BANGALORE UNIVERSITY

REGULATIONS, SCHEME AND SYLLABUS

For the course

I to VI Semesters

BACHELOR OF COMPUTER APPLICATIONS
(BCA)

(Choice Based Credit System (Semester Scheme) –Y2K14 Scheme)

Revised w.e.f.

Academic Year 2014-2015 and onwards

Regulations, Scheme of study and Examination for BCA Degree Course
Under Choice Based Credit System - Semester System (Y2K14 SCHEME)
(Revised w.e.f. 2014 -2015)

R 1. a) Title of the course: **Bachelor of Computer Applications**

b) Duration of the Course: Durations of the undergraduate programmes shall extend over FOUR semesters (TWO academic years) for the Associate Degree(Advance Diploma), SIX semesters (Three academic years) for the regular Bachelor Degree.

c). Scheme of study:

i) There shall be five theory papers and two practical from first semester to fourth semester.

ii) There will be five theory, two practical and one project in fifth semester. There will be four theory, one practical and one project in sixth semester.

iii) The project work shall be carried out either independently or jointly (maximum of three students)

iv) Medium of Instruction: The medium of instruction shall be English.

d) Scheme of Examination:

At the end of each semester there be University Examination of three hours duration in each of the theory paper/practical.

R. 2. Each semester shall be of 4 months duration

R. 3. Attendance: As per Bangalore University regulations I n force for science degree courses.

R. 4. A Candidate is allowed to carry over all the previous uncleared (failed) theory papers/Practical to subsequent semesters as per Bangalore University regulations in force for science degree courses.

R. 5. The maximum period for completion of the course shall be six years form the date of admission.

R. 6. Eligibility for admission:

a) A candidate who has passed the two years Pre-University Examination conducted by the Pre-University Education Board in Karnataka

b) A candidate who has passed JODC / Three years Diploma in Engineering of Government of Karnataka or any other examination considered as equivalent thereto shall be eligible for admission.

a) Any student who has passed PUC –II Science, Arts or Commerce securing a minimum of 35% OF MARKS

<div align="center">OR</div>

b) Any student who has passed JODC or Diploma in Engg. (of three year duration of Govt. of Karnataka) with minimum of 35% of marks in aggregate in all the semester /years.

R. 7. Admission Procedure:

a) Through Counseling in respective colleges

b) 50% weight age for entrance test in respective colleges

c) 50% weight age for performance at qualifying examination.

d) Merit list shall be prepared based on item No, 7(b) and 7(c)

e) Reservation: As per the notification /Govt. orders form the University /Govt. from time to time.

f) Tuition and other fees: As fixed by the University from time to time

R8. The total number of students to be admitted to the course shall be decided by the University.

R9. Results: Results of candidate shall be declared and the classes awarded as per the procedure followed by the University for B.Sc. Courses.

R10. POWER TO REMOVE DIFFICULTIES

1) If may difficulty arises in giving effect to the provisions of these regulations, the Vice-Chancellor may be order make such provisions not inconsistent with the Act, Statutes, Ordinances or other Regulations, as appears to be necessary to expedient to remove the difficulty.

2) Every order made under this shall be subject to rectification by the appropriate University Authorities.

Title of Papers and Scheme of Study & Examination for BCA (Bachelor of Computer Applications) Under Choice Based Credit System - Semester System (Revised w.e.f. 2014-2015)

Semester	Part	Paper Code	Title of the paper	Hours / Week	IA	Exam	Total	Subject	Semester
					Marks			Credits	
I	Part - 1	BCA101T	Indian Language	4	20	80	100	2	16
		BCA102T	English	4	20	80	100	2	
	Part – 2	BCA103T	Problem Solving Techniques using C	4	30	70	100	2	
		BCA104T	Digital Electronics	4	30	70	100	2	
		BCA105T	Discrete Mathematics	5	50	100	150	3	
		BCA103P	C Programming Lab	3	15	35	50	1	
		BCA104P	Digital Electronics Lab	3	15	35	50	1	
	Part – 3	-	Foundation Course	3	30	70	100	2	
		-	CC & EC		50		50	1	
II	Part – 1	BCA201T	Indian Language	4	20	80	100	2	16
		BCA202T	English	4	20	80	100	2	
	Part - 2	BCA203T	Data structures	4	30	70	100	2	
		BCA204T	Database Management System	4	30	70	100	2	
		BCA205T	Numerical and Statistical Methods	5	50	100	150	3	
		BCA203P	Data Structures Lab	3	15	35	50	1	
		BCA204T	DBMS Lab	3	15	35	50	1	
	Part - 3	-	Foundation Course	3	30	70	100	2	
		-	CC & EC	-	50	-	50	1	
III	Part - 1	BCA301T	Indian Language	4	20	80	100	2	16
		BCA302T	English	4	20	80	100	2	
	Part - 2	BCA303T	Object Oriented Programming using C++	4	30	70	100	2	
		BCA304T	Financial Accounting and Management	4	30	70	100	2	
		BCA305T	Operating System	5	50	100	150	3	
		BCA303P	C++ Lab	3	15	35	50	1	
		BCA304T	Accounting Package Lab	3	15	35	50	1	
	Part - 3	-	Foundation Course	3	30	70	100	2	
		-	CC & EC	-	50	-	50	1	
IV	Part - 1	BCA401T	Indian Language	4	20	80	100	2	16
		BCA402T	English	4	20	80	100	2	
	Part - 2	BCA403T	Visual Programing	4	30	70	100	2	
		BCA404T	Unix Shell programming	4	30	70	100	2	
		BCA405T	Operation Research	5	50	100	150	3	
		BCA403P	Visual Programming Lab	3	15	35	50	1	
		BCA404T	UNIX Lab	3	15	35	50	1	
	Part - 3	-	Skill Development Course	3	30	70	100	2	
			CC & EC	-	50	-	50	1	

Semester	Part	Paper Code	Title of the paper	Hours / Week	Marks			Credits	
					IA	Exam	Total	Subject	Semester
V	Part - 2	BCA501T	Data Communication and Networks	4	50	100	150	3	20
		BCA502T	Software Engineering	4	50	100	150	3	
		BCA503T	Computer Architecture	4	50	100	150	3	
		BCA504T	Java Programming	4	30	70	100	2	
		BCA505T	Microprocessor and Assembly Language	4	30	70	100	2	
		BCA504P	Java Programming Lab	3	15	35	50	1	
		BCA505P	Assembly Language Programming Lab	3	15	35	50	1	
		BCA506P	Project	8	50	100	150	3	
	Part - 3	-	Skill Development Course	3	30	70	100	2	
VI	Part–2	BCA601T	Theory of Computation	4	50	100	150	3	20
		BCA602T	System Programming	4	50	100	150	3	
		BCA603T	Cryptography and Network Security	4	50	100	150	3	
		BCA604T	Web Programming	4	30	70	100	2	
		BCA604P	Web Programming Lab	3	15	35	50	1	
		BCA605P	Project Work	16	100	200	300	6	
	Part – 3	-	Skill Development Course	3	30	70	100	2	

FIRST SEMESTER BCA

BCA101T : INDIAN LANGUAGE
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA102T : ENGLISH
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA103T : PROBLEM SOLVING TECHNIQUES USING C
Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction to Programming Concepts: Software, Classification of Software, Modular Programming, Structured Programming, Algorithms and Flowcharts with examples. Overview of C Language: History of C, Character set, C tokens, Identifiers, Keywords, Data types, Variables, Constants, Symbolic Constants , Operators in C, Hierarchy of Operators, Expressions, Type Conversions and Library Functions.

[12 Hours]

Unit - II
Managing Input and Output Operation: Formatted and Unformatted I/O Functions, Decision making, branching and looping: Decision Making Statements - if Statement, if–else statement, nesting of if-else statements, else–if ladder, switch statement,?: operator, Looping - while, do-while, for loop, Nested loop, break, continue, and goto statements. Functions: Function Definition, prototyping, types of functions, passing arguments to functions, Nested Functions, Recursive functions.

[12 Hours]

Unit - III
Arrays: Declaring and Initializing, One Dimensional Arrays, Two Dimensional Arrays, Multi Dimensional Arrays - Passing arrays to functions. Strings: Declaring and Initializing strings, Operations on strings, Arrays of strings, passing strings to functions. Storage Classes - Automatic, External, Static and Register Variables.

[12 Hours]

Unit-IV
Structures-Declaring and Initializing, Nested structure, Array of Structure, Passing Structures to functions, Unions, typedef, enum, Bit fields. Pointers – Declarations, Pointer arithmetic, Pointers and functions, Call by value, Call by reference, Pointers and Arrays, Arrays of Pointers, Pointers and Structures. Meaning of static and dynamic memory allocation, Memory allocation functions.

[12 Hours]

Unit-V
Files - File modes, File functions, and File operations, Text and Binary files, Command Line arguments. C Preprocessor directives, Macros – Definition, types of Macros, Creating and implementing user defined header files.

[12 Hours]

TEXT BOOKS
1. E. Balaguruswamy, "Programming In ANSI C", 4th edition, TMH Publications, 2007
2. Ashok N. Kamthane, "Programming with ANSI and Turbo C", Pearson Education, 2006

REFERENCES BOOKS

1. Ashok N. Kamthane et. al., "Computer Programming and IT", Pearson Education, 2011
2. Mahapatra, " Thinking In C ", PHI Publications, 1998.
3. Yashwant Kanetkar, "Let Us C", 13th Edition, PHP, 2013.

