



S. S. JAIN SUBODH P.G. (AUTONOMOUS) COLLEGE
DEPARTMENT OF COMPUTER SCIENCE

Syllabus

Three Year Undergraduate Programme

Bachelor of Computer Applications (BCA)

I & II SEMESTER EXAMINATION 2023-24

III & IV SEMESTER EXAMINATION 2024-25

V & VI SEMESTER EXAMINATION 2025-26

AS PER NEP- 2020

Bachelor of Computer Applications (BCA)

Three year (Six Semester) Course

The course of study of Bachelor of Computer Applications (BCA) shall extend over a period of six semesters spread over three years. On satisfactory completion of the course and after passing the examinations, a candidate will be awarded the Bachelor of Computer Applications degree.

Every academic year shall be divided into two semesters. I semester starts from July and ends in December. II semester starts from January and ends in June and so on. There shall be an examination at the end of each semester. The examinations shall consist of theory papers, practical papers.

The examination of each semester will consist of four theory papers, and three practical papers.

Medium of instructions and examination will be **English only**.

Eligibility for admission:

Admission procedure for I semester starts in the month of June/July every year. The admission of the BCA course should be made irrespective of the stream (Arts/Science/Commerce) a candidate must have passed 10+2 level exam of any board with 50% or more (45% for SC/ST/OBC/SOBC category) in aggregate without any approximation.

Examination Scheme:

Each theory paper shall be of 100 marks (70 marks for written examination of 3 hrs. duration and 30 marks for internal assessment).

Each practical paper shall be of 100 marks (60 for practical exam and 40 for internal assessment). The basis for internal evaluation in theory shall be home assignment, internal test and regularities in the attendance.

The basis for internal assessment in the laboratory courses shall be timely submission of the lab. records, performance in the lab, internal tests etc.

Each theory paper examination will be of three-hour duration and shall carry 70 marks. Theory paper shall contain **three parts**.

a) Part A, will contain 12 questions (student will attempt any 10) of very short questions each carrying 1 mark.

b) Part B, will contain 4 short descriptive types of questions (1 from each unit) each carrying 5 marks, all are compulsory.

c) Part C, will contain 4 long descriptive types of questions (1 from each unit) each carrying 10 marks, all questions are compulsory with internal choice.

Each practical examination (Maximum marks 100) will be of 2-hours duration on one day and carry 60 marks for assigned exercise(s), Practical File and Viva-voce in the examination and 40 marks for the Internal Assessment.

Examination Scheme

Particular	No. of questions	Marks of each question	Total Marks
Part A	12 Very Short Questions (attempt any 10 questions)	10 X 1	10
	4 Short Question from each Unit (Compulsory)	4 X 5	20
Part B	4 Questions from each Unit with Internal Choice	4 X 10	40
Total			70

Attendance: A candidate shall be required to put in a minimum of 75% attendance at the lectures and 75% attendance at the practical's separately in each paper.

Examination Scheme

S. No.	Paper	ESE	CIA	Total
1	Theory	70%	30%	100
2	Practical	60%	40%	100

Number of Units in Syllabus

S. No.	Stream	No. of Units
1	BCA	4

Maximum Marks for the Course and Number of Units of Each subject 3 Years / 6 Semesters

S. No.	Stream	Semester	Number of Papers per Semester		Total Marks (credits) of I Semester	Sub Total (credits)	Grand Total (credits)
			Theory (credits)	Practical (credits)			
1	BCA	I, II and III, IV & V Semester	4 X 100 (4 X 4)	3 X 100 (3 X 3)	400 + 300=700 (16 + 9 = 25)	700 X 5=3500 (25 X 5 =125)	3500 (125)
		III, IV Semester (GE)	1 X 50 (1 X 2)	-	1 X 50 =50 (1 X 2 =2)	50 X 2 =100 (2 X 2 =4)	100 (4)
		VI Semester Project	4 X 100 (4 X 4)	1 X 300 (1 X 9)	400 + 300=700 (16 + 9 = 25)	700 X 1=700 (25)	700 (25)
							4300 (154)

Programme Outcome

This course aims to establish a strong academic foundation for individuals pursuing a career in Computer Applications, ranging from moderate to advanced levels. Its primary focus is to provide students with a solid conceptual understanding of computer applications within practical environments.

The program has been meticulously crafted to equip students with the necessary knowledge, skills, and aptitude demanded by the current IT market. Therefore, the curriculum places greater emphasis on programming and software applications. Through this course, students will gain proficiency in utilizing diverse development tools for creating application software, while also developing expertise in automation methodologies.

Upon completion of the three-year BCA program, students will possess the following capabilities:

PSO1: Demonstrate the ability to apply theoretical knowledge to various fields.

PSO2: Develop language proficiency to meet the demands of corporate communication.

PSO3: Prepare students in various technology disciplines, including computer applications, computer networking, software engineering, JAVA, database concepts, and programming.

PSO4: Introduce the concept of project development using the technologies learned during the semester to enhance programming skills in young IT professionals.

PSO5: Improve logical ability and programming concepts through practical implementation in the programming lab.

PSO6: Prepare students for the future by fostering creativity, social awareness, and general knowledge.

PSO7: Encourage students to transform their start-up ideas into reality through implementation.

PSO8: Ability to understand changes and future trends in the field of computer applications.

PSO9: Identify, formulate, analyze, and solve programming problems using different programming languages.

Scheme of Examinations & Syllabus w. e. f. session 2023-24

Semester I

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours Per Week			EoSE Duration (Hrs.)	
					L	T	P	Theory	P
1.	BPCA101	Computer Organization	DSC	4	4			3	
2.	BPCA102	Programming in C	DSC	4	4			3	
3.	BPCA103	Language and Communication	DSC	4	4			3	
4.	BPCA104	Elementary Physics and Digital Electronics	DSC	4	4			3	
5.	BPCA151	Office Management Lab.	DSCP	3			6		2
6.	BPCA152	Programming in C Lab.	DSCP	3			6		2
7.	BPCA153	Communication Skills Lab.	DSCP	3			6		2

Semester II

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours Per Week			EoSE Duration (Hrs.)	
					L	T	P	Thy	P
1.	BPCA201	Object Oriented Programming through C++	DSC	4	4			3	
2.	BPCA202	Internet & Web Technologies	DSC	4	4			3	
3.	BPCA203	Desktop Publishing (DTP)	DSC	4	4			3	
4.	BPCA204	Discrete Mathematics	DSC	4	4			3	
5.	BPCA251	C++ Lab.	DSCP	3			6		2
6.	BPCA252	Internet & Web Lab.	DSCP	3			6		2
7.	BPCA253	Desktop Publishing Lab.	DSCP	3			6		2

Semester III

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours			EoSE Duration (Hrs.)	
					Per Week	L	T	P	Thy
1.	BPCA301	Database Management System	DSC	4	4			3	
2.	BPCA302	Programming in Java	DSC	4	4			3	
3.	BPCA303	Data Structure & Algorithms	DSC	4	4			3	
4.	BPCA304	System Analysis & Design	DSC	4	4			3	
5.	BPCA351	DBMS Lab.	DSCP	3			6		2
6.	BPCA352	Java Lab.	DSCP	3			6		2
7.	BPCA353	Data Structure & Algorithms Lab.	DSCP	3			6		2
8.		Generic Elective	GE	2	2			2	

Semester IV

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours			EoSE Duration (Hrs.)	
					Per Week	L	T	P	Thy
1.	BPCA401	Operating System	DSC	4	4			3	
2.	BPCA402	PHP Programming	DSC	4	4			3	
3.	BPCA403	Advance Database Concepts	DSC	4	4			3	
4.	BPCA404	Data Communication and Networking	DSC	4	4			3	
5.	BPCA451	Linux Lab.	DSCP	3			6		2
6.	BPCA452	PHP Lab.	DSCP	3			6		2
7.	BPCA453	PL/SQL Lab.	DSCP	3			6		2
8.		Generic Elective	GE	2	2			2	

Semester V

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours Per Week			EoSE Duration (Hrs.)	
					L	T	P	Thy	P
1.	BPCA501	Computer Graphics	DSC	4	4			3	
2.	BPCA502	Software Engineering	DSC						
3.	BPCA503	Elective 1	DSE	4	4			3	
4.	BPCA504	Elective2	DSE	4	4			3	
5.	BPCA551	Computer Graphics Lab.	DSCP	3			6		2
6.	BPCA552	Elective1 Lab.	DSEP	3			6		2
7.	BPCA553	Elective2 Lab.	DSEP	3			6		2

Elective 1:

BPCA503A Dot Net Technologies
BPCA503B Mobile Application Development

Elective2:

BPCA504A Programming in Python
BPCA504B Programming with R

Semester VI

S.No.	Subject Code	Course Title	Course Category	Credit	Contact Hours Per Week			EoSE Duration (Hrs.)	
					L	T	P	Thy	P
1.	BPCA601	E-Commerce Application Development	DSC	4	4			3	
2.	BPCA602	Data Warehousing and Data Mining	DSC	4	4			3	
3.	BPCA603	Elective1	DSE	4	4			3	
5.	BPCA604	Elective2	DSE	4	4			3	
6.	BPCA651	Project	DSCP	9		3	6		2

Elective1

BPCA603A Cyber Security Systems

BPCA603B Cloud Computing

Elective2

BPCA604A Artificial Intelligence and Expert

BPCA604B Animation and Multimedia

BCA - I Semester

BPCA101: Computer Organization

COURSE OUTCOMES:

CO1: Gain a comprehensive understanding of the working principle of computers and their memory systems.

