



BACHELOR OF COMPUTER APPLICATION

(B.C.A.)

(THREE YEAR DEGREE COURSE)

2023

BACHELOR OF COMPUTER APPLICATION

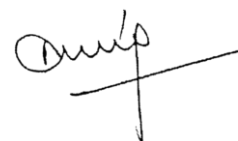
(B.C.A.)

COURSE STRUCTURE

FIRST YEAR

I SEMESTER

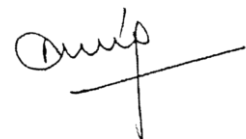
Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-101	Computer Fundamentals and MS-Office	50/20	50/20	100/40
C-102	Introduction to Programming using C	50/20	50/20	100/40
C-103	Business Communication and Soft Skill	50/20	50/20	100/40
C-104	Introduction to HTML- CSS-XML	50/20	50/20	100/40
C-105	Mathematics- I	50/20	50/20	100/40
C-106	Practical based on above Papers			100/40
Total marks of I Semester				600/300



BACHELOR OF COMPUTER APPLICATION
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COURSE STRUCTURE
FIRST YEAR

II SEMESTER

Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-201	JAVA Programming	50/20	50/20	100/40
C-202	Data Base Management System	50/20	50/20	100/40
C-203	Data Structure using 'C'	50/20	50/20	100/40
C-204	Principles of Management	50/20	50/20	100/40
C-205	Numerical Methods	50/20	50/20	100/40
C-206	Practical based on above Papers			100/40
Total marks of II Semester				600/300



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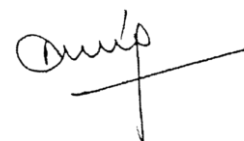
(B.C.A.)

COURSE STRUCTURE

SECOND YEAR

III SEMESTER

Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-301	Digital Electronics	50/20	50/20	100/40
C-302	Python Programming	50/20	50/20	100/40
C-303	Software Engineering	50/20	50/20	100/40
C-304	Computer Network	50/20	50/20	100/40
C-305	Statistical Method and Application	50/20	50/20	100/40
C-306	Practical based on above Papers			100/40
Total marks of III Semester				600/300



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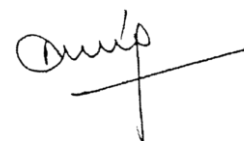
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COURSE STRUCTURE

SECOND YEAR

IV SEMESTER

Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-401	Web Technology with PHP & MySQL	50/20	50/20	100/40
C-402	Operating System	50/20	50/20	100/40
C-403	Cloud Computing	50/20	50/20	100/40
C-404	Computer Organization and Architecture	50/20	50/20	100/40
C-405	Optimization Techniques	50/20	50/20	100/40
C-406	Practical based on above Papers			100/40
Total marks of IV Semester				600/300



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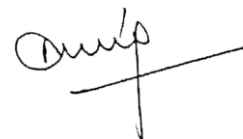
(B.C.A.)

COURSE STRUCTURE

THIRD YEAR

V SEMESTER

Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-501	Network Security	50/20	50/20	100/40
C-502	Visual Basic .NET	50/20	50/20	100/40
C-503	Computer Graphics	50/20	50/20	100/40
C-504	Artificial Intelligence	50/20	50/20	100/40
C-505	Design & Analysis of Algorithms	50/20	50/20	100/40
C-506	Practical based on above Papers			100/40
Total marks of V Semester				600/300



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COURSE STRUCTURE

THIRD YEAR

VI SEMESTER

Paper Code	Paper Name	Term Exam Max./Min. Marks	Internal Assessment Max./Min. Marks	Total Max./Min. Marks
C-601	Major Project			400/160
Total marks of VI Semester				400/160

First Semester

600 Marks

Second Semester

600 Marks

Third Semester

600 Marks

Fourth Semester

600 Marks

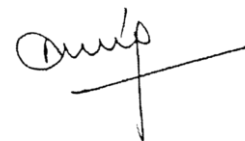
Fifth Semester

600 Marks

Sixth Semester

400 Marks

Total Marks =3400



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

DETAILED SYLLABUS

FIRST SEMESTER

PAPERCODE: C-101

Computer Fundamentals and MS-Office

UNIT-I

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

UNIT-II

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

UNIT-III

Operating System and Services in O.S., DOS, History, Files and Directories, Internal and External Commands, Batch Files, Types of O.S.

UNIT-IV

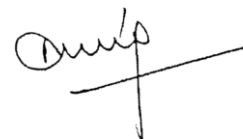
Windows Operating Environment Features of MS-Windows, Control Panel, Taskbar, Desktop, Windows Application, Icons, Windows Accessories, Notepad, Paintbrush.

UNIT-V

Editors and Word Processors Basic Concepts, Examples: MS-Word, Introduction to desktop publishing. Spreadsheets and Database packages Purpose, usage, command, MS-Excel, Creation of files in MS-Access, Switching between application, MS-PowerPoint.

Suggested Books:

1. Fundamental of Computers, By V.Rajaraman B.P.B. Publications
2. Fundamental of Computers, By P.K. Sinha
3. MS-Office 2000 (For Windows), By Steve Sagman
4. Computer Networks, By Tennenbum Tata MacGraw Hill Publication



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

DETAILED SYLLABUS

FIRST SEMESTER

PAPERCODE: C-102

Introduction to Programming using C

UNIT-I

C basics: C character set, Identifiers and keywords, Data types, constants, variables and arrays, declarations, expressions statements, symbolic constants, compound statements ,arithmetic operators, unary operators, relational and logical operators, assignment operators, conditional operators, bit operators.

UNIT-II

Decision Control Structures: If Statement, If-else statement, Nested if (), If () ladder, Switch, case statement, Iterative statements: For loop, While loop, Do-while() loop, Conditional statements: Break, Continue, Storage Classes, Array: Declaration of an Array, Initialization of Array, Types of Array: Single Dimension Array, Two-Dimensional Array, Address Calculation of an Element of a 2-D Array

UNIT-III

Functions: Library Functions, User Defined Functions, Function Declaration, Prototype Declaration, Types of Arguments: Actual Arguments, Formal Arguments, Function Definition, Passing Arrays as Parameters, Methods to Call a Function: Call by Value, Call by Reference.

UNIT-IV

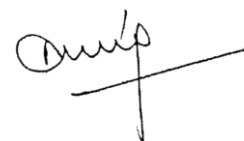
String & Pointers: **String:** Definition, function of string and Maths Functions (Predefined Functions) **Pointers:** Declaration of Pointer Variables, Pointer Arithmetic, Returning Multiple Output Values through a Function Strings. Introduction to dynamic memory allocation (malloc, calloc, realloc, free)

UNIT-V

Structures, Unions, Array of Structures, Enumerations, File Handling: Opening a File, Closing a File, File, Opening Modes, Reading from and Writing to a File, Copying Content of an Existing File to another, Command Line Arguments, argc and argv Parameters, Pre-processor Directives.