BCA104T: DIGITAL ELECTRONICS

Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction to network theorems and AC fundamentals: Ohm's law: Statement, explanation. Kirchhoff's law: Statement & explanation of KCL and KVL. Mesh/loop analysis (up to 2 loops) and node voltage method, Numerical problems. Delta/star and star/Delta transformation: No derivation for Interco version equations, introduction of network, port of network (one port network, two port network), unilateral network, bilateral network, linear network. Need for application of network theorems. (DC Circuits only). Superposition theorem: statement, (only with TWO voltage sources) steps to apply the theorem explanation by considering a simple resistive network and problems. Thevenin's theorem: Statement, (Only with ONE voltage source) Steps to apply the theorem, explanation by considering a simple resistive networking and problems. Norton's theorem: Statement, (Only with ONE voltage source) steps to apply the theorem, explanation by considering a simple resistive network and problems. Maximum power transfer theorem: Statement, explanation of theorem by considering a simple resisting network, expression for maximum power deliver (P L (max) =Vth2/4Rth) (no derivation), graph of Vs Pl, numerical problems and applications. Reciprocity theorem, Statement, explanation using resistive network with dc source and numerical problems. AC Fundamentals: Representation of ac sine wave, instantaneous value, peak value, peak to peak value, average value, r.m.s value cycle, time period, frequency. (No derivations, only mention the expressions) Representation of non sinusoidal waves.

[12 Hours]

Unit - II
Semiconductor Devices: Introduction, atomic structure, energy level, energy band diagram in solids, classification of conductors, insulators and semiconductors. Semiconductor, properties, crystal structure of semiconductor, types – intrinsic and extrinsic semiconductor. Intrinsic semiconductor: Crystal structure (Ge& Si), thermal generated charges (electron and holes) carriers the effect temp on their motion. Extrinsic semiconductor: Doping, donor acceptor impurities, c-type, p-type semiconductor, majority and minority carriers, their currents, concept of immobile ions. Semiconductor devices : PN junction diode, formation of pn junction layer, potential barrier, energy level diagram of pn junction, Biasing of pn junction, behaviour of pn junction under forward and reverse biasing, break down in pn junction, avalanche and zener break down. Diode characteristics; V-I characteristic, forward and reverse bias, diode parameters, bulk resistance, knee voltage, static and dynamic resistance, PIV. Application of diode; As a rectifier, as logic gate, as a switch, etc. Rectifier, types, Half wave Full wave. Half wave rectifier: Circuit, working, wave forms and expression for ripple factor and efficiency (no derivation), advantages & disadvantages. Bridge wave rectifier: Circuit, working, wave forms and expressions for ripple factor and efficiently (no derivation), advantages & disadvantages. Logic families: Scale of integration, Digital IC's, classifications, DTL, TTL, ECL, MOS, CMOS, Mention of features: speed of operation, power dissipation, propagation delay, fan-in, fan-out.   [12 Hours]

Unit – III

Number Systems: Introduction to number systems – positional and non-positional, Base /Radix. Decimal number system-Definition, digits, radix/base, Binary number system – Bit Byte, Conversions: Binary to Decimal and Decimal to Binary. Octal number system- Conversion from Octal to Decimal to Octal, Octal to Binary and binary to Octal. Hexadecimal number system –Conversion : Decimal to Hex, Hex to decimal, Hex to Binary, Binary to Hex, Octal to Hex, Hex to Octal, Binary, arithmetic –binary addition, subtraction, multiplication and division (only Integer part). 1's and 2's compliment: 2's complement subtraction. Binary code: BCD numbers, 8421 code, 2421 code- examples and applications. Gray code –Conversions-Gray to binary and Binary to Gray, application of gray code (Mention only). Excess-3 code – self complimenting property and applications. Definition and nature of ASCII code. Introduction to error detection and correction code, parity check. Boolean algebra:-Laws and theorems. AND, OR, NOT Laws, Commutative law, associative law, distributive law, Duality theorem. Demorgan's theorems-Statements, proof using truth tables; Simplification of Boolean expressions using Boolean laws. Definition of product term, sum term, minterm, maxterm, SOP, standard POS and Standard POS. Conversion of Boolean expression to Standard SOP and Standard POS forms. Karnaugh maps-Definition of Karnaugh map, K- map for 2, 3 and 4 variables. Conversion of truth tables into k-map grouping of cells, redundant groups and don't care conditions Karnaugh map technique to solve 3 variable and 4 variable expressions. Simplification of 3 and 4 variable Boolean expression using K-maps (SOP only)

[12 Hours]

Unit - IV

Logic Gates: AND Gate: Definition, symbol truth table, timing diagram, Pin diagram of IC 7408. OR Gate: Definition, symbol, truth table, timing diagram of IC 7432. NOT Gate: Definition symbol, truth table, timing diagram, Pin diagram of IC 7404. NAND Gate: Definition, symbol, truth table, Pin diagram of IC 7400, NOR Gate: Definition, symbol, truth table, timing diagram, Pin diagram of IC 7402. Exclusive OR Gate: Definition, symbol, truth table, timing diagram. Combinational logic circuits: Definition, applications. Half Adder: Symbol, Logic circuits using XOR and basic gates, Truth table, Full Adder: Symbol, Logic circuits using XOR and basic gates, Truth table, Half Subtractor: Symbol, Logic circuits using XOR and basic gates, Truth table. Full Subtractor: Symbol, Logic circuits using XOR and basic gates, Truth table. Adder – Subtractor; Logic circuit, Pin diagram IC 7483, IC 7486. Parallel Adder: 4 –bit parallel binary adder, BCD adder, IC 7483 NAND –NOR implementation of Adders.

[12 Hours]

Unit - V

Sequential Circuits: Importance of clock in digital circuit and introduction to flip flop. Flip –flop-difference between latch and flip-flop. Qualitative study of level and edge triggering. RS latch /unlocked, symbol and truth table. RS flip-flop using NAND gate, symbol, truth table and timing diagram. D flip –flop – Symbol, truth table, Realization of JK flip –flop using NAND gates, working, and timing diagram. Race around condition, present and clear inputs, pin diagram of IC 74112. T flip flop-Logic symbol, JK flip flop as a T flip –flop truth table and timing diagram. Master slave flip flop; Logic circuit, truth table and timing diagram, advantage of M/S flip-flop, pin diagram of IC 7473 IC 7476. Registers: Definition, types of registers-Serial in serial out, serial in parallel out, Parallel in serial out, Parallel in parallel our shift register (Block diagram representation for each), truth table, timing diagram and speed comparison.

[12 Hours]

Text Books:
1) Thomas L.Floyd ,''Digital Fundamentals'', Peason Education Inc, New Delhi, 2003

Reference Books:
1) Morris Mano, "Digital Design", 5Th Edition, Prentice Hall, 2013
2) R.P.Jain, "Modern Digital Electronics", 3rd Edition, Tata Mc Graw Hill, 2003.
3) Bignell and Donovan, "Digital Electronics", 5th Edition, Thomson Publication, 2007.

BCA105T: DISCRETE MATHEMATICS

Total Teaching Hours: 65   No of Hours / Week: 05

Unit – I

Sets, Relations and Functions: Sets, Subsets, Equal Sets, Universal Sets, Finite and Infinite Sets, Operation on Sets, Union, Intersection and Complements of Sets, Cartesian Product, Cardinality of Set, De-mogan's law, Simple Applications. Relations, Properties of Relations, Equivalence Relation, Function: Domain and Range, Onto, Into, One to One, one to many Functions, Composite and Inverse Functions. Mathematical Logic: Proposition and truth values, Logical Connectives and their truth tables, Converse, Inverse and Contrapositive, Tautology and Contradiction, Logical Equivalence – Standard Theorems, Switching Circuits.

[13 Hours]

Unit - II

Matrices: Review of fundamentals: Definition of matrix, order, Types of matrices: zero, row, column, square, diagonal, scalar, unit, symmetric, skew-symmetric. Determinant: Value of determinant of order 2x2, 3x3, minors, cofactors, adjoint, inverse of a matrix. Solutions of linear equations: Cramers rule and matrix method involving two and three variables. Eigen values and Eigenvectors: Characteristic equation, characteristic roots, characteristic vectors (without any theorems) only 2x2 order. Cayley Hamilton theorem. (Only statement), verification of Cayley Hamilton theorem (only 2x2 matrices), using the same finding the powers of A (A^4, A^5, A^{-1}, A^{-2}), Inverse of a Matrix using Cayley-Hamilton theorem.

[13 Hours]

Unit - III

Logarithms: Definition of Logarithm, Indices leading to Logarithms and vice versa, Laws of Logarithms with proofs, Problems, Common Logarithm: Characteristic and Mantissa, Use of Logarithmic Tables, Problems. Permutation and Combination: Fundamental Principle of Counting, Factorial n, Permutations: Definition, Examples, Derivation of Formula ^nP_r, Permutation when all the objects are not distinct, Problems, Combinations: Definition, examples, Proving $^nC_r = {}^nP_r\ r!$, $^nC_r = {}^nC_{n-r}$, $^nC_r + {}^nC_{r-1} = {}^{n+1}C_r$, Problems based on above formulae.

[13 Hours]

Unit - IV

Groups: Binary operation, Define of group, properties (only statement), problems (both finite and infinite groups), subgroup, theorems (no proof), problems. Vectors: Definition of vector and scalar, vector addition, dot and cross product, projection of a vector on the other (no geometrical meaning), area of parallelogram, area of a triangle, scalar triple product, volume of parallelepiped, co planarity of three vectors, vector triple product.

[13 Hours]

Unit - V

Analytical Geometry in Two Dimensions: Coordinates, Distance formula, Section Formula, Area of the Triangle formula (no derivation), Locus of point. Straight Line: Slope of a line and angle between two lines, Various forms of equations of lines – Derivation and Problems. Equation of family of lines passing through the point of intersection of two lines, Distance of a point from line (only problems).

