

MCA STRUCTURE FOR ADMISSION BATCH 2016-17

MCA Structure
Scheme of Instruction and Evaluation
I-VI Semester of MCA Programme
Choice Based Credit System
1st year MCA

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester - 1							
MCA 101	Problem Solving and Programming Using C	3	3	100	50	6	3	50
MCA 102	Computer Organization and Architecture	3	3	100	50	2	2	50
MCA 103	Business Information System	3	3	100	50			
MCA 104	Computer Oriented Numerical Methods	3	3	100	50			
MCA 105	Engineering Economics	3	3	100	50			
MCA 106	Business Communication	3	3	100	50	2	1	50
TOTAL		18	18	600	300	10	06	150
TOTAL Marks: 1050								
Total Credits: 24								

MCA STRUCTURE FOR ADMISSION BATCH 2016-17

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 2							
MCA 201	Data Structure using C	3	3	100	50	6	2	50
MCA 202	Object Oriented Programming using C ++	3	3	100	50	2	2	50
MCA 203	Operating systems	3	3	100	50	2	2	50
MCA 204	Principles and Practice of Management	3	3	100	50			
MCA 205	Green IT	3	3	100	50			
MCA 206	Mathematical Computing	3-1	3	100	50			
TOTAL		19	18	600	300	10	06	150
TOTAL Marks: 1050								
Total Credits: 24								

MCA STRUCTURE FOR ADMISSION BATCH 2016-17

2nd year MCA

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 3							
MCA 301	Design Analysis and Algorithms	3	3	100	50	2	3	50
MCA 302	Theory of Computation	3	3	100	50			
MCA 303	Computer Networks	3	3	100	50	2	2	50
MCA 304	Database Management Systems	3	3	100	50	2	2	50
MCA 305	Quantitative Techniques (OR & SM)	3	3	100	50			
MCA 306	Advance OS	3	3	100	50	2	1	50
MCA 307	Minor Project					6	2	100
TOTAL		18	18	600	300	14	08	250
TOTAL Marks: 1150								
Total Credits: 26								

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Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 4							
MCA 401	Programming with Java	3	3	100	50	2	2	50
MCA 402	Computer Graphics and Multimedia	3	3	100	50	2	1	50
MCA 403	Software Engineering	3	3	100	50	2	1	50
MCA 404	Compiler Design and Language Processor	3	3	100	50	2	1	50
MCA 405	Personality and Soft Skill Development					6	2	150
MCA 406	Elective I	3	3	100	50			
MCA 407	Group Discussion/Seminar					4	2	100
TOTAL		15	15	500	250	16	08	450
TOTAL Marks: 1200								
Total Credits: 26								

Elective – I (Choose any one)

1. MCA 406A: Embedded System
2. MCA 406B: Data Mining and Analysis/ Data Mining Techniques
3. MCA 406C: Wireless Communication and Mobile Computing
4. MCA 406D: ERP and E-commerce
5. MCA 406E: PHP and My SQL

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3rd year MCA

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours / Week L/T	Credit Practical	Marks
	Semester-5							
MCA 501	Artificial Intelligence & Expert System	3	3	100	50	2	1	50
MCA 502	Object Oriented Analysis & Design with UML	3	3	100	50	2	1	50
MCA 503	Internet Technology & Enterprise Java	3	3	100	50	2	1	50
MCA 504	Accounting Information System	3	3	100	50	2	1	50
MCA 505	Elective-II	3	3	100	50			
MCA 506	Elective-III	3	3	100	50			
MCA 507	Elective-IV (open)	3	3	100	50			
MCA 508	Minor in-house Project and Viva					6	3	150
MCA 509	Summer Internship Evaluation					0	2	100
Total		21	21	700	350	14	09	450
Total Marks: 1500								
Total Credits: 30								

Elective-II (Choose any one)

1. MCA 505A: Cryptography and Cyber Law
2. MCA 505B: Information Security and Management
3. MCA 505C: Cloud Computing
4. MCA 505D: Business Analytics and Big Data
5. MCA 505E: Dot Net Programming

Elective-III (Choose any one)

1. MCA 506A: Distributed System / Distributed Technology
2. MCA 506B: Parallel Computing
3. MCA 506C: Microprocessor & Assembly Level Language Programming
4. MCA 506D: Foundations of Statistical Natural Processing (NLP)
5. MCA 506E: Soft Computing

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Elective-IV (Open -Choose any one)

1. MCA 507A: Internet of Things
2. MCA 507B: Entrepreneurship Development
3. MCA 507C: Marketing Management
4. MCA 507D: Environmental Engineering
5. MCA 507E: Software Testing
6. MCA 507F: Open Source Technology
7. MCA 507G: E-Governance and Practice
8. MCA 507H: Mobile Application Development

Sixth Semester						
	Training cum Project				Evaluation Scheme	
Code	Course Name	Hours/week L/T	Credit Theory	Total Marks		Marks
MCA 601	Industrial Training cum Project/ Entrepreneurship Training cum Project	30	20	1000	Evaluation by the Industry	500
					Evaluation by the Institute (Report & Institute Viva)	500
Total		30	20	1000		1000
Total Marks:1000						
Total Credits:20						

Note- Minimum Pass Mark from Industry Evaluation is 300 (i.e. 60%).

of Credit Semester wise:

Semester	Credit
First	24
Second	24
Third	26
Fourth	24
Fifth	28
Sixth	20

Total	14

Internal Evaluation Scheme

Assignment	05
Surprise Test	05
Quiz	10
Class Test I & II	30
Total	50
Class Test Time(Hrs.): 1	

Pass Mark in Internal is 50% of total marks i.e. 25

External Evaluation Scheme

University Semester Examination of 3 Hours duration.

Pass mark will be 35% which means students have to score 35 out of 100.

Practical/Sessional Evaluation Scheme

Pass mark will be 50% which means students have to score 25 out of 50.

Evaluation Scheme

Daily Performance -10
Lab Record - 10
Lab Quiz - 05
Final Experiments & Viva – 25

Total=50

FIRST SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

Detailed Course with Structure

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
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MCA 102	Computer Organization and Architecture	3	3	100	50	2	2	50
MCA 103	Business Information System	3	3	100	50			
MCA 104	Computer Oriented Numerical Methods	3	3	100	50			
MCA 105	Engineering Economics	3	3	100	50			
MCA 106	Business Communication	3	3	100	50	2	1	50
TOTAL		18	18	600	300	10	06	150
TOTAL Marks: 1050								
Total Credits: 24								

MCA 101. PROBLEM SOLVING AND PROGRAMMING USING C

Module 1 (10 hours)

Introduction to Computers: Basic Organization of a Computer, Number System, Conversion. Programming Basics: Algorithm, Flowchart, Structured Programming Approach, Structure of a C Program, Compiling, Linking and Executing Programs.

C Language Fundamentals: Character Set, Key Words, Identifiers, Data Types, Variables and Constants, Operators, Expressions, Type Conversions, Statements, Managing Console Input and Output Operations.

Control Structures: Decision Making and Branching - If and Switch, Loop Structures - While, Do While and For, Unconditional Jumps - Continue, Break and Go To.

Module 2 (10 hours)

Arrays: Concept, Declaration and Manipulation of Arrays, One Dimensional, Multidimensional Array and their Applications.

Strings: Concept of Strings, String Handling Functions, Array of Strings.

Pointers: Pointer Variable and its Importance, Dereferencing, Pointer Arithmetic and Scale Factor, Pointers and Arrays, Pointer and Strings, Array of Pointers, Pointers to Pointers.

Functions: Designing Structured Programs, User Defined and Standard Functions, Formal and Actual Arguments, Function Prototype, Parameter Passing, Functions Returning Multiple Values, Functions Returning Pointers, Pointers to Functions, Nesting of Functions, Recursion, Passing Arrays to Functions.

Scope and Extent: Scope Rules, Storage Classes - Auto, Extern, Register and Static.

Module 3 (10 hours)

Structures, Unions and Enumerations: Declaration and Initialization of Structures, Structure as Function Parameters, Structure Pointers, Unions, Enumerations.

Module 4 (10 Hours)

File Input and Output: Defining, Opening a File and Closing a File, Input/output Operations in Files, Random Access to Files, Error Handling.

Command Line Arguments, Dynamic Memory Management, Pre-Processor Directives.

Graphics using C programming.

Module 5 (6 Hours)(as per choice of faculty) Graphics using C.