Suggested Books:

1. E.Balagurusamy, "Programming in ANSI C", TMH
2. PeterNorton's, "Introduction to Computers", TMH
3. YashwantKanetkar, "Let us C", BPB



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

DETAILED SYLLABUS

FIRST SEMESTER

PAPER CODE: C- 103

Business Communication and Soft Skills

UNIT-I

Means of Communication: Meaning and Definition, Process, Functions, Objectives, Importance, Essentials of good communication, Communication barriers, 7C's of Communication, Types of Communication: Meaning, nature and scope.

UNIT-II

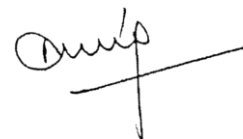
Oral communication: Principle of effective oral communication Techniques of effective speech, Media of oral communication (Face to face conversation, Teleconferences, Press Conference, Demonstration, Radio Recording, Dictaphone, Meetings, Rumour, Demonstration and Dramatisation, Public address system, Grapevine, Group Discussion, Oral report, Closed circuit TV). The art of listening, Principles of good listening. **Written Communication** Purpose of writing, Clarity in Writing, Principle of Effective writing, Writing Techniques, Electronic Writing Process. **Business Letters & Reports:** Need and functions of business letters, Planning & layout of business letter, Kinds of business letters, Essentials of effective correspondence, Purpose, Kind and Objective of Reports, Writing Reports.

UNIT-III

Drafting of business letters: Enquiries and replies, Placing and fulfilling orders, Complaints and follow up Sales letters, Circular letters Application for employment and resume. **Information Technology for Communication:** Word Processor, Telex, Facsimile(Fax), E-mail, Voice mail, Internet Multimedia, Teleconferencing, Mobile Phone Conversation, Video Conferencing, SMS, Telephone Answering Machine, Advantages and limitations of these types. **Self Analysis:** SWOT Analysis, Who am I, Attributes, Importance of Self Confidence, Self Esteem. Creativity: Out of box thinking, Lateral Thinking.

UNIT-IV

Attitude: Factors influencing Attitude, Challenges and lessons from Attitude, Etiquette. **Motivation:** Factors of motivation, Self talk, Intrinsic & Extrinsic Motivators. **Goal Setting:** Wish List, SMART Goals, Blue print for success, Short Term, Long Term, Life Time Goals. **Interpersonal Skills:** Gratitude: Understanding the relationship between Leadership Networking & Team work. Assessing Interpersonal Skills Situation description of Interpersonal Skill. **Team Work:** Necessity of Team Work Personally, Socially and Educationally.

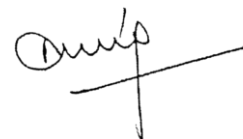


UNIT-V

Leadership: Skills for a good Leader, Assessment of Leadership Skills, Stress Management: Causes of Stress and its impact, how to manage & distress, Circle of control, Stress Busters. Emotional Intelligence: What is Emotional Intelligence, emotional quotient why Emotional Intelligence matters, Emotion Scales, Managing Emotions. **Conflict Resolution:** Conflicts in Human Relations – Reasons Case Studies, Approaches to conflict resolution. Decision Making: Importance and necessity of Decision Making, Process and practical way of Decision Making, Weighing Positives & Negatives.

Suggested Books:

1. Business Communication, “K.K.Sinha, Galgotia Publishing Company, New Delhi”.
2. Media and Communication Management, “C.S. Rayudu, Hikalaya Publishing House, Bombay”.
3. Essentials of Business Communication, “Rajendra Pal and J.S. Korlhalli, Sultan Chand & Sons, New Delhi”.

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

DETAILED SYLLABUS

FIRST SEMESTER

PAPERCODE: C-104

Introduction to HTML, CSS- XML

UNIT-I

Basics of Internet and Web The basics of Internet, World Wide Web, Web page, Home page, Web site, Static, Dynamic and Active web page, Overview of Protocols, Simple Mail Transfer Protocol, Gopher, Telnet,Emails,TFTP,Simple Network Management Protocol, Hyper Text Transfer Protocol,Client server computing concepts.Web Client and Web Server Web Browser, Browsers e.g.,Netscape navigator,Internet Explorer,Mozilla Firefox,Client,Side Scripting Languages,VB Script and Java Script, Active X control and Plug-ins,Web Server Architecture, Image maps,CGI,API web database connectivity,DBC,ODBC

UNIT-II

Dynamic HTML, Document Object Model, Features of DHTML, CSSP (Cascading Style Sheet Positioning) and JSSS (JavaScript assisted Style Sheet), Layers of Netscape, The ID Attribute, DHTML Events

UNIT-III

Introduction to HTML: Editors, Basics, Element, Attribute, Headings, Paragraphs, Styles, Formatting, Quotations,Comments,CSS,Links,Images,Tables,Lists,Blocks,Classes,ID, frames, File Paths, Head, Layout, Computer Code, Entities, Symbols, Charset, Color and Background of Web Pages, Hypertext, Hyperlink and Hypermedia, Links, Anchors and URLs, Links to External Documents, Different Section of a Page and Graphics, Footnote and E-Mailing, Creating Table, Frame, Form and Style Sheet.

UNIT-IV

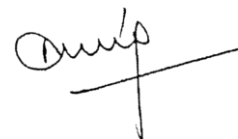
CSS: Introduction, Syntax, Colors, Backgrounds, Borders, Margins, Padding, Height/ Width, Box Model, Outline, Text, Fonts, Icons, Links, Lists, Tables, Display, Max, Width, Position, Overflow, Float, Inline, Block, Align, Combinators,Pseudo,Class,Pseudo Elements, Opacity, Navigation Bar, Dropdowns, Image Gallery, Image Sprites, Attr Selectors, Forms, Counters, Website Layout, Units,Specificity.

UNIT-V

XML: Introduction, Tree, Syntax, Elements, Attributes, Namespaces, Display, HTTP request, Parser, DOM, XPath, XSLT,XQuery,XLink, Validator, DTD, Schema, Server

Suggested Books:

1. Shelley Powers, "Dynamic Web Publishing" 2
2. Html & CSS: The Complete Reference 5th Edition (English, Paperback, Thomas A. Powell)
3. XML: The Complete Reference Book by Heather Williamson



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

DETAILED SYLLABUS

FIRST SEMESTER

PAPERCODE: C-105

Mathematics -I

UNIT-I

Determinants: Definition, Minors, Cofactors, Properties of Determinants
MATRICES: Definition, Types of Matrices, Addition, Subtraction, Scalar Multiplication and Multiplication of Matrices, Adjoint, Inverse, Cramer's Rule, Rank of Matrix, Dependence of Vectors, Eigen Vectors of a Matrix, Cayley-Hamilton Theorem (without proof).