[13 Hours]

Text Books

1. Grewal, B.S.Higher engineering Mathematings, 36th Edition

Reference Books

1. Satyrs S.S, Engineering Mathematics.
2. Peter V.O'Neil. Advanced Engineering Mathematics, 5th Edition.

BCA103P: C PROGRAMMING LAB
PART – A

1) Write a C Program to find the roots of the given quadratic equation using if-else if statement.
2) Write a menu driven C program using switch-case to find: (a) Sum of the digits of number   (b) Factorial of N.
3) Write a C program to find cos (x) using series $\cos(x) = 1 – x^2/2! + x^4/4! -$ ………$x^n/n!$]
4) Write a Program to find whether a given number is prime number are not
5) Write a C program to arrange the given set of numbers in ascending and descending order.
6) Write a C program to find product of two N x M matrices.
7) Write a C program to calculate NCR= N!/ R! * (N-R)! Using function.
8) Write a C program to display Fibonacci series using recursive function.
9) Write a C program to concatenate two strings using pointers.
10) Write a C program to copy content of one file to another file.

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :

a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA104P: DIGITAL ELECTRONICS LAB

1. Study of Logic Gates–AND, OR, NOT, NAND, NOR XOR
(Using respective ICs)
2.   Realization of AND, OR and NOT gates using Universal Gates.

3. Design and Realization of Half Adder/Subtracted using NAND Gates.
4. Design and Realization of Full Adder using Logic Gates.
5. Design and Realization of 4 bit Adder/Subtractor using IC 7483.
6. Design and Realization of BCD Adder using IC 7483.
7. Realization of J-K flip flop using IC 7400 and 7410.
8. Realization of T and D flip flop using IC 7476.
9. Implementation of PIPO Shift Registers using flip flops. (IC 7476).
10. Design and implementation of odd and even parity checker Generator using IC 74180.

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :

a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

SECOND SEMESTER BCA

BCA201T: INDIAN LANGUAGE
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA202T: ENGLISH
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA203T: DATA STRUCTURES

Total Teaching Hours : 60   No of Hours / Week : 04

Unit-I

Introduction and Overview: Definition, Elementary data organization, Data Structures, data structures operations, Abstract data types, algorithms complexity, time-space tradeoff. Preliminaries: Mathematical notations and functions, Algorithmic notations, control structures, Complexity of algorithms, asymptotic notations for complexity of algorithms. String Processing: Definition, Storing Stings, String as ADT, String operations, word/text processing, Pattern Matching algorithms.

[12 Hours]

Unit-II

Arrays: Definition, Linear arrays, arrays as ADT, Representation of Linear Arrays in Memory, Traversing Linear arrays, Inserting and deleting, Sorting: Bubble sort, Insertion sort, Selection sort, Searching: Linear Search, Binary search, Multidimensional arrays,

Matrices and Sparse matrices.

[12 Hours]

Unit-III
Linked list: Definition, Representation of Singly linked list in memory, Traversing a Singly linked list, Searching a Singly linked list, Memory allocation, Garbage collection, Insertion into a singly linked list, Deletion from a singly liked list; Doubly liked list, Header liked list, Circular linked list.

[12 Hours]

Unit-IV
Stacks – Definition, Array representation of stacks, Linked representation of stacks, Stack as ADT, Arithmetic Expressions: Polish Notation, Application of Stacks, Recursion, Towers of Hanoi, Implementation of recursive procedures by stack. Queues – Definition, Array representation of queue, Linked list representation of queues Types of queue: Simple queue, Circular queue, Double ended queue, Priority queue, Operations on Queues, Applications of queues.

[12 Hours]

Unit-V
Graphs: Graph theory terminology, Sequential representation of Graphs: Adjacency matrix, traversing a Graph. Tree – Definitions, Binary trees, Representing binary trees in memory, Traversing Binary Trees, Binary Search Trees, Searching, Inserting and Deleting in a Binary Search Tree.

[12 Hours]

TEXT BOOKS
1. Seymour Lipschutz, "Data Structures with C", Schaum's outL*ines*, Tata McGraw-Hill, 2011.
REFERENCES BOOKS
1. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C", Second Edition, Pearson Education, 2013.
2. Robert Kruse, C.L.Tondo, Bruce Leung, Shashi Mogalla, "Data Structures and Program Design using C", Pearson Education, 2009.
3. Forouzan, "A Structured Programming Approach using C", 2nd Edition, Cengage Learning India, 2008.

BCA204T : DATA BASE MANAGEMENT SYSTEMS
Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction: Database and Database Users, Characteristics of the Database Approach, Different people behind DBMS, Implications of Database Approach, Advantages of using DBMS, When not to use a DBMS. Database System Concepts and architecture: Data Models, Schemas, and Instances. DBMS Architecture and Data Independence., Database languages and interfaces. The database system Environment, Classification of DBMS.

[12 Hours]

Unit - II
Data Modelling Using the Entity-Relationship Model: High level conceptual Data Models for Database Design with and example., Entity types, Entity sets, attributes, and Keys, ER Model Concepts, Notation for ER Diagrams, Proper naming of Schema Constructs, Relationship types of degree higher than two. Record Storage and Primary File Organization: Secondary Storage Devices. Buffering of Blocks. Placing file Records on Disk. Operations on Files, File of unordered Records (Heap files), Files of Ordered

Records (Sorted files), Hashing Techniques, and Other Primary file Organization.

[12 Hours]

Unit - III

Functional Dependencies and Normalization for Relational Database: Informal Design Guidelines for Relational schemas, Functional Dependencies, Normal Forms Based on Primary Keys., General Definitions of Second and Third Normal Forms Based on Primary Keys., General Definitions of Second and Third Normal Forms, Boyce-Codd Normal Form. Relational Data Model and Relational Algebra: Relational Model Concepts., relational Model Constraints and relational Database Schema, defining Relations, Update Operations on Relations., Basic Relational Algebra Operations, Additional Relational Operations., Examples of queries in the Relational Algebra., Relational Database design Using ER-to-Relational Mapping.

[12 Hours]

Unit – IV

Relational Database Language: Data definition in SQL, Queries in SQL, Insert, Delete and Update Statements in SQL, Views in SQL, Specifying General Constraints as Assertions, specifying indexes, Embedded SQL. PL /SQL: Introduction.

[12 Hours]

Unit - V

Transaction Processing Concepts: Introduction, Transaction and System Concepts, Desirable properties of transaction, Schedules and Recoverability, Serializability of Schedules, Transaction Support in SQL, Locking Techniques for Concurrency Control, Concurrency Control based on time stamp ordering.

[12 Hours]

Text book:
1. Remez Elmasri and Shamkant B. Navathe, "Fundamentals of Database Systems", 5th Edition, Pearson Education, 2007.

References:
1. Abrahamsi. Silberschatz, Henry. F. Korth, S. Sudarshan, "Database System Concepts" 6th Edition, McGraw Hill, 2012.
2. C.J.Date, "Introduction to database systems", Eight Edition, Addison Wesley, 2003.

BCA205: NUMERICAL AND STATISCAL METHODS

Total Teaching Hours: 65   No of Hours / Week : 05

Unit - I

Floating-point representation and errors-Normalized floating-point forms, Errors in representing numbers, Floating point machine number and machine epsilon, Loss of significance and its avoidance. Roots of equations-locating roots of $f(x)=0$ Bisection method, Newton's method, Secant method.

[13 Hours]

Unit - II

Interpolation and numerical differentiation-polynomial interpolation, Lagrange and Newton form of interpolating Polynomial, Divided difference and recursive property, Inverse interpolation, First and Second derivative formulae via interpolation Polynomials. Numerical integration-Trapezoidal, Simpson's and adaptive Simpson rules.

[13 Hours]

Unit - III

System of linear equations-Gaussian elimination and back substitution-partial and complete pivoting, Doolittle, Cholesky and Crout LU decomposition methods, Jacobi and

Gauss – Seidel iterative methods. Power (and inverse power) method of obtaining largest (smallest) eigenvalue and corresponding eigenvector. Ordinary differential equations-initial value problem, Picard's, Taylor series, Runge-Kutta first, second and fourth order methods.

[13 Hours]

Unit – IV
Basics concepts and definition of statistics. Mean, Standard deviation, coefficient of Variation, skewness & kurtosis, Carl Pearson Correlation, Rank correlation and illustrated examples. Probability: Basic concept and definition of probability, probability axioms, Laws of Probability, Conditional probability, Bayes theorem , Problems and application.

[13 Hours]

Unit - V
Random variable and Expectation: Discrete and continuous random variables, expectation of random variables, theorems on expectation, illustrative examples. Probability Distribution: Probability function, Probability mass/density function, Discrete Distribution – Bernoulli, Binomial Distribution, Continuous distribution – Normal Distribution, applications and problems.

[13 Hours]

Text Books:
1. M.K.Jain, SRK Iyengar and R.K. Jain Numerical methods for Scientific and Engineering Computation: Wiley Eastern.
2. Ronald E Walpole & Raymond H Meyers : Probability & Statistics for Engineers and Scientists (Second Edition).

References
1. J.Medhi : Statistical Methods New Age Publications.
2. S.C.Gupta and V.K.Kapoor – Elements of Mathematics, Statistics, Sultan Chand and Sons.