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Book:

1. PradipDey, ManasGhosh, "Programming in C", First Edition, Oxford University Press, 2011.
2. E. Balagurusamy, "Programming in ANSI C", 4th edition, 2007, McGraw-Hill Publication, New Delhi.
3. Brian W. Kernighan, Dennis Ritchie, "The C Programming Language" (2nd Edition), 1988, Prentice Hall.
4. Yashavant P. Kanetkar. "Let Us C", BPB Publications, 2011.

Reference Books:

1. K.R. Venugopal, S.R. Prasad, "Mastering C", McGraw-Hill Education India.
2. Byron S Gottfried, "Programming with C", Schaum's Outlines, Second Edition, Tata McGrawHill, 2006.
3. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2011.

MCA 102 COMPUTER ORGANIZATIONS AND ARCHITECTURE

Module 1 (10 Hours)

Introduction: Basic architecture of computer, Functional units, Operational concepts, Bus structures, Von Neumann Concept.

Basic Processing: Instruction code, Instruction set, Instruction sequencing, Instruction Cycle & Execution Cycle, Instruction format, Addressing modes, Micro instruction, Data path and control path design, Micro programmed vs. Hardwired controlled unit, RISC vs. CISC.

Arithmetic: Design of ALU, Binary arithmetic, Addition and Subtraction of signed number, Multiplication of Positive number, Signed operand multiplication, Division, Floating point number representation and arithmetic.

Digital Electronics: Boolean algebra, Digital Logic, Truth Tables, K map, Number system, Flip - Flop

Module 2 (10 Hours)

Memory: Memory Hierarchy, RAM, ROM, Cache memory organization, Mapping techniques, Virtual memory, Memory Interleaving, Secondary Storage, Flash drives.

Module 3(10 Hours)

Input/output: Accessing I/O devices, I/O mapped I/O, Programmed I/O, Memory Mapped I/O, Interrupt Driven I/O, Standard I/O interfaces, Synchronous and Asynchronous Data transfer, DMA data transfer.

Introduction to Parallel processing: Flynn's Classification, Pipelining, Super Scalar processors, Array processing, vector processing.

Module 4 (10 Hours)

8085 Microprocessor and Assembly level Programming using 8085 microprocessor

Module 5 (6 hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Mano.M. "Computer System and Architecture" (3rd Ed) (PHI).
2. Computer Architecture by Hwang and Briggs. (MGH).
3. Fundamentals of Computer Organisation by M V L N Raja Rao; Scitech publ.
4. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, "Computer Organization", 5th Edition, McGraw-Hill Education India

Reference Books:

1. William Stalling, "Computer Organization and Architecture", Pearson Education
2. J. P. Hayes, "Computer Architecture and Organization", MGH
3. A.S. Tananbaum, "Structured Computer Organization", Pearson Education

MCA 103 BUSINESS INFORMATION SYSTEM

This course will give a high level understanding of what information is, what business is and how information is key to successful execution of a business. It will help understanding the evolution of information system from a traditional way of dealing with information to a level how information is a business enabler. It also covers the tools and techniques deployed to expedite the information processing and controlled dissemination of information.

Module 1(10 Hours)

Introduction to Business Information System: What is information and what is Business. Why information System, perspectives of information system, contemporary approaches to information system, Learning to use information system- key management issues.

Module 2 (10 Hours)

Information System in the enterprise: Major types of information system, systems from a functional perspective, integrating functions and business processes, Management opportunities, Challenges and Solutions

Module 3 (10 Hours)

Information systems, organizations, management and strategy: Organizations and information systems, how information system impact organizations and business firms, impact of IT on management decision making, management information system and business strategy, management opportunities challenges and solutions

Module 4(10 Hours)

The digital farm: Electronic Business and electronic commerce and digital farm, e-Commerce, e-Business and digital farm, management opportunities, challenges and solutions, ethical and social issues in digital farm, ethics in an information society, moral dimensions of information system.

IT infrastructure and Platforms: IT infrastructure, infrastructure component, contemporary hardware platform trend, contemporary software platform trends, organizing data in a traditional file environment, database approach to data management, Telecommunications, network and the internet, contemporary networking infrastructure, Internet, social media.

Module 5 (6 Hours) (as per choice of faculty)

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MS Suit of products (Excel, Access, Power-point) covering information extraction using Scenarios, Pivot, Macros. Animated presentations, small scale database design and reporting.

References

1. Management Information Systems by Kenneth C Laudon- Prentice Hall.
2. Business Information Systems by Robert C Nickerson, Prentice Hall

MCA 104 COMPUTER ORIENTED NUMERICAL METHODS

Module 1(10 Hours)

Computing Arithmetic, Significant Digits and Numerical Instability, Root finding methods- Bisection, Newton Raphson, Secant and RegulaFalsi, methods for multiple roots.

Module 2 (10 Hours)

System of Linear Algebraic Equations and Eigenvalue problems-Gauss Elimination, LU Decomposition- Jacobi-Gauss-Seidel and SOR methods, Interpolation and Approximation- spline approximation- Linear, quadratic and Cubic,

Module 3 (10 Hours)

Differentiation and Integration-Richardson's extrapolation, Gauss Quadrature methods, ordinary differential equations-Initial and Boundary Value Problems, introduction to numerical solutions of Partial Differential Equations.

Module 4 (10 Hours)

Flowchart and Algorithms and programming in C implementations.

Module 5 (06 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

References:

1. Numerical Methods for Scientific and Engineering Computation by M.K. Jain, SRK Iyengar and R.K.Jain
2. Numerical Methods for Engineers by S.C. Chopra and Raymond P. Canale
3. Introductory Methods of Numerical Analysis by Sastry
4. Numerical Analysis by E.W. Cheney and D.R.Kincaid

MCA 105 ENGINEERING ECONOMICS

Module 1 (8 Hours)

Introduction to Economics: definition, scope and nature of economics, consumption laws, demand & supply analysis, elasticity of demand, indifference curve analysis, consumer surplus and its application.

Module 2 (10 Hours)

Production : factors of production, production function, law of variable proportion, laws of return to scale, elasticity of factor-substitution, optimal combination of factor-inputs, production efficiency, economies of scales,
Cost of Production: types of costs, economic costs: fixed cost and variable costs, Average and Marginal costs, short-run and long-run cost functions.

Module 3 (10 Hours)

Market Structure: pure competition, perfect competition, imperfect market, monopoly and oligopoly. Indian Banking System, Functions and Roles of Commercial Banks and Reserve Bank of India.

Module 4 (12 Hours)

Foundations of Engineering Economics, Time value of money and interest formulae, Nominal and effective rate of interest, Present, Annual and Future worth analysis, Rate of Return Analysis, Cost-Benefit analysis in Public sector projects.

Module 5 (06 Hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

References:

1. Koutsoyiannis, A., 'Modern Microeconomics', English Language Book Society, Macmillan.
2. Pindyck, R S, Rubinfeld, D L & Mehta , 'Microeconomics', 6 th Edition, Pearson Education India.
3. Varian, H R, 'Intermediate Microeconomics', 7th edition, East West Press India.
4. Samuelson, Paul A, 'Economics', 5th edition, McGraw Hill New York.
5. Basics of Engineering Economy; Leland Blank and Anthony Tarquin, TMH
6. Contemporary Engineering Economics, Chan. S Park, Pearson
7. Engineering Economics, Paneerselvam, PHI
8. Engineering Economics; Sasmita Mishra, PHI

MCA 106 BUSINESS COMMUNICATION

Objectives:

To develop communication skills and soft skills of students

To enhance the ability of students to participate in group discussions and personal interviews

Module 1 (10 Hours)

Introduction to Business Communication: Meaning, importance, the process of communication, principles of communication, verbal and non-verbal communication, barriers to communication, channels of communication, cross cultural communication. Difference between Professional and General communication.

Module 2 (10 Hours)

Functional Grammar: Verbs, Tense, Voices, Negation and interrogation, conditionals, concord, phrasal verbs, direct and indirect speech, Elimination of common errors.

