ST. JOSEPH'S COLLEGE OF ARTS AND SCIENCE (AUTONOMOUS), CUDDALORE-607 001.



POST GRADUATE AND RESEARCH DEPARTMENT OF COMPUTER APPLICATIONS

BACHELOR OF COMPUTER APPLICATIONS (B.C.A.)

SYLLABUS

2017 - 2018

BACHELOR OF COMPUTER APPLICATIONS (B.C.A.)

CURRICULUM DESIGN TEMPLATE 2017 - 2018

Semester	Part	Subject Title	Subject Code	Hrs	Cr
		FIRST YEAR			
		Tamil-I	LTC101T	5	3
	Language	Hindi-I	LH101S		
		French-I	LF101		
	Language	English – I	LEC101T	5	3
I Comostor	Main-1	Programming in C	CA101S	4	3
i semester	Main-2	Digital Logic Fundamentals	CA102T	5	4
	Practical- I	Programming in C	CAP101T	3	2
	Allied-1	Mathematical Foundations	AMTCA101	5	4
	Skill	Value Education	VE101S	3	2
			Total	30	21
		Tamil-II	Total LTC202T	30	21
	Language	Tamil-II Hindi-II	TotalLTC202TLH202S	30 5	21 3
	Language	Tamil-II Hindi-II French-II	TotalLTC202TLH202SLF202	30 5	21 3
	Language Language	Tamil-II Hindi-II French-II English – II	TotalLTC202TLH202SLF202LEC202T	30 5 5	21 3 3
II Semester	Language Language Main-3	Tamil-II Hindi-II French-II English – II Object Oriented Programming using C++	TotalLTC202TLH202SLF202LEC202TCA203Q	30 5 5 5 5	21 3 3 4
II Semester	Language Language Main-3 Main-4	Tamil-IIHindi-IIFrench-IIEnglish – IIObject Oriented Programming using C++Fundamentals of Data Structures	Total LTC202T LH202S LF202 LEC202T CA203Q CA204S	30 5 5 5 4	21 3 3 4 3
II Semester	Language Language Main-3 Main-4 Practical – II	Tamil-IIHindi-IIFrench-IIEnglish – IIObject Oriented Programming using C++Fundamentals of Data StructuresProgramming in C++	Total LTC202T LH202S LF202 LF202 CA203Q CA204S CAP202T	30 5 5 5 4 3	21 3 3 4 3 2
II Semester	Language Language Main-3 Main-4 Practical – II Allied-2	Tamil-IIHindi-IIFrench-IIEnglish – IIObject Oriented Programming using C++Fundamentals of Data StructuresProgramming in C++Statistical Methods	Total LTC202T LH202S LF202 LF202 CA203Q CA204S CAP202T ASCA202T	30 5 5 5 4 3 5	21 3 3 4 3 2 4
II Semester	Language Language Main-3 Main-4 Practical – II Allied-2 Skill	Tamil-IIHindi-IIFrench-IIEnglish – IIObject Oriented Programming using C++Fundamentals of Data StructuresProgramming in C++Statistical MethodsDynamics of Personality	Total LTC202T LH202S LF202 LEC202T CA203Q CA204S CAP202T ASCA202T EPD201T	30 5 5 4 3 5 3	21 3 3 4 3 2 4 2 2

		SECOND YEAR			
	Main-5	Programming using Sun Micros Technology (Java)	CA305Q	6	4
	Main-6	Computer Algorithms	CA306T	6	5
III Comostor	Practical – III	Programming using Sun Micros Technology (Java)	CAP303Q	5	3
III Semester	Allied-3	Organizational Behaviour	ACA301	5	5
	Allied-4	Numerical Methods	AMTCA302	5	4
	Skill	Environmental Studies	EVS301S	3	2
			Total	30	23
	Main–7	Internet Technologies	CA407T	5	5
	Main-8	Advanced Java Programming	CA408T	6	4
	Practical – IV	Advanced Java Programming	CAP404T	5	3
IV Semester	Allied-5	Resource Management Techniques	AMCA403S	5	5
	Allied-6	Financial Accounting	ACCA301S	5	4
	Skill	Soft Skill	AOSS401S	4	4
			Total	30	25
		THIRD YEAR	Total	30	25
	Main-9	THIRD YEAR Relational Database Management Systems	Total CA509S	30 5	25 4
	Main–9 Main–10	THIRD YEARRelational Database ManagementSystemsProgramming using MicrosoftTech.(Asp.net using C#)	TotalCA509SCA510T	30 5 5	25 4 4
	Main-9 Main-10	THIRD YEARRelational Database ManagementSystemsProgramming using MicrosoftTech.(Asp.net using C#)1.Multimedia and Virtual Reality*	TotalCA509SCA510TECA512S*	30 5 5	25 4 4
	Main–9 Main–10 Elective-I	THIRD YEARRelational Database ManagementSystemsProgramming using MicrosoftTech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*	Total CA509S CA510T ECA512S* ECA512A*	30 5 5 5	25 4 4 5
	Main–9 Main–10 Elective-I	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing	Total CA509S CA510T ECA512S* ECA512A* ECA512B	30 5 5 5	25 4 4 5
V Semester	Main–9 Main–10 Elective-I	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing1. Data Communication and Networks	Total CA509S CA510T ECA512S* ECA512A* ECA512B ECA511	30 5 5 5	25 4 4 5
V Semester	Main–9 Main–10 Elective-I Elective-II	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing1. Data Communication and Networks2. Network Security	TotalCA509SCA510TECA512S*ECA512A*ECA512BECA511NA	30 5 5 5 5	25 4 4 5 5
V Semester	Main–9 Main–10 Elective-I Elective-II	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing1. Data Communication and Networks2. Network Security3. Mobile Computing	TotalCA509SCA510TECA512S*ECA512A*ECA512BECA511NANA	30 5 5 5 5	25 4 4 5 5
V Semester	Main–9 Main–10 Elective-I Elective-II Practical – V	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing1. Data Communication and Networks2. Network Security3. Mobile ComputingAny RDBMS Package-Oracle	Total CA509S CA510T ECA512S* ECA512A* ECA512B ECA511 NA NA CAP505T	30 5 5 5 5 5	25 4 4 5 5 3
V Semester	Main-9 Main-10 Elective-I Elective-II Practical – V Practical – VI	THIRD YEARRelational Database Management SystemsProgramming using Microsoft Tech.(Asp.net using C#)1.Multimedia and Virtual Reality*2. Computer Graphics*3. Cloud Computing1. Data Communication and Networks2. Network Security3. Mobile ComputingAny RDBMS Package-Oracle Programming Using Microsoft Tech. (Asp.net using C#)	Total CA509S CA510T ECA512S* ECA512A* ECA512B ECA511 NA CAP505T CAP506T	30 5 5 5 5 5 5 5	25 4 4 5 5 3 3 3

		Extension Activities	EU601	-	2
			Total	30	24
	Project	Mini –Project	JCA601	5	3
	Practical – VII	Programming in PHP	CAP607Q	5	3
		3. Microprocessor and its Applications	NA		
VI Semester	Elective-IV	2. Distributed Computing	NA	5	5
		1. Computer Architecture	ECA613T		
		3. Information System Design	ECA616B		5
	Elective-III	2. Management Information system	ECA616A	5	
		1. Software Engineering*	ECA616T*		
	Main-12	Operating Systems	CA615S	5	4
	Main-11	Open-Source Technology-PHP	CA614Q	5	4

I BCA		CA101S
SEMESTER - I	PROGRAMMING IN C	HRS/WK-4
MAIN-1		CREDIT - 3

To make the students abreast with the programming concepts and to master them in C Language.