UNIT-II

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

UNIT-III

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

UNIT-IV

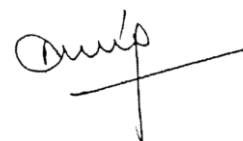
Integration: Integral as Limit of Sum, Fundamental Theorem of Calculus (without proof.), Indefinite Integrals, Methods of Integration Substitution, By Parts, Partial Fractions, Reduction Formulae for Trigonometric Functions, Gamma and Beta Functions (definition).

UNIT-V

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

Suggested Books:

1. B.S. Grewal, "Elementary Engineering Mathematics", 34th Ed., 1998.
2. Shanti Narayan, "Integral Calculus", S. Chand & Company, 1999
3. H.K. Dass, "Advanced Engineering Mathematics", S. Chand & Company, 9th Revised Edition, 2001.



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

DETAILED SYLLABUS

SECOND SEMESTER

PAPERCODE: C-201

Java Programming

UNIT-I

Introduction, Java Tokens, Java Statements, Command Line Arguments, Programming Style, Constants, Variables, Data Types, Constants, Variables, Declaration of Variables, Scope of Variables, Symbolic Constants, Type Casting, Java Program Structure, Operators, Expressions, Statements, Decision Statements, Control Structure or statement, JDK, JRE, and JVM (Java Virtual Machine), Class-path, Execution process of Java program.

UNIT-II

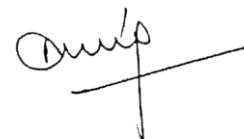
Defining a Class, Creating Objects, Accessing Class Members, Constructors, Methods Overloading, Static Members, Nesting of Methods and Inheritance: Extending a Class, interface, super, Overriding & Overloading Methods, final Variables and Methods, Classes, Finalize Methods, Abstract Methods and Classes, Visibility Control. Arrays, One, Dimensional Arrays, Creating an Array, Two Dimensional Arrays, Wrapper Classes.

UNIT-III

Packages: Introduction, Java API Packages, Using system Packages, Naming Conventions, Creating Packages, Accessing a Packages, Adding a Class to a Package, Hiding Classes. **Multithreaded Programming:** Introduction, Creating Threads, Extending the Thread Class, Stopping and Blocking a Thread, Life Cycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, and Synchronization. **Managing Errors and Exceptions:** Introduction, Types of Errors, Exceptions, Syntax of Exception Handling Code, Multiple Catch Statements, Using finally Statement, Throwing Our Own Exceptions, Using Exceptions for Debugging.

UNIT-IV

Functions: String handling and its functions, Maths Functions. **Input/output-basics:** Input/output-basics streams and Byte and character streams, Character Reading from Keyboard by Input Stream Reader, Reading a Line/String from Keyboard by Buffered Reader, Standard I/O Streams Using Data Streams to read/write. **Applet:** Introduction of Applet, How Applets Differ from Application, Preparing to Write Applets, Building Applet Code, Applet Life Cycle, Creating an Executable Applet, Designing a Web Page, Applet Tag, Adding Applet to HTML File, Running the Applet

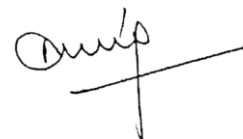


UNIT-V

Introduction to AWT programming, Graphics, Dialog Boxes, AWT Components/Controls, Layouts, Event Handling. JDBC architecture Establishing connectivity and working with connection interface, Working with statements, Creating and executing SQL statements, Working with Result Set, Socket Programming, Introduction to Swing, Servlet and JSP.

Suggested Books:

- 1.E. Balagurusamy, Programming with Java, A Primer Second Edition, Tata McGraw Hill, New Delhi.
- 2.P.Naughton and H. Schildt, JAVA: The Complete Reference, TMH, New Delhi 2005.
- 3.D.Jana, Java and Object Oriented Programming Paradigm, PHI, New Delhi, 2005

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

DETAILED SYLLABUS

SECOND SEMESTER

PAPERCODE: C-202

Data Base Management System

UNIT-I

Introduction: Database System Concepts, Database Users, and Architecture Introduction to Database System with example, Introduction to Traditional File Oriented System, Characteristics of the Database Approach, Components of Database System, Database Users, Advantages and disadvantages of Using a DBMS, Structure of DBMS, Database Schemas and Instances , DBMS Architecture, Data Independence, Database Languages and Interfaces, Classification of Database Management Systems.

UNIT-II

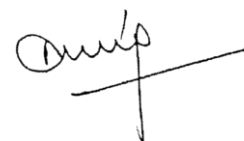
Data Modelling & Relational Database Management System Data Modelling Using the Entity Relationship Model: Entity Types, Entity Sets, Attributes, Keys, Relationships, Relationship Types, Roles, and Structural, Constraints, Weak Entity Types, ER Diagrams, Naming Conventions, Design Issues.

UNIT-III

The Relational Data Model: Relational Constraints and the Relational Algebra: Relational Model Concepts, Relational Constraints and Relational Database Schemas Update Operations and Dealing with Constraint Violations, Basic Relational Algebra Operations, Additional Relational Operations And Examples of Queries in Relational Algebra.

UNIT-IV

SQL:SQL and Database Design Theory and Methodology Structured Query Language The Relational Database Standard: Data Definition, Constraints and Schema Changes in SQL, Types of SQL Commands, SQL Operators and their Procedure, Insert, Delete, and Update Statements in SQL Queries and Sub Queries, Aggregate Functions, Joins, Unions, Intersection, Minus, Views (Virtual Tables) in SQL. Functional Dependencies and Normalization for Relational Databases: Informal Design Guidelines for Relation Schemas, Functional Dependencies, Armstrong Rules, Closure of Attributes, Normal Forms Based on Primary Keys, General Definitions of Second and Third Normal Forms, Boyce Codd Normal Form.

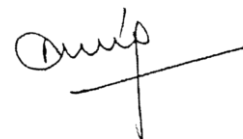


UNIT-V

Transaction Processing: Concurrency Control and Distributed Database Transaction Processing Concepts: Introduction to Transaction Processing, Transaction and System Concepts, Desirable Properties of Transactions, Concurrency Control Techniques, Locking Techniques for Concurrency Control, Concurrency Control Based on Timestamp Ordering.