CO2: Acquire knowledge about the functions and uses of input and output devices.

CO3: Differentiate between software types and hardware components and comprehend their interaction.

CO4: Understand various mediums of data transmission and evaluate their respective advantages and disadvantages.

CO5: Comprehend the internet, its applications, and the importance of internet security

UNIT-I

Introduction to Computers: Characteristics of computers, generation of computers, classification of computers, applications of computers. Input and Output Devices: Keyboard, pointing devices, digital camera, scanners. Output devices- printers, plotters, monitors, projectors Computer System: Central processing unit (CPU).

UNIT-II

Memory- Memory hierarchy, random access memory (RAM), types of RAM, read only memory (ROM), types of ROM. Classification of secondary storage devices- magnetic tape, magnetic disk, optical disk. Number Systems: Number systems, conversion between number bases, Computer Software: Software definition, relationship between software and hardware, software categories, system software, application software. Introduction of operating system.

UNIT-III

CPU Design: Timing and control, Instruction cycle, Memory Reference Instructions, Input-output and interrupt, complete computer description, Instruction and Addressing, Instruction Formats, Addressing Modes.

UNIT-IV

Memory System Design: Main Memory Concepts, Cache Memory Organization, Associative Memory Concepts, Virtual Memory and Paging. Input/output and Interfacing, DMA, I/O processors, Interrupts, RISC/CISC.

Reference Books:

1. Rajaraman V. – Fundamental of Computers, Prentice Hall of India Pvt. Ltd., New Delhi.
2. Computer Fundamentals by P.K. Sinha; BPB Publication, New Delhi 8
3. Mano Morris, Computer system architecture, PHI, New Delhi.
4. Mano Morris, M. Digital Design, PHI, New Delhi.
5. Jain R. P., Modern Digital Electronics, Tata Mc Graw Hill , New Delhi.

BPCA102: Programming in C

COURSE OUTCOMES:

- CO1: Understand the concept of Algorithms and different symbols used in flowcharts
- CO2: Develop conditional and iterative statements to write C programs.
- CO3: Utilize user-defined functions to solve real-time problems.
- CO4: Create C programs that utilize pointers to access arrays, strings, and functions.
- CO5: Apply user-defined data types, including structures and unions, to solve problems.
- CO6: Demonstrate the concept of file handling to showcase input and output operations in C programs.

UNIT-I

Fundamentals of C: Programming Concepts, Pseudocode, Algorithm, Flowchart, History and importance of C, Basic Structure and Execution of C Program, Constants, Variables, and Data Types, Qualifiers, Operators and Expressions, Operator Precedence and Associativity, Managing Input and Output Operations, Decision making and Branching: if statement, if...else statement, nesting of if else statement, else if ladder, switch statement, Goto statement.

UNIT-II

Iteration: while, do...while, for loop, Nested loops, break & continue.

Arrays and Strings: One-dimensional arrays, Declaration and Initialization, Two-dimensional arrays, Declaration and Initialization, Character arrays.

String: Reading and Writing strings, String-handling functions – strlen, strcpy, strcat, strcmp.

UNIT-III

Functions: Need, Elements of user-defined functions, Definition of Functions, Function call and declaration, Category of Functions, Parameter Passing, Recursion, Passing arrays to functions, Passing strings to functions.

Storage Classes: Scope, visibility and life time of variables.

Understanding Pointers: Accessing the address of a variable, declaration and initialization of pointer variables, accessing a variable through its pointer, Array through pointers.

UNIT-IV

Structures and Unions: Defining structure, Declaring structure variables, Accessing structure members, Structure initialization, Operation on individual members, Array of structures, Union.

File Management in C: Introduction of File handling, Need of File Handling, Defining, Opening and Closing a File, Input/Output Operations on Files.

Reference Books:

1. E. Balagurusamy – Programming in ANSI C, 3rd Edn., TMH, New Delhi ; 2004.
2. Programming with C, B.S.Gottfried (TMH).
3. Y. Kanetkar – Let us C, 4th Edition, BPB Publication , New Delhi; 2002.
4. Kerighan & Richie The C programming language (PHI Publication).

BPCA103: Language and Communication

COURSE OUTCOMES:

CO1: Emphasize the significance of English as the global language of communication.

CO2: Enhance reading and writing skills using effective mediums,

CO3: Refine communication skills by employing proper grammar usage.

CO4: Enhance communication skills to meet the requirements of business and professional contexts

UNIT-I (Language Skills)

- Speaking Skills (Pronunciation and intonation)
- Listening Skills (Process and Types of Listening, Listening Comprehension)

UNIT-II (Grammar)

- Basic Sentence structure, Determiners
- Tenses, Active and Passive Voice, Direct and Indirect Speech

UNIT-III (Presentation Skills and Oral Communication)

- Importance of Presentation, Types, Distribution of Time
- Visual Presentation, Seminars & Conferences
- Role and Types of Oral Communication
- Extempore, Debate, Speeches, Conversation Practices, Group Discussion, Expressing Opinion

UNIT-IV (Composition Skills)

- Precis, Report Writing, Note making, Letter Writing
- Resume, C.V., Cover Letter
- Emails, Blog Writing, Content Writing

Reference Books:

1. Essential English by E Suresh Kumar,P Sreehari ,J Savithri , Orient Black Swan
2. Communication by C.S. Rayudu, Himalaya Pub. House
3. Communication Skills and Report Writing by Prof.K.Mohan,Tata McGraw Hill
4. Business Communication Today by Boyce and Hull,Tata McGraw Hill

BPCA104: Elementary Physics and Digital Electronics

COURSE OUTCOMES:

CO1: Demonstrate an understanding of various number systems and codes.

CO2: Apply Boolean laws and rules to simplify simple expressions.

CO3: Analyze and design different combinational and sequential circuits, including Flip-Flops, Registers, and Counters.

CO4: Gain proficiency in systematically reducing Boolean expressions using K-Maps.

CO5: Interpret logic gates and understand their operations.

UNIT-I

Electric Field: Electric Charge, Coulomb's Law, Quantization and Conservation of Electric Charge, Electric Field and Gauss' Law of Electrostatics, Electric Potential & Energy and Electrical Power, Electric Current, Resistance, Ohm's Law, Resistivity & Specific Resistance, Series and Parallel Combination of Resistances, Capacitance, Combination of capacitance in Series and Parallel, Electromotive Force, Current in A Single Loop, Kirchoff's Current Law, Kirchoff's Voltage Law.

UNIT-II

Magnetic Field: Magnetic Field due to a Bar Magnet, Biot Savart's Law, Magnetic Field Due to a Current Carrying in Straight Wire and Coil, Force Between Two Parallel Currents, Magnetic Field Inside Solenoid and Toroid, Magnetic Flux, Faraday's Law of Electromagnetic Induction, Inductance, Energy Stored in an Inductor and Capacitor, Resonance Condition in Series LCR Circuit.

UNIT-III

Logic Family: Introduction to Logic and Implementation with Logic Gates, Boolean Algebra, Positive and Negative Logic, Logic Functions and Truth Tables -NOT, AND, OR NOR, NAND & EX-NOR, NAND and NOR Gates as Universal Gates, De Morgan's Theorems, Standard Forms for Logical Expressions: Sum of Products(SOP) and Product of Sums(POS), Specification of Logical Functions in Terms of Minterms and Maxterms, Karnaugh Maps, Introduction of "Don't Care" States,

UNIT-IV

Combinational Circuits: Adder and Subtractor, Multiplexer-IC 74150 And IC 44151, De Multiplexer-IC 74154, Decoder- IC 74139, BCD to Seven Segment De-Coder IC 7446/7447 IC 7448/7449 Decimal to BCD Priority Encoder IC 7447, Parity Checker-IC 741 80, Magnitude Comparator IC 7485.

Sequential Circuits: Latches, RS Flip Flop, D Flip Flop, J-K Flip Flop, T Flip Flop, Master-Slave Flip Flop, Registers and Synchronous & Asynchronous Counters.

Reference Books:

1. Bernard Grob: Basic Electronics, Tata McGraw Hill.
2. Fowler: Electricity, Tata McGraw Hill.
3. Shivakumar, Engineering Physics, Tata McGraw Hill.
4. Iyer, Circuit Theory, Tata McGraw Hill. 9 a
5. R.P. Jain, Modern Digital Electronics, Mc Graw Hill, India.
6. S. Salivahanan & S Arivazhagan, Digital Circuits and design, Mc Graw Hill , India.
7. Millman J. & Christos, Integrated Electronics, McGraw Hill Book Company, New Delhi.
8. Albert Paul Malvino and Donald P. Leach, Digital Principles and Applications, (Fourth Edition) Tata Graw Hill Publishing Company Ltd, New Delhi.
9. Adel S. Se&a, and Kanneth C. Smith, Microelectronic Circuits, Oxford University Press. 15

BPCA151: Office Management Lab.

COURSE OUTCOMES:

CO1: Able to use MS Office (word processor, spreadsheet and power point) professionally.

CO2: Develop understanding about the writing of effective business letters in computer through word processing.

CO3: Able to use spreadsheet program for business data processing.

CO4: Acquire skills for development and presentation of power point report.

DOS Commands

MS-Word Creating and Saving documents, Entering, Editing, Moving, Copying and Formatting Text, Page formatting, Finding and replacing text, Spell checking and Grammar checking, enhancing documents, Indexing, Columns, Tables and feature there in, Inserting (Objects, picture, files etc.), Using Graphics, templates and wizard, using mail merge, using Word Art, customizing MS Word. Designing pages with MS Publisher, Inserting and Manipulating Objects. Editing Fills and recoloring pictures.