UNIT-I

C Fundamentals: Character set – Identifiers - keywords - Data types-Constants –Variables – Declarations – Expressions - Statements-Operators - Library functions.

UNIT-II

Control Statements: Data Input/Output functions - Simple C programs - flow of control-control structures - switch, break and continue - Go to statement-comma operator.

UNIT-III

Functions: Defining, accessing functions - functions prototypes-passing arguments - call by value - call by reference - Recursions-storage classes.

UNIT-IV

Arrays: Defining and processing – passing arrays of functions- Arrays and string – Structures - passing structures to functions - self-referential structures - unions.

UNIT-V

Pointers: Declarations - passing pointers to functions - operation with pointers - pointer and arrays - arrays of pointers - structure and pointers – Files and its operations.

TEXT BOOK:

E. Balagurusamy - Programming in ANSI C - Tata McGraw Hill Pub.

REFERENCE BOOKS:

- 1. Byron S. Gottfied Schaum's outline Theory and problems of programming with C. Tata McGraw Hill Pub.
- 2. YeshwanthKanethkar -Let us C, BPB Publications.
- 3. K. R. Venugopal, S. R. Prasad -Mastering C Tata McGraw Hill Pub.

[12 Hrs]

[12 Hrs]

[12 Hrs]

[12 Hrs]

[12 Hrs]

I BCA	DIGITAL LOGIC FUNDAMENTALS	CA102T
SEMESTER - I		HRS/WK- 5
MAIN- 2		CREDIT - 4

To get acquainted with the internals of the System logic circuits and to know the working principles of the computers.

[15Hrs]

[15Hrs]

[15Hrs]

[15Hrs]

UNIT-I

Number System: Binary number system - The Basic Gates - Boolean Algebra - Universal Gates - Boolean Laws and Theorem - Number system and its conversations.

UNIT-II

Simplification: Sum of products - Product of Sums - K-map simplifications - Don't care conditions-QuineMcclausky tabulation method.

UNIT-III

Combinational Arithmetic Circuits: Adders-Subtractors-full adder-subtractor-BCD Adder-**ROM-PLA-Designing circuits using ROM/PLA**

UNIT-IV

Combinational Logic Circuits: Multiplexers-Demultiplexers-Decoders: 1 of 16 Decodersseven segment decoders-Encoders.

UNIT-V

[15Hrs] Sequential Logic Circuit: Flip-Flops - Its types - RS Flip flop, JK Flip flop, D Flip flop, T and Master Slave. Counters and its types - counter Design. Shift Registers and its types.

TEXT BOOK:

M. Morris Mano -Digital Logic and Computer Design- PHI.

REFERENCE BOOKS:

1. Thomas C. Bartee Digital ComputerFundamentals- McGraw Hill Pub.

- 2. Malvino& Leach- Digital Principles and Applications –McGraw Hill Pub.
- 3. S. Ramalatha Digital Computer Fundamentals, Meenakshi Agency.

I BCA	PROGRAMMING IN C	CAP101T
SEMESTER - I		HRS/WK- 3
PRACTICAL -I		CREDIT - 2

To make the students skilled in programming and to make them logically efficient and marketable in the Programming Industry.

- 1. Write a C program to find the odd or even numbers for the range of given number.
- 2. Write a C program to find the sum of series
- 3. Write a C program to generate the Fibonacci series
- 4. Write a C program to check whether the given year is leap year or not.
- 5. Write a C program to reverse a given number.
- 6. Write a C program to find the given number is Armstrong or not.
- 7. Write a C program to display the following output

(a)	*		
	*	*	
	*>	**	
(b)	1		
	1	2	
	1	2	3
(c)	1		
	2	2	
	3	3	3
(d)	_	~	_
ίαj	3	3	3
(u)	3 2	3 2	3

8. Write a C program to find the largest number among the three numbers.

- 9. Write a C program to find whether the person is eligible to vote or not
- 10. Write a C program to display the grade of the student by using conditional statement
- 11. Write a C program to display the arithmetic manipulation using Switch statement
- 12. Write a C program to find out the Factorial with and without using recursive function.
- 13. Write a C program to add a 2 numbers by using all functions.
- 14. Write a C program to swap 2 numbers without using the temporary variables.
- 15. Write a C program to find the length of the string with and without using string function.
- 16. Write a C program to check whether the given string is Palindrome or not.
- 17. Write a c program for the following matrices
 - (a) Addition Matrix (3X3)
 - (b) Subtraction Matrix (2X2)
 - (c) Multiplication Matrix (2X2)
 - (d) Transpose Matrix (3X3)
- 18. Write a C program to generate the numbers in ascending order.
- 19. Write a C program to display the name, age ,mark, average and total for the 5 students By structure using array.
- 20. Write a C program to swap 2 numbers using pointer.

To make the students get abreast with rich object oriented features with respect to C++.

UNIT-I

[15 Hrs]

C++ fundamentals: Introduction to C++: Tokens, Keywords, Identifiers, Variables, Operators, Expressions and Control Structures-Arrays in C++ - CIN-COUT.

Unit-II

[15 Hrs]

Principles of Object Oriented Programming(OOP): Evolution of C++ - Programming Paradigms – Key Concepts of OOP – Advantages of OOP – Usage of OOP and C++.

UNIT-III

[15 Hrs]

[15 Hrs]

OOPS Fundamentals: Classes and Objects: Constructors and Destructors; and Type of Constructors – Inheritance: Single Inheritance – Multilevel inheritance – Multiple inheritance – Hierarchical Inheritance - Hybrid Inheritance.

UNIT-IV

Functions: Inline Functions - Friend Function-Virtual Function-Polymorphism: Function **Overloading - Operator Overloading.**

Input and Output in C++ - Streams-Stream classes- Formatted and Unformatted console I/O operations-Member functions of istream class-manipulators-manipulators with parameters

UNIT-V

[15 Hrs] Working with Files: Classes for File Stream Operations - Opening and Closing a File - End-of-File Detection - File Pointers - Updating a File - Error Handling during File Operations -**Command-line Arguments.**

TEXT BOOK:

E. Balagurusamy-Object Oriented Programming with C++.TMH-1995

REFERENCE BOOKS:

- 1. H. Schildt, C++: The Complete Reference, TMH-1998
- 2. Robert Lafore, Object Oriented Programming in Microsoft C++, Galgotia Publication.
- 3. Ashok N. Kamthane, Object Oriented Programming with ANSI & Turbo C++, Pearson Education, 2006.

I BCA	FUNDAMENTALS OF DATA STRUCTURES	CA204S
SEMESTER - II		HRS/WK-4
MAIN-4		CREDIT - 3

This subject will make the student get acquainted with different storage techniques inside the system.

UNIT-I

Introduction: Definition of a Data structure – primitive and composite Data Types, Arrays, Operations on Array, Ordered lists.

UNIT-II

Stacks and Queues: Stacks – Applications of Stack – Infix to Postfix Conversion, Recursion, Maze Problems – Queues – Operations on Queues-Queue Applications- Circular Queue.

UNIT-III

Linked List: Singly Linked List – Operations, Application – Representation of a Polynomial, Polynomial Addition; Doubly Linked List – Operations, Applications – Ordering Books in a Library(Alphabetical Ordering)

UNIT-IV:

Trees: Binary Trees - Representation- Conversion of Forest to Binary Tree- Tree Traversals

UNIT-V:

Graph: Definition, Types of Graphs, Representation -Graph Traversal - Shortest Path (Dijkstra's Algorithm.)