Suggested Books:

1. A.K.Majumdar, P. Bhattacharya, "Database Management Systems", TMH, 1996.
2. Bipin Desai, "An Introduction to database systems", Galgotia Publications, 1991

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

DETAILED SYLLABUS

SECOND SEMESTER

PAPERCODE: C-203

Data Structure Using 'C'

UNIT-I

Classification of Data Structure, Operations on Data Structure, Address Calculation, Application of arrays, Limitation of Array, Application of Arrays, Array as Parameters, Sparse Matrices

UNIT-II

Continuous Implementation (Stack): Array Representation, Operations on Stacks: Push & Pop, Applications of stack, Conversion of Infix to Prefix and Postfix Expressions, Evaluation of postfix expression using stack Recursion: Recursive Definition and Processes, Principles of Recursion, Tower of Hanoi Problem, Recursion Vs. Iteration Continuous. Implementation (Queue): Array representation and implementation of Queues, Operations on Queue: Create, Add, Delete, Full and Empty Queue, Circular Queue, Dequeue and Priority Queue

UNIT-III

Non Continuous Implementation: Link Lists: Linear List concept, Linked List Terminology, Representation of Linked List in Memory, Types of Linked List, Single Linked List, Doubly Linked List, Single Circular Linked list, Circular Doubly Linked List, Operations on Link List: Create List Insert node (empty list ,beginning ,middle, end), Delete node (first, general case), Traversing node, Searching node, Print list, Count Nodes, Sort Lists

UNIT-IV:

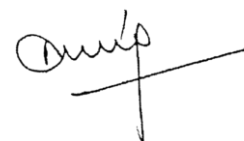
Trees: Introduction to Tree & its Terminology, Binary trees, Types of Binary trees, Representation of Binary Tree, Traversals (Inorder, Preorder, Postorder), Tree Expression, Binary Search Tree, Insertion and Deletion in BST.

UNIT-V:

Sorting & Searching Techniques: Bubble Sort, Selection Sort, Insertion Sort, Quick Sort, Merge Sort, Sequential Search, Binary Search

Suggested Readings:

1. S. Lipschutz, "Data structures", Mc, Graw, Hill International Editions, 1986.
2. A. Michael Berman, "Data Structures via C++", Oxford University Press, 2002.
3. M. Weiss, "Data Structures and Algorithm Analysis in C++", Pearson Education



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
SECOND SEMESTER
PAPER CODE: C-204
Principles of Management

UNIT-I

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

UNIT-II

Functions of Management: Planning - Meaning - Need & Importance, type's levels, advantages & limitations. Forecasting - Need & Techniques Decision making – Types, Process of rational decision making & techniques of decision making Organizing.

UNIT-III

Elements of organizing & processes: Types of organizations, Delegation of authority - Need, difficulties in delegation - Decentralization Staffing - Meaning & Importance Direction, Nature, Principles Communication, Types & Importance Motivation, Importance, theories, Leadership - Meaning - styles, qualities & functions of leaders

UNIT-IV

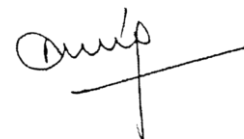
Functions of Management: Controlling - Need, Nature, importance, Process & Techniques Coordination - Need – Importance, Strategic Management Definition, Classes of Decisions, Levels of Decision, Strategy, Role of different Strategist, Relevance of Strategic Management and its Benefits Strategic Management in India.

UNIT-V

Recent Trends in Management: Social Responsibility of Management – environment friendly management, Management of Change Management of Crisis Total Quality Management Stress Management International Management

Suggested Books:

1. Essential of Management - Horold Koontz and IteinzWeibrich– McGrawhills International
2. Management Theory & Practice - J.N.Chandan
3. Essential of Business Administration - K.Aswathapa Himalaya Publishing House



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
SECOND SEMESTER
PAPER CODE: C-205
Numerical Methods

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

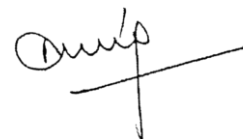
Solution of Linear Equation: Gauss's Elimination method and Gauss's Siedel iterative method.

UNIT-V

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

Suggested Books:

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



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
THIRD SEMESTER
PAPER CODE: C-301
Digital Electronics

UNIT-I

Number System & Boolean Algebra: **Number System:** Binary, Octal, Decimal, Hexadecimal, Conversion of Number System, Binary Arithmetic & Complement, Binary Codes: Weighted & Non Weighted, Gray Code, Excess-3 Code, Cyclic codes, Hamming Code, Boolean Function, Boolean Postulates, De-Morgan's Theorem, **Boolean Expressions:** Sum of Product, Product of Sum, Minimization of Boolean Expressions using K- Map, Logic Gates: AND, OR, NOT, NAND, NOR, XOR, XNOR, Implementations of Logic Functions using Gates, NAND, NOR Implementations, Multilevel gate Implementations.

UNIT-II

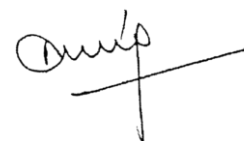
Combinational Circuits: Adders & Subtractors: Half Adder, Full Adder, Binary Adder, Half Subtractor, Full Subtractor, Magnitude Comparator: Two Bit Magnitude Comparator, Three Bit Magnitude Comparator, Multiplexer & De-Multiplexer: 4*1 Multiplexer, 8*1 Multiplexer, Decoder & Encoder.

UNIT-III

Sequential Circuit: Introduction to Flip Flops: SR, JK, T, D, Master Slave Flip Flops, Conversion of Flip Flops, Characteristic Table & Equation, Edge Triggering & Level Triggering, Excitation Table, State Diagram, State Table, State Reduction, Design of Sequential Circuits.

UNIT-IV:

Registers: Introduction of Registers, Classification of Registers, Register with Parallel Load, Shift Registers, Bidirectional Shift Register with Parallel Load. **Counters:** Introduction of Counter, Asynchronous/Ripple Counters, Synchronous Counters, BCD Counter, 4-bit Binary Counter with Parallel Load, Design of Synchronous Counters, Ring Counter, Johnson Counter

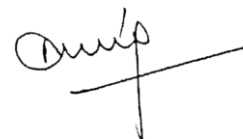


UNIT-V:

Asynchronous Sequential Circuits: Analysis procedure of Asynchronous sequential circuits, circuit with latches, design procedure, Reduction of state and flow table, Race-free state assignment, Hazards.

Suggested Books:

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

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

DETAILED SYLLABUS

THIRD SEMESTER

PAPER CODE: C-302

Python Programming

UNIT-I

Basic of Python, Features, Application, Python interpreter, Interpreters vs Compilers, Data Types, Identifiers and keywords, Literals, Strings, Assigning Values to Variables, Multiple Assignment Basic Operators in Python: Arithmetic, Comparison, Assignment, Bitwise ,Logical ,Membership Operators (in, not in) ,Identity Operators (is, is not), Operators Precedence.

