/3/tutorial/index.html>
5. <http://interactivepython.org/courselib/static/pythonds>
6. <http://www.ibiblio.org/g2swap/byteofpython/read>

BCAMIN3014 LAB: INTRODUCTION TO PYTHON LAB

- 1) Write a menu driven program to convert the given temperature from Fahrenheit to Celsius and vice versa depending upon user's choice.
- 2) WAP to calculate total marks, percentage and grade of a student. Marks obtained in each of the three subjects are to be input by the user. Assign grades according to the following criteria :
 - Grade A: Percentage ≥ 80
 - Grade B: Percentage ≥ 70 and < 80
 - Grade C: Percentage ≥ 60 and < 70
 - Grade D: Percentage ≥ 50 and < 60
 - Grade E: Percentage < 40
- 3) Write a menu-driven program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input parameters from user.
- 4) Write a program to display the first n terms of Fibonacci series.
- 5) Write a method to calculate GCD of two numbers.
- 6) Write a program to print all prime number between a range(for example between 1 and 100).
- 7) Write a program to compare three numbers and print the largest one.
- 8) Write a program to find factorial of the given number.
- 9) Write a program to find sum of the following series for n terms: $1 - 2/2! + 3/3! - \dots - n/n!$
- 10) Write a program to calculate the sum and product of two compatible matrices
- 11) Write a function that takes a string input and checks if it is a palindrome or not.
- 12) Write a list function to convert a string into a list, as in list ('abc') gives [a, b, c].
- 13) Write a program to implement linear and binary search on lists.
- 14) Write a program to sort a list using insertion sort and bubble sort and selection sort.
- 15) Write a program to read and write files

BCAMIN3014: BASICS OF DBMS AND SQL
(Credit: 4, Total Marks:100)
(Theory: 50 Marks, Practical: 20 Marks, Internal: 30 Marks)

Course Learning Objectives

- To provide the basics of data management
- To learn and acquire skills to design and develop databases
- To create and manipulate databases
- To write efficient SQL queries to retrieve data based on the requirements
- To validate the data before storing it in the databases through constraints.

Course Learning Outcomes

- Learners would be able to understand and maintain the real world data
- Learners could develop efficient skills to manipulate databases using SQL
- Learners could validate data for storage in the database

Theory: 60 Lectures

Unit-1:Introduction to DBMS (14 Lectures, 16 Marks)

Database, Traditional file approach (File management system) vs Database management system. Characteristics of DBMS Advantages & disadvantages of DBMS, DBMS users, DBMS Architecture & data independence, Data model , Schemas & Instances .Three level architectural schema & Data - independence

Unit-2.Relation data model (10 Lectures, 16 Marks)

Relational model , RDBMS & its terminologies, Concept of keys (primary key, alternate key, candidate key, composite key , superkey and foreign key), Fundamental integrity constraints (entity integrity , domain integrity & referential integrity).

Unit-3.Database design (24 Lectures, 18 Marks)

Phases of database design , Entities & attributes , Entity type , Entity sets Relationship type, relationship sets & instances. Relationship degree, roles & recursive relationship, Constraints on relationship types (cardinality ratios for binary relationship, participation constraints). Dependency diagram and ER diagram, naming conventions & design issues .Conversion of ER diagram into relational table. Normalization: Informal design guidelines for relational schema, Functional dependencies, normal forms based on primary keys (1NF,2NF,3NF & BCNF). Functional dependency diagram and design of relational database from it.

Unit-4. SQL (8 Lectures, 10 Marks)

ANSI SQL -92 Standard: DDL, DML,SQL constructs (select ..from ... where ...Group by .. having ...order by), insert, delete, update. Definition & use of nested queries, constraints considers (NOT NULL, UNIQUE , CHECK , FOREIGN KEY).

SUGGESTED READINGS:

1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishanan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education,2013.
5. Baron Schwartz, High Performance MySQL, O'Reilly, 2012
6. VikramVaswani, The Complete Reference MySQL , McGraw Hill Educations, 2004

BCAMIN3014 LAB : BASICS OF DBMS AND SQL LAB

- A. Creating database
- B. Creating user name passwords
- C. Creating Tables
- D. Using DDL/DML statements

Create and use the following database schema to answer the given queries.

EMPLOYEE Schema				
Field	Type	NULL KEY		DEFAULT
Eno	Char(3)	NO	PRI	NIL
Ename	Varchar(50)	NO		NIL
Job_type	Varchar(50)	NO		NIL
Manager	Char(3)	Yes	FK	NIL
Hire_date	Date	NO		NIL
Dno	Integer	YES	FK	NIL
Commission	Decimal(10,2)	YES		NIL
Salary	Decimal(7,2)	NO		NIL

DEPARTMENT Schema			
Field	Type	NULL KEY	DEFAULT
Dno	Integer	No PRI	NULL
Dname	Varchar(50)	Yes	NULL
Location	Varchar(50)	Yes	New Delhi

Query List

1. Query to display Employee Name, Job, Hire Date, Employee Number; for each employee with the Employee Number appearing first.
2. Query to display unique Jobs from the Employee Table.
3. Query to display the Employee Name concatenated by a Job separated by a comma.
4. Query to display all the data from the Employee Table. Separate each Column by a comma and name the said column as THE_OUTPUT.
5. Query to display the Employee Name and Salary of all the employees earning more than \$2850.
6. Query to display Employee Name and Department Number for the Employee No= 7900.
7. Query to display Employee Name and Salary for all employees whose salary is not in the range of Rs.1500 and Rs.2850.
8. Query to display Employee Name and Department No. of all the employees in Dept 10 and Dept 30 in the alphabetical order by name.
9. Query to display Name and Hire Date of every Employee who was hired in 1981.
10. Query to display Name and Job of all employees who don't have a current Manager.
11. Query to display the Name, Salary and Commission for all the employees who earn

commission.

12. Sort the data in descending order of Salary and Commission.

13. Query to display Name of all the employees where the third letter of their name is 'A'

14. Query to display Name of all employees either have two 'R's or have two 'A's in their name and are either in Dept No = 30 or their Manger's Employee No = 7788.

15. Query to display Name, Salary and Commission for all employees whose Commission Amount is 14 greater than their Salary increased by 5%.

16. Query to display the Current Date.

17. Query to display Name, Hire Date and Salary Review Date which is the 1st Monday after six months of employment.

18. Query to display Name and calculate the number of months between today and the date each employee was hired.

19. Query to display the following for each employee <E-Name> earns < Salary> monthly but wants < 3 * Current Salary >. Label the Column as Dream Salary.

20. Query to display Name with the 1st letter capitalized and all other letter lower case and length of their name of all the employees whose name starts with '_J', 'A' and '_M'.

21. Query to display Name, Hire Date and Day of the week on which the employee started.

22. Query to display Name, Department Name and Department No for all the employees.

23. Query to display Unique Listing of all Jobs that are in Department # 30.

24. Query to display Name, Dept Name of all employees who have an '_A' in their name.

25. Query to display Name, Job, Department No. And Department Name for all the employees working at the Dallas location.

26. Query to display Name and Employee no. Along with their Manger's Name and the Manager's employee no; along with the Employees' Name who do not have a Manager.

27. Query to display Name, Dept No. And Salary of any employee whose department No. and salary matches both the department no. And the salary of any employee who earns a commission.

28. Query to display Name and Salaries represented by asterisks, where each asterisk (*) signifies \$100.

29. Query to display the Highest, Lowest, Sum and Average Salaries of all the employees

30. Query to display the number of employees performing the same Job type functions.

31. Query to display the no. of managers without listing their names.

32. Query to display the Department Name, Location Name, No. of Employees and the average salary for all employees in that department.

33. Query to display Name and Hire Date for all employees in the same dept. as Blake.

34. Query to display the Employee No. And Name for all employees who earn more than the average salary.

35. Query to display Employee Number and Name for all employees who work in a department with any employee whose name contains a 'T'.