TEXT BOOK:

E. Horowitz and S. Shani, Fundamentals of Data Structures in C++, Galgotia Publications 1999.

REFERENCE BOOKS:

- 1. Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman, Data structures and algorithms, Pearson Education India.
- 2. R. Kruse and N. Dale and S. C. Lily Pascal plus Data Structures Algorithms and Advanced Programming Tata McGraw Hill-New Delhi(1990)

[12 Hrs] es. Arrav

[12 Hrs]

[12 Hrs]

[12 Hrs]

[12 Hrs]

I BCA	PROGRAMMING IN C++	CAP202T
SEMESTER – II		HRS/WK- 3
PRACTICAL - II		CREDIT – 2

To implement all object oriented programming Concepts and Data structure.

- 1. Program using Classes and Objects
- 2. Program using Constructor and destructor
- 3. Program using Function overloading and Inline functions
- 4. Program using Operator Overloading
- 5. Program using Inheritance
- 6. Program using friend functions

Programs using Data Structure Concepts

- 7. Implement PUSH, POP Operations of Stack using Arrays.
- 8. Implement insert, delete Operations of a queue using Arrays.
- 9. Conversion of infix to postfix using stacks Operations.
- 10. Binary tree traversals using recursion

To understand the power of Core JAVA and its Object Oriented Features.

UNIT – I

Introduction to Java: Features of Java – Data Types – Variables – Arrays – Operators - Control Statements.

UNIT – II

Classes and Objects: Constructors –Inheritance- Overloading method– Overriding methods – Using super – Abstract class.

UNIT – III

[18 Hrs]

[18 Hrs]

[18 Hrs]

[18 Hrs]

Packages and Interfaces: Packages-Creating Packages – Importing Packages– Interfaces. **Exception Handling:** Try, Catch, Throws, Throw and Finally.

UNIT -IV

Thread: Introduction to Thread-Multithread-implementation of multithread application using synchronization.

Streams: Simple Input Streams-Simple Output Streams - File Streams-

UNIT – V

[18 Hrs]

Strings: String classes-String Buffer classes. **Predefined Classes:** Vector class, Random class, Calendar class, Date Class.

TEXT BOOK:

E. Balagurusamy, Programming with JAVA, TMH.

REFERENCE BOOKS:

- 1. Cray S. Horstman, Gray Cornell Core Java 2 Vol. I and Vol. II 7th Ed. PHI, 2000.
- 2. H. Schildt Java 2 (The Complete Reference) Fourth Edition, TMH 1999.
- 3. Wesley, K. Arnold and J. Gosling The Java Programming Language Third Edition Addison Wesley, 2000.

II BCA	COMPUTER ALGORITHMS	САЗО6Т
SEMESTER - III		HRS/WK-6
MAIN – 6		CREDIT-5

To make the student to understand Time and Space Complexity of different algorithms.

UNIT-I

Introduction: Algorithm-PSEUDO – How to analyze algorithms-Time and Space complexity – Asymptotic Notations.

UNIT-II

[18 Hrs]

[18 Hrs]

[18 Hrs]

[18 Hrs]

Divide and Conquer: General method- Complexity analysis-Strassen's Matrix Multiplication-Quick sort-Merge sort.

UNIT-III

Greedy method: General method- Shortest path-Algorithm-problems-0/1 Knapsack problem.

UNIT-IV

Dynamic Programming: General method-multistage graph-Traveling salesman problem.

UNIT-V

[18 Hrs]

Traversal Techniques: Back Tracking- General method-Depth first search- Breadth first search.

TEXT BOOK:

E. Horowitz, S. Sahni and S. Rajasekaran, Computer Algorithms Galgotia-1999.

REFERENCE BOOKS:

- 1. G. Brassard and Brately- Fundamentals of Algorithmics, PHI 1996.
- 2. Goodman S.E. and Hedetniemi S.T. Introduction to the Design and Analysis of Algorithms -Tata McGraw Hill publication.

UNIT I:

FOCUS AND PURPOSE: Introduction to organizational behaviour: – Challenges facing shift-New the Management-Paradigm perspective of Management-Define Organizational Behaviour - Frame work - Organizational behaviour model.

UNIT II:

INDIVIDUAL BEHAVIOUR: Personality – types – Factors influencing personality – Theories -Perception Process-Social Perception- Attitudes-Motivation - Motivation Process -Hierarchy of work Motivation.

UNIT III:

GROUP BEHAVIOUR: Nature of Groups- Dynamics of Informal Groups-dysfunction of group – Work Team building - Communication.

UNIT IV:

LEADERSHIP AND POWER: Meaning – Importance – Leadership styles –Traditional Theories of Leadership-Modern Theoretical process of Leadership- Power and Politics.

UNIT V:

[15 Hrs] **DYNAMICS OF ORGANIZATIONAL BEHAVIOUR:** Organizational culture and climate -Factors affecting organizational climate – Importance of Job satisfaction- Organizational change - Stress and Conflict.

TEXT BOOKS

- 1. Stephen P. Robins, Organisational Behavior, PHI Learning / Pearson Education, 11th edition, 2008.
- 2. Fred Luthans, Organisational Behavior, McGraw Hill, 11th Edition, 2001.

REFERENCES

- 1. Schermerhorn, Hunt and Osborn, Organisational behavior, John Wiley, 9th Edition, 2008.
- 2. UdaiPareek, Understanding OrganisationalBehaviour, 2nd Edition, Oxford Higher Education, 2004.
- 3. Mc Shane & Von Glinov, OrganisationalBehaviour, 4th Edition, Tata McGraw Hill, 2007.
- 4. Hellrigal, Slocum and Woodman, Organisational Behavior, Cengage Learning, 11th Edition 2007.
- 5. Ivancevich, Konopaske&Maheson, OranisationalBehaviour& Management, 7th edition, Tata McGraw Hill, 2008.

[15 Hrs]

[15 Hrs]

[15 Hrs]

To enable the students to learn the basic function of JAVA programming and to make students to acquire the skill in JAVA programming.

- 1. Finding area and Perimeter of a circle. Use Buffered Reader class.
- 2. Determining the order of numbers generated randomly using Random class.
- 3. Implementing and importing packages.
- 4. Implementing Interfaces-Arithmetic Manipulations
- 5. Exception Handling
- 6. Multithreading
- 7. String Manipulation using buffered Reader
- 8. Usage of Calendar Class and manipulation
- 9. Application using File streams(Sequential File)
- 10. Application using File streams(Random File)

II BCA	INTERNET TECHNOLOGIES	CA407T
SEMESTER – IV		HRS/WK-5
MAIN-7		CREDIT-5

To give an introduction to Internet, HTML and to learn Java Script and how to add Java Script code to HTML page.

UNIT – I

Internet Connection Concepts : Internet Communication Protocols - Internet Hosts -Internet Protocol(IP) Addresses - Domain and Host Name - Servers and Clients - Ports and Port Numbers - Types of Internet Connections - Internet Service Providers(ISPs)

UNIT - II

World Wide Web Concepts : URLs and Transfer Protocols - HTML - Java and JavaScript -VBScript - Plug-ins - XML - Cascading Style Sheets(CSS) - Websites - Portals - Web Directories and Search Engines - Home Pages.

UNIT - III

HTML tags : History of HTML - Structure of HTML - Basic Tags of HTML - List - Linking Document - Frames - Graphics to HTML Documents.

UNIT - IV

Style Sheet Basics : Introduction to CSS - Add Style to document - Creating Style Sheet rules -Style sheet Properties - Font - text - Color and Background Color - Box Properties.

UNIT – V

[15 Hrs] JavaScript : Introduction – Advantage of JavaScript – JavaScript Syntax – data type – Variable – Array – Operator & Expressions – Looping Constructors – Function – Dialog Box.

TEXT BOOK:

Ivan Bayross, Web Enable Commercial Application Development using HTML, DHTML, Javascript, PERL CGI, BPB Publications, 2000.