Module 3 (10 Hours)

Paragraph Writing, Business Letters, Job Application Letters, Resume Reports – Types, Format, Choice of Vocabulary, Coherence and Cohesion Proposals: Purpose, Characteristics, Types, Structure

Module 4 (10 Hours)

Oral Presentations, Interviews, Group discussion, Soft Skills, Business Etiquette

Module 5 (06 Hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Value-based Text Reading:

A. Study of the following essays from the text book with emphasis on writing skills:

1. Man and His Environment by Robert Arvill
2. The Language of Literature and Science by Aldous Huxley
3. Humanistic and Scientific Approach to Human Activity by Moody E Prior
4. Gods in this Godless Universe by Bertrand Russell
5. Religion- An Inevitable Part of Human Life by J Milton Yinger

B. Readings of selected short stories:

1. The Renunciation by Rabindranath Tagore
2. The Lament, by Anton P. Chekhov
3. The Barber's Trade Union by Mulk Raj Anand
4. The Eyes Are Not Here by Ruskin Bond

Text Books:

1. Business Communication Today; Bovee et al, Pearson
2. Business Communication, Meenakshi Raman and Prakash Singh, Oxford
3. Improve Your Writing' ed. By V N Arora and Laxmi Chandra, Oxford University Press, New Delhi
4. Technical Communication- Principles and Practices' by M R S Sharma, Oxford University Press, New Delhi.

MCA 101 PROGRAMMING IN C LABORATORY

1. Find Area, Perimeter of Square & Rectangle.
2. Find max. Among 3 nos.
3. Check leap year
4. Factorial of Number
5. Calculate a b
6. Prime Number.
7. Perfect Number.
8. Armstrong Number.
9. Floyd's Triangle
10. Fibonacci Series
11. Inter conversion of Decimal, Binary & Hexadecimal no.
12. LCM & GCD of numbers
13. Insert & Delete an element at given location in array.
14. Transpose of matrices
15. Multiplication of matrices
16. Display upper & lower diagonal of matrices
17. Array of Structure e.g. student result, Employee pay slip , Phone bill
18. Function with no parameter & no return values
19. Function with parameter & return values
20. Function with parameter & no return values
21. Function with call by reference
22. Recursion function e.g. sum of digit, reverse of digit
23. String manipulation function e.g. string copy, concatenation, compare, stringlength, reverse
24. Pointer Arithmetic
25. File handling e.g. Read / Write file, copy file, merging file
26. Random access of file
27. File handling with command line arguments
28. Drawing line, rectangle, circle, ellipse by using graph
29. Changing foreground/ background color
30. Changing color & font of text
31. Swapping of numbers by using bit wise operator.
32. Macro expansion
33. File Inclusion
34. IO interfacing & Device Driver using C.
35. Graphics using C

MCA 102 COMPUTER ORGANIZATIONS AND ARCHITECTURE (LAB)

I-CYCLE: DigitalLogicDesignExperiments:

1. Multiplexers & Decoders
2. Counters
3. Shift Registers
4. Binary Adders&Subtractors
5. A L U

II-CYCLE: 8085AssemblyLanguageProgramming:

1. 8085AssemblyLanguageProgrammingaccordingtotheorycourse microprocessors-usingthefollowingtrainers:KeyboardMonitorof8085µPTrainer.SerialMonitorof8085µPTrainerwithTerminal
8085LineAssemblerof8085µPTrainerwithPCasTerminal8085CrossAssemblerusingIn-CircuitEmulator(ICE)with8085µPTrainerandPCasTerminalGradedProblemsaretobeusedaccordingtothesyllabusof

2. COMPUTER ORGANIZATION

PentiumclassPCarchitecturefamiliarizationhardware&softwareparts demonstration, Troubleshooting of PC,Laptops, Server and Loading of Operating System, Antivirus and other software packages

106 BUSINESS COMMUNICATION LABORATORY

Describe the communication process and the major types of written, verbal, and nonverbal communications used in business and professional communication.

Demonstrate the ability to compose a letter or memo using clear, concise language as required for a defined audience.

Demonstrate the ability to communicate a variety of types of business messages that may include good news, unfavorable news, persuasive messages, sales messages, or general information.

Compose business reports or proposals that demonstrate the ability to gather, organize, and present information.

Demonstrate the ability to prepare and deliver an oral business presentation in a clear, confident, and effective manner, with visual aids (if needed).

Discuss the interpersonal communication skills needed to build interpersonal cooperation in the business environment including meetings and work teams.

Discuss the communication principles and processes that improve the effectiveness of an organization's communication climate.

Describe strategies for communicating across cultures.

COURSE/LAB OUTLINE

1. Understanding business communication
2. Work-team communication
3. Communication technology
4. Developing business writing skills
5. Writing basic correspondence (routine, persuasive, and bad-news messages)
6. Report writing
7. Oral and employment communication

SECOND SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

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		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 2							
MCA 201	Data Structure using C	3	3	100	50	6	2	50
MCA 202	Object Oriented Programming using C ++	3	3	100	50	2	2	50
MCA 203	Operating systems	3	3	100	50	2	2	50
MCA 204	Principles and Practice of Management	3	3	100	50			
MCA 205	Green IT	3	3	100	50			
MCA 206	Mathematical Computing	3-1	3	100	50			
TOTAL		19	18	600	300	10	06	150
TOTAL Marks: 1050								
Total Credits: 24								

MCA 201 Data Structure using C

Module 1 (10 hours)

Fundamentals: Introduction to Data Structures, Classification of Data Structures, Algorithms, Measuring Space and Time Complexities, Asymptotic Notations, Abstract Data Types.

Arrays: Storage Structures for Arrays, Sparse Matrixes, Strings, Pattern Matching.

Linked Lists: Dynamic Memory Management, Single Linked Lists, Double Linked Lists, Circular Linked Lists, Operations on Polynomials.

Stacks and Queues: Representation, Linked Stacks and Queues, Operations on Stacks and Queues, Applications of Stack and Queues.

Module 2 (10 hours)

Trees: Terminology, Representation, Binary Trees, Binary Search Trees, Searching, Insertion and Deletions Operations in a Binary Search Tree, Height Balanced Trees, M-way Search Trees, B-Trees, B+ Trees, General Trees, Representation of General Trees and Binary Trees, Forests, Application of Trees.

Module 3 (10 hours)

Graphs: Terminology, Representation, Path Matrix, Graph Traversal, Shortest Path Problems, Topological Sort.

Searching and Sorting Techniques: Linear and Binary Search, Bubble Sort, Insertion Sort, Selection Sort, Quick Sort, Merge Sort, Heap and Heap Sort, Radix Sort, Comparison of Sorting Techniques.

Module 4 (10 Hours)

Hashing: Hash Functions and Hashing Techniques. External sorting, Implementation using programming in C.

Module 5 (06 Hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Book

1. Data Structures Using C - Aaron M. Tenenbaum
2. Tremblay, Jean-Paul, and Paul G. Sorenson, "An introduction to data structures with applications", McGraw-Hill, Inc., 1984.

Reference Books

1. Ellis Horowitz, SartajSahni, Susan Anderson-Freed, "Fundamentals of Data Structures in C", Second Edition, 2008, Universities Press Pvt. Ltd. Hyderabad.
2. Seymour, Lipchitz. "Data Structures with C."TMH (2010).

MCA 202 Object Oriented Programming using C++

Module I (12 Hours)

Fundamentals of object oriented programming: Introduction to Object Oriented Paradigm, procedural Paradigm, An overview of classes, objects and Methods, inheritance and polymorphism

Basic OF C++: Structure of c++ program, data types and declaration, Expressions and operator precedence, Program flow control, functions, scope of variables, Inline functions and default arguments, dynamical location new and delete operators.

Module II (12 Hours)

Classes as objects, user defined data types, constructors & destructors, controlling and accessibility, class members, member functions, Friend functions, this pointer, static and const member functions.

inheritance: Derived classes, syntax of derived classes, Types of Inheritance, Virtual Functions and Virtual Base Classes.

Adhoc Poly morphism: Overloading and Function selection, Friend Functions, overloading operators such as assignment subscripting, I/O, pointer to class member, new and delete.

Module III (16 Hours)

Templates: Introduction algorithms, sequence containers, iterators, specialized iterators, associative containers, strong user-defined object, function objects. Generic Classes, Class Templates, Function Templates Parameterizing Vectors, STL, Containers, Iterators, Function Adapters, String Library

Exceptions: Using assert signal. throwing exceptions, Try Blocks, handlers, Exception specification, standard exceptions and uses.

I/O streams: Output and Input class streams, Ostream, Istream, File handling, using strings as streams

Module 4 (10 Hours)

Pointer : Addresses and pointers. The address of operator and pointer and arrays. Pointer and Function pointer and C++ types string. Memory management : New and Delete, pointers to objects, debugging pointers.