36. Query to display the names and salaries of all employees who report to King.

37. Query to display the department no, name and job for all employees in the Sales department.

SEMESTER-VI

BCAMAJ3054: COMPUTER GRAPHICS

(Credit 4, Total Marks 100)

(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn and understand the basic elements of Computer Graphics.
- To focus and apply fundamental techniques of graphics for modeling, rendering and interaction aspects of computer graphics.
- To emphasize and utilize the basic principles needed for surface determination.

Course Learning Outcomes

- Learners would be able to describe Graphical Input and output devices along with display devices.
- Learners could implement algorithms for drawing line, circle, ellipse, for line clipping, polygon clipping and filling.
- Learners could implement 2D, 3D object representation, Transformation, projections.
- Learners could implement visible surface determination algorithms, Illumination models and surface rendering methods and color models.

Theory: 60 Lectures

Unit-1: Introduction to Graphics and its Hardware

(17 Lectures, 13 Marks)

Basic elements of Computer graphics-line, shape, form, texture, space, imagery, typography, color, Applications of Computer Graphics (cartography, Medical diagnostics, Education, Computer Games etc.), Input Devices- Keyboard, Mouse, Trackball & Space ball, Joystick, Data Glove, Digitizers, Image Scanners, Touch panels, Light Pens systems, Output display devices-Refresh CRT, Raster-Scan display and Random-scan display, Direct view storage tubes, Emissive & Non-emissive flat-panel, Displays Plasma panels, Thin-film electrostatic displays, LED and LCD monitor, Architecture of Raster and Random scan display devices

Unit-2: Fundamental Techniques in Graphics

(18 Lectures, 15 Marks)

Color display techniques-Beam penetration method and Shadow-mask method, Raster scan line, circle and ellipse drawing, thick primitives, Polygon filling, line and polygon clipping algorithms, Bresenham's line drawing algorithm, mid-point circle drawing algorithm, Cohen and Sutherland line clipping algorithm, Sutherland Hodgeman algorithm, 2D and 3D Geometric Transformations, 2D and 3D Viewing Transformations (Projections- Parallel and Perspective), Vanishing points.

Unit-3: Geometric Modeling

(10 Lectures, 10 Marks)

Representation of curves & surfaces, Bezier curve and Hermite curve (Definition, properties, algorithms)

Unit-4: Visible Surface Determination and Rendering

(15 Lectures, 12 Marks)

Definition, algorithms for visible surface detection – Depth buffer method, A-buffer method, Ray-casting method, curved surfaces, Hidden surface elimination, Basic illumination models-Ambient light, diffuse reflection, Specular reflector and Phong model, Basic color models and Computer Animation (Definition and types)

SUGGESTED READINGS:

1. J.D.Foley, A.Van Dam, van Dam, Feiner, Hughes Computer Graphics Principles & Practice 2nd edition Publication Addison Wesley 1990.
2. D.Hearn, Baker: Computer Graphics, Prentice Hall of India 2008.
3. D.F.Rogers Procedural Elements for Computer Graphics, McGraw Hill 1997.
4. D.F.Rogers, Adams Mathematical Elements for Computer Graphics, McGraw Hill 2nd edition 1989.

BCAMAJ3054 LAB: COMPUTER GRAPHICS LAB

1. Write a program to implement Bresenham's line drawing algorithm.
2. Write a program to implement mid-point circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to apply various 2D transformations on a 2D object (use homogenous coordinates).
6. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
7. Write a program to draw Hermite/Bezier curve.

BCAMAJ3064: ARTIFICIAL INTELLIGENCE
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To identify problems where artificial intelligence techniques will be applicable.
- To learn how to solve AI based problems with appropriate techniques.
- To participate in the design of intelligent systems and to learn from experience with appropriate knowledge representation.
- To deal with problem involving uncertainty and inconsistency.

Course Learning Outcomes

- Learners would be able to identify problems relating to artificial intelligence.
- Learners would learn how to solve AI based problems with appropriate techniques.
- Learners would be able to design intelligent systems learning from experience and with appropriate knowledge representation.
- Learners would solve problems involving uncertainty and inconsistency.

Theory: 60 Lectures

Unit-1: Introduction (6 Lectures, 8 Marks)

Introduction to Artificial Intelligence, Background and Applications, Turing Test and Rational Agent, approaches to AI, Introduction to Intelligent Agents- their structure, behavior and environment.

Unit-2: Problem Solving and Searching Techniques (20 Lectures, 17 Marks)

Problem Characteristics, Production Systems, Control Strategies, Breadth First Search, Depth First Search, Hill climbing and its Variations, Heuristics Search Techniques: Best First Search, A* algorithm, Constraint Satisfaction Problem, Means-End Analysis, Introduction to Game Playing, Min-Max and Alpha-Beta pruning algorithms.

Unit-3: Knowledge Representation (20 Lectures, 15 Marks)

Introduction to First Order Predicate Logic, Resolution Principle, Unification, Semantic Nets, Conceptual Dependencies, Frames and Scripts, Production Rules, Conceptual Graphs, Basics of PROLOG (Programming in Logic)

Unit-4: Uncertainty, Inconsistencies and Natural Language (14 Lectures, 10 Marks)

Truth Maintenance System, Default Reasoning, Probabilistic Reasoning, Bayesian Probabilistic Inference, Possible World Representations, Parsing Techniques, Context-Free and Transformational Grammars, Recursive and Augmented Transition Nets.

SUGGESTED READINGS:

1. DAN.W. Patterson, Introduction to A.I and Expert Systems – PHI, 2007.
2. Russell &Norvig, Artificial Intelligence-A Modern Approach, LPE, Pearson Prentice Hall, 2nd edition, 2005.
3. Rich & Knight, Artificial Intelligence – Tata McGraw Hill, 2nd edition, 1991.
4. W.F. Clocksin and Mellish, Programming in PROLOG, Narosa Publishing House, 3rd edition, 2001.
5. Ivan Bratko, Prolog Programming for Artificial Intelligence, Addison-Wesley, Pearson Education, 3rd edition, 2000.

BCAMAJ3064 LAB: ARTIFICIAL INTELLIGENCE LAB

1. Write a prolog program to calculate the sum of two numbers.
2. Write a prolog program to find the maximum of two numbers.
3. Write a prolog program to calculate the factorial of a given number.
4. Write a prolog program to calculate the nth Fibonacci number.
5. Write a prolog program, insert_nth(item, n, into_list, result) that asserts that result is the list into_list with item inserted as the n'th element into every list at all levels.
6. Write a Prolog program to remove the Nth item from a list.
7. Write a Prolog program, remove_nth(Before, After) that asserts the After list is the Before list with the removal of every n'th item from every list at all levels.
8. Write a Prolog program to implement append for two lists.
9. Write a Prolog program to implement palindrome(List).
10. Write a Prolog program to implement max(X,Y,Max) so that Max is the greater of two numbers X and Y.
11. Write a Prolog program to implement maxlist(List,Max) so that Max is the greatest number in the list of numbers List.
12. Write a Prolog program to implement sumlist(List,Sum) so that Sum is the sum of a given list of numbers List.
13. Write a Prolog program to implement two predicates evenlength(List) and oddlength(List) so that they are true if their argument is a list of even or odd length respectively.
14. Write a Prolog program to implement reverse(List,ReversedList) that reverses lists.
15. Write a Prolog program to implement maxlist(List,Max) so that Max is the greatest number in the list of numbers List using cut predicate.
16. Write a Prolog program to implement GCD of two numbers.
17. Write a prolog program that implements Semantic Networks/Frame Structures.

BCAMAJ3074: OPERATION RESEARCH
(Credit 4, Total Marks 100)
(Theory = 70 Marks, Internal = 30 Marks)

Course Learning Objectives

- To gain knowledge about the Linear Programming problems
- To help learners to solve problems in different environments that needs decision.
- To learn how to implement quantitative methods and techniques for effective decisions making.
- To use integer variables for the formulation of complex mathematical models
- To deal with deterministic and probabilistic dynamic programming

Course Learning Outcomes

- Learners would be able to gain knowledge on distinguishing linear Programming problems from other ordinary problems.
- Learners would be able to solve problems in different environments that need decision making.
- Learners could implement quantitative methods and techniques for effective decisions making.
- Learners could use integer variables for the formulation of complex mathematical models.
- Learners would know how to deal with deterministic and probabilistic dynamic programming.