REFERENCE BOOKS:

- 1. Thomas A. Powell HTML and XHTML: The Complete Reference, Tata McGrawHill, 4th Edition 2003.
- 2. E. Stephen Mack and Janan Platt, HTML 4.0: No Experience Required, Sybex Inc.
- 3. H. M. Deitel, P.J. Deitel, A.B. GoldBerg, Internet & World Wide Web: How to Programme, Prentice Hall, Third Edition

[15 Hrs]

[15 Hrs]

[15 Hrs]

II BCA	ADVANCED JAVA PROGRAMMING	CA408T
SEMESTER - IV		HRS/WK-6
MAIN – 8		CREDIT-4

To learn advanced concept of Java and make them to develop distributed application.

UNIT - I

AWT Overview: Components, Container-AWT classes: Button, TextField, Checkbox-Layouts-Simple example using AWT. **Applet**: Introduction to Applet-Life Cycle of Applet.-Simple example using applet.

[18 Hrs]

[18 Hrs]

[18 Hrs]

[18 Hrs]

[18 Hrs]

UNIT - II

Networks: Network Basics-socket overview-Internet Addressing-DNS-TCP/IP-URL-Example using network concepts.

UNIT - III

DataBase: JDBC-ODBC Driver-Connection class-Statement class-ResultSet class-Example using database (MS Access).

UNIT - IV

RMI: Introduction to RMI-Architecture of RMI-A complete example using RMI.

UNIT - V

Servlet: Servlet overview – your first servlet – servlet chaining – session management in servlet: Session Tracking-simple database program using Servlet.

TEXT BOOK:

H. Schildt – Java 2 (The Complete Reference] – Fourth Edition, TMH 1999.

REFERENCE BOOKS:

- 1. Cray S. Horstman, Gray Cornell Core Java 2 Vol. I and Vol. II 7th Ed. PHI, 2000.
- 2. Wesley, K. Arnold and J. Gosling The Java Programming Language Third Edition Addison Wesley, 2000.

II BCA		AOSS401S
SEMESTER - IV	SOFT SKILL	HRS/WK-4
SKILL		CREDIT-4

UNIT - I

Group Discussion: Why Group Discussion is important – Types of Group Discussion – KTechniques in Group Discussion – Tips for Group Discussion.

UNIT – II

Interview Preparation: Common Interview Questions – Questions to Ask Your Employer – What Employers Want – Attitude & Effort – Body Language .**Types of interview:** The Mock interview – Phone interviews – Behavioural Interviews – Closing the interview – Thank You notes & Follow-Ups.

UNIT – III

Quantitative Aptitude: Time and work - Time and Distance – Heights and Distances - Data Interpretation: Tabulation – Bar Graphs – Pie Charts – Line Graphs.

UNIT – IV

Logical Reasoning (1): Analogies – Arrangement - Causes and Effects – Family Tree – Puzzles based questions.

UNIT – V

Logical Reasoning (2): Sequence and Series – Code based questions on letter of Alphabets – Syllogism - Statement and Conclusion.

References:

- 1. Group Discussion: A Practical Guide to Participation And Leadership by Kathryn Sue Young, Julia T. Wood, Gerald M. Phillips and Douglass J. Pedersen (Jun 25,2006).
- 2. How To Interview Like A Pro: Forty Three Rules For Getting Your Next Job Paperback July 25, 2012 by JD Mary Greenwood(Author).
- 3. R.S. Aggaewal, Objective Arithmetic, S. Chand & company, New Delhi , 2005.
- 4. Govind Prasad Singh and Rakesh Kumar, Text Book of Quickest Mathematics (for all Competitive Examinations), Kiran Prakashan, 2012.
- 5. R.S. Aggarwal, Quantitative Aptitude, S. chand & Company, New Delhi, 2012.

[12 Hrs] –

[12 Hrs]

[12 Hrs]

[12 Hrs]

[12 Hrs]

II BCA	ADVANCED JAVA PROGAMMING	CAP404T
SEMESTER - IV		HRS/WK-5
PRACTICAL-IV		CREDIT-3

To enable the students to learn advanced level of JAVA programming and to make the students to develop web oriented and distributed concepts.

- 1. To implement Bio-Data Information using Frame class with various controls.
- 2. Display different graphical symbols using Applet class.
- 3. To implement for sending a string from one system to another using TCP/IP.
- 4. Chatting Application using TCP/IP.
- 5. To develop an application for telephone directory using data base (MS access).
- 6. To implement student mark list using AWT classes with data base (MS access).
- 7. To develop a program for prime number using RMI.
- 8. To develop a program for Arithmetic Operation using Servlets.
- 9. To develop an application for simple EB Bill using Servlets with database.

To make the students aware of database management concepts and basic SQL Commands.

UNIT – I

Database Management System: Definition - purpose of database systems - data abstraction data models - instances and schemes - data independence - database manager - database administrator - database users - overall system structure.

UNIT - II

Entity - Relationship Model: Entities and entity sets - relationships and relationship sets attributes - mapping constraints - keys -E-R diagram - reducing E-R diagrams to tables generalization - aggregation.

UNIT – III

Normal Forms: First Normal Form - Second Normal Form - Third Normal Form - Boyce -Codd normal form - Fourth Normal Form.

UNIT - IV

Introduction to SQL:DDL,DML,DCL operations - integrity constraints - string functions number functions - date functions-aggregate functions - selecting distinct values - working with null values -pseudo columns - grouping and ordering data - sub queries - joins - union , intersect & minus – indexes – clusters – views-snapshots – sequences – synonym – users, roles and privileges - grant and revoke permission - locks.

UNIT - V

Introduction to PL/SQL: PL/SQL overview-Declarations section-Executable commands section-Exception handling section-Procedures-Functions-Packages-Triggers-Cursor Management.

TEXT BOOK:

Henry F. Korth& Abraham Silberschatz, Database System Concepts, TMH, 1998.

REFERENCE BOOKS:

- 1. A. J. Page, Relational database concepts selection and implementation,
- 2. ORACLE DATABASE 10g-The complete reference- KEVIN LONELY, Tata McGraw-Hill Publishing Company Ltd 2004
- 3. Introduction to Oracle, Oracle Corporation Press.
- 4. Introduction to PL/SQL, Oracle Corporation Press.

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

To make the student get exposed with the latest programming concept Dot net and to equip them with skills related to c# programming.

UNIT - I

[15 hrs]

Introduction to Dot Net:- Dot Net Framework -CLR-MSIL-JIT-Managed Code-Benefits of Dot Net.

UNIT - II

C#.Net: Data types-Variables-Arrays-Properties-Namespace-Methods-Interface-Delegation.

UNIT - III

[15 hrs]

[15 hrs]

Asp .Net: Difference between Asp and Asp.net-Architecture of Asp.net-Execution model-Difference between Code Behind and aspx file-Implementation of simple web application.

UNIT - IV

[15 hrs] **Controls in C#:** Button-Textbox-Timer-PictureBox-RadioButton-Menu. **Web Controls**: AdRotator-Validation-Calendar.

UNIT – V

[15 hrs]

ADO.NET: ADO.Net Objects Model - Architecture of ADO.NET-Working with Grid control-Working with Crystal Report Viewer control.

TEXT BOOKS:

- 1. E. Balaguruswamy, Programming with C#, First Edition, Tata McGraw Hill Publication.
- 2. Matthew Macdonald, ASP.NET: The Complete Reference, McGraw Hill Publication.