Module 5 (6 Hours) (as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

TEXTBOOKS

- 1.ObjectOrientedProgrammingusingC++,IraPohl,PEARSONEDUCATION
- 2.ObjectOrientedProgramminginC++,RobertLafore
- 3.UMLin21Days,Tech Media

MCA 203 Operating Systems

Module 1 (10 Hours)

Operating System Introduction- Functions, Characteristics, Structures - Simple Batch, Multi programmed, timeshared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating-System services, System Calls, Virtual Machines. Process and CPU Scheduling - Process concepts and scheduling, Operation on processes, Cooperating Processes, Threads, and Interposes Communication Scheduling Criteria, Scheduling Algorithm, Multiple -Processor Scheduling, Real-Time Scheduling.

Module 2 (10 Hours)

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging. Demand Paging, Performance of Demanding Paging, Page Replacement, Page Replacement Algorithm, Allocation of Frames, Thrashing.

Module 3 (10 Hours)

File System Interface and Implementation -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management, Directory Management, Directory Implementation, Efficiency and Performance. Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors.

Module 4 (10 Hours)

Deadlocks - System Model, Dead locks Characterization, Methods for Handling Deadlocks Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock. I/O Management – I/O software and its types, Disk Scheduling. Shell Programming: Concept of shell, Types of shell, Editors for shell programming (e.g. vi), basics of Shell programming. Case Study- UNIX, LINUX, and Windows NT.

Module 5 (6 Hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books

1. Silberschatz& Galvin: Operating System Concept, Wiley, Latest Edition.
2. Milan Milenkovic: Operating Systems, Tata McGraw – Hill, Latest Edition.
3. William Stallings: Operating Systems, PHI, Latest Edition.

Reference Books

1. YashawantKanetkar: Unix Shell Programming, BPB.
2. A.S. Tanenbaum: Modern Operating Systems, latest edition Pearson/PHI.
3. Dhamdhare: Operating Systems, Tata McGraw Hill.
4. Any other book(s) covering the contents of the paper in more depth.

Note: Latest and additional good books may be suggested and added from time to time

MCA 204 Principles and Practices of Management

Module 1(10 Hours)

Nature and functions of Management: What Managers do? Definition, Management as a Science, Art, Profession, Levels of Managers, Management Process, Skills of Managers, Role of Managers. Scientific Management Theory (Taylor), Administrative Management Theory (Fayol), Behaviouristics Management (Mayo). Systems Theory, Contingency Management theory..

Module 2 (10 Hours)

Planning Nature and Purpose of Planning, The Planning Process, Principles of Planning, Types of Planning, Advantages and Limitations of Planning and Steps to make it effective.

Organizing: Nature and Purpose of Organizing, Key components of organizing, Bases of Departmentation, Span of Management and its determinants, Line and Staff Relationship, Line-Staff Conflict, Bases of Delegation, Kinds of Delegation and Decentralization.

Module 3 (10 Hours)

Staffing: Importance, manpower planning, Recruitment and selection, Training and Development, Performance appraisal

Leadership: Different sources of power, Management and leadership Approaches to leadership and styles.

Module 4 (10 Hours)

Controlling: Concept and Process of Control, Control Techniques, Human Aspects of Control, Control as a Feedback System, Feed Forward Control, Preventive Control, Profit and Loss Control, Control Through Return on Investment, The Use of Computer for Controlling and Decision Making, The Challenges Created by IT as a Control Tool. Decision Making Process, Individual Decision Making Models.

Module 5 (6 Hours) (as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Reference Books:

1. Stephen P. Robbins, David A. Decenzo, Sanghmitra Bhattacharya, Madhushree Nanda Agarwal, Fundamentals of Management, Pearson Education, 2009
2. Kreitner, Management Theory and Applications, Cengage Learning, India, 2009
3. Robbins, Management, 9th edition Pearson Education, 2008,
4. Griffin, Management Principles and Applications, Cengage Learning, India First Edition
5. Harold Koontz, O'Donnell and Heinz Weihrich, Essentials of Management. New Delhi, Tata McGraw Hill, 2006
6. Stoner, Management, PHI Learning, 2008
7. Richard L. Daft, Principles Of Management, Cengage Learning, India, 2009
8. Principles of Management, Meenakshi Gupta, PHI
9. Principles of Management, RN Gupta, S.Chand

MCA 205 Environmental Studies and Green IT

Module 1 (10 Hours) Environmental studies: Scope and importance of environmental studies, environment and its components, ecosystem, environmental pollution; Air, water, soil, Thermal, nuclear and solid waste management, e-waste management

Module 2 (10 Hours)

Winning with Green IT- Basic Green Concepts, Green and IT, IT Ecosystem, Why Green IT now, Do's and Don't of Green IT, Making business case for Green IT, Policies for change, balancing carbon Foot print, Standards and Metrics, Emerging standards with IT practices, reviewing Established and emerging Standards Assessing organization's current energy and needs, Understanding energy terms and terminology, Building Audit for energy requirement, policy based management, Efficiency factors, Carbon reduction options, putting a master plan for go green

Module 3 (10 Hours)

Greening the data center, foundation for Green data management, formalizing best practices for Green IT, Information life cycle management, Tired storage architecture, Going greener with Hosted Data Center Services, maximizing data center efficiency- proper site selection, consolidating physical infrastructure, usage of green servers, managing servers for energy efficiency, planning data center cooling factors- basics of cooling system, bench marking cooling system's efficiency , managing the storage system from green perspective, managing the network to become green

Module 4 (10 Hours)

Virtualization, understanding virtualization, building virtual infrastructure, enabling virtual, using energy efficient machines, desktop virtualization, usage of thin client, collaboration tools – text, voice, video, Video conference, Tele Presence

Paperless office, changing printing habits, using digital documents, evaluating green gadgetry, powering gadgets intelligently, greening the facility, lighting for less, landscaping in a sustainable way, Improving the indoor environment, recycling throughout the office, usage of renewable energy, safe disposal policy

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text books and References

1. Green IT For Dummies; Carol Baroudi; Jeffrey Hill; Arnold Reinhold; JhanaSenxian
Publisher: For Dummies
2. Green Cloud Computing and Risk Management by BabakAkhgar; Colin Pattinson;
Mohammad Dastbaz Publisher : Morgan Kaufmann
3. Green Services engineering, Optimization, and Modeling in the Technological Age by
Xiaodong Liu; Yang LiPublisher: IGI Global
4. Environmental Studies, Basak, Pearson

MCA 206 Mathematical Computing

Module 1 BASIC SET THEORY (10 hours)

Basic Definitions - Venn Diagrams and set operations - Laws of set theory - Principle of inclusion and exclusion - partitions- Permutation and Combination - Relations- Properties of relations - Matrices of relations - Closure operations on relations - Recurrence relations- Functions - injective, subjective and objective functions.

Module 2 MATRIX ALGEBRA (10 Hours)

Matrices, Rank of Matrix, Solving System of Equations-Eigen Values and Eigen Vectors-Inverse of a Matrix - Cayley Hamilton Theorem

Module 3 MATHEMATICAL LOGIC (10 Hours)

Propositions and logical operators - Truth table - Propositions generated by a set, Equivalence and implication - Basic laws- Some more connectives - Functionally complete set of connectives- Normal forms - Proofs in Propositional calculus - Predicate calculus.

Module 4 (10 Hours) Topics in Graph Theory:

Basic terminology, Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring. Trees: definition and properties, tree traversals— preorder, inorder, postorder, binary trees, spanning trees, cut sets, Graph traversals — BFS and DFS, Minimum cost spanning trees-Prim's and Kruskal's algorithm, Shortest paths in weighted graphs- Dijkstra's algorithm.

Module 5 (06 Hours) (as per choice of faculty)

Introduction to Maple

- (a) Symbolic and numerical computation
- (b) Graphing
- (c) Maple worksheets
- (d) Variables, expressions and functions

Recurrence relations:

- (a) Fibonacci numbers.
- (b) Solving recurrence relations.
- (c) Stability of numerical computations.
- (d) Approximation of functions.

Use of MATLAB

Portion covered can be tested through Internal evaluation only not to be included in University examination)

SECOND SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

REFERENCES:

1. Kenneth H. Rosen, "Discrete Mathematics and Its Applications", Tata McGraw Hill, Fourth Edition, 2002 (Unit 1, 2 & 3).
2. Hopcroft and Ullman, "Introduction to Automata Theory, Languages and Computation", Narosa Publishing House, Delhi, 2002. (Unit 4, 5)
3. A. Tamilarasi & A. M. Natarajan, "Discrete Mathematics and its Application", Khanna Publishers, 2nd Edition 2005.
4. M. K. Venkataraman "Engineering Mathematics", Volume II, National Publishing Company, 2nd Edition, 1989.
5. Juraj Hromkovic, "Theoretical Computer Science", Springer Indian Reprint, 2010.
6. David Makinson, "Sets, Logic and Maths for Computing", Springer Indian Reprint, 2011.
7. Maple 14 at the Maple soft web store

Practical

MCA201 Data Structure Lab

LIST OF EXPERIMENTS.