BCA203P : DATA STRUCTURES USING C LAB
PART - A
1. Write a menu driven C program to perform the following string operations without using string functions: (i) String Length (ii) String Concatenation (ii) String Reverse
2. Write a C program to search for an element in an array using Binary search
3. Write a C program to sort a list of N elements using Selection Sort Algorithm.
4. Write a C program to construct a singly linked list and perform insertion, deletion and Display operations.
5. Write a C program to demonstrate the working of stack using liked list.
6. Write a C program for Towers of Hanoi problem.
7. Write a C program to find GCD of two numbers using recursion
8. Write a C program to convert infix arithmetic expression to post fix expression.
9. Write a C program to simulate the working of Circular Queue using an array.
10. Write a C program to create and traverse a binary search tree.
<u>PART – B</u>
During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).
Note :

a) The candidate has to write two the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.

b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.

c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA304P: DATABASE MANAGEMENT SYSTEM LAB
PART - A

1. The STUDENT detail databases has a table with the following attributes. The primary keys are underlined. STUDENT(regno: int, name: string, dob: date, marks: int)

i)   Create the above table.

ii)   Remove the existing attributes from the table.

iii)   Change the date type of regno from integer to string.

iv)   Add a new attribute phoneno to the existing table.

v)   Enter five tuples into the table.

vi)   Display all the tuples in student table.

2.   A LIBRARY database has a table with the following attributes.

LIBRARY(bookid:int, title:string, author:string, publication:string, yearpub:int, price:real)

i)   Create the above table.

ii)   Enter the five tuples into the table

iii)   Display all the tuples in student table.

iv)   Display the different publishers from the list.

v)   Arrange the tuples in the alphabetical order of the book titles.

vi)   List the details of all the books whose price ranges between Rs. 100 and Rs. 300

3.   The SALARY database of an organization has a table with the following attributes.

  EMPSALARY(empcod:int, empnamee:string, dob:date, department:string, salary:real)

i)   Create the above table.

ii)   Enter the five tuples into the table

iii)   Display all the number of employees working in each dapartment.

iv)   Find the sum of the salaries of all employees.

v)   Find the sum and average of the salaries of employees of a particular department.

vi)   Find the least and highest salaries that an employee draws.

4. Consider the insurance database given below. The primary keys are underlined and the data types are specified.

PERSON(<u>driver-id-no</u>: string, name: string, address:strong)

CAR(<u>regno</u>: string, model: string, year: int)

ACCIDENT(<u>report-no</u>: int, date: date, location: String)

OWNS(<u>driver-id-no:</u> string, regno: string)

PARTICIPATED(<u>driver-id-no</u>: string, <u>regno</u>: string, <u>report-no</u>: int, damage-amount: int)

i) Create the above tables by properly specifying the primary keys and the foreign keys

ii) Enter atleast five tuples for each relation.

iii) Demonstrate how you

    a) Update the damage amount for the car with a specific regno in the accident with report no 12 to 25000.

    b) Add a new accident to the database.

iv) Find total number of people who owned cars that were involved in accidents in 2002

v) Find the number of accidents in which cars belonging to a specific model were involved

5. Consider the following database of students enrollment in courses and books adopted for each course.

STUDENT(<u>regno</u>: string, name: string, major: strong, bdate: date)

COURSE(<u>course-no</u>: int cname: string, dept: string)

ENROLL(reg-no: string, course-no: int, sem: int, marks: int)

BOOK-ADOPTION(<u>course-no</u>: int, <u>sem</u>: int, book-isbn: int)

TEXT(<u>book-isbn</u>: int, book-title: string, publisher: string, author: string)

i) Create the above tables by properly specifying the primary keys and the foreign keys

ii) Enter atleast five tuples for each relation.

iii) Demonstrate how you add a new text book to the database and make this book be adopted by some department.

iv) Produce a list of text books (include Course-no, book-isbn, book-title) in the alphabetical order for courses offered by the 'Compute Science' department that use more than two books.

v) List any department that has all its adopted books published by a specific publisher.

6. The following tables are maintained by a book dealer

AUTHOR(<u>author-id</u>: int, name: string, city: string, country: string)

PUBLISHER(<u>publisher-id</u>: int name: string, city: string, country: string)

CATLOG(book-id: int, title : string, author-id: int, publisher-id: int, category: int, year: int, price: int)

CATEGORY(category-id: int, description: string)

ORDER-DETAILS(order-no: int, book-id: int, quantity: int)

i)   Create above tables by properly specifying the primary keys and the foreign keys.

ii) Enter atleast five tuples for each relation.

iii) Give the details of the authors who have 2 or more books in the catalog and the price of the books is greater than the average price of the books in the catalog and the year of publication is after 2010.

iv) Find the author of the book which has maximum sales.

v)   Demonstrate how to increase price of books published by specific publisher by 10%

7.   Consider the following database for BANK.

BRANCH(branch-name: string, branch-city: string, assets: real)

ACCOUNT(accno: int, banch-name: string, balance: real)

DEPOSITOR(customer-name: string, accno: int)

CUSTOMER(customer-name: string, customer-street: string, customer-city: string)

LOAN(loan-no: int, branch-name: string, amount: real)

ORROWER(customer-name: string, loan-no: int)

i)   Create the above tables by properly specifying the primary keys and foreign keys.

ii) Enter atleast five tuples for each relation.

iii) Find all the customers who have atleast two accounts at the main branch.

iv) Find all customer who have an account at all the branches located in a specific city.

v)   Demonstrate how t0 delete all account tuples at every branch located in specific city.

8.   Consider the following database for ORDER PROCEESING.

CUSTOMER(cust-no: int, cname: string, city: string)

ORDER(orderno: int, odate: date, ord-amt: real)

ORDER_ITEM(orderno: int, itemno:int, qty: int)

ITEM(itemno: int, unitprice: real)

SHIPMENT(orderno: int, warehouseno: int, ship-date: date)

WAREHOUSE(warehouseno: int, city: string)

i)   Create the above tables by properly specifying the primary keys and the foreign keys

ii) Enter atleast five tuples for each relation.

iii) List the order number and ship date for all orders shipped from particular warehouse.

iv) Produce a listing: customer name, no of orders, average order amount

v) List the orders that were not shipped within 30 days of ordering

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 8 Programs has to be prepared).

Note :

a) The candidate has to write two the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.

b) A minimum of 8 Programs has to be done in Part-B and has to be maintained in the Practical Record.

c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

THIRD SEMESTER BCA

BCA301T: INDIAN LANGUAGE
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA302T: ENGLISH
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA303T: OBJECT ORIENTED PROGRAMMING USING C++

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Introduction :Procedure Languages, definition of OOP, Basic concept of OOP, Object Class, Data Abstraction, Data Encapsulation, Data Hiding member functions , Reusability, Inheritance, Creating new Data Types, Polymorphism, Overloading , Dynamic binding and Message passing. C++ Features: The iostream class, C++ Comments, C++ Keywords, Variable declaration, The Const Qualifier. The Endl, Set Waste precision, Manipulators, The scope resolution operator, The new & delete Operations. Functions: Simple Functions, Function declaration, calling the function, function definition, Passing argument to, returning value from function, passing constants, Variables, pass by value , passing structure variables, pass by reference, Default arguments, return statements, return by reference, overloaded functions; Different number of arguments, Different Kinds of argument, inline function.

[12 Hours]

Unit - II

Objects & Classes: Classes & Objects, Class Declaration, Class member; Data Constructions, Destructors, Member functions, Class member visibility, private, public, protected . The scope of the class objects constructions, Default Constructor. Constructor with argument, constructor with default arguments, Dynamic constructor, copy constructor, Overloaded constructor, Objects as arguments returning objects from

functions, class conversion, manipulation private Data members, Destructors classes, object & memory, arrays as class member data: Array of objects, string as class member.

[12 hours]

Unit - III

Operator Overloading : Overloading unary operator: Operator Keyword, Operator arguments, Operator return value, Nameless temporary objects, limitations of increment operator, overloading binary operator, arithmetic operators, comparison operator, arithmetic assignment operator, data conversion; conversion between objects of different classes. Inheritance : Derived Class & Base Class: Specifying the Derived class accessing Base class members, the protected access specifier, Derived class constructor, Overriding member functions, public and private inheritance; Access Combinations, Classes & Structures, Access Specifiers, Level of inheritance; Multilevel inheritance, Hybrid inheritance, Multiple inheritance; member functions in multiple inheritance , constructors in multiple inheritance, Containership; Classes, within classes, Inheritance & Program development.

[12 Hours]

Unit - IV

Virtual functions: Normal member function accessed with pointers, Virtual member functions accessed with pointers, Dynamic binding, pure virtual functions, Friend function; Friends for functional notation, friend classes, the pointer; Accessing Member Data with this, using this for returning values. Templates & Exception Handling: Introduction, Templates, Class Templates, function templates, Member function templates, Template arguments, Exception Handling.

[12 Hours]

Unit V

Streams: The Stream class Hierarchy, Stream classes Header file, string I/O: Writing strings, reading strings, character I/O, Detecting End – of – file. Object I/O; writing an object to disk, reading an object from disk, I/O with multiple objects; the fstream class, The open function, File Pointers; Specifying the position, Specifying the offset. The tellg Function, Disk I/O with Memory Functions; Closing Files, Error Handling, Command Line Arguments.

[12 Hours]

Text books:

1. Lafore Robert, "Object Oriented Programming in Turbo C++", Galgotia Publications, 2012.

Reference:

1. Lippman, "C++ Primer", 3rd Edition, Pearson Education, 2010.
2. E. Balaguruswamy: Object Oriented Programming with C++, Tata McGraw Hill Publications, 2011.
3. Farrell, "Object Oriented Programming Using C++", 1st Edition 2008, Cengage Learning India

BCA304T: ACCOUNTING AND FINANCIAL MANAGEMENT

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Introduction: History and Development of Accounting –Meaning Objectives and functions of Accounting-Book–keeping V/s Accounting –Users of accounting data – systems of book-keeping and accounting – branches of accounting –advantages and limitations of accounting. Accounting Concepts and conventions: Meaning need and classification, Accounting standards –meaning, need and classification of Indian

accounting standards. Accounting principles V/s Accounting standards.