Theory: 60 Lectures

Unit-1: Basic of Operation Research (12 Lectures, 16 Marks)

Development of OR, Definition of OR, Characteristics of OR, Scientific method in OR, Scope of OR, Applications of OR

Unit-2: Linear Programming (24 Lectures, 20 Marks)

Mathematical model, assumptions of linear programming, Graphical Method of solution, Principles of simplex method, Big-M, Two-phase method, Special cases in the Simplex method , Applications, Duality, Dual Simplex method, Sensitivity analysis, Transportation and assignment problems, Assignment and travelling salesman problems with algorithmic approach.

Unit-3: Integer Programming (12 Lectures, 16 Marks)

Introduction, Gomory cutting plane techniques, Branch and bound techniques.

Unit-4: Dynamic Programming (12 Lectures, 18 Marks)

Deterministic and probabilistic dynamic programming

SUGGESTED READINGS:

- 1) Prem Kumar Gupta, Dr. D.S. Hira: Operation Research
- 2) Natarajan, Balasubramani, Tamilsari : Operations Research , Pearson
- 3) Gillett, B.G.: Introduction to operations research - A Computer oriented Algorithmic approach, McGraw-Hill.
- 4) Srinath, L.S: Linear programming, East-west, New Delhi.
- 5) Hiller, F.S. and Liberman, G.J.: Introduction to Operations Research, Holden Day In
- 6) Taha: Operations Research , Pearson

BCAMAJ3084: COMPILER DESIGN
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn how to acquire knowledge on different phases of compilation and different passes of the compiler.
- To understand Learners would be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.
- Learners would be able to understand Top-Down and Bottom-up parsers along with the construction of parsing table
- Learners would be able to visualize and understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.

Course Learning Outcomes

- Learners would acquire knowledge of different phases of compilation and different passes of the compiler.
- Learners would be able to design different types of compiler tools to meet the requirements of the realistic constraints of compilers.
- Learners would be able to understand Top-Down and Bottom-up parsers along with the construction of parsing table
- Learners would be able to visualize and understand the target machine's run time environment, its instruction set for code generation and techniques used for code optimization.

Theory: 60 Lectures

Unit 1: Introduction (10 Lectures, 8 Marks)

What is a compiler? Phases of compiler. Overview of working of a compiler, linker, loader.

Unit 2: Lexical Analysis (15 Lectures, 11 Marks)

NFA, DFA, conversion from NFA to DFA. Regular expression. Regular expression to NFA conversion. Minimization of DFA, Structure of Lexical analyzer, use of finite automata to write lexical analyzer.

Unit 3: Syntax analysis (15 Lectures, 16 Marks)

Grammar representation. Derivation and parse tree. Ambiguity and possible elimination. Top down parsing. Recursive descent and predictive top down parsing. Elimination of Left recursion. Bottom up parsing. Operator precedence parsing, LR parsing (including SLR and LALR), Error detection and recovery, Parser table construction.

Unit 4: Code generation and Code Optimization

(20 Lectures, 15 Marks)

Symbol table contents, implementation. Type checking. Syntax directed translation. Forms of intermediate codes. Abstract Syntax Trees, Directed Acyclic Graph, Three address code. Intermediate code generation for different language constructs, boolean expressions, if, if-else, while, case or switch. Target code generation issues, register allocation, Runtime storage management, DAG, basic blocks, Common subexpression elimination, variable propagation, code motion, strength reduction, elimination of dead code, loop optimisation.

SUGGESTED READINGS:

- 1) Aho, Sethi, Ullman; Compilers, Principles, Techniques, Tools, Pearson Education.
- 2) Compiler Design, Santanu Chattopadhyay, P.H.I.
- 3) Santanu Chattopadhyaya, Systems Programming, PHI, 2011.
- 4) Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers: Principles, Techniques, and Tools", 2nd edition, Prentice Hall, 2006.
- 5) D. M. Dhamdhere, Systems Programming, Tata McGraw Hill, 2011.
- 6) Leland Beck, D. Manjula, System Software: An Introduction to System Programming, 3rd edition, Pearson Education, 2008.
- 7) Grune D, Van Reeuwijk . K, Bal H. E, Jacobs C J H, Langendoen K, Modern Compiler Design, 2nd edition, Springer, 2012

BCAMAJ3084 LAB: COMPILER DESIGN LAB

Laboratory (Learners may use C/C++)

1. Write a program to generate tokens for given lexeme
2. Write a program to find whether the string is parsing or not.
3. Write a program to implement simple lexical analyzer using c language.
4. Write a program to generate syntax tree.
5. Write a program to construct NFA for the given regular expression
6. Write a program to construct DFA for the given regular expression
7. Write a program to implement symbol table using c language.
8. Write a program to find first & follow from a grammar.
9. Write a program to implement construction of operator precedence parse table
10. Write a program to implement simple LR parsing algorithm.

BCAMIN3024 : INTRODUCTION TO R-PROGRAMMING
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To understand and gain familiarity with R-programming environment
- To apply various R-programming constructs to solve computational problems
- To work on different file handling operations
- To utilize visualizing tools for analyzing the data
- To gain knowledge on different data preprocessing activities and building applications

Course Learning Outcomes

- Learners would be able to work on R-programming environment
- Learners would be able to use R- programming constructs to solve problems
- To work on different file handling operations
- Learners would visualize data using R-tools such as Histogram, Box Plot, Bar chart etc.
- Learners would employ data manipulation tools to resolve different data preprocessing

Theory : 60 Lectures

Unit 1: Introduction to R (12 Lectures, 12 Marks)

Overview of R, Installation and configuration of R programming environment, R data types and objects- R Reserved Words, Variables & Constants, R Operators and Operator Precedence, Decision and Loop- if...else, for loop, while loop, break & next, functions, scoping rules, Loop functions, debugging tools, Simulation, code profiling

Unit 2: Data Structures and Charts (18 Lectures, 15 Marks)

Vectors, Matrices and Lists, Data Frames and Factors, Slicing, Selection and Filtering, Visualizing data using Bar chart, Pie Chart, scatter plot, line plot, Histogram, Box Plot

Unit-3: File Reading and Writing (12 Lectures, 10 Marks)

Read/write data using text files, csv files and excel sheet, Retrieving data from websites

Unit-4 : Data Manipulation and GUI (18 Lectures, 13 Marks)

Clean data-Missing and Duplicate Values, Sorting, Data Type Conversion, Merging and Joining Data Frames, GroupBy and Pivot Tables, Working with Date/Time Data, Building application, interacting with database connectivity

SUGGESTED READINGS:

- 1) Norman Matloff, The Art of R Programming - A Tour of Statistical Software Design, No Starch Press.2011
- 2) Cotton, R., Learning R: a step by step function guide to data analysis. 1st edition. O'reilly Media Inc
- 3) <https://jrnold.github.io/r4ds-exercise-solutions/index.html>
- 4) <https://www.r-project.org/>
- 5) <https://cran.r-project.org/>

BCAMIN3024 LAB : INTRODUCTION TO R-PROGRAMMING LAB

- 1) Write a program that prints 'Hello World' to the screen.
- 2) Write a program that asks the user for a number n and prints the sum of the numbers 1 to n
- 3) Write a program that prints a multiplication table for numbers up to 12.
- 4) Write a function that returns the largest element in a list.
- 5) Write a function that computes the running total of a list.
- 6) Write a function that tests whether a string is a palindrome or not
- 7) Write a function that tests whether a user input number is a palindrome or not
- 8) Implement linear search.
- 9) Implement binary search.
- 10) Implement matrices addition, subtraction and Multiplication
- 11) Write a program to print all prime number between a range(for example between 1 and 100).
- 12) Write a program to compare three numbers and print the largest one.
- 13) Write a program to find factorial of the given number.
- 14) Write a program to find the sum of the digits of a number