- 1 ADT Stack implementation and use it for evaluation of post-fix expression.
- 2 Conversion of prefix expression into post-fix form using recursion.
- 3 Implementation of circular queue (using array) with menu options like insert, delete, display and exit.
- 4 Implementation of a priority queue (using pointers) and use it to organize student records prioritized by marks.
- 5 Implementation of ADT doubly linked circular list to hold strings and use it for organizing a sequence of cities constituting at our program.
- 6 Implementation of a binary search tree with menu options: Construct a tree, insert anode, delete anode, traverse and display preorder, in order and post order sequence of its nodes.
- 7 Implementation of di-graphs using adjacency matrix and find the transitive closure using Warshall's algorithm.
- 8 Implementation of a weighted graph and find minimal cost spanning tree using PRIM's Algorithm.
- 9 Generate 70 random integers in a given range and sort them using quick sort. Apply both binary search and Interpolation search to locate a given integer and compare the search algorithms based on the number of comparisons / probes required or a successful as well as unsuccessful search..
- 10 Heap Sort
- 11 Merge Sort.
- 12 Implementation of a small Real World Application illustrating DS usage

MCA202 Object Oriented Programming Lab

LIST OF EXPERIMENTS:

1. Illustrate passing by Reference
2. Illustrate use of static inside a class
3. Demonstrate usage of Friend Function
4. Demonstrate Friend Class
5. Complex No.s adding and multiplying
6. Copy constructor demo
7. User defined copy constructor demo
8. Operator +, * overloading
9. Adding Rational Numbers
10. Overloading Auto increment operator.
11. Interactive Constructor
12. Real Time Digital Clock
13. Virtual base class Demo
14. 'Is-a', 'has-a' relationships
15. Polymorphism using Pointer to Object
16. Virtual base class Demo
17. Binary File Demo
18. Creating large file
19. File split, File join
20. Template sorting
21. Demo of Class Template
22. Matrix Multiplication
23. Linked list implementation
24. Stack simulation
25. Demo of using keyword CONST
26. Drawing lines
27. Storing image on Disk
28. Animation
29. Using Mouse
30. Visual Basic form creation

Reference:

Object Oriented Programming with C++, M.P. Bhavde and S.A. Patekar, Pearson Education

MCA203 Operating System Laboratory

OBJECTIVES:

The student should be made to:

- Learn shell programming and the use of filters in the UNIX environment.
- Be exposed to programming in C using system calls.
- Learn to use the file system related system calls.
- Be exposed to process creation and inter process communication.
- Be familiar with implementation of CPU Scheduling Algorithms, page replacement algorithms and Deadlock avoidance

LIST OF EXPERIMENTS:

1. Basics of UNIX commands.
2. Shell Programming.
3. Implement the following CPU scheduling algorithms
a) Round Robin b) SJF c) FCFS d) Priority
4. Implement all file allocation strategies
 - Sequential
 - Indexed
 - Linked
5. Implement Semaphores
6. Implement all File Organization Techniques
 - Single level directory
 - Two level
 - Hierarchical
 - DAG
7. Implement Bankers Algorithm for Dead Lock Avoidance
8. Implement an Algorithm for Dead Lock Detection
9. Implement all page replacement algorithms
 - FIFO
 - LRU
 - LFU
10. Implement Shared memory and IPC
11. Implement Paging Technique of memory management.
12. Implement Threading & Synchronization Applications

THIRD SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 3							
MCA 301	Design Analysis and Algorithms	3	3	100	50	2	3	50
MCA 302	Theory of Computation	3	3	100	50			
MCA 303	Computer Networks	3	3	100	50	2	2	50
MCA 304	Database Management Systems	3	3	100	50	2	2	50
MCA 305	Quantitative Techniques (OR & SM)	3	3	100	50			
MCA 306	Advance OS	3	3	100	50	2	1	50
MCA 307	Minor Project					6	2	100
TOTAL		18	18	600	300	14	08	250
TOTAL Marks: 1150								
Total Credits: 26								

MCA 301 Design and Analysis of Algorithms

Module 1 (10 Hours)

INTRODUCTION

Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem Types – Fundamentals of the Analysis of Algorithm Efficiency – Analysis Framework – Asymptotic Notations and its properties – Mathematical analysis for Recursive and Non-recursive algorithms. Amortized Analysis.

Module 2(10 Hours)

BRUTE FORCE AND DIVIDE-AND-CONQUER

Brute Force – Closest-Pair and Convex-Hull Problems-Exhaustive Search – Traveling Salesman Problem – Knapsack Problem – Assignment problem. Divide and conquer methodology – Merge sort –Heap Sort- Quick sort – Binary search – Multiplication of Large Integers – Strassen's Matrix Multiplication-Closest-Pair and Convex-Hull Problems.

Module 3(10 Hours)

DYNAMIC PROGRAMMING AND GREEDY TECHNIQUE

Computing a Binomial Coefficient – Warshall's and Floyd's algorithm – Optimal Binary Search Trees – Knapsack Problem and Memory functions. Greedy Technique– Prim's algorithm- Kruskal's Algorithm- Dijkstra's Algorithm-Huffman Trees.

Module 4 (10 Hours)

ITERATIVE IMPROVEMENT

The Simplex Method-The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs- the Stable marriage Problem.

COPING WITH THE LIMITATIONS OF ALGORITHM POWER

Limitations of Algorithm Power-Lower-Bound Arguments-Decision Trees-P, NP and NP-Complete Problems–Coping with the Limitations – Backtracking – n-Queens problem – Hamiltonian Circuit Problem – Subset Sum Problem-Branch and Bound – Assignment problem – Knapsack Problem – Traveling Salesman Problem- Approximation

Algorithms for NP – Hard Problems – Traveling Salesman problem – Knapsack problem.

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Third Edition, PHI Learning Private Limited, 2012.
2. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", Third Edition, Pearson Education, 2012.

REFERENCES:

1. Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.
2. Donald E. Knuth, "The Art of Computer Programming", Volumes 1& 3 Pearson Education, 2009. Steven S. Skiena, "The Algorithm Design Manual", Second Edition, Springer, 2008
3. <http://nptel.ac.in/>

MCA 302 Theory of Computation

Module 1 (10 Hours)

Alphabet, languages and grammars. Production rules and derivation of languages. Chomsky's hierarchy of languages and Grammars. Regular grammars, regular expressions and finite automata (deterministic and nondeterministic). Closure and decision properties of regular sets. Pumping lemma of regular sets. Minimization of finite automata. Left and right linear grammars. DFA/NFA to regular expression and vice versa using Arden's Formula.

Module 2 (10 Hours)

Context free grammars and pushdown automata. Chomsky and Greibach normal forms. Parse trees, Cook, Younger, Kasami, and Earley's parsing algorithms. Ambiguity and properties of context free languages. Pumping lemma, Ogden's lemma, Parikh's theorem. Deterministic pushdown automata, closure properties of deterministic context free languages.

Module 3 (10 Hours)

Turing machines and variation of Turing machine model, Turing computability, Type 0 languages. Linear bounded automata and context sensitive languages. Primitive recursive functions. Cantor and Gödel numbering. Ackermann's function, μ -recursive functions, recursiveness of Ackermann and Turing computable functions.

Module 4 (10 Hours)

Church Turing hypothesis. Recursive and recursively enumerable sets. Universal Turing machine and undecidable problems. Undecidability of Post correspondence problem. Valid and invalid computations of Turing machines and some undecidable properties of context free language problems.

Time complexity class P, class NP, NP completeness.

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Introduction to Automata Theory, Languages and Computation: J.E. Hopcroft and J.D. Ullman, Pearson Education, 3rd Edition.
2. Introduction to the theory of computation: Michael Sipser, Cengage Learning

Reference Books:

1. Automata Theory: Nasir and Srimani, Cambridge University Press.
2. Introduction to Computer Theory: Daniel I.A. Cohen, Wiley India, 2nd Edition.