UNIT-2

Creating Python Programs: Input and Output Statements, Conditional Statement- if...else, Difference between break, continue and pass, Control statements (Looping- while Loop, for Loop, Loop Control, nested loops).

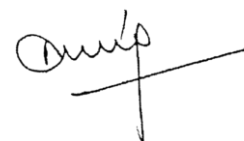
UNIT-3

Python Strings, Accessing Values in Strings, String Special Operators, String Formatting Operator, Triple Quotes , , Indexing and Slicing ,Built-in String functions. **Python Lists** -Accessing Values in Lists, Updating Lists, Basic List Operations , Indexing, Slicing, and Matrixes ,Built-in List Functions & Methods. **Python Tuples** - Accessing Values in Tuples, Updating Tuples , Delete Tuple Elements, Basic Tuples Operations ,Indexing, Slicing ,Built-in Tuple Functions.

Python Dictionary - Accessing Values in Dictionary, Updating Dictionary Python Programming ,Delete Dictionary Elements, Built-in Dictionary Functions & Methods.

Unit-4

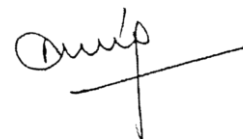
Functions: Defining a Function ,Syntax ,Calling a Function ,call by value and call by reference, Pass by reference vs value, Function Arguments , Required arguments , Keyword arguments , Default arguments , Variable-length arguments ,The return Statement , Scope of Variable.



Unit-5 File Manipulation ,Opening Text File ,Working with a File on Python , The open function , File modes, The file object attributes , close() method, write() method ,read() method , **Files:** Input , Files: Output , Reading files ,Renaming & deleting files , Writing into a file ,remove() method.

Suggested Books:

1. Guido Van Rossum , Learning Python: Crash Course Tutorial Paperback – 22 July 2020
2. Mark Lutz, Python Pocket Reference, 5th edition Feb. 2014
3. G van Rossum ,An Introduction to Python



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

DETAILED SYLLABUS

THIRD SEMESTER

PAPER CODE: C- 303

Software Engineering

UNIT-I

Introduction: Definition of Software, Type of Software, Characteristic of Software, Attributes of Good Software, Definition of Software Engineering. Software Engineering Costs, Key Challenges that Software Engineering Facing, System Engineering and Software Engineering

UNIT-II

Software Development Process Model: Software Process. Software Process Model: The Waterfall Model, Evolutionary Development, Component- Based Software Engineering (CBSE). Process Iteration: Incremental Delivery, Spiral Development: Rapid Software Development: Agile Methods, Extreme Programming, Rapid Application Development.

UNIT-III

Design Concept: Abstraction, Architecture, Patterns, Modularity: Cohesion, coupling; Information Hiding, Functional Independence, Model, Client Server Model, Layered Model, User Interface Design: Human-Computer Interaction, Information Presentation, Interface Evaluation; Design Notation

UNIT-IV

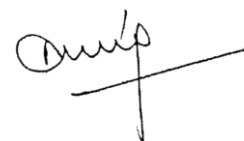
Software Testing and Quality Assurance: Verification and Validation, Techniques of Testing: Black-Box and White Box Testing , Inspections. Level of Testing: Unit Testing, Integration Testing ,, Interface testing, System Testing, Alpha and Beta Testing, Regression Testing. Design of test Cases, Quality Management activities, Product and process quality, capability Maturity Model (CMM)

UNIT-V

Software Cost Estimation: Introduction - Software Cost Factors - Software Cost Estimation Techniques - Stating Level estimation - Estimating Software Maintenance Costs Software Requirements Definition - Software Requirements Specification - Specification Techniques - Languages and Processors for Requirements.

Suggested Books:

1. Ian SommerVille, Pearson , Software Engineering, 10 th Edition.
2. Amiya Kumar Rath, Fundamental of Software Engineering.
3. Roger S. Pressman, McGrewHill, Software Engineering a practitioner Approach.



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

DETAILED SYLLABUS

THIRD SEMESTER

PAPER CODE: C-304

Computer Network

UNIT I

Data Communications: Introduction: Theoretical basis for communication, Fourier analysis, Band limited signals, Maximum data rate of a channel: Transmission impairments, Attenuation distortion, Delay distortion, Dispersion, Noise: Data transmission modes, Serial & Parallel, Simplex, Half duplex & full duplex, Synchronous & Asynchronous transmission:

Transmission Medium: Introduction: Transmission medium, Guided & Unguided Transmission medium, Twisted pair, Coaxial cable, Optical fiber, Comparison of fiber optics and copper wire: Wireless transmission.

UNIT II

Computer Network: Introduction: Definition of a Computer Network, Components of a computer network, Types of Network: Based on Topology (Bus, Star, Ring Mesh, Tree), Based on Size Technology and ownership (LAN, MAN, WAN). Network topologies, Linear Bus Topology, Ring Topology, Star Topology, Hierarchical or Tree Topology, OSI reference model.

Multiplexing, FDM, Frequency division multiplexing, WDM, Wavelength division multiplexing, TDM, Time division multiplexing.

UNIT III

Data Link Layer: Services provided to the Upper Layer, Framing, Error Control, Flow Control, sliding window protocols **Medium Access Sub Layer:** Medium access sub layer - channel allocations, LAN protocols – aloha protocols - overview of IEEE standards - FDDI.

UNIT IV

Network Layer: Services provided to the Upper Layer: Routing Algorithms (Centralized, Distributed), Congestion Control (Token Based and Non Token Based), Internetworking, TCP /IP, IPpacket, IP address, and IPv4 and IPV6. **Transport Layer:** Design issues, and connection management, TCP, UDP

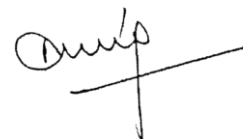
UNIT V

Session Layer: Design issues and remote procedure call. **Presentation Layer:** Design issues.

Application Layer: File transfer, access and management, electronic mail, virtual terminals, other application.

Suggested Books:

1. W. Stallings, "Data and Computer Communication", Pearson Education.
2. A. S. Tanenbaum, "Computer Network", 4th, Edition, Pearson Education.
3. Forouzan, "Data Communication and Networking", 2nd Edition, Tata McGraw Hill.



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
THIRD SEMESTER
PAPER CODE: C-305
Statistical Method and Application

UNIT I

Classification of data, Tabulation of data, Preparation of frequency distribution, Presentation of data through histogram, frequency polygon, frequency curve

UNIT II

Measures of Central Tendency: Computation of Arithmetic mean, median and mode for ungrouped data and grouped data, Verification of median through ogives.