SEMESTER-VII

BCAMAJ4014: DATA MINING AND WAREHOUSING (Credit 4, Total Marks 100)

(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn and understand data mining techniques and warehousing
- To generate association rules from real-life datasets
- To analyze different clustering methods and classification tools for identifying similar groups of datasets
- To gather knowledge on building data warehouse for mining applications

Course Learning Outcomes

- Learners would be able to gain knowledge on data mining and warehousing techniques
- Learners would utilize resultant interesting rules for appropriate prediction of data
- Learners would be able to evaluate suitable clustering methods for grouping similar data
- Learners would be able to acquire knowledge on building warehouse application

Theory: 60 Lectures

Unit-1: Overview of Data Mining and Warehousing (12 Lectures, 10 Marks)

Predictive and descriptive data mining techniques, supervised and unsupervised learning techniques, process of knowledge discovery in databases, pre-processing methods, Data Visualization, Warehousing (Definition, Features and Advantages)

Unit-2: Association Rule Mining (14 Lectures, 12 Marks)

Association rule Definition, Market Basket Analysis, Mining association rules, frequent sets and border sets, algorithms for mining association rules –Apriori algorithm, Border set algorithm, Concepts of Maximal frequent sets and closed frequent sets

Unit-3: Clustering, Classification and Regression (22 Lectures, 18 Marks)

Clustering definition, Concept of Similarity measure and Distance Measure, Different types of data in clustering, Partition vs Hierarchical Clustering, Density based clustering methods-DBSCAN, Clustering versus Classification, decision tree construction principle, decision tree generation algorithms –CART, ID3, The Problem of over fitting and techniques for reducing it, Scalability and Data management issues in data mining algorithms, measures of interestingness

Unit-4: Warehouse Architecture (12 Lectures, 10 Marks)

Warehouse architectures, Data warehouse vs Data Marts, Design Strategies, Modeling

SUGGESTED READINGS:

- 1) A.K. Puzari, Data Mining Techniques, University Press.
- 2) J. Han and M. Kamber. Data Mining: Concepts and Techniques. Morgan Kaufman. 2001.
- 3) P. Tan, M. Steinbach and V. Kumar, Introduction to Data Mining, Pearson Education (LPE), 2009.
- 4) G.K. Gupta, Introduction to Data Mining with Case Studies, PHI, 2006.
- 5) Alex Berson, Stephen J. Smith, "Data warehousing Data mining and OLAP", Tata McGraw- Hill, 2nd Edition, 2007
- 6) Pualraj Ponnaiah, Wiley, "Data Warehousing Fundamentals", Student Edition, 2004.
- 7) Ralph Kimball, Wiley, "The Data warehouse Life Cycle Toolkit", Student Edition, 2006

BCAMAJ4014 LAB: DATAMINING AND WAREHOUSING LAB

(Learners may use programming languages like C/C++/Python)

- 1) Write a computer program to implement A priori algorithm using two different data structures for storing the item sets in the level wise generation of candidate sets.
- 2) Write a computer program to implement A priori algorithm using hashing to store the item sets in the level wise generation of candidate sets.
- 3) Write a computer program to implement the Pincer Search algorithm.
- 4) Write a computer program to implement the DIC (Dynamic Item set) algorithm.
- 5) Write a computer program to implement the Promoted Border Algorithm.
- 6) Write a computer program to implement the k-means algorithm and test it using the different similarity measures stated in the syllabus.
- 7) Write a computer program to implement the PAM algorithm.
- 8) Write a computer program to implement the CLARA algorithm.
- 9) Write a computer program to implement the CLARANS algorithm.
- 10) Write a computer program to implement the DBSCAN algorithm.
- 11) Write a computer program to implement the BIRCH algorithm.
- 12) Write a computer program to implement the CART algorithm.
- 13) Write a computer program to implement the ID3 algorithm.

BCAMAJ4024: DIGITAL IMAGE PROCESSING
(Credit 4, Total marks 100)
(Theory = 60 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To study the image fundamentals and mathematical transforms necessary for image processing.
- To distinguish between various Spatial and Frequency domain filtering techniques.
- To get familiar with Image Restoration and compression techniques for making data communication easier.
- To work on design and development of Morphological Images and Image Segmentation.

Course Learning Outcomes

- Learners would be able to grasp the fundamental concepts of a digital image processing
- Learners would know how to analyze images in the frequency as well as spatial domain.
- Learners would be able to evaluate the techniques of image restoration and image compression.
- Learners would be able to interpret various image segmentation techniques.

Theory: 60 Lectures

Unit-1: Basics of Image Processing (8 Lectures, 8 Marks)

Light, Brightness adaption and discrimination, Pixels, coordinate conventions, Imaging Geometry, Perspective Projection, sampling and quantization.

Unit-2: Spatial and Frequency domain filtering (12 Lectures, 13 Marks)

Intensity transformations, contrast stretching, histogram equalization, Correlation and convolution, Smoothing filters, sharpening filters, gradient and Laplacian, Fourier Transforms and properties, FFT (Decimation in Frequency and Decimation in Time Techniques), Convolution, Correlation, 2-D sampling, Discrete Cosine Transform, Frequency domain filtering

Unit-3: Image Restoration and Compression (25 Lectures, 18 Marks)

Basic Framework, Interactive Restoration, Image deformation and geometric transformations, image morphing, Restoration techniques, Noise characterization, Noise restoration filters, Adaptive filters, Linear, Estimation of Degradation functions, Restoration from projections, Compression-Encoder-Decoder model, Types of redundancies, Lossy and Lossless compression, Entropy of an information source, Shannon's 1st Theorem, Huffman Coding, Arithmetic Coding, Bit-plane encoding, JPEG, Wavelet based Image Compression- Discrete Wavelet Transform (DWT), Continuous Wavelet Transform, 2-D wavelet Transform

Unit-4: Morphological Image Processing & Segmentation (15 Lectures, 11 Marks)

Basics, SE, Erosion, Dilation, Opening, Closing, Hit-or-Miss Transform, Boundary Detection, Hole filling, Connected components, convex hull, thinning, thickening, skeletons, pruning, Boundary detection based techniques, Point, line detection, Edge detection, local processing, regional processing, Hough transform, Thresholding, Segmentation

SUGGESTED READINGS:

- 1) R C Gonzalez, R E Woods, Digital Image Processing, 3rd Edition, Pearson Education. 2008.
- 2) A K Jain, Fundamentals of Digital image Processing, Prentice Hall of India.1989.
- 3) K R Castleman, Digital Image Processing, Pearson Education.1996
- 4) Schalkoff, Digital Image Processing and Computer Vision, John Wiley and Sons.1989.
- 5) Rafael C. Gonzalez, Richard E. Woods, Steven Eddins, “Digital Image Processing using MATLAB”, Pearson Education, Inc., 2004.

BCAMAJ4024 LAB: DIGITAL IMAGE PROCESSING LAB

1. Write program to read and display digital image using MATLAB or SCILAB
 - a. Become familiar with SCILAB/MATLAB Basic commands
 - b. Read and display image in SCILAB/MATLAB
 - c. Resize given image
 - d. Convert given color image into gray-scale image
 - e. Convert given color/gray-scale image into black & white image
 - f. Draw image profile
 - g. Separate color image in three R G & B planes
 - h. Create color image using R, G and B three separate planes
 - i. Flow control and LOOP in SCILAB
 - j. Write given 2-D data in image file
2. To write and execute image processing programs using point processing method
 - a. Obtain Negative image
 - b. Obtain Flip image
 - c. Thresholding
 - d. Contrast stretching
3. To write and execute programs for image arithmetic operations
 - a. Addition of two images
 - b. Subtract one image from other image
 - c. Calculate mean value of image
 - d. Different Brightness by changing mean value
4. To write and execute programs for image logical operations
 - a. AND operation between two images
 - b. OR operation between two images
 - c. Calculate intersection of two images
 - d. Water Marking using EX-OR operation
 - e. NOT operation (Negative image)
5. To write a program for histogram calculation and equalization using
 - a. Standard MATLAB/SCILAB function
 - b. Program without using standard MATLAB/SCILAB functions
 - c. C Program
6. To write and execute program for geometric transformation of image
 - a. Translation
 - b. Scaling
 - c. Rotation
 - d. Shrinking
 - e. Zooming

7. To understand various image noise models and to write programs for
 - a. image restoration
 - b. Remove Salt and Pepper Noise
 - c. Minimize Gaussian noise
 - d. Median filter and Weiner filter
8. Write and execute programs to remove noise using spatial filters
 - a. Understand 1-D and 2-D convolution process
 - b. Use 3x3 Mask for low pass filter and high pass filter
9. Write and execute programs for image frequency domain filtering
 - a. Apply FFT on given image
 - b. Perform low pass and high pass filtering in frequency domain
 - c. Apply IFFT to reconstruct image
10. Write a program in C and MATLAB/SCILAB for edge detection using different edge detection mask
11. Write and execute program for image morphological operations erosion and dilation.
12. Write and execute one program for wavelet transform on given image and perform inverse wavelet transform to reconstruct image.