REFERENCE BOOKS

- 1. Harvey M. Deitel& Paul J. Deitel- C# Programmers- Second Edition-Pearson Edition.
- 2. YashavantKanetkar, 2004 C# .Net, Motilal Books of India.
- 3. Peter Drayton, Ben Albahari, Ted Neward. C# in an nutshell, O'Reillev Publication.
- 4. Herbert Schlit. 2002 C# A Beginner's Guide. Osborne, Tata McGraw Hill Publication.
- 5. Burton Harvey, Simon Robinson, Julian Templeman and KarliWaston, 'C# Programming with the Public Bata', Shroff Publishers & Distributors Pvt. Ltd (SPD) Mumbai, April 2001.
- 6. Ben Albahart, Peter Drayton and Brad Merrill, 'C# Essentials', SPD, Mumbai March 2001.
- 7. ThamariSelvei, AText Book on C#: A Systematic Approach to OOP, Pearson Ed.

To enable the students to learn the basic functions, principles and concepts of Multimedia and Virtual Reality

UNIT-I

Introduction: What is Multimedia: Definitions - Where to use multimedia - Introduction to Making Multimedia: What you need – Macintosh and Windows production platforms Text: The power of meaning - About fonts and faces - Using text in multimedia - Computers and Text - Font editing and Design tools - Hypermedia and Hypertext

UNIT-II

Sound: The power of sound - Multimedia system sounds - MIDI versus Digital Audio - Digital Audio - Making MIDI audio - Audio, File formats - Working with sound on the Macintosh -Notation Interchange File Format (NIFF) - Adding sound to your multimedia project - Toward Professional sound: The Red Book standard - Production tips.

Images: Making still Images - Color - Image file formats. Animation: The Power of Motion -Principles of Animation – Making animations that works.

UNIT-III

Video: Using Video – How Video works – Broadcast video standards – Integrating computers and television - Shooting and Editing Video - Video tips - Recording formats - Digital Video. Planning and Costing: Project planning - Estimating - RFPs and Bid Proposals - Designing and producing: Designing – Producing

UNIT-IV

Introduction to virtual reality -goals of virtual reality, the human side of things, and the basic concepts of virtual reality, Evaluation of virtual reality: Improvement of communication with computers. Early vision of virtual reality. State of virtual reality: sense of sound, touch, other senses, world creating tools. Virtual reality issues: display issues, tracking issues, manipulation issues, application issues, and navigation issues.

UNIT-V

Application to virtual reality: 3D modeling, 3D architecture, 3D training, 3D science, 3D education, 3D shopping, 3D sports, Distributed interactive simulation, the responsive work bench, VR training programme for disable children, medicine and surgery. Introduction to Virtual Reality Modeling languages.

TEXT BOOK:

1. Tay Vaughan, Multimedia Making it Work, India Professional, Fifth Edition.

REFERENCE BOOKS:

- 1. John Hayward Adventures in Virtual Reality, One publications.
- 2. John F. Koegel Buford, Multimedia Systems, Pearson Education.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA		ECA512A
SEMESTER - V	COMPUTER GRAPHICS	HRS/WK-5
ELECTIVE - I (2)		CREDIT - 5

To enable the students to learn about the working of input/output devices. And to make the student to learn the concepts of 2D and 3D Object transformation models and generation algorithms.

UNIT – I

Introduction to computer Graphics: Video display devices - Raster scan system - Random Scan System - Interactive input Devices - Hard copy devices - Graphics software - Output primitives – line drawing algorithms – initializing lines – Line function – circle Generating algorithms.

UNIT - II

Output Primitives: Attributes of output Primitives - line attributes - Color and Grayscale style -Area filing algorithms - Character attributes Inquiry functions - Two dimensional transformations - Basic transformation - composite transformation - Matrix representation -Other transformations.

UNIT - III

2D Concepts: Two – dimensional viewing – window – to view port co-ordinate transformation – clipping algorithms - interactive input methods - Physical Input devices - logical classification of input devices - interactive picture construction methods.

UNIT-IV

3D Concepts: Three – dimensional concepts – Three dimensional display methods – parallel Projection – Perspective projection – Depth Cueing – Visible line and surface identification.

UNIT – V

Transformations: Three dimensional transformations -Three dimensional viewing – Projection - Viewing transformation - implementation of viewing operations.

TEXT BOOK:

1. Hearn and M.P. Baker – Computer Graphics [C Version] – Person Education.

REFERENCE BOOK:

1. W.M. Newman and RF. Sproull - Principle of Interactive Computer Graphics - McGraw Hill International Edition -1979.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA		ECA512B
SEMESTER - V	CLOUD COMPUTING	HRS/WK-5
ELECTIVE - I (3)		CREDIT - 5

To make the students to understand the concept of Cloud Computing.

UNIT -I

Fundamentals of grid and cloud computing : Fundamentals - Cloud computing - History of Cloud Computing - Cloud Architecture - Cloud Storage - Why cloud computing Matters -Advantages of Cloud computing – Disadvantages of Cloud Computing – Companies in the Cloud **Today – Cloud Services**

UNIT -II:

Developing cloud services: Web-Based Application - Pros and Cons of Cloud Service Development - Types of Cloud Service Development - Software as a Service - Platform as a Service - Web Services - On-Demand computing - Discovering Cloud Services Development Services and Tools – Amazon Ec2- Google App Engine – IBM Clouds.

UNIT-III

Cloud computing for everyone: Centralizing Email communications - collaborating on Schedules - Collaborating on To-Do Lists - Collaborating Contact Lists - Cloud computing for the Community - Collaborating on Group Projects and Events - Cloud Computing for the Corporation.

UNIT-IV

Using cloud services : Collaborating on Calendars, Schedules and Task Management -Exploring Online Scheduling Applications - Exploring Online Planning and Task Management -Collaborating on Event Management – Collaborating on Contact Management – Collaborating on Project Management - Collaborating on Word Processing - Collaborating on Databases -Storing and Sharing Files – Evaluating Web Mail Services – Evaluating Web Conference Tools – Collaborating via Social Networks and Groupware – Collaborating via Blogs and Wikis.

UNIT-V

Grid computing: OGSA - Sample Use Cases - OGSA Platform Components - OGSI - OGSA Basic Services. Globus Toolkit - Architecture - Programming Model - High Level Services -OGSI.Net.Middleware Solutions.

TEXT BOOK:

Michael Miller, Cloud Computing, Que Publishing, August 2008.

REFERENCE BOOK:

Haley Beard, Cloud Computing Best Practices for Managing and Measuring Processes for Ondemand Computing, Applications and Data Centers in the Cloud with SLAs, Emereo Pvt. Ltd.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA	
SEMESTER - V	
ELECTIVE-II (1)	

To enable the students to get acquainted with the basics of Networks and to make them concentrate on research side with respect to networks.

UNIT-I

[15 hrs]

[15 hrs]

Introduction: Networks - protocols and standard - line configuration topology transmission mode - categories of networks - inter networks.

UNIT-II

OSI model: functions of the layers – TCP/IP protocol suite – signals – analog and digital signal - periodic and a periodic signals - analog signals - digital signal - data transmission - data terminal equipment – data circuit terminals equipment – modems.

UNIT-III

Transmission media: guided media – unguided media – transmission impairments – media comparison. Multiplexing - FDM - TDM - WDM. Error detection and correction - types of errors-detection - vertical redundancy check (VRC) - longitudinal redundancy check (LRC) cyclic redundancy check (CRC) - check sum - error correction.

UNIT-IV

Switching Techniques: circuit switching - packet switching - message switching networking and internetworking devices - repeaters - bridges - routers - gateways.

UNIT-V

[15 hrs]

Routing algorithms: distance vector routing - link state routing - data link control - line discipline - flow control - error control.

TEXT BOOK:

Behrouz A Forouzan, Data Communications and Networks, Second Edition, McGraw Hill, 2002.