UNIT III

Measures of dispersion: Computation of Range, Quartile deviation, mean deviation and Standard deviation, coefficient of variation. (Numerical Applications Only)

UNIT IV

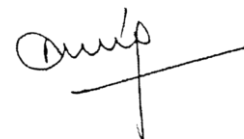
Concept of Skewness, Karl Pearson's and Bowley's Coefficients of Skewness(Numerical Applications Only)

UNIT V

Meaning of Correlation, types of correlation, correlation coefficient, Karl Pearson, spearman's rank correlation coefficient. (Numerical Applications Only)

Suggested Books:

1. Statistical Methods, "Dr.S.P. Gupta, Sultan Chand & Sons".
2. Quantitative Techniques by "C. Sathyadevi, S. Chand".
3. Fundamental of Mathematical Statistics, "S.C.Gupta & V.K.Kapoor, Sultan Chand"
4. Statistical Methods, "Snedecor G.W. & Cochran W.G. Oxford & DII"
5. Elements of Statistics, "Mode.E.B., Prentice Hall"



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

DETAILED SYLLABUS

FOURTH SEMESTER

PAPER CODE: C-401

Web Technology with PHP & MySQL

UNIT I

PHP: Introduction to PHP Evaluation of PHP, Basic Syntax, Defining variable and constant, PHP Data type, Operator and Expression. Decisions and loop Making Decisions, Doing Repetitive task with looping, Mixing Decisions and looping with Html. Function: Define a function, Call by value and Call by reference, Recursive function, String Creating and accessing, String Searching & Replacing String, Formatting String, String Related Library function.

UNIT II

Array: Anatomy of an Array, Creating index based and Associative array Accessing array, Element Looping with Index based array, Looping with associative array using each () and foreach(), Some useful Library function. Handling Html Form with PHP Capturing Form, Data Dealing with Multi-value filed, and Generating File uploaded form, redirecting a form after submission.

UNIT III

Working with file and Directories: Understanding file& directory, Opening and closing, a file, Coping, renaming and deleting a file, working with directories, Creating and deleting folder, File Uploading & Downloading.

UNIT IV

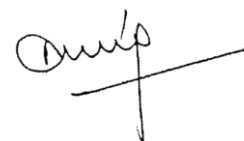
Session and Cookie: Introduction to Session Control, Session Functionality What is a Cookie, Setting Cookies with PHP. Using Cookies with Sessions, Deleting Cookies, Registering Session variables, Destroying the variables and Session. 8. Database Connectivity with

UNIT V

MySQL: Introduction to RDBMS, Connection with MySQL Database, Performing basic database operation (DML) (Insert, Delete, Update, Select), Setting query parameter, Executing query Join (Cross joins, Inner joins, Outer Joins, Self joins.) Exception Handling Understanding Exception and error, Try, catch, throw. Error tracking and debugging.

Suggested Books:

1. Learning PHP, MySQL, books by "O riley Press".
2. Beginning PHP and MySQL by" W. Jason Gilmore"



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

DETAILED SYLLABUS

FOURTH SEMESTER

PAPER CODE: C-402

Operating System

UNIT-I

Introduction: What is an operating system, Simple Batch Systems, Multi, programmed Batch systems, Time, Sharing Systems, Personal, Computer Systems, Parallel systems, Distributed systems, Real, Time Systems. **Process Management:** Process Concept, Process Scheduling, Cooperating Processes, Threads, Interprocess Communication, CPU Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling.

UNIT-II

Process Synchronization and Deadlocks: The Critical-Section Problem, Synchronization Hardware, Semaphores, Classical Problems of Synchronization, Critical Regions, Monitors, **Deadlocks:** System Model, Deadlock Characterization, Methods for Handling Deadlocks, Deadlock prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock .

UNIT-III

Memory Management: Logical and Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation with Paging, Virtual Memory, Demand Paging and its performance, Page Replacement Algorithms, Allocation of Frames, Thrashing, Page Size and other considerations, Demand Segmentation.

UNIT-IV

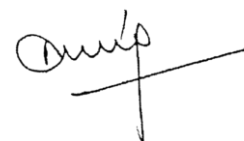
File Management: File Systems, Secondary Storage Structure, File concept, Access methods, Directory implementation, Efficiency and performance, Recovery.

UNIT-V

Disk Management: Disk Structure, Disk scheduling, Disk scheduling algorithm: FCFS, SSTF, SCAN, Recovery, Swap-Space Management, Disk Reliability.

Suggested Books:

1. Silber sachtatz and Galvin, "Operating System Concepts", Person, 5th Ed. 2001
2. Madnick E., Donovan J., "Operating Systems:", Tata McGraw Hill, 2001



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

DETAILED SYLLABUS

FOURTH SEMESTER

PAPERCODE: C- 403

Cloud Computing

UNIT I

Introduction: Introduction to Cloud Computing, Definition of Cloud , Evolution of Cloud Computing, Underlying Principles of Parallel and Distributed Computing ,Cloud Characteristics, Elasticity in Cloud, On-demand Provisioning.

UNIT II

Cloud enabling technologies: Service Oriented Architecture , Basics of Virtualization, Types of Virtualization, Implementation Levels of Virtualization ,Virtualization Structures ,Tools and Mechanisms, Virtualization of CPU, Memory – I/O Devices , Virtualization Support and Disaster Recovery

UNIT III

Cloud architecture, services and storage: Layered Cloud Architecture Design ,Cloud Architecture ,Public, Private and Hybrid Clouds ,IaaS ,PaaS ,SaaS ,Architectural Design Challenges ,Cloud Storage: Storage as-a-Service, Advantages of Cloud Storage ,Cloud Storage Providers – S3.

UNIT IV

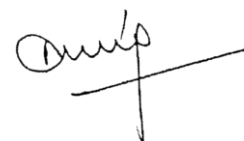
Resource management and security in cloud: Inter Cloud Resource Management, Resource Provisioning and Resource Provisioning Methods ,Security Overview ,Cloud Security Challenges, Software-as-a Service Security ,Security Governance

UNIT V

Cloud technologies and advancements: Hadoop , Map Reduce ,Virtual Box ,Google App Engine – Programming Environment for Google App Engine

Suggested Books:

1. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, —Mastering Cloud Computing, Tata Mcgraw Hill, 2013.
2. Rittinghouse, John W., and James F. Ransome, —Cloud Computing: Implementation, Management and Security, CRC Press, 2017.



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FOURTH SEMESTER
COURSE CODE: C-404
Computer Organization and Architecture

UNIT I

Computer Evolution: Brief history of Computer, Classification of Computer, Structure of a Computer System, Arithmetic Logic Unit, Control Unit, Von Neumann Architecture. Integer Addition and Subtraction, Floating point representation., Signed numbers, Binary Arithmetic, 1's and 2's Complements, Booths Algorithm, Hardware Implementation, IEEE Standards, Floating Point Arithmetic, The accumulator, Shifts, Carry and Overflow. Instruction Characteristics, CPU with Single BUS, Types of Operands, Types of Operations, Addressing Modes, Instruction Formats.