BCAMAJ4034: COMPUTER NETWORKS-II
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course learning Objectives

- To get familiar with various service protocols in the transport layer.
- To understand and utilize socket programming concepts.
- To gather knowledge about the different network applications.
- To understand LAN and implement TCP/IP.

Course learning Outcomes

- Learner would be able to understand the significance of service protocols in Transport layer.
- Learner would be able to write socket programs.
- Learner could gain familiarity with various applications of network.
- Learner could setup LAN considering TCP/IP.

Theory: 60 Lectures

Unit-1: Transport Layer Protocols (14 Lectures, 12 Marks)

Transport layer services, connection oriented Vs connectionless service protocols, circuit switching Vs packet switching, TCP, UDP, SCTP protocol.

Unit-2: Socket Programming (20 Lectures, 13 Marks)

Socket Introduction, TCP Sockets, TCP Client/Server Example, Signal handling, I/O Multiplexing using Sockets, Socket Options, UDP Sockets, UDP Client Server example, Address Lookup using Sockets.

Unit-3: Network Applications (12 Lectures, 14 Marks)

Network traffic, Remote Terminal Access, Remote Logging, Email, WWW, HTTP.

Unit-4: LAN Administration (14 Lectures, 11 Marks)

Network fundamentals, types of Networks, Network Topologies, Client Server Model, Linux and TCP/IP Networking, Network Management and Debugging.

SUGGESTED READINGS:

1. W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, Unix Network Programming, The sockets Networking API, Vol. 1, 3rd Edition, PHI,2003
2. B. A. Forouzan: Data Communications and Networking, Fourth edition, THM Publishing Company Ltd.,2003
3. Nemeth Synder & Hein, Linux Administration Handbook, Pearson Education, 2nd Edition,2010
4. R. Stevens, Unix Network Programming, PHI 2nd Edition,1990

BCAMAJ4034 LAB: COMPUTER NETWORKS-II LAB

(Learners may prefer programming languages like C/C++/Python)

1. Configure a Local Area Network (Wired/Ethernet) in Linux environment. Configure the network interface card using ifconfig command and also explore ping, ifdown and ifup commands
2. Write a server socket program using TCP/IP where the client side will send a request for an existing file to the server side and if the file exists in the server then send the contents of that particular file to the client in reply, otherwise display a message —file does not exist on the server, if exists displays the contents on the client side
3. Write a connection oriented TCP/IP socket program where a client will request for a file to the server and the server will send the file to client. The IP address of the server and file name will be given as command line argument (Use loopback interface).

SUGGESTED READINGS:

1. W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, Unix Network Programming, The sockets Networking API, Vol. 1, 3rd Edition, PHI,2003
2. B. A. Forouzan: Data Communications and Networking, Fourth edition, THM Publishing Company Ltd.,2003
3. Nemeth Synder & Hein, Linux Administration Handbook, Pearson Education, 2nd Edition,2010
4. R. Stevens, Unix Network Programming, PHI 2nd Edition,1990

BCAMAJ4044: NUMERICAL METHODS AND PROBABILITY
(Credit 4, Total marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn and understand the accuracy and precision in representation of numbers and its significance.
- To find the roots of the equation using non-linear and linear equation methods.
- To understand one point iterative method for finding true roots.
- To explore linear interpolation, integration and extrapolation methods for finding values of approximation.
- To comprehend probabilistic methods to solve real world problems.
- To develop numerical solutions for computational problems.

Course Learning Outcomes

- Learners would be able to represent numbers with accuracy and precision.
- Learners could apply various methods to find roots of the equation.
- Learners would be able to calculate the numerical integration results with great accuracy.
- Learners would be able to implement methods of probability and numerical solutions for solving real world problems.

Theory: 60 Lectures

Unit-1: Representation of numbers (5 Lectures, 6 Marks)

Floating point representation and computer arithmetic, Significant digits, Errors: Round-off error, truncation error

Unit-2: Solution of non-linear and simultaneous linear equation (13 Lectures, 15 Marks)

Non-linear equation-Bisection method, Secant method, Regula-Falsi method, Newton-Raphson method, linear equation-Basic elimination method, Gaussian elimination method, Gauss Jordan method, Iterative methods-Jacobi and Gauss-Seidel iterative methods

Unit-3: Interpolation, integration and extrapolation (27 Lectures, 20 Marks)

Lagrange's form and Newton's form, Finite difference operators, Gregory Newton forward and backward differences Interpolation Piecewise polynomial interpolation: Linear interpolation, Numerical differentiation: First derivatives and second order derivatives, Numerical integration-Trapezoidal rule, Simpson's rules, Extrapolation methods-Romberg integration, Gaussian quadrature, Ordinary differential equation: Euler's method, Runge-Kutta second and fourth order methods.

Unit-4 : Probability (15 Lectures, 9 Marks)

Measure of central tendency: Mean, Median and Mode, Probability, Probability distribution, Binomial, Poisson and normal distribution, Mathematical expectations, moments, correlation, regression.

SUGGESTED READINGS:

1. M.K.Jain, S.R.K.Iyenger, R.K.Jain, — Numerical methods for Scientific and Engineering Computation, Wiley Easterns.
2. K.E. Atkinson, —An introduction to numerical analysis, J.Willey and Sons.
3. Laurence V. Fausett, Applied Numerical Analysis, Using MATLAB, Pearson, 2/e (2012)
4. Steven C Chapra, Applied Numerical Methods with MATLAB for Engineers and Scientists, Tata McGraw Hill, 2/e (2010)

BCAMAJ4044 LAB: NUMERICAL METHODS AND PROBABILITY LAB

Note: Programming is to be done in any one of Computer Algebra Systems:
MATLAB / SCILAB / MATHEMATICA / MAPLE.

1. Find the roots of the equation by bisection method.
2. Find the roots of the equation by secant/Regula-Falsi method.
3. Find the roots of the equation by Newton's method.
4. Find the solution of a system of nonlinear equation using Newton's method.
5. Find the solution of system of equations using Jacobi/Gauss-Seidel method.
6. Evaluate the approximate value of finite integrals using Gaussian/Romberg integration.
7. Solve the boundary value problem using finite difference method.

BCAREM4014: RESEARCH METHODOLOGY
(Credit 4, Total Marks 100)
(Theory = 70 Marks, Internal = 30 Marks)

Course Learning Objectives

- To understand and comprehend the basics in research methodology
- To get familiar with data handling and literature review process.
- To write research papers and know how the review process is carried on.
- To grasp knowledge on dissertation/project report writing.
- To acquire knowledge on ethical issues and professional conduct.

Course Learning Outcomes

- Learners would be able to understand the need of research methodology
- Learners would gain the knowledge of data collection for appropriate research approach.
- Learners would be able to write research papers with the knowledge of literature review.
- Learners would know how to exhibit professional conduct maintaining the ethical issues.