REFERENCE BOOKS:

- 1. William Stallings, Data & Computer Communications, Sixth Edition, Pearson Education, 2001.
- 2. Andrew S. Tanenbaum, Computer Networks, Pearson Education, 3rd Edition.
- 3. Fred Halsall, Data Communications, Computer Networks and Open Systems, Addison Wessley, 1995.

[15 hrs]

[15 hrs]

III BCA		NA
SEMESTER - V	NETWORK SECURITY	HRS/WK-5
ELECTIVE-II (2)		CREDIT - 5

To impart knowledge on Network Security and to make the students expertise in it.

UNIT - I

Authentication Applications: Kerberos - X.509 - Authentication Service

UNIT - II

Electronic Mail Security: Pretty Good Privacy (PGP) - S/MIME

UNIT - III

IP Security: IP Security Overview - IP Security Architecture - Authentication Header - Encapsulating Security Payload - Combining Security Associations - Key Management.

UNIT – IV

Web Security: Web security Considerations - Secure Socket layer (SSL) and Transport Layer security (TLS) - Secure Electronic Transaction (SET)

UNIT – V

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

System Security: Intruders - Intrusion Detection - Firewall Design Principles- Characteristics - Types of Firewall and Firewall Configuration.

TEXT BOOK:

William Stallings, Cryptography And Network Security–Principles and Practices, Pearson Education, Fourth Edition, 2006.

REFERENCE BOOKS:

- 1. Behrouz A. Foruzan, Cryptography and Network Security, Tata McGraw-Hill, 2007.
- 2. Bruce Schneier, Applied Cryptography, John Wiley & Sons Inc, 2001.
- 3. Charles B. Pfleeger, Shari Lawrence Pfleeger, Security in Computing, Third Edition, Pearson Education, 2003.
- 4. Wade Trappe and Lawrence C. Washington, Introduction to Cryptography withcoding theory, Pearson Education, 2007.
- 5. Wenbo Mao, Modern Cryptography Theory and Practice, Pearson Education, 2007.
- 6. Thomas Calabrese, Information Security Intelligence: Cryptographic Principles and Applications, Thomson Delmar Learning, 2006.
- 7. AtulKahate, Cryptography and Network Security, Tata McGraw-Hill, 2003.

III BCA		NA
SEMESTER - V	MOBILE COMPUTING	HRS/WK-5
ELECTIVE-II (3)		CREDIT - 5

To make the students to get exposed to latest mobile computing concepts.

UNIT -I

Introduction: Mobile computing-mobile computing vs wireless computing –mobile computing applications-characteristic of mobile computing- technical issues of mobility-cellular mobile communications-GSM-architecture-GPRS-architecture.

UNIT -II

Wireless and Cellular Communication: Electromagnetic spectrum-communication satellitesmultiple access schemes-cellular communication-IEEE802.1- Bluetooth -infrared systems.

UNIT-III

MAC protocol: properties-MAC protocols for ad-hoc networks and cognitive radio ad-hoc networks.

Mobile IP: overview of mobile IP-Dynamic host configuration protocol-architecture of TCP/IPoverview of operation of TCP-TCP works in mobile computing.

UNIT -IV

Mobile ad hoc networks: characteristics of MANETs-applications of MANETs. **Routing protocols:** destination-sequenced distance-vector routing protocol-DSR protocol –AODV protocol-Zone routing protocol-multicast routing for MANNETs-VANETs-WSN: applications of WSN-WSN vs MANETs-architecture of WSN.

UNIT -V

Mobile Databases: transaction processing environment- transaction processing in mobile environment-Query processing. Operating systems for mobile computing: basic concepts-constraints and requirements of mobile OS. Mobile commerce: applications of M-Commerce-structure of M-Commerce.

TEXT BOOK:

Prasant Kumar Pattnaik and Rajib Mall, Fundamentals of Mobile Computing, Prentice Hall India Publishers, Eastern Economy Edition, 2016.

REFERENCE BOOKS:

- 1. KumkumGarg, Mobile Computing : Theory and Practice, Pearson Education India, First Edition, 2010.
- 2. Devi Kamal, Mobile Computing, Oxford University Press, Second Edition 2012.

[15 hrs] dio_ad-b

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

III BCA		CAP505T
SEMESTER - V	RDBMS – ORACLE	HRS/WK-5
PRACTICAL-V		CREDIT - 3

To make the student abreast with the Database Management concepts.

SQL

- 1. Simple Queries using DDL, DML and DCL
- 2. SQL In-Built Functions
- 3. SET Operations
- 4. Views and Snapshots
- 5. Joins
- 6. Sub Queries

PL/SQL

- 7. PL/SQL Block
- 8. Procedures
- 9. Functions
- 10. Packages
- 11. Triggers
- 12. Cursors

To improve the programming skills of the students with respect to C# and also to develop web application using asp.net and to make the students to know the latest programming concepts.

WINDOWS APPLICATION:

- 1. To develop simple student bio data
- 2. Create a color chooser using standard control.
- 3. To develop Notepad Application.
- 4. Login Form Creation using Ms Access.

WEB APPLICATION:

- 1. Create an application to sending a request from one page to another using session.
- 2. Create a simple website for an organization using Master Page.
- 3. To develop database application for student mark list processing using validation control (Oracle)
- 4. To develop database Application for Telephone Directory to store phone number, Customer name and Customer address and display it with Grid View control.(SQL server)

To impart basic knowledge of PHP and MySOL.

UNIT-I

BASICS OF PHP:-History of PHP-Language basics:-Lexical structure-Data typesvariables-Expressions and operators-flow control statements:if.if-else.while.dowhile, switch, for, for each-Functions: defining functions-variable scope(global and local variables)-function parameters: call by reference-call by value-return values: return single value, multiple value-handling missing parameters-default parameters.

UNIT-II

[15 Hrs] **STRING:** String constants-printing string functions: print, print_r, printf, echo, var dump-string manipulation functions: trim, ltrim, rtrim, strtolower, strtoupper, ucfirst, ucwords, strpos, substr, chartocode, strlen, strrev, str word count, strcmp, strcasecmp

ARRAY: Indexed – Associative-multidimensional arrays-Array Sorting: sort, asort, ksort, rsort, arsort, krsort, usort, uasort, uksort, ord functions.

OOPS IN PHP: Class, Object, Inheritance, Creating a class-creating object-accessing properties and methods-this variable –inheritance-use of extend keyword-constructor.

UNIT-III

BUILT IN FUNCTIONS IN PHP:

Mathematical functions: floor, fmod, pow, round, rand, sqrt, max, min, log, hexdec. **Date and Time Functions:** data, data_default_timezone_set, strtotime, mktime.

Handling Files: create- fopen - fread - fwrite - include - fclose - unlink - fgets - fgetc feof - require-require once.

UNIT-IV

Handling Web Pages:

HTML - HTML tags-tables-frames-images-textfiled-textarea-listbox-checkbox-selectradiobutton-button-fileupload button-file download.

Javascript – Javascript basics – validating forms.

Handling Session and Cookies: Global variables:-\$ Globals, \$ Server, \$ request, \$ Post, \$ files, \$_Cookies, \$_Session.

UNIT-V

[15 Hrs] Creating a MYSQL database-Creating a new Table-Working with Databases: Inserting data into the database-Updating databases-Deleting records- Accessing the database records from PHP.

TEXT BOOK

Steven Holzner, "The Complete Reference PHP", Tata McGraw Hill Pvt.Ltd., 2008.

BOOK FOR REFERENCE

Leon Atkinson, "Core PHP programming", Pearson Education, 2004.