MS Excel Spreadsheet terminology, organization of the worksheet area, entering information, editing cells using commands and functions, moving copying, inserting and deleting rows and columns, formatting worksheet, printing worksheet, creating charts, modifying and enhancing charts, using date, time and addressing modes, naming range and using statistical, mathematical and financial functions, database in a worksheet, creating, sorting, querying and maintaining the database, multiple worksheets and Macros, working with objects.

MS Power Point Anatomy of a power Point Presentation, Creating and Viewing a presentation, Managing Slide Shows, Navigating through a presentation, Using hyperlinks, advanced navigation with action setting and action buttons, organizing formats with Master Slides, applying and modifying designs, adding graphics, multimedia and special effects, creating presentation for the web.

MS Access: Planning a database (tables, queries, forms, reports), Creating and editing database, customizing tables, linking tables, designing and using forms, modifying database structure, maintaining database, Sorting and Indexing database, Querying a database and generating Reports, modifying a Report, exporting a Report to another format.

BPCA152: Programming in C Lab.

COURSE OUTCOMES:

CO1: Develop a C program based on a given task or algorithm.

CO2: Read, comprehend, and trace the execution of C programs.

CO3: Implement C programs using arrays, pointers, decision-making statements, and looping statements.

CO4: Write programs that perform operations utilizing derived data types.

CO5: Develop and implement modular applications in C by effectively utilizing functions.

CO6: Develop applications in C that leverage structures and pointers.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA153: Communication Skills Lab

COURSE OUTCOMES:

CO1: Foster confidence and encourage students to adopt a positive outlook on life, promoting the creation of positive energy.

CO2: Enhance health and leadership skills while reducing stress levels.

CO3: Equip students with a solid conceptual and practical foundation to build, develop, and manage teams effectively.

CO4: Cultivate overall personality development, thereby enhancing career prospects.

CO5: Strengthen students' commitment to personal growth, analytical thinking, adaptability, and inculcate the value of time management.

Phonetics: Practice of Sounds and Pronunciation and Conversation Practice

Mock Interview

Group Discussion and Presentation

Role Play and Situational Talks

BCA – II Semester

BPCA201: Object Oriented Programming through C++

COURSE OUTCOMES:

- CO1: Understand the concepts of OOPs
- CO2: Understand the use of constructors, destructors and functions
- CO3: Create programs based on arrays, and Strings
- CO4: Implementation of polymorphism, inheritance, exception handling
- CO5: Understand the concept of file management

UNIT-I

Object Oriented Concepts: Evolution of OOP, OOP Paradigm, Advantages of OOP, Functional Programming v/s OOP approach, Characteristics of object oriented language – objects, classes, inheritance, reusability, user defined data types, polymorphism, overloading.

Introduction to C++: C++ Tokens, Data Types, Operators, Type Conversion, Variable Declaration, Reference Variables, Arrays, Statements, Expressions, Conditional Statements, Jumping Statements, Loops, Functions, Inline Function, Pointers, Structures.

UNIT-II

Classes and Objects: Classes, Objects, Defining Member Functions, Array of Class Objects, Pointers and Classes, Passing Objects, Constructors, Types of Constructors, Destructors, this Pointer, Access Specifiers, Friend Functions, Static Member of Class.

UNIT-III

Inheritance: Introduction, Importance of Inheritance, Types of Inheritance

Polymorphism: Function Overloading, Operator Overloading, Virtual Functions, Pure Virtual Functions

UNIT-IV

File Management: Handling Data Files (Sequential and Random), Opening and Closing of Files

Generic Programming Using Templates - Need & Importance of Templates, Function Template and Class Template

Exception Handling – Need of Exception Handling, Throw, Try, Catch Block

Reference Books:

1. Robert Lafore; Object Oriented Programming in C++; 4th Edition; Techmedia.
2. Balagurusamy E.; Object Oriented Programming C++; 4th Edition; TMH, 2009.
3. Venugopal, Rajkumar; Mastering C++; Tata Mcgrow Hill, 2006.
4. Kanetkar Y.; LET US C++; BPB; 2009.

BCA202: Internet and Web Technologies

COURSE OUTCOMES:

CO1: Understand the fundamentals of Internet, and the principles of web design.

CO2: Able to construct websites using HTML and Cascading Style Sheets.

CO3: Able to build dynamic web pages with validation using Java Script objects CO4: Implement the event handling mechanisms.

UNIT-I

Internet Basics: Basic concepts, communication on the internet, internet domains, a brief overview of TCP/IP and its services, web server, web client, domain registration. Introduction to HTML, HTML tags, commonly used HTML commands, text formatting, text style, lists, adding graphics to HTML documents, tables, linking documents, frames, Forms, Image Maps.

UNIT-II

Introduction to DHTML: features of DHTML, CSS: Types of Style sheets, Different elements of Style sheets, IFrame, DIV and Layer Tags. Understanding XML: SGML, XML, XML and HTML.

UNIT- III

Java Script: Java script in web pages, advantages of java script, advantages of java script, data types and literals, type casting, java script array, operators and expression, conditional checking, function, user defined function.

UNIT- IV

DOM Hierarchy: Different objects of DOM (window, navigator, history, form, frames etc.), Form validation, Event handling in JavaScript

Reference Books:

1. M.L. Young: Complete Reference b: Internet; 2nd Edition; Tata Mc Graw Hill,2006.
2. Thomas A. Powel ; Web Design : C.R.; Second Edition; TMH, 2009.
3. Thomas A. Powel ; HTML & XHTML : C.R.; Fourth Edition; TMH, 2008.
4. Harely Hahn: The Internet, Tata Mc Graw Hill.
5. G. Robertson: Hands on HTML, BPB Publications.
6. Joel Sklar: Principles of Web Design, BPB Publications.

BPCA203: Desktop Publishing (DTP)

COURSE OUTCOMES:

CO1: Understand the fundamentals & concepts of Adobe Photoshop

CO2: Get a hands-on experience on PageMaker

CO3: Able to work with multiple layers

CO4: Understand the basic tools of Coral Draw

UNIT-I

Page Maker: Creating a New Document, Setting the Page Setup, Page Numbers, Page size view, Rulers Measurement System, Using Guidelines to Master Pages, Aligning to Guidelines and Locking Guidelines. Entering Text: Changing the font Families, font size, Changing Character Specifications, Changing type leading, character width, and tracking. Saving document in different formats, Formatting Paragraph: Changing Indents, Space around paragraph, Paragraph Alignment. Creating a Frame: Converting other objects to Frames, Indents and Tabs Setting, Page Maker Adding Shapes Changing lines and fill specifications, Changing Round Corner, Creating Header & Footer Defining Style, Developing a long Document: Using Story Editor, Switch between story editor and layout editor, Checking spelling, Using find feature, Color palette, Adding color to text, Defining custom colors.

UNIT-II

Introduction to Photoshop, Creating a New File: Main Selections, Picking color, Painting with paintbrush tool, using the magic wand tool and applying a filter, Color Mode (Gray Scale, RGB, CMYK, Bitmap), Changing Foreground and Background colors, Large color selection Boxes and small color swathes, Eyedropper tool, Brush Shape, Drawing a vertical and Horizontal Straight lines with any brush, Creating a new brush and Custom Brushes, Pencil Options. Rubber Stamp Options: Rubber stamps an Aligned Clone, Rubber Stamping, Impressionist Style, Using line tool. Using the Editing Tool: The Smudge Tool, the Blur and Sharpen Tool.

UNIT-III

The Dodge / Burn Tool, Selection Tools: Making Rectangular and Square Selections, Feathering a Selections, Lasso Features, Lasso Options, Magic Wand tool, Moving an anchor point or Direction point to change the shape of curve, Adding and Removing Anchor points. Introduction of layers: Creating & editing new layers, adding a background. paint bucket tools, Applying Filters: Blur Filters, Sharpen Filters, Sketch Filters, Texture Filters, Other Special Filters Printing your document, Coral draw Introduction to coral draw, use and importance in designing, various graphic file and file extension, vector and raster images, introduction to screen and work area. Introduction to tool of coral draw, managing palettes, working with images, patterns and textures, working with shapes, colors and fills, image rasterization and editing, transformation menu.

UNIT-IV

Coral draw files and supporting documents, import and export of files and file formats, Page setup and designing, using styles and templates, working with text, formatting text, text attributes. Designing different page layouts, column layout, working with layers, special effect to objects and texts, contour tool, Preparation of visiting card and invitation cards, Shaping Dockers and logo design, introduction brochure and books

Reference Books:

1. Complete Reference of Page Maker- Tata McGraw Hill
2. DTP Publishing Mint Page Maker – Springer Publication.
3. Photoshop in Easy Steps- Tata McGraw Hill
4. Coral Draw an Official Guide- Tata McGraw Hill
5. Cavgage Learning- Bring it Home with Coral Draw
6. Coral Draw in Simple Steps- Wiley Publication

BPCA204: Discrete Mathematics

COURSE OUTCOMES:

CO1: Demonstrate the application of discrete mathematics knowledge relevant to the discipline.

CO2: Analyze and solve problems related to matrices and determinants.

CO3: Comprehend statistics and its practical applications, including the ability to calculate measures such as mean, median, and mode.

CO4: Apply and comprehend sequences, series, and progressions.