MCA 303 Computer Networks

Module 1 (10 Hours)

Network architecture – layers – Physical links – Channel access on links – Hybrid multiple access techniques - Issues in the data link layer - Framing – Error correction and detection – Link-level Flow Control

Module 2 (10 Hours)

Medium access – CSMA – Ethernet – Token ring – FDDI - Wireless LAN – Bridges and Switches, Circuit switching vs. packet switching / Packet switched networks – IP – ARP – RARP – DHCP – ICMP – Queueing discipline – Routing algorithms – RIP – OSPF – Subnetting – CIDR – Interdomain routing – BGP – Ipv6 – Multicasting – Congestion avoidance in network layer

Module 3 (10 Hours)

UDP – TCP – Adaptive Flow Control – Adaptive Retransmission - Congestion control – Congestion avoidance – QoS

Module 4 (10 Hours)

Email (SMTP, MIME, IMAP, POP3) – HTTP – DNS- SNMP – Telnet – FTP – Security – PGP - SSH

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Preferably use of NetSim, NS2

TEXT BOOK :

1. Larry L. Peterson, Bruce S. Davie, "Computer Networks: A Systems Approach", Third Edition, Morgan Kaufmann Publishers Inc., 2003.

REFERENCES:

1. James F. Kuross, Keith W. Ross, "Computer Networking, A Top Down Approach Featuring the Internet", Third Edition, Addison Wesley, 2004.
2. Nader F. Mir, "Computer and Communication Networks", Pearson Education, 2007
3. Comer, "Computer Networks and Internets with Internet Applications", Fourth Edition, Pearson Education, 2003.
4. Andrew S. Tanenbaum, "Computer Networks", Fourth Edition, 2003.
5. William Stallings, "Data and Computer Communication", Sixth Edition, Pearson Education, 2000

MCA 304 Database Management Systems

Module1 :(10Hours)

Introductory concepts of DBMS:

Introduction and applications of DBMS, Purpose of data base, Data, Independence, Database System architecture- levels, Mappings, Database, users and DBA

Relational Model:

Structure of relational databases, Domains, Relations, Relational algebra – fundamental operators and syntax, relational algebra queries, tuple relational calculus

Module2: (16 Hours)

Entity-Relationship model:

Basic concepts, Design process, constraints, Keys, Design issues, E-R diagrams, weak entity sets, extended E-R features – generalization, specialization, aggregation, reduction to E-R database schema.

Relational Database design:

Functional Dependency – definition, trivial and non-trivial FD, closure of FD set, closure of attributes, irreducible set of FD, Normalization – 1NF, 2NF, 3NF, Decomposition using FD- dependency preservation, BCNF, Multi- valued dependency, 4NF, Join dependency and 5NF.

Module3: (10 Hours)

Query Processing & Query Optimization:

Overview, measures of query cost, selection operation, sorting, join, evaluation of expressions, transformation of relational expressions, estimating statistics of expression results, evaluation plans, materialized views

Transaction Management:

Transaction concepts, properties of transactions, serializability of transactions, testing for serializability, System recovery, Two- Phase Commit protocol, Recovery and Atomicity, Log-based recovery, concurrent executions of transactions and related problems, Locking mechanism, solution to concurrency related problems, deadlock, , two-phase locking protocol, Isolation, Intent locking

Module 4 (10 Hours)

Security:

Introduction, Discretionary access control, Mandatory Access Control, Data Encryption

SQL Concepts:

Basics of SQL, DDL,DML,DCL, structure – creation, alteration, defining constraints – Primary key, foreign key, unique, not null, check, IN operator,Functions - aggregate functions, Built-in functions –numeric, date, string functions, set operations, sub-queries,

correlated sub-queries, Use of group by, having, order by, join and its types, Exist, Any, All, view and its types. transaction control commands – Commit, Rollback, Savepoint
Distributed Data Base concepts.

PL/SQL Concepts:

Cursors, Stored Procedures, Stored Function, Database Triggers

Module 5 (6 Hours)

(As per choice of faculty)

(Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Abraham Silberschatz, Henry F. Korth and S. Sudarshan, "Database Systems Concepts", McGraw-Hill Education, New Delhi
2. RamezElmasri and Shamkant B. Navathe, "Fundamentals of Database Systems", Pearson Education Inc., New Delhi.

Reference Books:

1. Hector Garcia-Molina, Jeffret D. Ullman, JennifferWidom, "Database Systems: A Complete Book", Pearson Education Inc., New Delhi.
2. C. J. Date "An introduction to Database System", Pearson Education Inc., New Delhi.
3. Bipin Desai, "An introduction to Database System", Galgotia Publications.
4. Peter Rob & Carlos Coronel, "Database Systems: Design, Implementation, and Management", CENGAGE Learning India Pvt. Ltd., New Delhi.
5. Mark L. Gillenson, "Fundamentals of Database Management Systems", Wiley India Pvt. Ltd., New delhi.
6. Raghu Ramakrishnan, Johannes Gehrke, "Database Management Systems", McGraw-Hill Education (India), New Delhi.

MCA 305 Quantitative Techniques (OR(Operations Research)& SM(Simulation & Modeling)

Module 1 (10 Hours)

Introduction to OR

Concepts, genesis, Art of modeling, components of model, Types of OR models, effect of data availability on modeling, Computations in OR, Phases of OR study

Linear Programming (LP)

Concepts, Formulation of model, Graphical solution, Maximization / Minimization – Simplex Algorithm, Use of slack / surplus / artificial variables, BigM and Two phase method – Nature & type of solutions, Interpretation of optimal solution. Dual problem – relation between primal and dual , Dual simplex method – Interpretation of dual variables, Revised Simplex Method, Introduction to Integer programming, Developing software for LP solution methods and exposure to available LP & IP Packages.

Module 2(10 Hours)

Transportation & Assignment problems

Concepts, formulations of models, Solution procedures, Optimality checks, Balanced/Unbalanced, Maximum/Minimum problems, Prohibited case – degeneracy

Network Analysis

Network Definition, Minimal spanning tree problem, shortest route problem, Maximal flow problem concepts and solution algorithm as applied to problems. Project planning and control by PERT/CPM network, Probability assessment in PERT network.

Introduction to resource smoothing and allocation

Development of software for the techniques and exposure to Project Management Packages.

Module 3(10 Hours)

Queuing Models

Concepts relating to Queuing systems, types of queuing system (use of six character code), Basic elements of Queuing Model, Role of Poisson & Exponential Distribution, Concepts of Birth and Death process, Steady state measures of performance, M/M/1

model with and without limitation of q-size M/G/1, single channel with Poisson arrival rate and general service time.

Module 4 (10 Hours)

Computer Modeling & Simulation

Use of Computer in modeling real life situations, Distribution functions, Random number generation, Selection of input probability distribution, Design of simulation models Experimental design, output analysis variance reduction techniques. Introduction to simulation languages Programming tools for developing simulation models.

Replacement & Maintenance Models

Replacement of items, subject to deterioration of items subject to random failure Group Vs. Individual replacement policies.

Module 5 (6 Hours)

Stress on Non-Linear Programming & its Applications.

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Books:

1. Operation Research, KantiSwaroop
2. Operation Research, V.K. Kapoor
3. Operation Research, PaneerSelvam, PHI
4. Operations Research, Hillier & Lieberman, TMH

MCA 306 Advanced OS

Module 1 (10 Hours)

Architectures of Distributed Systems - System Architecture types - issues in distributed operating systems - communication networks – communication primitives. Theoretical Foundations - inherent limitations of a distributed system – Lamport's logical clocks – vector clocks – causal ordering of messages – global state – cuts of a distributed computation – termination detection. Distributed Mutual Exclusion – introduction – the classification of mutual exclusion and associated algorithms – a comparative performance analysis.

Module 2 (10 Hours)

Distributed Deadlock Detection -Introduction - deadlock handling strategies in distributed systems – issues in deadlock detection and resolution – control organizations for distributed deadlock detection – centralized and distributed deadlock detection algorithms – hierarchical deadlock detection algorithms. Agreement protocols – introduction-the system model, a classification of agreement problems, solutions to the Byzantine agreement problem, applications of agreement algorithms. Distributed resource management: introduction-architecture – mechanism for building distributed filesystems – design issues – log structured file systems.

Module 3 (10 Hours)

Distributed shared memory-Architecture– algorithms for implementing DSM – memory coherence and protocols – design issues. Distributed Scheduling – introduction – issues in load distributing – components of a load distributing algorithm – stability – load distributing algorithm – performance comparison – selecting a suitable load sharing algorithm – requirements for load distributing -task migration and associated issues. Failure Recovery and Fault tolerance: introduction– basic concepts – classification of failures – backward and forward error recovery, backward error recovery- recovery in concurrent systems – consistent set of check points – synchronous and asynchronous check pointing and recovery – check pointing for distributed database systems- recovery in replicated distributed databases.