[15 Hrs]

[15 Hrs]

III BCA		CA615S
SEMESTER - VI	OPERATING SYSTEMS	HRS/WK-5
MAIN-12		CREDIT - 4

To make the student aware of all concepts related to operating system functions and features.

UNIT-I

Introduction: History of Operating system - Operating system functions - File system.

UNIT-II

Process Management: Inter-process communication - Dead Lock - Dead Lock prerequisites -**Dead Lock Strategies**

UNIT-III

Memory Management: - Single Contiguous - Fixed Partitioned - Variable Partitions - Non-Contiguous allocations - Paging - Segmentation - Virtual Memory Management Systems.

UNIT-IV

GUI: - Components of GUI - Requirements of Windows based GUI -Security Protection: Threats - Attacks - Worms - Virus - Design principles - Authentication - Protection mechanisms – Encryption.

UNIT-V

Unix OS: Overview of Unix-Unix File System: Users View of File System-Types of Files-Internals of File System: Logical Layout of the File-The Super Block-Structure of inode-Address Translation-run-Time Data Structure for File system: UFDT-File Table-Inode Table-System Calls: Open-Read-Write-Random Seek-Close-Create a File-Unlink a File-Change Directory. Basic Commands in Unix.

TEXT BOOK:

A. S. Godbole, Operating Systems, Tata McGraw Hill, 1999.

REFERENCE BOOK:

- 1. A. Silberschatz and P. B. Galvin- Operating system concepts, Addision-Wesley Publishing company, Fifth Edition, 1998.
- 2. William Stallings, Operating Systems: Internals and Design Principles, Pearson Education India.

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

III BCA		ECA616T
SEMESTER - VI	SOFTWARE ENGINEERING	HRS/WK-5
ELECTIVE-III (1)		CREDIT - 5

To introduce the concepts of Software Engineering and the various phases in Software development in order to equip the students in developing a project.

UNIT - I

[15 hrs]

[15 hrs]

[15 hrs]

[15 hrs]

Introduction: Evolving Role of Software-Characteristics of Software-Software Myths-Process Models: Waterfall Model- Evolutionary Process Models.

UNIT –II

Requirement Engineering: Tasks - Initiating the Requirements Engineering Process- Eliciting Requirements.

UNIT III

Building Analysis Model: Requirement Analysis - Data Modeling – Flow Oriented Modeling – Class Based Modeling – Creating a Behavioral Model.

UNIT -IV

Testing:Software Testing Methods - Software Testing strategies –White Box Testing – Basic Path- Control Structure – Black Box Testing.

UNIT -V

[15 hrs]

Project Management: Management Spectrum - Formal Technical Reviews – Software Change Management Process – Clean Room S/W Engineering Specification-Design and Testing.

TEXT BOOK:

R. S. Pressman, Software Engineering, Sixth Edition, Tata McGraw Hill International Edition – 1997.

REFERENCE BOOKS:

- 1. Richard Fairley, Software Engineering (Design, Reliability and Management), Tata McGraw Hill edition, 1983.
- 2. Carlo Ghezzi, Mehdi Jazayasi, Dino Mandrioloi, Fundamentals of Software Engineering, PHI Pvt. Ltd., 1991.

To enlighten the students with knowledge related to Management Information Systems.

UNIT - I

Introduction to information systems (IS): why study IS- why business need information technology (IT) - fundamentals of IS concepts - overview of IS - solving business problems with IS - developing IS solutions.

UNIT - II

Information systems for business operations: Business IS - marketing, manufacturing, human resource, accounting and financial information systems - transaction processing system – management information and decision support systems.

UNIT-III

Managing information technology: Managing information resource and technologies – global IT management - planning and implementing business change with IT.

UNIT-IV

Enterprise Resource Planning (ERP): an overview - benefits of ERP - ERP and related technologies - business process reengineering - data warehousing - data mining - online analytical processing - supply chain management.

UNIT-V

ERP implementation: ERP implementation life cycle – implementation methodology – hidden cost – organizing the implementation – vendors, consultants and users contracts with vendors, consultants and employees project management and monitoring - ERP present and future turbo change the ERP systems - enterprise integration applications - ERP and E-commerce -**ERP** and Internet.

TEXT BOOK:

James A O'Brien - Management Information Systems for managing IT in the internetworked Enterprise – 4th Edition, Tata McGraw Hill, New Delhi, 1999.

REFERENCE BOOKS:

- 1. Alexis Leon, ERP Demystified, Tata McGraw Hill, New Delhi, 2000.
- 2. W.S. Jaswadekar, Management Information Systems, Tata McGraw Hill, New Delhi, 1998.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA		ECA616B
SEMESTER - VI	INFORMATION SYSTEM DESIGN	HRS/WK-5
ELECTIVE-III (3)		CREDIT - 5

To make the students understand technological impact on organizations and the interplay between technology and the organization.

UNIT – I

Definition of Management Information System - Structure of MIS - Information system for decision making - The role of system analyst - Data base management system.

UNIT - II

Computes and Information Processing - Classification of computers - Main frames - Mini Computers - workstations - micro computers - super computers - Personal Computers - Input Devices - Computer mouse - touch screen - MICA - OCR - pen based input - digital scanners voice input devices - sensors - Output devices - video display terminals - printers- plotters voice output devices - Secondary storage - magnetic disk storage - magnetic tape storage optical disk storage.

UNIT - III

System Analysis - System Planning and the mutual investigation - Information gathering MIS Organization - Top management - Data processing group's responsibility

UNIT - IV

Management and MIS - MIS as competitive advantage – MIS support for planning, organizing, operating, controlling an knowledge work - specific function - finance - personnel - production - materials -marketing -Data representation in computers - Batch Processing Vs online processing.

UNIT - V

Decision Support System - definition - examples of DSS - components - building DSS -Group Decision Support System - GDSS tools - role of GDSS - Executive System - role developing DSS benefits – examples.

TEXT BOOK:

Gordon Bitter Davis, Margrethe H. Olson, Management Information System: conceptual foundations, structure, and development, McGraw Hill, 2nd Reprint.

REFERENCE BOOKS:

- 1. S. Sadagopan, Management Information Systems, Prentice Hall of India, Eastern Economy Edition.
- 2. Robert G. Murdick Joel E. Ross, Introduction to Management Information Systems, Prentice-Hall of India.
- 3. S. P. Rajagopalan, Management Information System, Margham Publications.
- 4. Gordon B. Davis, Computer Data Processing, McGraw Hill.
- 5. Kenneth C. Laudon, Jane P. Laudon, Management Information Systems: Managing the Digital Firm, Pearson Education.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA		ECA613T
SEMESTER - VI	COMPUTER ARCHITECTURE	HRS/WK-5
ELECTIVE-IV (1)		CREDIT - 5

To enable the students to learn the principles of working of a computer and its entire Internal Hardware.

UNIT- I

[15 Hrs] Central Processing Unit: General register and stack organization - Instruction formats -Addressing modes – Data Transfer and Manipulation.

[15 Hrs]

[15 Hrs]

[15 Hrs]

UNIT-II

Pipelining: Arithmetic, instruction and RISC pipelining.

UNIT-III

Computer Arithmetic : Addition and subtraction - Multiplication and Division Algorithms -Floating point Addition and Subtraction.

UNIT - IV

Input-Output organization : Peripheral Devices - I/O Interface - Asynchronous data transfer -Modes of transfer - Priority interrupt - Direct memory access.

UNIT-V

[15 Hrs] **Memory Organization** : Memory hierarchy - Main memory - Auxiliary memory -Associative, Cache and Virtual memory .