CO5: Understand different types of matrices and their properties

UNIT-I

Sets, Fundamental operations of sets, Principle of Inclusion and Exclusion, Principle of mathematical Induction, Relations and Functions, Equivalence Relation and Partitions.

UNIT-II

Proposition, Conjunction, Disjunction, Negation, Conditional and Bi-conditional statements, Compound proposition, Truth tables, Tautologies and Contradictions, Logical equivalence, De Morgan's law, Quantifiers, Valid arguments, Rules of Inference.

UNIT-III

Permutations and Combinations, Pigeon Hole Principle and its Applications, Types of Graphs, Walk, Paths and Circuits, Eulerian and Hamiltonian graphs, Shortest Path Algorithms, Isomorphism of graphs, Planar graphs.

UNIT-IV

Matrix representation of Graphs, Adjacency Matrices, Incidences Matrices, Trees, Characterization of trees, Spanning trees, Breadth First Search and Depth First Search Method, Minimal Spanning Trees.

Reference Books:

1. C.L. Liu: Elements of Discrete Mathematics, Tata Mc-Graw Hill Publishing Company Ltd., 2000
2. Richard Johnsonbaugh: Discrete Mathematics, Pearson Education, Asia, 2001
3. John Truss: Discrete Mathematics for Computer Scientists, Pearson Education, Asia, 2001.
4. Robert J. McEliece: Introduction to Discrete Mathematics, Tata Mc. Graw Hill, India
5. Lipschutz: Discrete Mathematics, Tata Mc. Graw Hill, India
6. Kenneth H. Rosen, Discrete Mathematics and Applications, Tata Mc. Graw Hill, India

BPCA251: C++ Lab.

COURSE OUTCOMES:

CO1: Implement various programming constructs of C++

CO2: Create classes and objects

CO3: Implement polymorphism and inheritance with classes and objects

CO4: Understand concept of virtual classes and exception handling

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA252: Internet & Web Lab.

COURSE OUTCOMES:

CO1: Creating webpages using basic HTML tags

CO2: Styling Webpages using CSS

CO3: Creating dynamic web pages using JavaScript

CO4: Implementation of DOM objects

CO5: Creating web pages implementing event handling form Validation etc.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA253: Desktop Publishing Lab.

COURSE OUTCOMES:

CO1: Acquiring a new perspective on Printing

CO2: Improving and extending the range of Publishing

CO3: To give students the skills to create book works, building booklets

CO4: Building skills to create business cards, pamphlets, banners, calendars, logos etc.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BCA - III Semester

BPCA301: Database Management System

COURSE OUTCOMES:

CO1: Gain a solid understanding of the fundamental concepts of database management systems, including data models, data independence, database architecture, and components.

CO2: Learn the principles and techniques involved in relational database management systems.

CO3: Ability to transform user requirements into efficient and well-structured database schemas.

CO4: Develop proficiency in SQL

UNIT-I

Overview of DBMS, Basic DBMS Terminology, DBMS Architecture, Database System v/s File System, Data Independence. Schemas, Instances, Database Languages – DDL, DML, DCL, TCL. Database Administrator, Data Models - Hierarchical Model, Network Model, Entity-Relationship Model, Relational Model, Object-Oriented Model.

UNIT-II

Entity Relationship Model: ER model concepts, Notation for ER diagram, Mapping Constraints, Generalization, Specialization, Aggregation.

Relational Model: Introduction to the Relational Model.

Keys - Primary Key, Super Key, Candidate Key, Alternate Key, Composite Key, Foreign Key.

Constraints – Types of Constraints

Relational Algebra: Fundamental operations of Relational Algebra & their Implementation – Select, Project, Rename, Set Operations, Division, Joins.

UNIT-III

Functional Dependencies, Normalization – 1NF, 2NF, 3NF, BCNF, Loss Less Decomposition, Dependency Preservation.

Transaction Management – Transaction Concept, Transaction States, ACID Properties.

UNIT-IV

SQL: Basics of SQL, SQL Data Types and Literals, SQL Operators, Types of SQL Commands, Tables, Indexes, Views, Aggregate Functions, Select Statement, Subqueries, Insert, Update and Delete Operations, Joins, Unions, Intersection.

Reference Books:

1. Fundamental of Database Systems by R. Elmasri; S. Navate; Benjamin Cummings.
2. Introduction to database systems by C. J. Date.
3. Database System Concepts- Abraham Silberschat, Henry F. Korth, S.Sudarshan, Tata McGraw Hill.
4. Principles of Database Management by James Martin.

BPCA302: Programming in Java

COURSE OUTCOMES:

CO1: Understand the concepts of OOPs

CO2: Knowledge of basic programming constructs of Java

CO3: Understand and Implement the concepts of Classes and Objects

CO4: Implement Polymorphism, Inheritance, and Multithreading

CO5: Enlighten the use of Interfaces, Packages and Exception Handling

CO6: Perform Database Connectivity through JDBC

CO7: Understand String & Math Classes and their functions

UNIT-I

Introduction: Object Oriented Concepts, Introduction to Java, Features of Java features, Java virtual machine.

Programming Fundamentals of Java: Java Tokens, Operators, Data types, Control Structures, Array

UNIT-II

Classes and Objects: Object References, Method Overloading, Constructors, Constructor Overloading, Inheritance. Static, Final, Abstract Keywords

Packages and Interfaces: Access Specifiers, Package Creation, Use of packages, Basics of Interfaces, Use of Interfaces

String Handling: String Class, String methods.

UNIT-III

Exception handling in Java: Exception classes, Exception raising & handling, use of Try, Catch and finally, Throwing Exceptions, User Defined Exceptions.

Applets: Introduction to Applets, Applet life cycle, Creating Applets, AppletViewer

Graphics: Graphics Components, Color, Font, Drawing Objects

UNIT-IV

Threading in Java: Concepts of Multi-threading, Thread Life Cycle, Thread class, Runnable Interface, Thread Management in Java

JDBC: JDBC Drivers, Two Tier and Three Tier client server Architecture, Setting up a connection to database, Creating and executing SQL statements

Reference Books:

1. C. Thomas Wu, An Introduction to OOP with Java, Mc Graw Hill.
2. Deitel and Deitel, Java, How to Program, Pearson Education Asia.
3. E. Balaguruswamy, Programming with Java, Tata McGraw Hill.
4. Zukowski: Mastering Java 2, BPB Publications.
5. Herbert Sclildt, Java 2, Tata Mc Graw Hill.

BPCA303: Data Structure and Algorithms

COURSE OUTCOMES:

CO1: Analyze the concepts of algorithm evaluation and find time and space complexities for searching and sorting algorithms.

CO2: Implement linear data structure such as stacks, queues, linked lists and their applications.

CO3: Implement basic operations on binary trees

CO4: Demonstrate the representation and traversal techniques of graphs and their applications

UNIT-I

Introduction, Types of Data Structures, Algorithm, Pseudocode, Characteristics of Algorithms, Algorithm Analysis, Algorithm Complexity – Space Complexity, Time Complexity, Abstract Data Types.

String Processing – Basic Terminology, Storing Strings, String Operations, Pattern Matching Algorithms.

Arrays: Representation in Memory, Operations - Insertion, Deletion, Searching – Linear Search, Binary Search, Sorting – Bubble Sort, Multidimensional Arrays, Pointers, Pointer Arrays.

UNIT-II

Sorting: Internal and External Sorting Techniques, Bubble Sort, Insertion Sort, Selection Sort, Merge Sort, Quick Sort, Radix Sort.

Linked lists: Linked List Vs. Arrays, Representation in Memory, Types of linked List - Singly Linked list, Doubly Linked list, Circular Linked list, Doubly Circular Linked list., Operations on Singly Link List – Insertion, Deletion, Traverse, Searching.

UNIT-III

Stacks: Array and Linked List representation of Stacks, Operations – Insertion, Deletion, Traverse, Application of Stack – Recursion, Polish Notation.

Queues: Array and linked list representation in Memory, Type of Queues – Simple Queue, Circular Queue, Priority Queue, Double Ended Queue. Operations on Simple and Circular Queue – Insertion, Deletion, Traverse. Applications of Queues.

UNIT-IV

Trees: Basic Tree Concepts, Representation of Binary Tree in memory, Binary Tree Traversals, Binary Search Trees, Heapsort.

Graphs: Representations, sequential representation, Warshall's Algorithm, Linked Representation of graphs, Operations on Graph, Traversing Graph.

Reference Books:

1. S. Lioschutz: Data Structures, Mc Graw Hill International Edition.
2. A.V. Aho., J.E. Hopcroft, and J.D. Ullman, Data Structures and Algorithms, Pearson Education Asia.
3. A. Michael Berman: Data Structures via C++, Oxford University Press.
4. Sara Baase and Allen Van Gelder: Computer Algorithms, Pearson Education Asia.

BPCA304: System Analysis & Design

COURSE OUTCOMES:

CO1: Understand the principles and tools of systems analysis and design

CO2: Understand the professional and ethical responsibilities of practicing the computer professional including understanding the need for quality

CO3: Solve a wide range of problems related to the analysis, design and construction of information systems

CO4: Analysis and Design of systems of small sizes.

UNIT-I

System Concepts and Information Systems, Characteristics of Systems, Elements of a System, Open and Closed System, Formal and Informal Information Systems, Computer based Information Systems, Management Information System, Decision Support System, and Interpersonal Communicational System, System Development Life Cycle.