Module 4 (10 Hours)

Protection and security -preliminaries, the access matrix model and its implementations.-safety in matrix model- advanced models of protection. Data security – cryptography: Model of cryptography, conventional cryptography- modern cryptography, private key cryptography, data encryption standard- public key cryptography – multiple encryption – authentication in distributed systems.

Multiprocessor operating systems - basic multiprocessor system architectures – interconnection networks for multiprocessor systems – caching – hypercube architecture. Multiprocessor Operating System - structures of multiprocessor operating system, operating system design issues- threads- process synchronization and scheduling. Database Operating systems :Introduction- requirements of a database operating system Concurrency control : theoretical aspects – introduction, database systems – a concurrency control model of database systems- the problem of concurrency control –serializability theory- distributed database systems, concurrency control algorithms –introduction, basic synchronization primitives, lock based algorithms-timestamp based algorithms, optimistic algorithms – concurrency control algorithms, data replication.

Module 5 (6 Hours)

Preferably use of MapReduce.

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Book:

1. Andrew S. Tanenbaum and Maarten van Steen. "Distributed Systems: Principles and Paradigms", Prentice Hall, 2nd Edition, 2007. (Required)

References:

1. MukeshSinghal, NiranjanaG.Shivaratri, "Advanced concepts in operating systems:Distributed, Database and multiprocessor operating systems", TMH, 2001
2. PradeepK.Sinha, "Distributed operating system-Concepts and design", PHI, 2003.

MCA 307 Minor Projects

Small project on MapReduce, Maple, NetSim, NS2

Practical

MCA 301 Design and Analysis of Algorithm Lab

Design, develop and implement the specified algorithms for the following problems using C/C++ Language in LINUX /Windows environment.

1. Sort a given set of elements using the Quicksort method and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
2. Using OpenMP, implement a parallelized Merge Sort algorithm to sort a given set of elements and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
3. a. Obtain the Topological ordering of vertices in a given digraph.
b. Compute the transitive closure of a given directed graph using Warshall's algorithm.
4. Implement 0/1 Knapsack problem using Dynamic Programming.
5. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
6. Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm.
7. a. Print all the nodes reachable from a given starting node in a digraph using BFS method.
b. Check whether a given graph is connected or not using DFS method.

8. Find a subset of a given set $S = \{s_1, s_2, \dots, s_n\}$ of n positive integers whose sum is equal to a given positive integer d . For example, if $S = \{1, 2, 5, 6, 8\}$ and $d = 9$ there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$. A

suitable message is to be displayed if the given problem instance doesn't have a solution.

9. Implement any scheme to find the optimal solution for the Traveling Salesperson problem and then solve the same problem instance using any approximation algorithm and determine the error in the approximation.

10. Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.

11. Implement All-Pairs Shortest Paths Problem using Floyd's algorithm. Parallelize this algorithm, implement it using OpenMP and determine the speed-up achieved.

12. Implement N Queen's problem using Back Tracking.

List of Practice Experiments:

1. Write C++ programs to implement the following:

a) Prim's algorithm.

b) Kruskal's algorithm.

2. Write a C++ program to find optimal ordering of matrix multiplication.

(Note: Use Dynamic programming method).

3. Consider the problem of eight queens on an (8x8) chessboard.

Two queens are said to attack each other if they are on the same row, column, or diagonal.

Write a C++ program that implements backtracking algorithm to solve the problem i.e. place eight non-attacking queens on the board.

4. Write a C++ program to find the strongly connected components in a digraph.

5. Write a C++ program to implement file compression (and un-compression) using Huffman's algorithm.

6. Write a C++ program to implement dynamic programming algorithm to solve all pair shortest path problem.

7. Write a C++ program to solve 0/1 knapsack problem using the following:

a) Greedy algorithm.

b) Dynamic programming algorithm.

- c) Backtracking algorithm.
- d) Branch and bound algorithm.
- 8. Write a C++ program that uses dynamic programming algorithm to solve the optimal binary search tree problem.
- 9. Write a C++ program for solving traveling sales persons problem using the following:
 - a) Dynamic programming algorithm.
 - b) The back tracking algorithm.
 - c) Branch and Bound.

REFERENCEBOOKS :

- 1. Richard F.Gilberg, BehrouzA.Forouzan, Thomson, "Data Structures, A PseudocodeApproach with C++", 1st ed., Business Information Press, 2007.
- 2. D.S.Malik, Thomson, "Data Structures Using C++", 1st ed., Cengage Learning, 2007.
- 3. Ellis Horowitz, SatrajSahni and Rajasekharam, "Fundamentals of Computer Algorithms", 2nd ed., Galgotia publications pvt.Ltd, 2006.

MCA 303 Computer Networks Lab

- 1.1 PC-to-PCCOMMUNICATIONSUNDERWIN98/WIN2000'sDIRECTCABLE CONNECTIONwithNULLMODEM
 - a)Using Serial PortsandRS-232CCable Connection
 - b)UsingParallelPortsandDirectParallelCableConnection
- 1.2.1 PC-to-PC COMMUNICATIONS UNDER WIN98/WIN2000'sDIAL-UP NETWORKING with**MODEM**and4-LINEEXCHANGE
- 1.3. PC-to-PCCOMMUNICATIONS UNDERWIN98/WIN2000'sHYPERTERMINALwithMODEMand4-LINEEXCHANGE
- 1.4 LANWITHBUS/STAR(SwitchorHub)TOPOLOGYwithaminimumoftwo systemsi)WindowsPeer-to-PeerNetwork ii)WindowsNTClient-ServerNetwork
- 1.5LANWITHBUS/STAR(SwitchorHub)TOPOLOGYwithaminimumoftwosystemsusing NOVELL Netware
- 1.6 TERMINALNETWORKWITHUNIX/LINUXSERVERandoneortwo TerminalsusingSerialPorts
- 1.7 TERMINALNETWORKWITHUNIX/LINUXSERVER,8-portTerminal Serverandoneortwoterminals

LIST OF EXPERIMENTS:

1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
2. Study of Socket Programming and Client – Server model
3. Write a code simulating ARP /RARP protocols.
4. Write a code simulating PING and TRACEROUTE commands
5. Create a socket for HTTP for web page upload and download.
6. Write a program to implement RPC (Remote Procedure Call)
7. Implementation of Subnetting.
8. Applications using TCP Sockets like
 - a. Echo client and echo server
 - b. Chat
 - c. File Transfer
9. Applications using TCP and UDP Sockets like
 - d. DNS
 - e. SNMP
 - f. File Transfer
10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS/NetSim
11. Perform a case study about the different routing algorithms to select the network path with its optimum and economical during data transfer.
 - i. Link State routing
 - ii. Flooding
 - iii. Distance vector

ReferenceBooks:

TheCompleteReferenceSeries:WIN98/WIN2000/UNIX/REDHATX/Networking,TMH
Edition

MCA 304 Database Management System Labs

CourseDescription: This course explores database programming using both native and embedded ANSI-standard Structured Query Language (SQL). Topics include enterprise database management systems, database middleware, data definition language, data manipulation language, data control language, database queries reporting, query optimization, and database views. Student assignments included database creation, query design and programming, and database manipulation via embedded SQL calls from a programming language.

CourseGoal: Successful graduates of this course should be able to:

1. Understand the fundamentals of a relational database
2. Understand the fundamentals of client-server and multi-tiered applications
3. Understand the use of Structured Query Language (SQL) as a data definition language, data manipulation language, and data control language
4. Understand and write SQL/PL_SQL queries to create, report, and update data in a relational database
5. Understand the purpose of and be able to create views, scripts, triggers, and transactions
6. Understand and be able to implement the fundamentals of security and permissions in SQL Server
7. Design entity relationship models for a business problem and develop a normalized database structure

LIST OF EXPERIMENTS:

1. Creation of a database and writing SQL queries to retrieve information from the database.
2. Performing Insertion, Deletion, Modifying, Altering, Updating and Viewing records based on conditions.
3. Creation of Views, Synonyms, Sequence, Indexes, Save point.
4. Creating an Employee database to set various constraints.
5. Creating relationship between the databases.
6. Study of PL/SQL block.
7. Write a PL/SQL block to satisfy some conditions by accepting input from the user.
8. Write a PL/SQL block that handles all types of exceptions.