[12 Hours]

Unit - II

Financial Accounting Process: Classification of accounting transaction and accounts, rules of debit and credit as per Double Entry System. Journalisation and Ledger position Preparation of different subsidiary books: Purchase Day Book Sales Day Book, Purchase Returns Day Books, Sales Returns Day Book, Cash Book. Bank Reconciliation Statement: Meaning, Need, Definition, preparation of BRS.

[12 Hours]

Unit - III

Accounting for bill of exchange: Meaning, Need, Definition, Partice to Bill of Exchange, Types of Bills. Accounts Procedure: Honour of the Bill, Dishonour of the Bill, Endorsement, Discounting, Renewal, Bills for collection, Retirement of the Bill, Accommodation Bills, Bill Receivable Book and Payable Book. Preparation of Trial Balance: Rectification of errors and journal Proper.

[12 Hours]

Unit - IV

Preparation of Final accounts: Meaning, need and classification, Preparation of Manufacturing, Trading, Profit and loss account and Balance-Sheet of sale –traders and partnership firms.

[12 Hours]

Unit V

Accounting Package like Tally

[12 Hours]

Text Book

1. S.Ramesh, B.S.Chandrashekar, a Text Book of Accountancy.

References

1. V.A.Patil and J.S.Korihalli, Book–Keeping and Accounting, (R. Chand and Co. Delhi).
2. R.S.Singhal, Principles of Accountancy, Nageen Prakash pvt.Ltd, Meerut.
3. B.S.Raman, Accountancy, (United Publishers, Mangalore)

BCA305T: OPERATING SYSTEMS

Total Teaching Hours : 65   No of Hours / Week : 05

Unit - I

Introduction: Batch Systems, Concepts of Multiprogramming and Time Sharing, Parallel, Distributed and real time Systems, Operating System Structures, Components & Services, System calls, System programs, Virtual machines. Process Management: Process Concept, Process Scheduling, Co – Operating process, Threads, Inter process communication, CPU Scheduling Criteria, Scheduling algorithm, Multiple Processor Scheduling, Real time Scheduling, Algorithm evolution.

[13 Hours]

Unit - II

Process Synchronization and deadlocks: The Critical Section Problem, Synchronization hardware, Semaphores, Classical problems of synchronization, Critical regions, monitors, Dead locks – system model, Characterization, Dead lock prevention, avoidance and detection, Recovery from dead lock, Combined approach to deadlock handling.

[13 Hours]

Unit - III

Memory Management: Logical and Physical address space, Swapping, Contiguous allocation, Paging, Segmentation, Segmentation with paging in Mastics and Intel 386, Virtual memory-Demand paging and it's performance, Page replacement algorithms, Allocation of frames, thrashing, page size and other considerations. Demand Segmentation.

[13 Hours]

Unit - IV

File management (Systems, Secondary Storage Structure): File Concepts, Access methods, Directory Structure, Protection and consistency, File system structure, Allocation methods, Free space management, Directory Implementation, Efficiency and Performance, Recovery. Disk Management (Structure, Disk Scheduling Methods): Disk Structure & Scheduling methods, Disk management, Swap – Space management.

[13 Hours]

Unit - V

Protection and Security: Goals of protection, Domain Protection, Access matrix, Security Problem, Authentication, One time password, program threats, System threads.
Case Study of Windows and Linux Operating System

[13 Hours]

Text Books:
   1. Abraham Silberschatz and Peter Baer Galvin, "Operating System Concepts", 7th Edition, Pearson Education, 2002.

Reference Books:
   1. H.M.Deitel, "Operating Systems", Pearson Learning Solutions, 3rd Edition, 2003.
   2. William Stallings, "Operating Systems", 6th Edition, Pearson Education, 2010.
   3. Stuart, "Operating systems: Principles, Design and Implementation", 1st Edition 2008, Cengage Learning India

BCA303P : C++ PROGRAMMING LAB
PART-A
   1. Write a program to prepare a shopping lists
   2. Write a program to perform bank transactions.
   3. Write a program to swap numbers using friend function.
   4. Write a program to calculate area and circumference of circle using inline function
   5. Write a program to perform multiplication of two matrices using operator overloading.
   6. Write a program to implement operation on queue.
   7. Write a program to create a student report using inheritance technique.
   8. Write a Program to find the area and volume of respective figures using function overloading.
   9. Write a program to show returning current object, accessing member data of current object and returning values of object using this pointer
   10. Write a program to sort elements using template.

PART - B
During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 8 Programs has to be prepared).
Note :

a) The candidate has to write two the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA304P: ACCOUNTING PACKAGE LAB

FOURTH SEMESTER BCA

BCA401T: INDIAN LANGUAGE
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA402T: ENGLISH
Syllabus as per the one prescribed for science courses of Bangalore University.

BCA403T: VISUAL PROGRAMMING
Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction to Visual Programming: The intergrated Development Environment – menu bar, tool bar, from designer, project explorer , properties window , from layout window , The Visual Programing editor. The form object: Properties , events and methods pf forms ; Properties – Name , Captain , Backcolor, Borderstyle , controlbox , maxbutton , minbutton, moveable, startup position , height, width , left, top, scalemode, window, state ; Events –load ,unload , Clerk, Activate , Deactivate , Resize, methods – Show , hide , cls , Unload ,print , Controls –Properties and events of different controls such as command buttons , labels , textboxes image controls , timer, horizontal and vertical scroll bars , option buttons , check boxes , frames lists and combo boxes. Predefined Dialog Boxes – MsgBox and InputBO

[12 Hours]

Unit - II
Programming: Data types, variables; declaration and scope arithmetic operations, Study of form and code modules, private and public procedures , Main o procedure , Suba and Functions. Mathematical and string Functions; Branching and Looping Statement ; If – Then , if –Then –Else and Nested If Statements; Select Case –different forms; For – Next , While – Wend and Do – Loops statements ; Arrays- declaration . Static and dynamic arrays. Array and Function, menus and toolbars-Creating menus and toolbars, Working with the menu editor , Designing Multiple Document interface forms. Microsoft common controls.

[12 Hours]

Unit - III

OOP methods and properties of an object, class Modules , Encapsultation and Inheritance characteristics Dynamic Link Libraries (DLLs) and Windows API ; Designing Help files ; File handling – Sequential ,Random access and Binary files, Database connectivity – DAO and ADO Tables and Queries, ActiveX Data objects.

[12 Hours]

Unit – IV

Visual C++ Programming: Objects-Classes-VC++Components – Resources-Event Handling – Menus – Dialog Boxes – Importing VBX Controls – Files – MFC File Handling – Document View Architecture – Serialization.

[12 Hours]

Unit – V

Interfacing Other Applications – Multiple Document Interface (MDI) – Splitter Windows – Exception Handling – Debugging – Object Linking and Embedding (OLE) – Database Application – DLL- ODBC.

[12 Hours]

Text Books:
1. Gurumit Singh, "Visual Basic 6", First Edition, Firewall Media, 2007.

Reference Books:
1. Charles Petzold, "Windows Programming", 5th Edition, Microsoft Press, 1999.
2. Steve Holzner, "Visual C++ Programming", Second Edition, PHI, 1994.
3. Go ttfried, "Programming with Visual Basic 6", PHI, 2000.

BCA404T : UNIX PROGRAMMING

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Introduction: History, salient features, Unix system architecture, Unix command format, Unix internal and external commands, Directory commands, File related commands, Disk related commands, general utilities. Unix File System: Boot inode, super and data block, in-core structure, Directories, conversion of pathname to inode, inode to a new file, Disk block allocation. Process Management: Process state and data structures of a Process, User vs, kernel node, context of a Process, background processes, Process scheduling commands, Process terminating and examining commands.

[12 Hours]

Unit - II

Secondary Storage Management: Formatting, making file system, checking disk space, mountable file system, disk partitioning, file compression. Special Tools and Utilities: Filters, Stream editor SED and AWK, Unix system calls and library functions, Processes, signals and Interrupts, storage and compression facilities.

[12 Hours]

Unix - III

Shell Programming: Vi editor, shell types, shell command line processing, shell script features, executing a shell script, system and user-defined variables, expr command, shell screen interface, read and echo statement, command substitution, escape sequence characters, shell script arguments, positional parameters, test command, file test, string test, numeric test.   [12 Hours]

Unit – IV

Conditional Control Structures-if statement, case statement Looping Control Structure-while, until, for, statements. Jumping Control Structures – break, continue, exit. Shell Programs covering the above concepts.   [12 Hours]

Unit – V

Unix System Communication: Introduction, write, read, wall commands, sending and handling mails. System Administration: Roles of a System Administrator, File System Maintenance, System Startup and Shutdown, User Management, Backup and Restore, Doemons, Domain Name System DNS, Distributed File System.

[12 Hours]

Text Books:
1. M.G.Venkateshmurthy, "Introduction to UNIX & SHELL Programming", First Edition, Pearson Education, 2004.

Reference Books:
1. Forouzan,"Unix and Shell Programming", 1st Edition,2008 Cengage Learning India
2. UNIX and Shell Programming, Archana Verma, Firewall Media.

BCA405T: OPERATIONS RESEARCH

Total Teaching Hours : 65   No of Hours / Week : 05

Unit - I

Linear Programming Problems: Origin and development of operations research, Linear Programming Problem –formulation of Lenear Programming problem, Graphical solution. Theory of simplex method. Use of artifical variables and their solution.