UNIT-II

Feasibility Study: Types of feasibility, Steps in Feasibility Analysis, Systems Analyst. Systems Planning and Initial Investigation, Strategies for Determining Information Requirement, Problem Definition & Project initiation, Background Analysis, Fact Analysis, Review of Written Documents, Onsite Observations, Interviews and Questionnaires, Fact Analysis, Performance Analysis, Efficiency Analysis, Service Analysis.

UNIT-III

Information Gathering, Information about the firms, Information gathering tools, Interviewing, Arranging the Interview, Types of Interviews and Questionnaires, The Structured and Unstructured Alternatives. Tools of Structured Analysis: The Dataflow Diagram (DFD), Data Dictionary, Structure Charts, Decision Trees and Structured English.

UNIT-IV

Testing and Implementation: System and Unit testing, White box & Black box testing strategies, verification & validation, integration testing. Implementation Planning and Conversion techniques.

Input/Output and Forms Design: Input Design, Output Design, and form Design. H/W and S/W Selection, Make V/s Buy decision and Maintenance, Documentation, Types of documentation, Security management disaster planning.

Reference Books:

1. Igor Hawryszkiewycz, Introduction to System Analysis and Design, 4th edition, Prentice-Hall.
2. Jeffrey L. Whitten, and Lonnie D. Bentley, Systems analysis and Design Methods 4th edition, Tata McGraw-Hill.
3. Philip L Weaver, Practical SSADM ver 4+A Complete Tutorial Guider, Pitman publishing, 1995.
4. Mark Lejk, and David Deeks, an Introduction to System Analysis Techniques Prentice Hall.

BPCA351: DBMS Lab.

COURSE OUTCOMES:

- CO1: Write both simple and complex SQL queries to retrieve information from databases with many tables to support business decision making.
- CO2: Write SQL DDL to create, modify and drop objects within a relational database.
- CO3: Retrieve and store information in a relational database using SQL in a multi-user environment.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA352: Java Lab.

COURSE OUTCOMES:

- CO1: Able to implement the basic concepts such as function Overloading, array and string manipulation in Java
- CO2: Use utility classes in the real time applications
- CO3: Understand the types of inheritance
- CO4: Implement packages; manipulate threads and exception handling techniques
- CO5: Connect databases with Java programs

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA353: Data Structure & Algorithms Lab.

COURSE OUTCOMES:

- CO1: Understand the concept of data structures, and apply algorithm for solving problems like Sorting, searching, insertion and deletion of data through C language.
- CO2: Understand linear data structures for processing of ordered or unordered data.
- CO3: Implement various operations in C program on dynamic data structures like single linked list, circular linked list and doubly linked list.
- CO4: Explore the concept of nonlinear data structures such as trees and graphs through C programming.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BCA - IV Semester

BPCA401: Operating System

COURSE OUTCOMES:

CO1: Analyze various scheduling algorithms.

CO2: Understand deadlock, prevention and avoidance algorithms.

CO3: Compare and contrast various memory management schemes.

CO4: Understand the functionality of file systems. CO5: Understand the Open source operating system and basic Linux commands.

UNIT-I

Introduction to Operating System: Characteristics of Operating System, Evolution of Operating System, Types of Operating System, Functions of Operating System, Concept of Systems Calls.

Process Management: Process concept, process, process state, Process Control Block, Context Switching, CPU scheduling: Types of Schedulers, Scheduling Criteria, Scheduling algorithms. Critical Section Problem, Semaphores and Inter Process Communication.

UNIT-II

Memory management: Logical and Physical Address Space, Swapping, Contiguous Allocation, multiple Partitions, Fragmentation Compaction, Paging.

Virtual memory management- Demand Paging, Page Replacement Algorithms-FIFO, LRU, Optimal Page Replacement.

UNIT-III

Deadlock: Deadlock Problem, Characterization, Prevention, Avoidance Detection and Recovery from Deadlock

File-System: File concept, Access Methods, Directory Structure, Protection, File-System Structure. Directory Implementation, Allocation Methods, Free-Space Management.

UNIT-IV

Introduction to Linux Operating System: Introduction, Basic Utilities, Working with files, Shells in Linux, Types of Shells in Linux, Introduction to Shell Programming, Editors in Linux, Introduction to Vim editor

Reference Books:

1. James L. Peterson & A. Silberschatz: Operating System Concepts.
2. Andrew S. Tenenbaum : Modern Operating Systems; Prentice Hall, India.
3. Systems Programming & Operating Systems, 2nd Edn., Tata Mc Graw Hill.
4. Operating System by Achyut Godbole.
5. Operating System by Galvin.
6. Mark G. Sobell: A Practical Guide to Linux, Addison Wesley
7. William Shotts: The Linux Command Line-A Complete Introduction, No Starch Press

BPCA402: PHP Programming

COURSE OUTCOMES:

CO1: Understand the differences between Server-side and Client-Side Scripting

CO2: Learn basic programming constructs of PHP

CO3: Understand differences between get and post methods and use of super global variables

CO4: Able to implement cookies and manage session

CO5: Understand various functions of arrays and strings

CO6: Able to understand Database handling concepts

UNIT-I

Introduction to PHP: Server side Scripting vs Client Side Scripting, Evaluation of PHP, Features of PHP

Programming Fundamentals of PHP: Basic Syntax, Variables and constants, Data types, Operators and Expressions

Control Statements: Conditional Statements, Looping Statements (while, do...while, for loop, foreach), Nested Loops, Jumping Statement.

UNIT-II

Arrays: Numeric, Associative and Multidimensional Arrays

Functions: Defining a Function, Calling a Function, Parameter passing, Returning value from function

Strings: Creating and Accessing Strings, String Related Library functions, Searching, Replacing, Formatting, Pattern matching

UNIT-III

Form Data Handling: \$_GET, \$_POST, \$_REQUEST Variables

Cookies: Introduction to Cookies, Need of Cookies, Setting up a Cookie, Deleting a Cookie

Session Management: Introduction to Session Management, Creating Session Variables, Retrieving Session Variables

Exception Handling: Understanding Exceptions and errors, Handling Exceptions in PHP, User Defined Exceptions

UNIT-IV

File Handling: Opening and Closing a file, Coping, Renaming and Deleting a file, File opening Modes, Reading and Writing in Files

Database Handling: Connection with MySql Database, Performing basic database Operations (Insert, Delete, Update, Select), Query Handling.

Reference Books:

1. PHP, The CompleteReference, Steven Holzner, TMH
2. Beginning PHP 5.3, Matt Doyle, John Wiley & Sons

BPCA403: Advance Database Concepts

COURSE OUTCOMES:

- CO1: Explore transaction management concepts, including transaction states, ACID properties (Atomicity, Consistency, Isolation, Durability), and transaction processing protocols.
- CO2: Students will understand the challenges of concurrent access to databases and learn techniques to manage concurrency control.
- CO3: Understanding of different types of databases which are currently available their advantages and disadvantages.
- CO4: Understanding the concept of how to use PL/SQL programming with the database.

UNIT-I

Transaction Management: Basic Concepts, Transaction States, ACID Properties, Storage Structure, Concurrent Executions, Serializability - Conflict Serializability and View Serializability, Recoverability.

Concurrency Control: Lock-based Protocols - Modes of Locks, Granting of Locks and The Two-Phase Locking Protocol, Time Stamp Based Protocols - The Timestamp-Ordering Protocol and Thomas' Write Rule, Validation based Protocols, Deadlock Handling - Deadlock Prevention, Deadlock Avoidance, Deadlock Detection and Recovery.

UNIT-II

Database System Architectures: Centralized and Client-Server Architecture, Server System Architecture- Transaction Server Process Structure and Data Servers.

Parallel Systems- Speed up and Scale up, Interconnection Networks - Bus, Mesh, Hypercube. Parallel Database Architectures - Shared memory, Shared disk, Shared nothing, Hierarchical. Distributed Systems.

UNIT-III

Distributed Databases: Distributed Data Storage, Distributed Transactions, Commit Protocol- Two-Phase Commit and Three-Phase Commit, Concurrency Control in Distributed Databases- Single Lock-Manager Approach and Distributed Lock Manager.

Parallel Databases: I/O Parallelism, Interquery Parallelism, Intraquery Parallelism, Intraoperation Parallelism- Parallel Sort and Parallel Join, Interoperation Parallelism- Pipelined Parallelism and Independent Parallelism.

UNIT-IV

PL/SQL – Introduction, Advantages, Blocks, Character Set, Literals, Data Types, Variables, Constants, Attributes, Control Structure – Conditional, Iterative and Sequential Control, Cursors, Exception Handling, Triggers, Procedures, Packages.

Reference Books:

1. Database System Concepts- Abraham Silberschat, Henry F. Korth, S.Sudarshan, Tata McGraw Hill.
2. Fundamental of Database Systems by R. Elmasri; S. Navate; Benjamin Cummings.
3. Introduction to database systems by C. J .Date.
4. Database Management Systems by Bipin Desai. 5. PL/SQL by Ivan Bayross.

BPCA404: Data Communication and Networking

COURSE OUTCOMES:

- CO1: Able to understand network communication using the layered concept, Open System Interconnect (OSI) and TCP/IP Model.
- CO2: Understand various types of transmission media, network devices; and parameters of evaluation of performance for each media and device.
- CO3: Understand the concept of flow control, error control and LAN protocols
- CO4: Understand the working principles of LAN and the concepts behind physical and logical addressing, subnetting and supernetting.
- CO5: Understand the functions performed by a Network Management System and to analyze connection establishment and congestion control with respect to TCP Protocol.
- CO6: Able to understand the principles and operations behind various application layer protocols like HTTP, SMTP, FTP.