Theory: 60 Lectures

Unit-1: Introduction to Research (17 Lectures, 20 Marks)

What is Research? Types of Research, Why Research, Significance & Status of Research, Major Journals & Publications in Computer Science, Major Research Areas of Computer Science, Identification, selection & Formulation of research Problem, Developing a research Proposal, Planning your research,

Unit-2: Research Data & Literature Survey (20 Lectures, 25 Marks)

What is data, Types of Data, Mathematical, Statistical and Computer Science views on data analysis, Finding out about your research area, Literature search strategy, Writing critical reviews, Identifying venues for publishing your research.

Unit-3: Writing Papers and the Review Process (8 Lectures, 10 Marks)

Preparing and presenting your paper. The conference review process, The journal review process

Unit-4: Dissertation/Thesis Writing, Ethical Issues and Professional Conduct (15 Lectures, 15 Marks)

Planning the Dissertation/Thesis, Writing the Dissertation/Thesis, Thesis structure, Writing up schedule, The Oral examination (Viva Voce), Ethics in general, Professional Ethics, Ethical Issues that Arise from Computer Technology

SUGGESTED READINGS:

- 1) The Computer Science and Engineering (Editor-in-Chief) By Allen B.Tucker, JR. CRC Press, A CRC Handbook Published in Co-operation with ACM, The Association for Computing.
- 2) Research Methodology By Kothari C. R., Publisher: New Age International Pvt Ltd Publishers

**BCAMIN4014: INTRODUCTION TO DATA SCIENCE USING
PYTHON PROGRAMMING
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)**

Course Learning Objectives

- To learn the basic terminologies of data science that helps discovering the hidden patterns in data.
- To explore the basics of the python programming environment in order to implement it in data science.
- To know how data acquiring and data cleaning techniques assist enormously in the manipulation phase of data.
- To employ how to explore, sort and analyze megadata from various sources and reach to conclusions optimizing business requirements.

Course Learning Outcomes

- Learners would grasp the basic terms data science that assists in the discovery of invisible patterns in data.
- Learners could work on python programming environment supporting data science tasks.
- Learners would know how to do data acquisition and implement data cleaning as a preprocessing activity.
- Learners would be able to explore, sort and analyze enormous amount of data and reach to such conclusions that optimizes business requirements easing the decision making.

Theory : 60 Lectures

Unit-1: Introduction to Data science (5 Lectures, 10 Marks)

Data science and its importance, Data science tools- version control, markdown, Git, GitHub; Data analysis, Turning data into actionable knowledge

Unit-2: Python Programming Basics (15 Lectures, 17 Marks)

Structure of a Python Program, Using Python as calculator, Python shell, Indentation, Atoms, Identifiers and keywords, Literals, Strings, Operators (Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator, Increment or Decrement operator). Creating Python Programs, Input and Output Statements, Control statements (Branching, Looping, Conditional Statement, Exit function, Difference between break, continue and pass), Functions

Unit- 3: Getting and Cleaning Data (8 Lectures, 10 Marks)

Obtaining data from web, APIs, databases and from colleagues in various formats, basics of data cleaning and making data tidy

Unit-4: Exploratory Data Analysis

(16 Lectures, 13 Marks)

Essential exploratory techniques for summarizing data, applied before formal modeling commences, eliminating or sharpening potential hypotheses about the world that can be addressed by the data, common multivariate statistical techniques used to visualize high dimensional data.

SUGGESTED READINGS:

1. Rachel Schutt, Cathy O'Neil, "Doing Data Science: Straight Talk from the Frontline" by Schroff/O'Reilly, 2013.
2. Foster Provost, Tom Fawcett, "Data Science for Business" What You Need to Know About Data Mining and Data-Analytic Thinking" by O'Reilly, 2013.
3. John W. Foreman, "Data Smart: Using data Science to Transform Information into Insight" by John Wiley & Sons, 2013.
4. Ian Ayres, "Super Crunchers: Why Thinking-by-Numbers Is the New Way to Be Smart" 1st Edition by Bantam, 2007.
5. Eric Seigel, "Predictive Analytics: The Power to Predict who Will Click, Buy, Lie, or Die", 1st Edition, by Wiley, 2013.
6. Matthew A. Russel, "Mining the Social Web: Data mining Facebook, Twitter, LinkedIn, Goole+, GitHub, and More", Second Edition, by O'Reilly Media, 2013.
7. T. Budd, Exploring Python, TMH, 1st Ed, 2011
8. Python Tutorial/Documentation www.python.org 2015
9. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist : learning with Python , Freely available online.2012
10. <http://docs.python.org/3/tutorial/index.html>
11. <http://interactivepython.org/courselib/static/pythonds>
12. <http://www.ibiblio.org/g2swap/byteofpython/read/>

BCAMIN4014 LAB: INTRODUCTION TO DATA SCIENCE USING PYTHON PROGRAMMING LAB

1. Write a program that prints 'Hello World' to the screen.
2. Write a program that asks the user for a number n and prints the sum of the numbers 1 to n 3.
3. Write a program that prints a multiplication table for numbers up to 12.
4. Write a function that returns the largest element in a list.
5. Write a function that computes the running total of a list.
6. Write a function that tests whether a string is a palindrome.
7. Implement linear search.
8. Implement binary search.
9. Implement matrices addition, subtraction and Multiplication
10. Fifteen students were enrolled in a course. Their ages were:
20 20 20 20 20 21 21 21 22 22 22 22 23 23 23
 - i) Find the median age of all students under 22 years
 - ii) Find the median age of all students
 - iii) Find the mean age of all students
 - iv) Find the modal age for all students
 - v) Two more students enter the class. The age of both students is 23. What is now mean, mode and median?
11. Following table gives a frequency distribution of systolic blood pressure. Compute all the measures of dispersion.

Midpoint	95.5	105.5	115.5	125.5	135.5	145.5	155.5	165.5	175.5
Number	5	8	22	27	17	9	5	5	2
12. Obtain probability distribution of, where X is number of spots showing when a six- sided symmetric die (i.e. all six faces of the die are equally likely) is rolled. Simulate random samples of sizes 40, 70 and 100 respectively and verify the frequency interpretation of probability.
13. Make visual representations of data using the base, lattice, and ggplot2 plotting systems, apply basic principles of data graphics to create rich analytic graphics from available datasets.

SEMESTER-VIII

BCAMAJ4054: DISTRIBUTED SYSTEMS

(Credit 4, Total Marks 100)

(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn the concepts, architectures and models used in distributed systems
- To illustrate the event ordering techniques and distributed file systems to solve problems in an efficient, reliable and scalable way.
- To understand different consistency models and analyze security in distributed systems.
- To analyze P2P computing and distributed shared memory

Course Learning Outcomes

- Learners would be able to acquire knowledge on architecture and communication model of distributed systems
- Learners could explain event ordering methods, snapshots and file system for scalable performance
- Learners could analyze and implement consistency models, run security and apply different recovery tools to get back the data
- Learners would be able to use peer-to-peer and get acquainted with distributed shared memory in receiving scalable performance

Theory: 60 Lectures

Unit-1: Introduction to Distributed Systems (15 Lectures, 12 Marks)

Concepts and types of distributed systems, Architecture, Overview of processes, Taxonomy of Distributed Systems, scalable performance, load balancing and availability Models of computation, shared memory and message passing system, synchronous and asynchronous systems, Communication in Distributed Systems, Remote Procedure Calls and Message Oriented Communications and implementation

Unit-2: Event Ordering and Snapshots (15 Lectures, 13 Marks)

Global state and snapshot algorithms, distributed snapshots in VMs, clock synchronization, Distributed mutual exclusion, Group based Mutual Exclusion, leader election, deadlock detection, termination detection, Distributed Databases, implementations over a simple distributed system and case studies of distributed databases and systems, Distributed file systems: scalable performance, load balancing, and availability. Examples from Dropbox, Google FS (GFS)/ Hadoop Distributed FS (HDFS), Bigtable/HBase MapReduce, RDD

Unit-3: Consistency control and Recovery (15 Lectures, 14 Marks)

Data Centric Consistency, Client Centric Consistency, Replica Management, Consistency Protocols, Fault tolerance and recovery: basic concepts, fault models, agreement problems and its applications, commit protocols, voting protocols, Case Studies from Apache Spark, Google Spanner, Amazon Aurora, Block Chain Systems etc, Issues in

failure recovery, Checkpoint-based recovery, Log-based rollback recovery, Coordinated checkpointing algorithm, Algorithm for asynchronous checkpointing and recovery

Unit-4: P2P & Distributed Shared Memory

(15 Lectures, 11 Marks)

Peer-to-peer computing and overlay graphs- Data indexing and overlays, Chord, Content addressable networks, Tapestry, Distributed shared memory- Abstraction and advantages, Memory consistency models, Shared memory Mutual Exclusion.