[13 Hours]

Unit - II

Transportation Problem: Mathematical formulation of transportation problem, Initial basic Feasible solution, North West corner rule, Matrix minima method, Vogel's approximation method, MODI method to find optimal solution.

[13 Hours]

Unit - III

Assignment Problem: Mathematical formulation of an Assignment problem, Assignment algorithm, Hungarian Method to solve Assignment Problem.

[13 Hours]

Unit - IV

Network Analysis: Basic components of Network, Rules for drawing Network diagram Time calculation in Networks. Critical Path Method and PROJECT Evaluation and Review Techniques. Algorithm and flow chart for CPM and PERT.

[13 Hours]

Unit - V   `

Theory of Games: Two –person Zero –sum Games, the maximin and Minimax principle, Saddle point and value of the Game. Game without saddle points, mixed strategies, solution for 2X2 games, Graphical method Dominance property.

[13 Hours]

Text books:
1. Taha, "Operations Research", 7th edition, Pearson Education, 2007.

References Book:
1. Billey E. Gillett, "Introduction to Operations Research" , Himalaya Publishing House, Delhi, 1979.
2. Hamady A.Taha "Operations Research" , Collin Mac Millan, 1982.

FIFTH SEMESTER BCA

BCA501T: DATA COMMUNICATIONS AND NETWORKS

Total Teaching Hours : 60   No of Hours / Week : 04

Unit – I
Introduction: Communication Network and services, Approaches to Network Design, Network Functions and Network Topology, Message ,packet and circuit Switching , Internet, Packet Switching ; Key factors in Communication Network Evolution ; Layered Architecture and Applications – Examples of Layering , OSI Reference Model, TCP/IP Model Telnet FTP and IP Utilities. Digital Transmission: Digital Representation of Information: Properties of digital transmission: Characterization of Communication Channels Frequency Domain and Time Domain : Fundamental limits in Digital Communication – The Nyquist Signalling rate, The Shannon channel capacity : Line coding , Modems & digital Modulations

[12 Hours]

Unit - II
Transmission Systems: properties of media and digital transmission Systems – Twisted Pair , Coaxial Cable, Optical Fibre, Radio Transmission Intrared Light Error detection and correction – Error detection , Two – dimensional parity checks , Internet checksum , Polynomial code; standardized Polynomial codes , Error detecting capability of a polynomial code, Multiplexing – frequency – Division , Time – Division , SONET; Wavelength Division Multiplexing Circuit switches; Telephone network , signalling Traffic and Overload control in Telephone networks – Concentration, Routing Control, Overload controls Cellular Telephone Networks, Satellite Cellular networks.

[12 Hours]

Unit – III
Peer –to-Peer Protocols:-   Peer-to peer Protocols and service models ARQ Protocols stop and wait , Go –back-N Selective Repeat , Transmission efficiency of ARQ Protocols, Other adaptation functions , - Sliding window flow control Timing Recovery in Synchronous Services Reliable Stream Service, Data Link Control, HDLC, PPP ; Statistical Multiplexing.

[12 Hours]

Unit - IV
Local Area Networks and Medium access Control Protocols:- Multiple access communications; Local Area network – LAN Structure, MAC Sublayer, Logical link control layer, Random Access protocols ALOHA , Slotted ALOHA, CSMA, CSMA/CD, Scheduling approaches to medium access control – Reservation Systems, polling , Token passing rings, comparison of Random access & Scheduling access control Comparison of Radom access & SHEDULING MEDIUM access controls; Channelization – FDMA, TDMA, CDMA;

[12 Hours]

Unit - V
LAN Standard –Ethernet and IEF, 802.3 LAN Standard ; Token Ring and IEEE 8025 LAN standard , FDDI, Wireless LAN's and IEEE 802.11 Standards; LAN Bridges – Transparent Bridges , Source Routing Bridges , Mixed – media Bridges. Packet Switching Networks :- Network services & Internal Network Operation; Packet Network Topology; Datagrams & VIRTUAL circuits ; structure of switch/ Router, Connectionless packet switching ; Virtual – Circuit packet switching ; Overview of Routing and congestion in packet networks – Routing algorithms classification , Routing tables,

shortest path routing algorithms, Flooding , Hierarchical routing , Distance vector routing Link state routing , congestion control algorithms.   [12 Hours]

Text Books:
1. Stallings, "Data and Computer Communications", 7th Edition,Pearson Education, 2012
Reference Books:
1. Andrew S Tanenbaim, "Computer Networks", 4th Edition, Pearson Education.
2. Behrouz Ferouzan, Introduction to Data Communication & Networking TMH, 1999.
3. Larry &Peterson & Bruce S Davis; Computer networks Second Edition , Morgan Kaufman, 2000.

BCA502T : SOFTWARE ENGINEERING
Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction: Software Products and Software process, Process models: Waterfall modal, Evolutionary Development, Bohemia's Spiral model, Overview of risk management, Process Visibility, Professional responsibility. Computer based System Engineering: Systems and their environment, System Procurement, System Engineering Process, System architecture modelling. Human Factors, System reliability Engineering. Requirements and Specification: The requirement Engineering Process, The Software requirement document, Validation of Evolution of requirements, Viewpoint – oriented & method based analysis , system contexts , Social 7 organizational factors . Data flow , Semantic, Objects, models , Requirement Specification, Non functional requirement.
                                                       [12 Hours]
Unit - II
Software Prototyping: Prototyping in software process, Prototyping techniques, User interface prototyping. Software Design: Design Process, Design Strategies, Design Quality , System Structuring control models, Modular decomposition , Domain Specific architecture.

                                                       [12 Hours]
Unit - III
Object Oriented& function oriented design: Objects, object Classes and inheritance Object identification, An object oriented design example, Concurrent Objects, Data flow design Structural decomposition, Detailed Design, A Comparison of design Strategies.
User interface design: Design Principles, User System interaction, Information Presentation, User Guidance, Interface Evaluation.
                                                       [12 Hours]
Unit - IV
Software Reliability and reusability : Software reliability metrics , Software reliability Specification , Statistical testing ,Reliability Growth modeling, Fault avoidance & tolerance, Exception handling & defensive programming , Software development with reuse, Software' development for reuse , Generator based reuse, Application System Portability.
                                                       [12 Hours]
Unit - V
Software Verification and Validation : The testing Process , Test Planning & Strategies, Black Box , Structural, interface testing , Program inspections , Mathematically based verification, Static analysis tools, Clean room software development. Management Issues: Project management, Quality management, Software cost estimation, Software maintenance.   [12 Hours]

Text book
1. Ian Sommerville – Software Engineering, 9th Edition, Pearson Education Ltd, 2010.

Reference Books
1. Roger S. Pressman – Software Engineering, A Practitioner's approach, 7th Edition, McGRAW-HILL Publication, 2010.
2. Pankaj Jalote, "An integrated approach to Software Engineering", 3rd Edition, Narosa Publishing House, 2013.

BCA503T: COMPUTER ARCHITECTURE

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I
DIGITAL LOGIC CIRCUITS: Logic gates Boolean algebra, map simplification, combinational circuits, flip-flop, sequential circuits. INTEGRATED CIRCUITS AND DIGITAL FUNCTIONS: Digital integrated circuits, IC flip –flops and registers, decoders and multiplexers, binary counters, shift registers, random –access memories (RAM) read –only memories (ROM).

[12 Hours]

Unit - II
DATA REPRESENTATION: Data types, fixed-point representation, floating – point representation, other binary codes, error detection codes.
DATA TRANSFER OPERATIONS: Register Transfer, Memory Transfer and I/O Transfer.

[12 Hours]

Unit – III
BASIC COMPUTER ORGANISATION AND DESIGN: Instruction codes, computer instruction, timing and control, execution and instruction, input-output and interrupt, design of computer.

[12 Hours]

Unit - IV
CENTRAL PROCESSOR ORGANIZATION : Processor bus organization, arithmetic logic unit (ALU) instruction formats, addressing modes, data transfer and manipulation , program control, microprocessor organization.

[12 Hours]

Unit – V
INPUT-OUTPUT ORGANISATION: Peripheral devices . asynchronous data transfer , direct memory access (DMA) ,priority interrupt, input –output processor (IOP).
MEMORY ORGANIZATION : Auxiliary memory, microcomputer memory hierarchy , associative memory , virtual memory, cache memory.

[12 Hours]

Text Books
1. M.Moris Mano , Computer System, Architecture, 2nd Edition Prentice Hall of India.

References
1. Heuring and Jordan, Computer systems design and Architecture , Peason Edition
2. William Stallings , Computer Organisation and Archotecture, Peason Education
3. Floyed , Digital Fundamentals,8th Edition , Peason Education.
4. Andrew S. Temenbauam, Structured Computer Organization , 3rd Edition ; Prentice Hall of India.
5. David Patterson & Hennessy , Computer Organization & Design , Elsevier.

BCA504T: OBJECT ORIENTED PROGRAMMING USING JAVA

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Introduction to JAVA: JAVA Evolution: Java History, Java Features, How Java Differs from C and C++, Java and Internet, Java and World Wide Web, Web Browsers, Hardware and Software Requirements, Java Support Systems, Java Environment. Overview of JAVA Language: Introduction, Simple Java program, More of Java Statements, Implementing a Java Program, Java Virtual Machine, Command Line Arguments, Programming Style. Constants, Variables, and Data Types: Introduction, Constants, Variables, Data Types, Declaration of Variables, Giving Values to Variables, Scope of Variables, Symbolic Constants, Type Casting, Getting Values of Variables, Standard Default Values, Operators and Expressions: Introduction, Arithmetic Operators, Relational Operators   Logical Operators, Assignment Operators, Increment and Decrement Operators, Conditional Operators, Bitwise Operators, Special Operators, Arithmetic Expressions, Evaluation of Expressions, Precedence of Arithmetic Operators, Type Conversion and Associativity, Mathematical Functions. Decision Making and Branching: Introduction, Decision Making with if Statement, Simple if Statement, The if…..else Statement, Nesting of if………Else Statements, The else if Ladder, The Switch Statement, The ?: Operator. Decision Making and Looping: Introduction. The while Statement, The do Statement, The for Statement, Jumps in Loops Labeled Loops.