UNIT-I

Overview, Evolution of Computer Networks, Network Architecture, Configuring Network, Network Strategies, Networks Types, LAN, MAN and WAN, Line configuration, topology, transmission mode, key components of network, Categories of network, differentiating between LAN, MAN, WANS and Internet.

UNIT-II

The OSI model, The physical layer (bandwidth limited signals, transmission media, wireless transmission), Multiplexing, Modulation, the data link layer, error detection and correction, data link protocols, the medium access sublayer, the channel allocation problem.

UNIT-III

IEEE standard 802 for LANs and MANs, Switches, Bridges, Routers, The network layer routing algorithm, congestion control algorithm, the transport layer, the presentation layer, the session layer, the application layer.

UNIT-IV

Introduction to TCP/IP Model, compare TCP/IP to (OSI) reference model, TCP/IP applications such as FTP, Telnet, DNS, DHCP, SNMP, SMTP, POP3 etc. Basic Mobile communication network Model, Wi-Fi network, Bluetooth, Broadband & Based Line Connection.

Reference Books:

1. Andrew S. Tanenbaum, Computer Networks, Prentice Hall
2. Behrouz A forouzan, TCP/IP, Tata Mc Graw Hill Pub. Co.
3. DE Corner and DL Stevens, Internet working with TCP/IP Volume I-III, Prentice Hall of India.
4. Wright and Stevens, TCP/IP Illustrated, Pearson Education Asia.
5. Karanjit S. Siyan, Inside TCP/IP, Techmedia.
6. Minasi, Mastering LAN, BPB Publications.
7. Minoli, Internet, Interanct Engineering, Tata Mc Graw Hill Pub. Co. Ltd.

BPCA451: Linux Lab.

COURSE OUTCOMES:

- CO1: Able to understand working environment of Linux
- CO2: Implement basic Linux Commands
- CO3: Implements Various filter commands
- CO4: Create shell scripts
- CO5: Understand and implement various administrative commands of Linux

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA452: PHP Lab.

COURSE OUTCOMES:

- CO1: Learn installation of Xampp Server and execution of PHP scripts
- CO2: Implement different programming constructs of PHP
- CO3: Create PHP scripts for arrays and string handling
- CO4: Perform file and database handling in PHP
- CO5: Implement cookies through PHP scripts
- CO6: Manage sessions in PHP

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA453: PL/SQL Lab.

COURSE OUTCOMES:

- CO1: Understand Oracle environment to run queries
- CO2: Run SQL queries to retrieve data from single or multiple tables based on various conditions
- CO3: Create, Modify and delete tables with constraints
- CO4: Execute Update, commit and rollback commands

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BCA – V Semester

BPCA501: Computer Graphics

COURSE OUTCOMES:

- CO1: Able to understand the basics of computer graphics, different graphics systems and also learn various applications of computer graphics.
- CO2: Understand various algorithms for scan conversion and filling of basic objects and their comparative analysis.
- CO3: Use of geometric transformations on graphics objects
- CO4: Extract scene with different clipping methods and its transformation to graphics display device.
- CO5: Understand projections and visible surface detection techniques for display of 3D scene on 2D screen.

UNIT-I

Introduction to Computer Graphics: Definition, Application areas of Computer graphics, Graphical user interface, Cathode ray tubes, Random scan displays, Raster scan displays, Color CRT monitors, Flat panel displays (Plasma Panels, Liquid crystal displays, Electroluminescent displays, etc.), Graphics software (GKS, PHIGS), Color Models (RGB, CMYK, HSV), Color Lookup table.

UNIT-II

Raster Graphics Algorithms: Line drawing algorithms (DDA, Bresenham's algorithm), Circle and Ellipse drawing algorithms, Filling (Scan-converting Polygon filling, Inside outside tests boundary fill, flood fill and area fill algorithm). Transformations: 2-D transformations (Translation, Rotation, Reflection, shearing, scaling), Homogeneous coordinate representation, 3-D transformations.

UNIT-III

Two dimensional Clipping and visible surface detection methods: Viewing pipeline, window and viewport, Sutherland-Cohen Line Clipping algorithm, Cyrus-beck algorithm, classification of visible surface detection algorithm, Backface algorithm, Depth sorting method, Area subdivision method.

UNIT-IV

Introduction to Digital Image Processing: Definition, application areas. File forms, Basic digital Image Processing Techniques-Antialiasing, Convolutions, Thresholding, Image Enhancement.

Reference Books:

1. Hearn & Baker: Computer Graphics (2nd Ed.). Prentice Hall India.
2. Krihsnamurthy N: Introduction to computer Graphics, Tata Mc Graw Hill Edition.
3. Zhigang X. & Plastock R.a.: Theory and problems of Computer Graphics (Schaum's Outline), Tata Mc Graw Hill.
4. Gonzalez & gonzalez, Digital Image Processing, Pearson Education.
5. Jain V.K. Fundamentals of Digital Image processing, Pearson Education. Kuchhal M.C., Business Laws, Sultan Chand & Co., New Delhi.

BPCA502: Software Engineering

COURSE OUTCOMES:

- CO1: Ability to break down a given project into multiple phases within its lifecycle.
- CO2: Select the most suitable process model based on user requirements.
- CO3: Demonstrate proficiency in executing diverse lifecycle activities, including analysis, design, implementation, testing, and maintenance.
- CO4: Acquire knowledge about the multitude of processes employed throughout each stage of product development.

UNIT-I

Software Engineering, Software Characteristics, Components, Applications, Software process Models: Waterfall, spiral, Prototyping, Fourth Generation Techniques, Concepts of Project Management, Role of Metrics & Measurements.

UNIT-II

S/W Project planning Objectives, Decomposition techniques: S/W Sizing, Problem-based estimation, Process based estimation, Cost Estimation Model: COCOMO Model.

UNIT-III

S/W Design: Objectives, Principles, Concepts, Design methodologies Data design, Architectural design, procedural design, Object oriented concepts.

UNIT-IV

Testing fundamentals: Objectives, principles, testability, Test cases: White box & Black box testing strategies: verification & validation, unit testing, integration testing, validation testing, system testing

Reference Books:

1. Roger, S. Pressman, "Software Engineering-A Practitioner's Approach", Third Edition, McGraw Hill.
2. R.E. Fairley, 'Software Engineering Concepts', McGraw Hill
3. Jalota "An Integrated Approach to Software Engineering", Narosa Publishing House.

BPCA503 Elective Paper I: Dot NET Technologies

COURSE OUTCOMES:

CO1: Understand how to create dynamic web pages using ASP.NET.

CO2: Configure an ASP.NET application using .config files.

CO3: Create a user interface on an ASP.NET page using standard and advanced web server controls.

CO4: Add a user control and a custom server control to an ASP.NET page.

CO5: Create and enhance websites with master pages and themes.

CO6: Identify and fix bugs in an ASP.NET application.

CO7: Display dynamic data from a data source using ADO.NET and data binding.

CO8: Deploy an ASP.NET application to a production web server.

UNIT-I

Introduction to .NET: Concept and Features, Microsoft Intermediate Language, Meta Data, .net name spaces, Common Language Runtime, Common Type System, Common Language Specification, overview of .Net Applications.

UNIT-II

Introduction to C# Programming with respect to ASP.NET. Basics of ASP. NET, Creating and deploying ASP .NET applications, Web forms, Web controls, working with events.

UNIT-III

Rich web controls, Custom web controls, Validation controls, Debugging, Deploying projects with Business objects.

UNIT-IV

Basics of ADO .NET, ADO Objects, (Data Table – Data Views – Data Set, Data Adapter), OLEDB and SQL Managed Providers.

Reference Books:

1. Herbert Schildt, The Complete Reference C# 3.0, Tata McGraw-Hill
2. ASP.NET 4 Unleashed by Stephen Walther, Kevin Scott Hoffman, Sams Publishing
3. Bill Evjen, Professional ASP.NET 3.5 in C# and VB, Wrox Publication
4. Kogent Solutions, C# 2008 Programming covers. NET 3.5 (Black Book), Dreamtech Press

BPCA503 Elective Paper II: Mobile Application Development

COURSE OUTCOMES:

- CO1: Understanding of the history of mobile software development and the emergence of the Android platform.
- CO2: Proficient in comprehending the components of Android applications, including Activities, Services, and Intents.
- CO3: Identify and utilize various UI screen elements and create layouts that enhance the user experience
- CO4: Possess the skills to work with common Android APIs related to data management and networking.
- CO5: Able to leverage various Android APIs to add functionality to their applications

Unit – I

Introduction to Android: History of Mobile Software Development, The Open Handset Alliance, The Android Platform, Android SDK, Building a sample Android application.

Unit – II

Android Application Design Essentials: Anatomy of an Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions, Managing Application resources in a hierarchy, Working with different types of resources.

Unit – III

Android User Interface Design Essentials: User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation.

Unit – IV

Using Common Android APIs: Using Android Data and Storage APIs, Managing data using SQLite, Sharing Data Between Applications with Content Providers, Using Android, Networking APIs, Using Android Web APIs, Using Android Telephony APIs.

Reference Books :

1. Lauren Darcey and Shane Conder, “Android Wireless Application Development”, Pearson Education, 2nd ed. (2011)
2. Reto Meier, “Professional Android 2 Application Development”, Wiley India Pvt Ltd (2011)
3. Mark L Murphy, “Beginning Android”, Wiley India Pvt Ltd(2009)
4. Sayed Y Hashimi and Satya Komatineni, “Pro Android”, Wiley India Pvt Ltd(2009)

BPCA504 Elective Paper I: Programming in Python

COURSE OUTCOMES:

CO1: Understand and use Python control flow statements with ease, as well as the language's basic syntax and semantics.