TEXT BOOK:

M. Morris Mano, Computer System Architecture, Pearson Education.

REFERENCE BOOKS:

- 1. V. Carl Hamacher, Zvonko G. Vranesic, Safwat G. Zaky, Computer Organization, McGraw Hill Higher Education.
- 2. John P. Hayes, Computer System Architecture, McGraw Hill Higher Education.

III BCA	DISTRIBUTED COMPUTING	NA
SEMESTER - VI		HRS/WK-5
ELECTIVE-IV (2)		CREDIT - 5

The components of a software system are shared among multiple computers to improve efficiency and performance.

UNIT – I

Introduction: Introduction to Distributed Systems- Hard ware concepts, Software concepts, Design issues.

UNIT – II

Inter Process Communication: Communication in Distributed Systems, Lay red Protocols, ATM networks, The Client – server model, Remote Procedure call.

UNIT - III

Synchronization: Synchronization in Distributed System, Clock Synchronization, Mutual Exclusion, Election algorithms, Atomic transactions, Deadlocks in Distributed Systems.

UNIT – IV

Processor Allocation and Real Time Systems: Process and processors in Distributed System threads, System Models, Processors allocation, Scheduling in Distributed System, Fault tolerance, Real time Distributed System.

UNIT – V

File System and Shared Memory:Distributed File Systems, Distributed File System Design, Distributed File System implementation, Distributed Shared Memory.

TEXT BOOK:

Andrew S. Tanenbaum, Distributed Operating Systems, Pearson Education.

REFERENCE BOOKS:

- 1. MukeshSinghal, NiranjanShivaratri, Advanced Concepts in Operating Systems, McGraw Hill Education.
- 2. Ajay D. Kshemkalyani, MukeshSinghal, Distributed Computing: Principles, Algorithms, and Systems, Cambridge University Press-South Asian Edition.

[15 Hrs]

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA
SEMESTER - VI
ELECTIVE-IV (3)

To expose the students to the architecture and instruction of microprocessor, Programmable chips, Input-output techniques and Assembly Language Programming using macro-assembler in detail

UNIT -I

Introduction: Introduction to Microprocessor, Microcomputer and Assembly Language -Microprocessor Architecture and its Operation-8085 Microprocessing unit(MPU)-Input and **Output Devices.**

UNIT-II

8085 Architecture and Instruction Set: The 8085 Programming Model, 8085 Instruction Set And Classification - How to Write, Assemble and Execute a simple program-Writing Assembly Language Programs-Programming Techniques Such As Looping, Counting and Indexing -Addressing Mode-Data Transfer Instructions- Arithmetic and Logic Operations- Dynamic Debugging

UNIT-III

Counters and Subroutines: Counters and Time Delays-Hexadecimal Counter-Zero-tonine(Modulo Ten) Counter - Stack - Subroutine -Conditional Call and Return Instructions.

UNIT-IV

BCD Conversions: BCD To Binary Conversion and Binary to BCD Conversion - Binary to ASCII and ASCII to Binary Conversion- BCD Addition -BCD Subtraction-Tools for developing Assembly Language programs-Assemblers and Cross-Assemblers.

UNIT-V

[15 Hrs] 8085 Interrupts and DMA: 8085 Interrupt- Implementation of 8085Interrupts-Multiple Interrupt – 8085 Vectored interrupts – DMA– Memory Interfaces – RAM and ROM – Memory Mapped I/O.

TEXT BOOK:

R.S. Gaonkar, Microprocessor Architecture, Programming and Application with 8085, Wiley Eastern Limited1990.

REFERENCE BOOK:

- 1. Mathur, Introduction to Microprocessor, Third Edition, Tata McGraw-Hill Publishing Co. Ltd., 1993.
- 2. Wadhwa, Ajay, Microprocessor 8085: Architecture, Programming and Interfacing, Prentice Hall India Learning Private Limited.

[15 Hrs]

[15 Hrs]

[15 Hrs]

III BCA	PROGRAMMING IN PHP	CAP607Q
SEM - VI		CREDIT - 5
PRACTICAL-7		HRS/WK- 5

To enable the student to build software applications in PHP.

1. Simple Programs (Factorial, prime number, Fibonacci series)

2. String Functions:

(trim,ltrim,rtrim,strtolower,strtoupper,ucfirst,ucwords,strops,substr,chartocode, strlop strrow str word count strcmp strcasocmp)

strlen,strrev,str_word_count,strcmp,strcasecmp)

3. Arrays

4. Functions-Math function:-floor,pow,round,rand,sqrt,max,min,hexdec.

Date and Time functions:-strtotime,mktime,data_default_timezone_set.

- 5. Create a Home Page using PHP and validating the form using javascript.
- 6. Form creation using POST method
- 7. Database Operations

8. Login form

- 9. Student mark list creation
- 10. Electricity bill preparation.

III BCA		JCA601
SEMESTER - VI	MINI PROJECT	HRS/WK-5
MINI PROJECT		CREDIT - 3

The main objective of this Mini project is to expose the students to industry atmosphere and to get a broad idea to develop a project.

Mini-Project on Multimedia/ Web design/IPhone Applications.

FORMAT FOR PREPARING MINI PROJECT REPORT

Arrangement of contents

- 1. Title Page
- 2. Bonafide Certificate
- 3. Acknowledgement
- 4. Table of contents
- 5. Abstract
- 6. Chapters of the Report
- 7. References
- 8. Appendices, if any

Appendices should be named as

APPENDIX – A

APPENDIX - B

BINDING SPECIFICATION

- Report should be found using flexible cover of thick white art paper.
- The Spine for the bound volume should be 2cms width.
- The Cover should be printed in block letters.

MARGIN SPECIFICATION

Тор	:	4 cms
Bottom	:	3 cms
Left	:	4.5 cms
Тор	:	2.5 cms

PAGE NUMBERING

All Page numbers should be typed without punctuation on the bottom-center portion of the page. The Preliminary pages(table of contents and abstract) should be numbered in lowercase roman literals. Papers of main text, starting with chapter-1, Should be consecutively numbered using Arabic numerals.

TITLE PAGE

TITLE OF THE PROJECT

A project report submitted for the partial fulfillment for the award of degree of

BACHELOR OF COMPUTER APPLICATIONS

By **STUDENT'S NAME** (Register Number) Under the Guidance of

GUIDE'S NAME

College Logo

PG AND RESEARCH DEPARTMENT OF COMPUTER APPLICATIONS ST. JOSEPH'S COLLEGE OF ARTS & SCIENCE (AUTONOMOUS) CUDDALORE – 607001.

Month and year

CERTIFICATE

CERTIFICATE

This is to certify that the mini project report entitled

TITLE OF THE PROJECT

being submitted to the St. Joseph's College of Arts and Science (Autonomous), Affiliated to Thiruvalluvar University, Vellore.

by

Mr./Ms. STUDENT'S NAME (Reg. No.) for the partial Fulfillment for the award of degree of

BACHELOR OF COMPUTER APPLICATIONS

is a bonafide record of work carried out by him/her, under my guidance and supervision.

Internal Guide

Head of the Department

Submitted for the viva-voce examination on-----

Examiners:

1.

2.

Question Paper pattern:

THEORY EXAMINATION (B.C.A.)

Continuous Internal Assessment (CIA) - 25 Marks

Two Internal Examinations Assignment / Seminar Attendance **Total** 15 marks 5 marks 5 marks 25 marks

External Examination (SE)

- 75 Marks

Question Pattern B.C.A.

Time: 3 Hrs

Max. Marks: 75

Section – A (5 x 5 = 25) Answer ANY FIVE out of EIGHT

One question from each unit and three questions from important topics with problems and programs

Section – B (5 x 10 = 50) Answer ANY FIVE out of EIGHT

One question from each unit and three questions from important topics with problems and programs