UNIT II

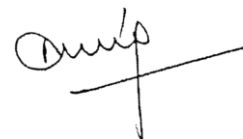
Processor Organization: Parallelism and Computer arithmetic, Computer arithmetic associatively. Floating Point in the 8086, Programmers Model of 8086, Register Organization, 8086 Registers, Instruction Cycles, Addressing Modes. Micro operations, The Instruction cycle, Control of the CPU, Functional Requirements, Single, Two, Three bus structure, Execution of a complete instruction, Branching, Sequencing of Control Signals, Hardwired Control Unit, Micro-Programmed Control.

UNIT III

Memory Organization: Characteristics of Memory Systems, Main Memory, Types of Memory, Memory system considerations, Design of memory subsystem using Static, Dynamic Memory Chips, Memory interleaving **High Speed Memories:** Cache Memory, Structure of cache and main memory, Elements of Cache Design, Mapping functions, Replacement algorithms, External Memory, Virtual memory

UNIT IV

I/O Organization: Input / Output Module: Need, Techniques, Interrupt Driven I/O, Basic concepts of an Interrupt, Response of CPU to an Interrupt, Design Issues, Priorities, Interrupt handling, Types of Interrupts. Data Transfer Techniques, Data Memory Access, Buses, Types of buses, I/O Interface, Synchronous and Asynchronous Data Transfer, Serial I/O, Input Devices, Output Devices, Multiprogramming vs. Multiprocessing, Comparison between closely coupled and loosely coupled Multiprocessor

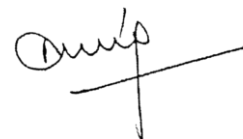


UNIT V

Microprogramming: Basic Principles, Features , Hardwired vs. micro programmed computers, Applications and advantages of microprogramming, Limitations of microprogramming, Computer Clock, Micro Instructions and its Control Path, Microcode, Machine Instruction. Parallel Organization, Instruction Set Architecture (ISA), RISC and CISC, Characteristics of CISC, Characteristics of RISC, RISC versus CISC, Vector Processing Requirements and Characteristics of vector processing.

Suggested Books:

1. Computer Organization & Architecture– by Stallings
2. Computer Organization and Architecture: Designing for Performance by William Stallings
3. Computer Architecture and Organization by John Hayes

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BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FOURTH SEMESTER
PAPER CODE: C-405
Optimization Techniques

UNIT-I

Basics of operation research (OR): Characteristics of OR, Necessity of OR in industry, OR and decision making, role of computers in OR. Linear Programming: Formulations and graphical solution of (2 variables) canonical and standard terms of linear programming problem.

UNIT-II

Algebraic solution: Simplex methods, Charnes method of penalties, two phase simplex method.

UNIT-III

Transportation Model: Definition, formulation and solution of transportation models, The row, minima, column, minima, matrix, minima and Vogel's approximation methods. Assignment model: Definition of assignment model, comparison with transportation model, formulation and solution of assignment model.

UNIT-IV

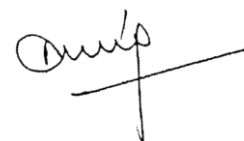
Sequencing Problem: Processing of n jobs through 2 machines, processing n jobs through 3 machines, processing 2 jobs through m machines.

UNIT-V

Game Theory: Characteristics of games, maxima, minimax criteria of optimality, dominance property, algebraic and graphical method of solution of solving 2 x 2 games.

Suggested Books:

1. Introduction to Management Science Operations Research, "KantiSwarup".
2. Operations Research Quantitative Techniques For Management, "V. K. Kapoor".
3. Nonlinear Programming: Theory and Algorithms "by Mokhtar S Bazara and C M Shetty".



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FIFTH SEMESTER
PAPER CODE: C-501
Network Security

UNIT-I

Network Security: Introduction: OSI Security Architecture-Classical Encryption techniques Cipher Principles, Data Encryption Standard, Block Cipher Design Principles and Modes of Operation.

UNIT-II

Introduction to Number Theory: modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm, Fermat's and Euler's theorem, Primarily testing, Chinese Remainder theorem, Discrete Logarithmic Problem . Public Key Cryptography: Key Management, Diffie Hellman key Exchange-Elliptic Curve . Architecture and Cryptography, Confidentiality using Symmetric Encryption, Public Key Cryptography and RSA.

UNIT-III

Authentication and Hash Function: Authentication requirements, Authentication functions– Message Authentication Codes, Hash Functions, Security of Hash Functions and MACs, MD5 message Digest algorithm, Secure Hash Algorithm, RIPEMD, HMAC Digital Signatures, Authentication Protocols, Digital Signature Standard

UNIT-IV

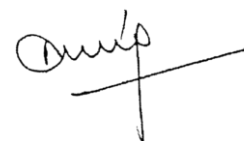
Network Security: Authentication Applications: Kerberos, X.509 Authentication Service, Electronic Mail Security, PGP, S/MIME, IP Security, Web Security.

UNIT-V

System Level Security: Intrusion detection, password management, Viruses and related Threats, Virus Counter measures, Firewall Design Principles, Trusted Systems.

Suggested Books:

1. William Stallings, "Cryptography and Network Security, Principles and Practices ", Prentice Hall of India, Third Edition,2003.
2. Atul Kahate-"Cryptography and Network Security ",Tata McGraw,Hill,2003.



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FIFTH SEMESTER
PAPER CODE: C-502
Visual Basic .NET

UNIT-I

Visual Basic .NET and the .NET Framework: Introduction to .net framework ,Features, Common Language Runtime (CLR) ,Framework Class Library(FCL).Visual Studio.Net – IDE, Languages Supported, Components, Visual Programming, VB.net, Features, IDE, Menu System, Toolbars, Solution Explorer, Object Browser, Toolbox, Class View Window, Properties Window, Server Explorer, Task List, Output Window, Command Window.

UNIT-II

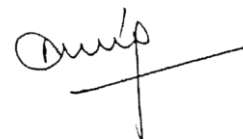
Programming in Visual basic .net: Data Types, Keywords, Declaring Variables and Constants, Operators, Understanding Scope and accessibility of variables, Conditional Statements, If- then, If- then- else, Nested If, Select Case, Looping Statement, Do loop, For Loop, For Each, Next Loop, While Loop, Arrays, Static and Dynamic.

UNIT-III

Functions, Built-In Dialog Boxes, Menus and Toolbar: Menus and toolbars, Menu Strip, Tool Strip, Status Strip, Built-In Dialog Boxes –Open File Dialogs, Save File Dialogs, Font Dialogs, Color Dialogs, Print Dialogs, Input Box, MsgBox, Interfacing With End user, Creating MDI Parent and Child, Functions and Procedures, Built-In Functions, Mathematical and String Functions, User Defined Functions and Procedures.