CO2: Ability to understand of how to handle strings and functions.

CO3: Learn how to use data structures like lists, dictionaries, tuples, and sets to develop and manipulate Python programs.

CO4: Determine the regular expression and file system operations that are most frequently used.

CO5: Understand the Python-specific terms for Object-Oriented Programming, such as encapsulation, inheritance, and polymorphism

UNIT-I

Introduction and Overview: Comments, Keywords and Identifiers, Variables and Assignment statements, Standard Types, Other Built-in Types, Internal Types, Operators, Built-in Functions. Introduction to Numbers, Integers, Floating Point Real Numbers, Complex Numbers, Sequences: Strings, Sequences, Strings, String-only Operators, String Built-in Methods, Special Features of Strings, Conditionals and Loops: if statement, else Statement, elif Statement, while Statement, for Statement, break Statement, continue Statement, pass Statement.

UNIT-II

Lists and Dictionaries: Functions, Lists, List type built in Methods, Special Features of Lists, Tuples, Tuple Operators and Built-in Functions, Special Features of Tuples, Introduction to Dictionaries, Built-in Functions, Built-in Methods, Dictionary Keys, Sets, Comparing Sets, Mathematical set operations, Set comprehensions.

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UNIT-III

Regular Expression and Exception Handling: Introduction, Special Symbols and Characters for REs, REs and Python, Exceptions in Python, Detecting and Handling Exceptions, Exceptions as Strings, Raising Exceptions, Assertions, Standard Exceptions.

UNIT-IV

OOPs in Python: Classes in Python, Principles of Object Orientation, Creating Classes, Instance Methods, Class variables, Inheritance, Polymorphism, Type Identification.

Reference Books:

1. Martin C Brown, "Python-The Complete Reference" McGraw Hill
2. Dr. R Nageshwara Rao "Core Python Programming" Dreamtech Press India Pvt. Ltd
3. Reema Thareja "Python Programming: Using Problem Solving Approach"
4. Kanetkar Yashavant "Let Us Python" BPB Publications

BPCA504 Elective Paper II: Programming with R

COURSE OUTCOMES:

CO1: Understand basics of R, basic syntax and Data structures

CO2: Understand fundamental programming concepts like loops, conditional statements, and functions in R.

CO3: Learn how to use data structures like vectors, lists array and matrices to develop and manipulate R programs.

CO4: Learn how to perform statistics operations in R and learn data analysis and Data visualization using R language

Unit – I

Introduction to R, Importance of R programming, R commands(Source, Sink, Exit or Quit command), Objects in R, Programming using R: Keywords, Identifiers, Data Types, Variables-Dynamic Scoping and Lexical Scoping in R , Input/output in R

Unit-II

Control Statements in R, R- Decision Making- if , if-else, if-else-if ladder, nested if-else, switch, R-Loops-for loop, while loop, repeat loop, go-to statement, Break statement, next statement Functions in R

Unit –III

Data structures in R-strings, vectors, lists, array, matrices, factors, data frames , object-oriented programming in R, Error Handling in R , File handling in R, Packages in R

Unit- IV

R Statistics: Measure of central tendency, Regression, correlation Data visualization in R, Types of data visualization- Line Graphs, bar plot, Histogram, Scatter Plot, Pie chart

Reference Books:

1. R for Beginners: Sandeep Rakshit, Mc Graw Hill
2. R for everyone: Advanced Analytics and Graphics: Jared P. Lander
3. The book of R: A first course in Programming and Statistics: Tilman M. Davies

BPCA551: Computer Graphics Lab.

COURSE OUTCOMES:

CO1: Implementation of various line drawing algorithms through “C” language

CO2: Create “C” programs to implement circle and ellipse drawing algorithms.

CO3: Gain proficiency in performing 2D transformations, including translation, rotation, reflection, shearing, and scaling.

CO4: Learn the concepts of homogeneous coordinate representation and understand how to apply these transformations to manipulate and manipulate 2D graphics objects.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA552: Elective I Lab.

COURSE OUTCOMES:

CO1: Understanding the framework, architecture, and components.

CO2: Learn to design user interface

CO3: Learn how to integrate database with applications

CO4: Learn debugging techniques and how to troubleshoot common issues which arise in application development.

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BPCA553: Elective II Lab.

COURSE OUTCOMES:

CO1: Understand core programming basics and program design

CO2: Write, Test and Debug the programs

CO3: Implement Conditionals and Loops

CO4: Use functions and represent Compound data using data structures

CO5: Understand the high-performance programs designed to strengthen the practical expertise

Exercises to be framed so as to cover the topics and tools covered in theory paper.

BCA – VI Semester

BPCA601: E-Commerce Application Development

COURSE OUTCOMES:

CO1: Determine the constituent elements of electronic commerce.

CO2: Recognize the advantages of conducting online sales.

CO3: Acquire knowledge on optimizing and ensuring safety during online selling.

CO4: Develop a comprehensive e-commerce strategy tailored to your business.

CO5: Comprehend the risks associated with cyber security in online trading and business transactions.

CO6: Familiarize yourself with methods to safeguard your online business, including securing your accounts

UNIT-I

Introduction to E-Commerce: Definition of e-Commerce, objectives, advantages, disadvantages, scope of e-commerce, Traditional Commerce V/s E-Commerce.

UNIT-II

E-Commerce Models: Business to consumer, Business to Business, Consumer to Consumer, Other models-Brokerage Model, Aggregator Model, Info-Mediary Model, Community model, Value chain model, Supply Chain Model. Competitive advantage, Business strategy.

UNIT-III

EDI: Definition of EDI, Types of EDI, EDI standards, EDI Security and Privacy Issues, EDI Implementation, Format of EDI, Electronic-Catalogs, Digital Libraries. E-Governance, E-Buying, E-Selling, E-Banking, E-Retailing.

UNIT-IV

E-Payment System: Types of E-Payment Systems (EFT, E-Cash, ECheque, Credit/Debit Card, Smart Card, Digital Tokens and Electronic Purses/ Wallets) Payment Gateways.

Reference Books:

1. Ecommerce: Devid Withlay TMH
2. Developing E-Commerce Systems by Jim A. Carter PHI.
3. E-Commerce new vistas for business by T.N. Chandra, R.K. Suri, Sanjiv Verma, Dhanpat Rai & Co.

BPCA602: Data Warehousing and Data Mining

COURSE OUTCOMES:

- CO1: Gain an understanding of Data Warehousing, including its introduction, characteristics, and scope.
- CO2: Comprehend the technology of Data Cubes and their role in Data Warehousing.
- CO3: Learn about the planning process involved in designing a Data Warehouse.
- CO4: Explore different approaches to Data Warehouse design.
- CO5: Understand the various delivery methods of Data Warehousing.
- CO6: Analyze the process architecture of Data Warehousing.
- CO7: Identify and understand different database schema types, such as Fact tables, Dimension tables, Star Schema, Snowflake Schema, Star flake schema, and Multi-dimensional schemas.
- CO8: Learn about Data Marts and the different types of Data Marts.
- CO9: Gain an understanding of Data Mining concepts, including its characteristics and scope and architecture.
- CO10: Analyze the architecture of Data Mining and its methodologies.
- CO11: Learn about data preprocessing techniques, including data cleaning, data reduction, and data transformation.

UNIT-I

Introduction to Data Warehouse, Data warehouse characteristics, Scope of Data warehousing, Data Cube Technology, Planning of Data Warehouse, Data Warehouse Designing approaches. Data Warehouse Delivery Methods.

UNIT-II

System Processes, Query Management Process. Process Architecture of Data Warehousing, Database Schema- Fact tables and Dimension tables, Star Schema, Snowflake Schema, Star flake schema, Multi-dimension schemas. Horizontal and vertical partitioning, Hardware partitioning.

UNIT-III

Data Marts, Types of Data Marts. Metadata-Data Transformation, Hardware Architecture - Process, Server, Network and Client hardware, Database Concept of data warehouse, Database structures and layout and file systems.

UNIT-IV

Data Mining: Data mining concepts, Characteristics of data mining, Scope, Data Mining Architecture, Data mining methodologies, data preprocessing: data cleaning, data reduction, data transformation, technologies used for data mining, Role of Data Mining in AI.

Reference Books:

1. Sam Anahory, Dennis Murray, "Data Warehousing", Pearson Education pub.
2. Michel A. Berry, Gordon S. Linoff, "Mastering Data Mining", Wiley Publishing.
3. Mallach G, Fredn E, "Decision Support System and Data Warehouse Sustems", TMH
4. Data mining concepts & techniques : jia wei han, micheline kamer, jian pei
5. John Poole, Dan Chang, Dauglas Talbert, "Common Warehouse Metadata Developer's Guide", Wiley pub.

BP603 Elective Paper I: Cyber Security

COURSE OUTCOMES:

CO1: Comprehend the concepts of cybercrime and information security.

CO2: Identify different types of cybercriminals and understand the classification of cybercrimes.

CO3: Examine various tools and methods employed in cybercrime, including phishing and identity theft.

CO4: Analyze the methods and techniques of identity theft, including password cracking, key loggers, spyware, backdoors, steganography, DoS (Denial of Service) attacks, SQL injection, and buffer overflow.

CO5: Explore the security challenges posed by mobile and wireless devices in the context of cybercrime.

CO6: Familiarize with cyber laws, including the Indian IT Act and its implications.