SUGGESTED READINGS:

1. M. Van Steen, A.S. Tanenbaum, Distributed Systems, Third Edition, CreateSpace Independent Publishing Platform, 2017.
2. Ajay D. Kshemkalyani and Mukesh Singhal, Distributed Computing: Principles, Algorithms and Systems, Cambridge University Press, 2011.
3. Garg VK. Elements of distributed computing. John Wiley & Sons, 2002.
4. George Coulouris, Jean Dollimore, Tim Kindberg and Gordon Blair, Distributed Systems: Concepts and Design, Fifth Edition, Pearson Education, 2017

BCAMAJ4054 LAB: DISTRIBUTED SYSTEMS LAB

- 1) Write a server (TCP) C/Python program that opens a listening socket and waits to serve client
- 2) Write a client (TCP) C/Python program that connects with the server program knowing IP address and port number.
- 3) Get the input string from console on client and send it to server. Further the server echoes back that string to the client.
- 4) Write a client (UDP) C / Python program that calls sendto to send string to server program knowing IP address and port number
- 5) Implement any election algorithm using C/Python.

BCAADL4014: INTRODUCTION TO CLOUD COMPUTING
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course learning objectives

- To learn and acquaint with various applications of computer systems
- To apply human interface systems
- To identify and analyze various components of a computer system
- To acquire knowledge on recent technologies in software industry

Course Learning Outcomes

- Learners could apply computer systems in various fields
- Learners could be acquainted with various input and output devices
- It would help achieve learners with identification of computer components and peripherals to assemble and de-assemble parts
- Learners gain knowledge on current trends in technologies

Theory : 60 Lectures

Unit- 1: Introduction to Cloud Computing (10 Lectures, 12 Marks)

Overview of Cloud Computing, Evolution of Cloud Computing, Characteristics of Cloud Computing, Types of cloud and its Cloud services, Benefits and challenges of cloud computing, Applications cloud computing, Cloud Storage, Cloud services requirements, cloud and dynamic infrastructure, Cloud adoption

Unit 2: Cloud Computing Architecture & Virtualization Technology (22 Lectures, 17 Marks)

Cloud reference model, Platform as service, Software as a service, Infrastructure as service, Cloud deployment models, Public clouds, Private clouds, Community cloud, Hybrid clouds, Cloud design and implementation using SOA, security, trust and privacy, Overview of Virtualization techniques, Types of Virtualizations, Implementation Levels of Virtualization Structures, virtualization benefits, server virtualization, hypervisor management software, virtual infrastructure requirements

Unit 3: Map Reduce and Cloud Security (16 Lectures, 14 Marks)

Introduction to parallel computing, Map-reduce model, Applications of map reduce, Parallel efficiency of Map-Reduce, Map Reduce infrastructure, Introduction to Security, Cloud Security challenges and Risks, Software-as-a-Service Security, Security Monitoring, Security Architecture Design, Data Security, Application Security, Virtual Machine Security, Identity Management and Access Control

Unit 4: Cloud platforms and applications

(12 Lectures, 7 Marks)

Web services, App Engine, Azures Platform, Aneka, Open challenges, Scientific applications, Business and Consumer applications

SUGGESTED READINGS:

1. Dr. Kumar Saurabh, Cloud Computing
2. Raj Kumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, Mastering Cloud Computing

BCAADL4014 LAB: INTRODUCTION TO CLOUD COMPUTING LAB

- 1) Installation and configuration of own Cloud.
- 2) Installation of virtual machine and also install operating system on virtual machine.
- 3) Study and implementation of infrastructure as Service using Open Stack.
- 4) Write a Program to Create, Manage and groups User accounts in own Cloud
- 5) by Installing Administrative Features
- 6) Explain amazon RDS/ Google Cloud SQL service and create a database instance in the cloud using Amazon RDS. Connect the instance and create a database with one table, insert data and show the records in the table.
- 7) Write a program for Web feed using PHP and HTML

BCAADL4024: MANAGEMENT INFORMATION SYSTEM (MIS)

(Credit 4, Total Marks 100)

(Theory = 70 Marks, Internal = 30 Marks)

Course Learning Objectives

- To generate information for decision making on planning, initiating, organizing, and controlling the operations of any enterprise.
- To study the need for Information system in business enterprises.
- To get familiar with various applications of MIS and MIS Control Systems

Course Learning Outcomes

- Learners would be able to provide information for decision making by enterprise owners.
- Learners could gather the Need for Information system
- Learners would be comfortable with the application of MIS and MIS control systems

Theory: 60 Lectures

Unit-1: Organization

(10 Lectures, 14 Marks)

Definition & features of Organization, the role of manager in organization, managers and decision making, types of decision, decision making life cycle.

Unit-2: Need for Information system

(20 Lectures, 21 Marks)

Role of information system in organization, importance of information system, Information needs of different organization levels, Concept of MIS, Definition, Characteristics of MIS, types of MIS –DSS and GDSS, Introduction to business functions, processes and data requirements within an enterprise, Enterprise wide IT systems, Managing Enterprise through ERP, Enterprise Resource Planning (ERP): concepts, techniques and tools, ERP selection and implementation issues, SAP based hands-on case studies.

Unit-3: Application of MIS

(20 Lectures, 22 Marks)

Manufacturing sector Marketing Management, Production Management, Financial Management and Personnel Management, Service sector Airlines, Hotel, Hospital and Banking, Marketing sector Customer Relationship Management, Supply Chain Management

Unit-4: MIS Control System

(10 Lectures, 13 Marks)

Information system security and control system vulnerability, creating a control environment

SUGGESTED READINGS:

1. Management Information Systems by Jawadekar W. S., 2nd edition, Tata McGraw Hill (TMH)
2. Management Information Systems: Conceptual Foundations, Structure & Development by Davis G/ Olson, M., 2nd edition, Tata McGraw Hill (TMH) Publications India
3. Management Information System: Text & Cases by Jawadekar W. S., 4th edition, Tata McGraw Hill (TMH)
4. Management Information Systems, by James A. O'Brien (Author), George M. Marakas (Author), Ramesh Behl (Author), 11th Edition, 2019, ISBN-10 9353164656, ISBN-13 978-9353164652, McGraw Hill Education

BCAADL4034: CYBER SECURITY
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn and understand cyber security fundamentals
- To familiarize the various cyber/ internet crimes and their causes
- To analyze data privacy for cyber security management
- To develop skills on securing the system using safety tools.
- To be aware of the laws imposed for controlling cyber crimes

Course Learning Outcomes

- Learners would be able to explain the concepts of cyber security
- Learners would become aware of cyber crimes and illustrate their reason
- Learners would be able to evaluate different safety tools and apply them in security management
- Learners would gain awareness on different laws of Cyber crimes and legal landscape around the world

Theory : 60 Lectures

Unit-1: Overview of Cyber security

(8 Lectures, 8 Marks)

Cyber security, increasing threat landscape, Cyber security terminologies- Cyberspace, attack, attack vector, attack surface, threat, risk, vulnerability, exploitation, hacker, Non-state actors, Cyber terrorism, Protection of end user machine, Cyber warfare

Unit-2: Cyber Crimes

(15 Lectures, 11 Marks)

Cyber crimes targeting Computer systems and Mobiles- data diddling attacks, spyware, logic bombs, DoS, DDoS, APTs, virus, Trojans, ransomware, data breach, Online scams and frauds- email scams, Phishing, Vishing, Smishing, Online job fraud, Online sextortion, Debit/ credit card fraud, Online payment fraud, Cyberbullying, website defacement, Cyber squatting, Pharming, Cyber espionage, Cryptojacking, Darknet- illegal trades, drug trafficking, human trafficking., Social Media Scams & Frauds- impersonation, identity theft, fake news, cyber crime against persons - cyber grooming, child pornography, cyber stalking, Social Engineering attacks, Cyber Police stations, Crime reporting procedure

Unit-3: Data Privacy and Data Security, Cyber security Management

(17 Lectures, 16 Marks)

Defining data, meta-data, big data, non-personal data, Data protection, Data privacy and data security, Personal Data Protection Bill and its compliance, Data protection principles, Big data security issues and challenges, Data protection regulations of other countries- General Data Protection Regulations(GDPR),2016, Personal Information Protection and Electronic Documents Act (PIPEDA)., Social media- data privacy and security issues, Cyber security Plan- cyber security policy, cyber crises management plan, Business continuity, Risk assessment, Types of security controls and their goals, Cyber security audit and compliance, National cyber security policy and strategy.