UNIT-IV

Elements of Visual Basic .Net: Properties, Events and Methods of Form, Label, TextBox, ListBox, ComboBox, RadioButton, Button, Check Box, Progress Bar, Date Time Picker, Calendar, Picture Box, HScrollbar, VScrollbar, Group Box, ToolTip, Timer.

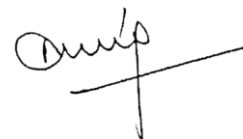


UNIT-V

Advanced Concepts in VB.Net: Object Oriented Programming, Creating Classes, Objects, Fields, Properties, Methods, Events, Constructors and destructors, Exception Handling, Models, Statements, File Handling, Using File Stream Class, File Mode, File Share, Opening or Creating Files with File Stream Class, Reading and Writing Text using StreamReader and StreamWriter Classes, Data Access with ADO.Net – What are Databases? Data Access with Server Explorer, Data Adapter and DataSets, ADO.NET Objects and Basic SQL. Creating Windows/Web Applications with the help of databases.

Suggested Books:

1. Jesse liberty :”Learning Visual Basic.net”
2. Steven Holzner: “ VB.NETBlackBook “
3. Chuck Easttom: “ Learn VB.NET”

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BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FIFTH SEMESTER
PAPERCODE: C-503
Computer Graphics

UNIT I

Introduction: Interactive Graphics , Advantages of Interactive Graphics, Uses of Computer Graphics, Conceptual Framework for Interactive Graphics: Overview, Scan Converting Lines, Scan Converting Circles, Scan Converting Ellipses.

UNIT II

Hardcopy Technologies, Display Technologies, Raster Scan Display System, Video Controller, Random, Scan Display processor, Image Scanners, Line Clipping: Clipping Southland, Cohen Algorithm, Cyrus Beck Algorithm, Midpoint Subdivision Algorithm

UNIT III

Geometrical Transformation: Introduction, types of transformation, **2D Transformation:** Homogeneous Coordinates and Matrix Representation of 2D Transformations, composition of 2D Transformations, the Window to Viewport Transformations, Introduction to 3D Transformations Matrix.

UNIT IV

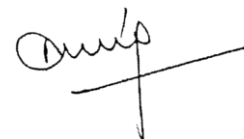
Polygon meshes: uses of Polygon meshes, Representation way of Polygon meshes, **Curves:** types of curve, Parametric Cubic Curves, Quadric Surface. **Solid Modeling:** Representing Solids, Regularized Boolean Set Operation, primitive Instancing, Sweep Representations, Boundary Representations, Spatial Partitioning Representations, Constructive Solid Geometry, Comparison of Representations.

UNIT V

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

Suggested Books:

1. Foley, Van Dam, Feiner, Hughes, Computer Graphics Principles& practice,2000.
2. D.J. Gibbs & D.C. Tsichritz: Multimedia programming Object Environment & Frame work, 2000.
3. D.Haran& Baker. Computer Graphics Prentice Hall of India, 1986



BACHELOR OF COMPUTER APPLICATION (B.C.A.)
DETAILED SYLLABUS
FIFTH SEMESTER
PAPERCODE: C-504
Artificial Intelligence

UNIT-I

AI Concepts, Various definitions of AI, Knowledge, Knowledge Pyramid, Characteristics of AI Problems, Problem Representation in AI, Components of AI, AI Evolution, Application Areas of AI, History of AI, The Turing Test and The Revised Turing Test.

UNIT-II

Expert System: Components of Expert System: Knowledge Base, Inference Engine, User Interface, Features of Expert System, Expert System Life Cycle, Categories of Expert System, Rule Based vs. Model Based Expert Systems, Advantages/Limitations of Expert System, Developing an Expert System: Identification, Conceptualization, Formalization, Implementation, Testing, Using an Expert System, Application Areas of Expert System.

UNIT-III

AI and Search Process: Brute Force Search, Depth First/Breadth First Search, Heuristic Search: Hill Climbing, Constraint Satisfaction, Mean End Analysis, Best First Search, A* Algorithm, AO* Algorithm, Beam Search.

UNIT-IV

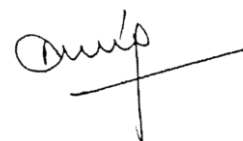
Natural Language Processing: Introduction, Need, Goal, Fundamental Problems in Natural Language Understanding, How People overcome Natural Language Problems, Text and Speech Recognition: Introduction, Advantages and Approaches.

UNIT-V

Applications: Communication, Communication as action, Formal grammar for a fragment of English, Syntactic analysis, Augmented grammars, Semantic interpretation, Ambiguity and disambiguation, Discourse understanding, Grammar induction, Probabilistic language processing, Probabilistic language models, Information retrieval, Information Extraction, Machine Translation.

Suggested Books:

1. V S Janakiraman, "Foundation of Artificial Intelligence and Expert Systems"
2. Dan W. Patterson, "Introduction to Artificial Intelligence and Expert Systems"



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

DETAILED SYLLABUS

FIFTH SEMESTER

PAPER CODE: C-505

Design and Analysis of Algorithm

UNIT-I

Basic Concepts of Algorithms: Definition of algorithm, Characteristic of algorithm, Complexity Analysis techniques, Asymptotic Notations (Growth of Functions). Master theorem, Substitution Method, Iteration Method

UNIT-II

Sorting: Insertion Sort, Selection Sort, Bubble Sort, Binary Search, Maximum & Minimum, Merge Sort, Quick Sort, Heap Sort.

UNIT-III

Greedy method: General method, Knapsack Problem, Huffman Codes.

Dynamic Programming: Matrix, Chain Multiplications, Longest Common Subsequence-Backtracking: General method, N Queens Problem, Sum of subsets.

UNIT-IV

Analysis of Graph Algorithms: Elementary Graph Algorithms, Multistage Graphs, Basic Traversals and search techniques, techniques of graphs: BFS, DFS.

Minimum Spanning Trees: Kruskal's & Prim's Algorithm, Single Source Shortest Path, Dijkstra's & Bellman Ford, All Pairs Shortest Path: Warshal Algorithm.

UNIT-V

Introduction to Complexity Theory: The class P and NP, Polynomial reduction, NP- Complete Problems, NP-Hard Problems

Suggested Books:

1. Thomas H. Cormen, "Introduction to Algorithms", PHI.
2. Horowitz & Sahani, "Fundamental of Algorithms", Galgotia.
3. Aho, "Design & Analysis of Computer Algorithms", Pearson.
4. Johnson baugh, "Algorithms", Pearson.