CO7: Understand the concept of digital signatures and its relevance in the IT Act

UNIT-I

Cyber Security: definition, cybercrime and information security, cybercriminals, classification of cybercrime, cybercrime Era. Cyber offences: categories of cybercrime, how criminals plan the attack, cyberstalking, cybercafe and cybercrime, botnets and cybercrime, Cloud Computing and cybercrime.

UNIT-II

Tools and methods used in cybercrime: phishing and Identity theft; methods of phishing, spear phishing, types of phishing scams, phishing toolkits, and spy phishing, Personally Identifiable Information, types and techniques of ID theft, password cracking, keyloggers and spywares, backdoors, steganography, DoS and DoS attacks, SQL Injection, Buffer Overflow.

UNIT-III

Cybercrime on mobile and wireless devices: Security challenges posed by mobile devices, attacks on wireless networks, credit card frauds mobile and wireless era. Authentication security service, attacks on mobile phones; mobile phone theft, mobile virus, mishing, vishing, smishing, hacking Bluetooth.

UNIT-IV

Cybercrime and Cyber Security: Cyber Law, The Indian IT Act, Digital Signatures and IT Act, Cyber security and organizational implications, Cyber crisis management, Anti-Cybercrime Strategies, Cybercrime and Cyber-terrorism. Cybercrime and Indian ITA 2000.

Reference Books:

1. Cyber Security by Nina Godbole & Sunit Belapure
2. Cryptographic & N/W security: Principles & Practices by Stalling, Prentice Hall.
3. Network Security Essentials: Applications & standards by Stalling, Pearson Education Asia, 2003.

BPCA 603 Elective Paper II: CLOUD COMPUTING

COURSE OUTCOMES:

CO1: Possess a solid understanding of cloud computing and its origins.

CO2: Able to explain the various cloud deployment models, including private, public, hybrid, and community clouds.

CO3: Having an in-depth understanding of different cloud service models.

CO4: Analyze virtual machine provisioning, migration services, and scheduling techniques for resource reservation.

CO5: knowledgeable about cloud applications, challenges, security, and privacy issues.

Unit 1

Introduction: Introduction to Cloud Computing, Roots of Cloud Computing: Fundamental Concepts of Distributed Systems, Cluster Computing, Grid Computing, and Mobile Computing.

Unit 2

Cloud Models Basics of Cloud Computing Concepts, Characteristics of Cloud Computing, Need for Cloud, Cloud Deployment models: private, public, hybrid and community cloud, Cloud Services: Resource-as-a-Service (RaaS), Infrastructure-as-a-Service (IaaS), Platform-as-a-Service (PaaS) and Software-as-a-Service (SaaS), Examples of each service.

Unit 3

Cloud Services RaaS: Usage of Physical resources like servers, networks, data center etc, IaaS: Virtualization,. PaaS: Integrated lifecycle platform: Google App Engine, Microsoft Azure, Anchored life cycle platform: Salesforce platform, SaaS: Characterizing SaaS, Salesforce's software environment.

Unit 4

Resource Scheduling for Cloud Computing: - Introduction, Virtual Machine provisioning and Migration Services, Scheduling techniques of Virtual machines for resource reservation, Cloud Service Scheduling hierarchy, Economic models for Resource-allocation scheduling , Heuristic Models for task –execution scheduling : Static Strategies , Dynamic Strategies , Heuristic Schedulers. Cloud Applications Cloud Applications, Cloud challenges, Cloud Security and privacy issues, Mobile Cloud Computing, Integration of Cloud with Wireless Sensor Network and its application.

Reference Books:

1. Cloud Computing Bible by Barrie Sosinsky, Wiley Publication, 2011.
2. Cloud Computing: A Practical Approach by Anthony T. Velte Toby J. Velte, Robert Elsenpeter, The McGraw-Hill Publication, 2010.
3. Cloud Computing: Concepts, Technology and Architecture by Thomas Erl, Zaigham Mahmood, and Ricardo Puttini, 1st Edition, Prentice Hall.
4. Cloud Computing: Data-Intensive Computing and Scheduling by Frederic Magoules , Jie Pan, and Fei Teng. CRC Press. Taylors & Francis Group.

BPCA604 Elective Paper I: Artificial Intelligence and Expert System

COURSE OUTCOMES:

- CO1: Understand the concept and significance of Artificial Intelligence (AI) and its various areas of application.
- CO2: Learn different search techniques, such as depth-first search and breadth-first search, and their role in problem-solving.
- CO3: Understand heuristic search methods and their applications, including hill climbing, best-first method, and graph search.
- CO4: Able to gain insight view of knowledge representation schemes, including semantic nets, frames, conceptual dependency, and scripts.
- CO5: Understand different types of reasoning, such as logical reasoning, statistical reasoning, and fuzzy logic.
- CO6: Learn the concept of learning in AI, knowledge acquisition methods, and the stages involved in developing expert systems.

UNIT-I

Concept of intelligence, Artificial intelligence, definition turning test, areas of application. Search techniques, state space, Production rules, problem characteristics. Production system characteristic, depth first, breadth first search methods.

UNIT-II

Heuristic search method, generate and test, hill climbing, best first method, graph search, AND OR search methods, constraint satisfaction, backtracking. Introduction to list and string processing, concept of knowledge, Logic, propositional and predicate calculus, resolution.

UNIT-III

Semantics nets, frames, conceptual dependency, scripts, Monotonic reasoning, logical reasoning induction, default reasoning, minimalist reasoning, statistical reasoning, Baye's theorem, certainty factors, Dempster Shafer theory, Fuzzy logic.

UNIT-IV

Concept of learning, Knowledge acquisition, rote learning, discovery, analogy. Concept of expert system, need for an expert system, Component and categories of an expert system, Stages in the development of an expert system.

Reference Books:

1. Elaine rich & Kevin Knight: Artificial Intelligence and Expert System, PHI.
2. Charniak, E.: Introduction of Artificial Intelligence, Narosa Publishing House.
3. Winton. P.H.: LISP, Narosa Publishing House.
4. Marcellus: Expert System Programming in TURBO PROLOG Prentice-Hall Inc. 1989.
5. Clark, K. L. & McCabe, F.G.: Micro-Prolog Prentice-Hall Inc. 1987.

BPCA604 Elective II: Animation and Multimedia

COURSE OUTCOMES:

- CO1: Understand the history and desirable features of Multimedia Systems, and categorize different types of multimedia applications.
- CO2: Gain proficiency in using Flash software, including navigating the interface, working with stages, timelines, and keyframes.
- CO3: Apply basic drawing tools, gradients, layers, and motion tweens to create animations.
- CO4: Organize scenes, utilize frame labels, and control the speed of motion in animations.
- CO5: Develop animation concepts using frame-by-frame animation, shape animation, motion between animation, and motion guide animation.

UNIT-I

Introduction to Multimedia Systems: History of Multimedia Systems, Desirable Features for a Multimedia System, Components of a Multimedia System, Applications, Trends in Multimedia. Multimedia Systems and Applications: Categorization of Multimedia.

UNIT-II

Computer Animation: Introduction, Types of Animation, Software for Animation, Difference Between Traditional Animation and Computer Animation Flash: Bitmap Vs vector graphics, Image Vs Movie ,Conventional Animation Vs Flash, animations, Concepts of Frame Rate and Resolution, Exploring The Flash Interface ,The Flash stage ,Stage Settings ,Creating a new Flash file ,The various import formats, Timeline- Play head/Frames/Key Frames/ Blank frames, Menus, Toolbox and Properties, Color Swatches and Color Mixer ,Rulers, Guides, Grids.

UNIT-III

Basic drawing Tool and Selections, Applying gradients, Creating a custom gradient, Layer & its Operations, Controlling the speed of a motion tween, Arranging and extending frames Scenes and Frame Labels: Creating a Scenes & its Operations.

UNIT-IV

Animation concept: Creating basic animation frame by frame, creating animation using onion skin Shape animation, Understanding and creating symbols for animation, Motion tween animation, Using rotate, alpha effects in animation, Motion guide animation. Working with colors pallete, Adding sound to animation, Adding sound to buttons, Importing images from other software's, Creating effective web banners.

Reference Books:

1. Multimedia Applications: Darshan singh Berwal ,Vayu Publications.
2. The Complete reference: TMH.
3. Macromedia Flash Professional 8 unleashed: Vogeller, Pearson.

BPCA651: Project

COURSE OUTCOMES:

CO1: Apply acquired technical skills to real-world IT or CS projects effectively.

CO2: Demonstrate proficiency in project planning, organization, and execution, including setting milestones and managing resources.

CO3: Work collaboratively with professionals in an industrial setting, showcasing strong communication and teamwork skills.

CO4: Analyze complex problems, apply critical thinking skills, and develop innovative solutions in the IT or CS field.

CO5: Gain hands-on experience in the complete software development lifecycle, from requirements gathering to deployment, following industry best practices.

Two typed and duly bound copies of project report shall be submitted at least 3 weeks before commencement of the Theory/Practical examination which ever commences earlier.

Guidelines:

- It is a team work – team consisting of preferably two (in no case more than three) students. In special cases, a single student team is acceptable.
- Each team will be allotted a faculty member who will be their mentor.
- The topic will be allotted by the mentor at the beginning of the course.
- There will be three monthly presentations of 20 min. each and one ESE presentation of 40 minutes.
- It is advisable that the finalization of topic and major milestones is completed within 20 days from the date of start of the semester.
- The mentors will assess the progress of the students allocated to them on ongoing basis.