[12 hours]

Unit -II

Classes, Arrays, Strings and Vectors: Classes, Objects and Methods: Introduction, Defining a Class, Adding Variables, Adding Methods, Creating Objects, Accessing Class Members, Constructors, Methods Overloading, Static Members, Nesting of Methods, Inheritance: Extending a Class Overriding Methods, Final Variables and Methods, Finalizer methods, Abstract Methods and Classes, Visibility Control. Arrays, Strings and Vectors: Arrays, One-dimensional Arrays, Creating an Array, Two -Dimensional Arrays, Creating an Array, Two – dimensional Arrays, Strings, Vectors, Wrapper Classes.

[12 Hours]

Unit - III

Interfaces, Packages, and Multithreaded Programming: Interfaces: Multiple Inheritance: Introduction, Defining Interfaces, Extending Interfaces, Implementing Interfaces, Accessing Interface Variables. Packages: Putting Classes together: Introduction, Java API Packages, Using System Packages, Naming Conventions, Creating Packages, Accessing a Package, Using a Package, 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, Synchronization, Implementing the 'Runnable' Interface.

[12 Hours]

Unit - IV

Managing Exceptions, Applet Programming: Managing Errors and Exception: Introduction, Types of Exception Handling Code, Multiple Catch Statements, Using Finally Statement, Throwing Our Own Exceptions, Using Exceptions for Debugging. Applet Programming: Introduction, How Applets Differ from Applications, 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, More About HTML Tags, Displaying Numerical Values, Getting Input from the User.

[12 Hours]

Unit - V

Graphics Programming, Input/Output: Graphics programming: Introduction, The Graphics Class, Lines and rectangles, circles, and Ellipses, Drawing Arcs, Drawing Polygons, Lines Graphs, Using Control Loops in Applets, Drawing Bar Charts. Managing Input/Output Files in JAVA: Introduction, Concept of Streams, Stream Classes, Byte Stream Classes, Character Stream Classes, Using Streams, Other Useful I/O Classes, Using the File Class, Input / Output Exceptions, Creation of Files, Reading / Writing Characters, Reading / Writing Bytes, Handling Primitive Data Types, Concatenating and   Buffering Files, Interactive Input and output, Other Stream Classes.

[12 Hours]

Text Books:
1. A.Balaguruswamy, "Programming with JAVA", A Primer, TMH, 1999.

Reference Books:
1. Thomas Boutel, "CGI programming in C and Perl", Addison – Wesley, 1996.
2. Jefry Dwight et al, Using CGI, Second Edition, Prentice Hall, India, 1997.
3. Patrick Naughton & Herbert Schildt, JAVA 2: The Complete Reference, THM, 1999.
4. Schildt, "JAVA The Complete Reference", 7th Edition.

BCA505T : MICROPROCESSOR AND ASSEMBLY LAGUAGE

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Architecture and Operation: Introduction to 8085, Microprocessor organization/ architecture & its operation Microprocessor based system, memory interfacing , basic interfacing concepts ,interfacing I/O devices

[12 Hours]

Unit - II

Programming the 8085: Programming model, instruction classification , Instruction format, addressing modes, writing assembly level programs-overview of instruction set, timing diagrams data transfer, Arithmetic, Logic branch operations.

[12 Hours]

Unit - III

Programming techniques- Looping Counting and Indexing , 16 bit arithmetic operations , logic operations Compare and rotate operations . Counters and Time delays , Generation of pulse waveforms. Stacks and subroutines- conditional CALL and RETURN instructions. Advanced subroutine concepts. BCD to Binary and Binary to BCD conversions, BCD to 7 segment conversion , Binary to ASCII and ASCII to Binary code conversion, BCD addition and subtraction , multiplication and division.

[12 Hours]

Unit – IV

Memory Interface: Memory and I/O mapping and interfacing concepts. Interrupts : 8085 vectored interrupts , Restart as Software instructions, additional I/O concepts and processes.

[12 Hours]

Unit – V

Interfacing of peripherals (I/Os) and applications: Interfacing Keyboard (linear and matrix) and 7 segment display including multiplexes, 8279 programmable keyboard /display interface, 8255 PPI , 8259 PIC , DMA and 8257 DMA controller , Serial communication using 8251, D to A   converters and interfacing, RS323 serial

communication standards.

<div align="right">[12 Hours]</div>

Text books
1. R.S.Gaonkar – Microprocessor Architectutre , Programming and Application with 8085. Penram Int. 3rd Edn.

References
1. Douglas V.Hall- Microprocessors and digital systems, MH.
2. Kenneth L.Short - Microprocessor and Programmed Logic '', PHI , 2nd Edn.
3. Aditya P. Mathur- Introduction to Microprocessors, 3RD Edn. TMH
4. Antonakos: Introduction to Intel family of Microprosessors Pearson Education
5. Hoffer: Modern Systems Analysis and Design Pearson Eduction Kendall, System Analysis and Design

BCA504P : JAVA PROGRAMMING LAB
PART - A
1. Write a program to find factorial of list of number reading input as command line argument.
2. Write a program to display all prime numbers between two limits.
3. Write a program to sort list of elements in ascending and descending order and show the exception handling.
4. Write a program to implement all string operations.
5. Write a program to find area of geometrical figures using method.
6. Write a program to implement constructor overloading by passing different number of parameter of different types.
7. Write a program to create student report using applet, read the input using text boxes and display the o/p using buttons.
8. Write a program to calculate bonus for different departments using method overriding.
9. Write a program to implement thread, applets and graphics by implementing animation of ball moving.
10. Write a program to implement mouse events and keyboard events.

PART – B
During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :
a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA505P: ASSEMBLY LANGUAGE PROGRAMMING LAB
PART - A
1. Exchange of two 16-bit numbers.
2. Addition & Subtraction of two 8 –bit HEX numbers.
3. Subtraction of two 16 –bit numbers.
4. Two n-byte Number addition.
5. Block Transfer.
6. 'N' Decimal Number addition.
7. 4-Digit BCD addition.
8. Subtraction of 16 –bit number.
9. Sorting of array in ascending order.
10. Multiplication of 2 digit BCD

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :

a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.

b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.

c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA506P : PROJECT

Students can develop a project in team (maximum three members). They should implement their project in college in any RDBMS package or any language available in the college. The students have to collect data outside practical hours. Project may be taken outside but must be implemented in the college. Internal marks can be awarded by the guide by evaluating the performance of the students during the course of project work. In viva-voce the questions must be directed only on the project work to access the involvement and understanding of the problem by the students.

The project carries 100 marks is distributed as follows:

Demonstration and Presentation	65 Marks
Viva-voce	25 Marks
Project Report	10 Marks

SIXTH SEMESTER BCA

BCA601T : THEORY OF COMPUTATION

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Introduction to Finite Automata: The central concepts of Automata theory; Deterministic finite automata; Nondeterministic finite automata. An application of finite automata,

Finite automata with Epsilon transitions.

[12 Hours]

Unit - II

Regular Expressions: Finite Automata and Regular Expressions Applications of Regular Expressions. Regular languages; Proving languages not to be regular languages; Closure properties of regular languages; Decision properties of regular languages; Equivalence and minimization of automata.

[12 Hours]

Unit - III

Context–free grammars: Parse trees; Applications; Ambiguity in grammars and Languages. Definition of the Pushdown automata; the languages of a PDA; Equivalence of PDA's and CFG's.

[12 Hours]

Unit - IV

Deterministic Pushdown Automata:Normal forms for CFGs; The pumping lemma for CFGs; Closure properties of CFLs. Problems that Computers cannot solve.

[12 Hours]

Unit – V

The Turing machine:Programming techniques for Turing Machines. Undecidability, A Language that is not recursively enumerable; An Undecidable problem that is RE; Post's Correspondence problem.

[12 Hours]

Text Book:

1. John E. Hopcroft, Rajeev Motwani, Jeffrey D.Ullman: Introduction to Automata Theory, Languages and Computation, 3rd Edition, Pearson Education, 2011.

Reference Books:

1. John C Martin: Introduction to Languages and Automata Theory, 3rd Edition, Tata McGraw-Hill, 2007.
2. Daniel I.A. Cohen: Introduction to Computer Theory, 2nd Edition, John Wiley & Sons, 2009.
3. Thomas A. Sudkamp: An Introduction to the Theory of Computer Science, Languages and Machines, 3rd Edition,Pearson Education, 2006

BCA602T: SYSTEM PROGRAMMING

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Background: Machine Structure, Evolution of the Components of a Programming System, Assembler, Loaders, Macros, Compliers, Formal Systems. Machine Structure, Machine Language and assembly language: General Machine Structure, Machine Language, Assembly Language

[12 Hours]

Unit - II

Assemblers: General Design Procedure, Design of assembler, Statement of Problem, Data structure, Format of databases, algorithm, look for modularity, Table Processing: Searching and Sorting. The Problem, Searching a table, linear Search, binary Search, Sorting, interchange sort, Shell Sort, Bucket Sort, Radix Exchange Sort, address calculation sort, comparison of sorts, hash or random entry searching.