Unit-4: Safety Tools, Issues and Cyber Laws

(20 Lectures, 15 Marks)

Security Governance, Firewalls, Logging and Intrusion Detection systems, Windows and windows XP / NT security, Unix/Linux security, ethics of hacking and cracking, cyber laws- Cyber crime and legal landscape around the world, IT Act, 2000 and its amendments, Limitations of IT Act, 2000. Cyber crime and punishments, Cyber Laws and Legal and ethical aspects related to new technologies- AI/ML, IoT, Blockchain, Darknet and Social media, Cyber Laws of other countries, Case Studies

[Section 43] Penalty and Compensation for damage to computer, computer system, etc.

[Section 65] Tampering with Computer Source Documents

[Section 66 A] Punishment for sending offensive messages through communication service, etc.

[Section 66 B] Punishments for dishonestly receiving stolen computer resource or communication device [Section 66C] Punishment for identity theft

[Section 66D] Punishment for cheating by personating by using computer resource

[Section 66E] Punishment for violation of privacy

[Section 66F] Punishment for cyber terrorism

[Section 67] Punishment for publishing or transmitting obscene material in electronic form

[Section 67A] Punishment for publishing or transmitting of material containing sexually explicit act, etc. in electronic form

[Section 67B] Punishment for publishing or transmitting of material depicting children in sexually explicit act, etc. in electronic form

[Section 72] Breach of confidentiality and privacy

SUGGESTED READINGS:

1. Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives by Sumit Belapure and Nina Godbole, Wiley India Pvt. Ltd.
2. Information Warfare and Security by Dorothy F. Denning, Addison Wesley.
3. Security in the Digital Age: Social Media Security Threats and Vulnerabilities by Henry A. Oliver, Create Space Independent Publishing Platform.
4. Data Privacy Principles and Practice by Natraj Venkataramanan and Ashwin Shriram, CRC Press.
5. Information Security Governance, Guidance for Information Security Managers by W. KragBrothy, 1st Edition, Wiley Publication.
6. Auditing IT Infrastructures for Compliance By Martin Weiss, Michael G. Solomon, 2nd Edition, Jones Bartlett Learning
7. G.R.F. Snyder, T. Pardoe, Network Security, Cengage Learning, 2010

BCAADL4034 LAB: CYBER SECURITY LAB

- 1) Demonstrate the use of Network tools: ping, ipconfig, ifconfig, tracert, arp, netstat, whois
- 2) Use of Password cracking tools : John the Ripper, Ophcrack. Verify the strength of passwords using these tools.
- 3) Perform encryption and decryption of Caesar cipher. Write a script for performing these operations.
- 4) Perform encryption and decryption of a Rail fence cipher. Write a script for performing these operations.
- 5) Use nmap/zenmap to analyse a remote machine.
- 6) Use Burp proxy to capture and modify the message.
- 7) Demonstrate sending of a protected word document.
- 8) Demonstrate sending of a digitally signed document.
- 9) Demonstrate sending of a protected worksheet.
- 10) Setting privacy settings on social media platforms.
- 11) Do's and Don'ts for posting content on Social media platforms.
- 12) Registering complaints on a Social media platform
- 13) Prepare password policy for computer and mobile device.
- 14) List out security controls for computer and implement technical security controls in the personal computer.
- 15) List out security controls for mobile phone and implement technical security controls in the personal mobile phone.
- 16) Log into computer system as an administrator and check the security policies in the system.

BCAMIN4024: MULTIMEDIA AND APPLICATIONS
(Credit 4, Total Marks 100)
(Theory = 50 Marks, Practical = 20 Marks, Internal = 30 Marks)

Course Learning Objectives

- To learn the working principles of multimedia contents and know how to present them through computers.
- To become familiar with text, image, sound, video and animation.
- To acquire skills for presentation of various multimedia based projects.

Course Learning Outcomes

- Learners would be work on diverse eye pleasing multimedia contents to attract viewers.
- Learners would be able to incorporate different multimedia components like texts, images, sounds, videos and animations into their own multimedia projects.
- Learners could render multimedia contents through internet applications in a quick frame of time.

Theory: 60 Lectures

Unit-1: Introduction (6 Lectures, 6 Marks)

Introduction to multimedia, components, uses of multimedia, multimedia applications, virtual reality

Unit-2: Text and Images (10 Lectures, 11 Marks)

Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext, Still Images – bitmaps, vector drawing, 3D drawing & rendering, natural light & colors, computerized colors, color palettes, image file formats.

Unit-3: Sound, Video and Animation (24 Lectures, 18 Marks)

Digital Audio, MIDI Audio, MIDI vs Digital Audio, Audio File Formats, How video works, analog video, digital video, video file formats, video shooting and editing, Principle of animations, animation techniques, animation file formats.

Unit-4: Multimedia on Internet (20 Lectures, 15 Marks)

WWW and HTML, multimedia on the web – web servers, web browsers, web page makers and site builders, Stages of a multimedia project, Requirements to make good multimedia, Multimedia Hardware, Macintosh and Windows production Platforms, Hardware peripherals' connections, Memory and storage devices, Multimedia software and Authoring tools.

SUGGESTED READINGS:

- 1) Tay Vaughan, —Multimedia: Making it work!, TMH, Eighth edition.2011
- 2) Ralf Steinmetz and KlaraNaharstedt, —Multimedia: Computing, Communications Applications!, Pearson.2012
- 4) Keyes, —Multimedia Handbook!, TMH,2000.
- 5) K. Andleigh and K. Thakkar, —Multimedia System Design!, PHI.2013

BCAMIN4024 LAB: MULTIMEDIA AND APPLICATIONS LAB

(Student has to perform **any seven** of the following experiments)

Practical exercises based on concepts listed in theory using Flash/ GIMP/ PhotoShop/ Animation Tools/ Image Editors/ Video Editors

- 1) Create an animation using the tools panel and the properties panel to draw the following- Line, pe, oval, circle, rectangle, square, pencil, brush, lasso tool
- 2) Create an animation using text tool to set the font size, color etc.
- 3) Create an animation using **Free transform tool** that should use followings - Move Objects, Skew Objects, Stretch Objects, Rotate Objects, Stretch Objects while maintaining proportion, Rotate Objects after relocating the center dot
- 4) Create an animation using layers having following features
Insert layer, Delete layer, Guide layer, Mask layer
- 5) Modify the document (changing background color etc.) using the following tools- Eraser tool, Hand tool, Ink bottle tool, Zoom tool, Paint Bucket tool, Eyedropper tool
- 6) Create an animation for bus car race in which both starts from the same point and car wins the race.
- 7) Create an animation in which text Hello gets converted into GoodBye (using motion/shape tweening).
- 8) Create an animation having five images having –
Fadein, fadeout, effect.
- 9) Create a scene to show the sunrise (using multiple layers and motion tweening)
- 10) Create an animation to show the ripple effect.
- 11) Create an animation (using Shape tweening and shape hints) for transforming one shape into another.
- 12) Create an animation for bouncing ball (you may use motion guide layer).