[12 Hours]

Unit - III

MACRO LANGUAGE AND THE MACRO PROCESSOR: Macroinstruction, Features of macro Facility, Macro instruction arguments, conditional macro Expansion, macro calls within macros, macro Instructions defining macros, Implementation, Statement of problem, implementation of a restricted facility, A two pass algorithm. A single pass algorithm, implementation of macro calls within macros. Implementation within an assembles.

[12 Hours]

Unit - IV

LOADERS: Loader schemes, Compile & go, General loading Scheme, absolute loaders, Subroutine Languages, Relocating loaders, Direct linking loaders, other loading Schemes – Binders, linking loaders, Overlays, Dynamic binders. Design of absolute loader, Design of a Direct linking loader Specification of problem, Specification of data structure, format of data bases algorithm.

[12 Hours]

Unit - V

COMPILERS: Statement of problem, Problem1: Recognizing basic Elements, Problem2: Recognizing   Syntactic cutis & interpreting meaning, Problem3: Storage Allocation, Problem4: Code Generation. Optimization (machine independent) optimization (machine dependent), Assembly Phase, General Model of complier. PHASES OF COMPILERS: Simple Structure of Compiler, Brief introduction to 7 Phases of Compliers.

[12 Hours]

Text Books:
1. John J. Donowon, System Programming, TATA McGraw-Hill.
Reference Books:
1. Dhamdhere: System programming and Operating System TMH
2. Beck: System Software, 3/e Pearson Education.

BCA603T : CRYPTOGRAPHY AND NETWORK SECURITY
Total Teaching Hours : 60   No of Hours / Week : 04
Unit - I
Introduction: Security Goals, Cryptographic Attacks, Services and Mechanism, Techniques. Mathematics of Cryptography: Integer Arithmetic, Modular Arithmetic, Matrices, Linear Congruence.

[12 Hours]

Unit – II
Traditional Symmetric-Key Ciphers: Introduction, Substitution Ciphers, Transpositional Ciphers, Stream and Block Ciphers. Data Encryption Standard (DES): Introduction, DES Structure, DES Analysis, Security of DES, Multiple DES, Examples of Block Ciphers influenced by DES. Advanced Encryption Standard: Introduction, Transformations, Key Expansion, The AES Ciphers, Examples, Analysis of AES.

[12 Hours]

Unit III
Encipherment using Modern Symmetric-Key Ciphers: Use of Modern Block Ciphers, Use of Stream Ciphers, Other Issues. Mathematics of Asymmetric-Key Cryptography: Primes, Primality Testing, Factorization, Chinese Remainder Theorem, Quadratic Congruence, Exponentiation and Logarithm. Asymmetric Key Cryptography: Introduction, RSA Cryptosystem, Rabin Cryptosystem, Elgamal Cryptosystem, Elliptic Curve Cryptosystems.

[12 Hours]

Unit - IV

Cryptography Hash Functions: Introduction, Description of MD Hash Family, Whirlpool, SHA-512. Digital Signature: Comparison, Process, Services, Attacks on Digital Signature, Digital Signature Schemes, Variations and Applications. Key Management: Symmetric-Key Distribution, Kerberos, Symmetric-Key Agreement, Public-Key Distribution, Hijacking.

[12 Hours]

Unit - V

Security at the Application Layer: PGP and S/MIME: Email, PGP, S/MIME. Security at the Transport Layer: SSL and TLS: SSL Architecture, Four Protocols, SSL Message Formats, Transport Layer Security. Security at the Network Layer: IPSec: Two modes, Two security protocols, Security association, security policy, Internet Key exchange, ISAKMP.   [12 Hours]

Text Book:

1. Behrouz A. Forouzan, Debdeep Mukhopadhyay: Cryptography and Network Security, 2nd Edition, Special Indian Edition, Tata McGraw-Hill, 2011.

Reference Books:

1. Michael E. Whitman and Herbert J. Mattord: Principles of Information Security, 2nd Edition, Thomson, Cengage Delmar Learning India Pvt., 2012.
2. William Stallings: Network Security Essentials: Applications and Standards, 4th Edition, Pearson Education, 2012.

BCA604T: WEB PROGRAMMING

Total Teaching Hours : 60   No of Hours / Week : 04

Unit - I

Fundamentals of Web: Internet, WWW, Web Browsers, and Web Servers, URLs, MIME, HTTP, Security, The Web Programmers Toolbox. XHTML: Origins and evolution of HTML and XHTML, Basic syntax, Standard XHTML document structure, Basic text markup, Images, Hypertext Links, Lists, Tables.

[12 Hours]

Unit - II

HTML and XHTML: Forms, Frames in HTML and XHTML, Syntactic differences between HTML and XHTML. CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, The Box model, Background images, The <span> and <div> tags, Conflict resolution.

[12 Hours]

Unit -III

Java Script: Overview of JavaScript; Object orientation and JavaScript; General syntactic characteristics; Primitives, Operations, and expressions; Screen output and keyboard input; Control statements; Object creation and Modification; Arrays; Functions; Constructor; Pattern matching using expressions; Errors in scripts; Examples.

[12 Hours]

Unit - IV

Java Script and HTML Documents: The JavaScript execution environment; The Document Object Model; Element access in JavaScript; Events and event handling; Handling events from the Body elements, Button elements, Text box and Password elements; The DOM 2 event model; The navigator object; DOM tree traversal and modification.

[12 Hours]

Unit - V

Dynamic Documents with JavaScript: Introduction to dynamic documents; Positioning elements; Moving elements; Element visibility; Changing colors and fonts; Dynamic content; Stacking elements; Locating the mouse cursor; Reacting to a mouse click; Slow movement of elements; Dragging and dropping elements. XML: Introduction; Syntax; Document structure; Document Type definitions; Namespaces; XML schemas; Displaying raw XML documents; Displaying XML documents with CSS; XSLT style sheets; XML Processors; Web services.

[12 Hours]

Text Books
1. Robert W Sebesta, "Programming the World Wide Web", 4th Edition, Pearson Education, 2008.

Reference Books
1. M.Deitel, P.J.Deitel, A.B.Goldberg, "Internet & World Wide Web How to program", 3rd Edition, Pearson Education / PHI, 2004.
2. Chris Bates, "Web Programming Building Internet Applications", 3rd Edition, Wiley India, 2006.
3. Xue Bai et al, "The Web Warrior Guide to Web Programming", Thomson, 2003.
4. Sklar, "The Web Warrior Guide to Web Design Technologies", 1st Edition, Cengage Learning India.

BCA604P : WEB PROGRAMMING LAB
PART -A

1. Write a program to find factorial of list of number reading input as command line argument.
2. Write a program to sort list of element in ascending and descending order and show the exception handling.
3. Write a program to implement all string operations.
4. Write a program to find area of geometrical figures using method overloading.
5. Write a program to implement constructor overloading by passing different number of parameter of different types.
6. Write a program to create student report using applet, read the input using text boxes and display the o/p using buttons.
7. Write a program to implement an apply by passing parameter to HTML.
8. Write a program to implement thread, applets and graphics by implementing animation of ball moving.
9. Write a program to implement mouse events.
10. Write a program to implement keyboard events.

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :
   a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
   b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
   c) Scheme of Evaluation is as follows:
        Writing two programs   - 10 Marks
        Execution of one program   - 10 Marks

Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA604P : WEB PROGRAMMING LAB
PART - A

1. Create a form having number of elements (Textboxes, Radio buttons, Checkboxes, and so on). Write JavaScript code to count the number of elements in a form
2. Create a HTML form that has number of Textboxes. When the form runs in the Browser fill the textboxes with data. Write JavaScript code that verifies that all textboxes has been filled. If a textboxes has been left empty, popup an alert indicating which textbox has been left empty.
3. Develop a HTML Form, which accepts any Mathematical expression. Write JavaScript code to Evaluates the expression and Displays the result.
4. Create a page with dynamic effects. Write the code to include layers and basic animation.
5. Write a JavaScript code to find the sum of N natural Numbers. (Use user-defined function)
6. Write a JavaScript code block using arrays and generate the current date in words, this should include the day, month and year.
7. Create a form for Student information. Write JavaScript code to find Total, Average, Result and Grade.
8. Create a form for Employee information. Write JavaScript code to find DA, HRA, PF, TAX, Gross pay, Deduction and Net pay.
9. Create a form consists of a two Multiple choice lists and one single choice list
(a) The first multiple choice list, displays the Major dishes available
(b) The second multiple choice list, displays the Starters available.
(c)The single choice list, displays the Soft drinks available.
10. Create a web page using two image files, which switch between one another as the mouse pointer moves over the image. Use the on Mouse Over and on Mouse Out event handlers.

PART – B

During practical examination the External and Internal examiners may prepare exam question paper related to theory syllabus apart from Part-A. (A minimum of 10 Programs has to be prepared).

Note :

a) The candidate has to write both the programs One from Part-A and other from Part-B and execute one program as of External examiner choice.
b) A minimum of 10 Programs has to be done in Part-B and has to be maintained in the Practical Record.
c) Scheme of Evaluation is as follows:

Writing two programs	- 10 Marks
Execution of one program	- 10 Marks
Formatting the Output	- 05 Marks
Viva	- 05 Marks
Record	- 05 Marks
Total	**- 35 Marks**

BCA605P : PROJECT WORK

Students should individually develop a project. They should implement their project in college in any RDBMS package or any language available in the college. The project should web based. The students have to collect data outside practical hours. Project may be taken outside but must be implemented in the college. Internal marks can be awarded by the guide by evaluating the performance of the students during the course of project work. In viva-voce the questions must be directed only on the project work to access the involvement and understanding of the problem by the students.

The project carries 200 marks is distributed as follows:

Demonstration and Presentation   130 Marks

Viva-voce   50 Marks

Project Report   20 Marks

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