THIRD SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

9. Creation of Procedures.
10. Creation of database triggers and functions
11. Mini project (Application Development using Oracle/ Mysql)
 - a) Inventory Control System.
 - b) Material Requirement Processing.
 - c) Hospital Management System.
 - d) Railway Reservation System.
 - e) Personal Information System.
 - f) Web Based User Identification System.
 - g) Timetable Management System.
 - h) Hotel Management System
12. Using Oracle or DB2 under Windows platform and MySQL under Linux/Unix platform

ReferenceBooks:

1. IntroductiontoRelationalDatabasesandSQLProgramming,ChristopherAllen, SimonChatwin,CatherineA.VrearyTataMcGraw-Hill
2. OracleSQLandPL/SQLHandbook,JohnAdolphPalinski,PearsonEducation
3. Oracle11iPL/SQLProgramming,ScottUrman,TataMcGraw-Hill
4. MySQL:TheCompleteReference,VikramVaswani,TataMcgraw-Hill
5. MySQLBible,SteveSuehring,Wiley

FOURTH SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours/Week L/T	Credit Practical	Marks
	Semester – 4							
MCA 401	Programming with Java	3	3	100	50	2	2	50
MCA 402	Computer Graphics and Multimedia	3	3	100	50	2	1	50
MCA 403	Software Engineering	3	3	100	50	2	1	50
MCA 404	Compiler Design and Language Processor	3	3	100	50	2	1	50
MCA 405	Personality and Soft Skill Development					6	2	150
MCA 406	Elective I	3	3	100	50			
MCA 407	Group Discussion/Seminar					4	2	100
TOTAL		15	15	500	250	16	08	450
TOTAL Marks: 1200								
Total Credits: 26								

MCA 401 Programming with Java

Module 1 (10 Hours)

Features of Java, Data types, operators & expressions, control structures, arrays, Classes, objects & methods, constructors, garbage collection, access qualifiers, string handling – string operations, character extraction, string comparison, searching and modifying strings, String Buffer, packages and interfaces, Wrapper classes.

Module 2 (10 Hours)

Inheritance: single and multilevel inheritance, method overriding, abstract class, use of super and final keywords. Exception Handling: Exception types, uncaught exceptions, multiple catch clauses, nested try statements, built-in exceptions, creating your own exceptions. Multithreading: Java thread model, creating multiple threads, thread priorities, synchronization, interthread communication, suspending, resuming and stopping threads.

Module 3 (10 Hours)

Applets: Local & Remote Applets, Applet Architecture, Passing Parameters to Applets, Applet Graphics, Adapter Class. I/O Streams: Console I/O – reading console input, writing console output, Files I/O – Byte Streams, Character Streams, Collection Interfaces & Classes, Delegation Event Model

Module 4 (10 Hours)

AWT Classes: Window fundamentals, working with graphics, working with color & fonts. AWT controls, layout managers & working with menus, JFrames. Swing Classes, Java Beans, Servlet classes & Life Cycle.

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Herbert Schildt, The Complete Reference Java 2, Fourth Edition, Tata McGraw Hill-2001
2. Liang Y.Daniel, Introduction to Java Programming (7th Edition), 2009, Pearson Education.

Reference Books:

1. Steven Holzner, Java 1.2, BPB-1998
2. E. Balaguruswami, Programming with Java - Second Edition, Tata McGraw Hill-1998.
3. Mughal K.A., Rasmussen R.W., A Programmer's Guide to Java Certification, Addison-Wesley, 2000

MCA 402 Computer Graphics and Multimedia

Module 1 (10 Hours)

An Introduction Graphics System : Computer Graphics and Its Types, Application of computer graphics, Graphics Systems : Video Display Devices, Raster Scan Systems, Random Scan Systems, Graphics Monitors and Work Stations, Input Devices, Hard Copy Devices, Graphics Software.

Module 2 (10 Hours)

Output Primitives and Attributes of Output Primitives : Output Primitive Points and Lines, Line Drawing Algorithms, Circle Generating Algorithms, Scan-Line Polygon Fill Algorithm, Inside-Outside tests, Boundary-Fill Algorithm, Flood Fill Algorithm, Cell Array, Character Generation, Attributes of Output Primitives : Line Attributes, Color and Grayscale Levels, Area fill Attributes, Character Attributes, Bundled Attributes, Anti-aliasing.

Module 3 (10 Hours)

Two-dimensional Geometric Transformations : Basic Transformations, Matrix Representation and Homogeneous Coordinates, Composite Transformations, Reflection and Shearing. Two-Dimension Viewing : The viewing Pipeline, Window to view port coordinate transformation, Clipping Operations, Point Clipping, Line Clipping, Polygon Clipping, Text Clipping, Exterior Clipping Three-Dimensional Concepts : Three Dimensional Display Methods, 3D Transformations, Parallel Projection and Perspective Projection.

Module 4 (10 Hours)

Multimedia : Introduction to Multimedia : Classification of Multimedia, Multimedia Software, Components of Multimedia – Audio : Analog to Digital conversion, sound card fundamentals, Audio play backing and recording Video, Text : Hypertext, Hyper media and Hyper Graphics, Graphics and Animation : Classification of Animation. Authoring Process and Tools. Case Study: graphics software MatLab, Use of MatLab in graphics application, Features of MatLab, Generalize application by using MatLab.

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Donald **Hearn** & M. Pauline **Baker**, "*Computer Graphics with OpenGL*", Third Edition, 2004, Pearson Education, Inc. New Delhi.
2. Ze-Nian**Li** and Mark S. **Drew**, "*Fundamentals of Multimedia*", First Edition, 2004, PHI Learning Pvt. Ltd., New Delhi.

Reference Books:

1. Plastock : Theory & Problem of Computer Gaphics, Schaum Series.
2. Foley & Van Dam : Fundamentals of Interactive Computer Graphics, Addison-Wesley.
3. Newman : Principles of Interactive Computer Graphics, McGraw Hill.
4. Tosijasu, L.K. : Computer Graphics, Springer-Verleg.
5. S. Gokul : Multimedia Magic, BPB Publication.
6. Bufford : Multimedia Systems, Addison Wesley.
7. Jeffcoate : Multimedia in Practice, Prectice-Hall.
8. Any other book(s) covering the contents of the paper in more depth.

Note : Latest and additional good books may be suggested and added from time

MCA 403 Object Oriented Software Engineering

Module 1 (10 Hours)

Software Process Models:

Software Product, Software crisis, Handling complexity through Abstraction and Decomposition, Overview of software development activities, Process Models, Classical waterfall model, iterative waterfall model, prototyping mode, evolutionary model, spiral model, RAD model, Agile models: Extreme Programming.

Module 2 (10 Hours)

Software Requirements Engineering:

Requirement Gathering and Analysis, Functional and Non-functional requirements, Software Requirement Specification (SRS), IEEE 830 guidelines, Decision tables and trees.

Software Project Management:

Responsibilities of a Software project manager, project planning, Metrics for project size estimation, Project estimation techniques, Empirical estimation techniques, COCOMO models, Scheduling, Organization & team structure, Staffing, Risk management, Software configuration management.

Module 3 (10 Hours)

Structured Analysis & Design:

Overview of design process: High-level and detailed design, Cohesion and coupling, Modularity and layering, Function-Oriented software design: Structured Analysis using DFD Structured Design using Structure Chart, Basic concepts of Object Oriented Analysis & Design. User interface design, Command language, menu and iconic interfaces.

Coding and Software Testing Techniques:

Coding, Code Review, documentation. Testing: - Unit testing, Black-box Testing, White-box testing, Cyclomatic complexity measure, coverage analysis, mutation testing, Debugging techniques, Integration testing, System testing, Regression testing.

Module 4 (10 Hours)

Software Reliability and Software Maintenance:

Basic concepts in software reliability, reliability measures, reliability growth modeling, Quality SEI CMM, Characteristics of software maintenance, software reverse engineering, software reengineering, software reuse.

Emerging Topics:

Client-Server Software Engineering, Service-oriented Architecture (SOA), Software as a Service (SaaS).

Module 5 (6 Hours)

(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Fundamentals of Software Engineering, Rajib Mall, PHI, 2014.
2. Software Engineering, A Practitioner's Approach, Roger S. Pressman, TMG Hill.

Reference Books:

1. Software Engineering, I. Somerville, 9th Ed. , Pearson Education.

MCA 404 Compiler Design and Language Processor

Module 1 (10 Hours)

Introduction to Compilers: Compilers and translators, Phases of compiler design, cross compiler, Bootstrapping, Design of Lexical analyser, LEX programming.

Syntax Analysis: Specification of syntax of programming languages using CFG, Top-down parser, design of LL (1) parser, bottom up parsing technique, LR parsing algorithm, Design of SLR, LALR, CLR parsers. YACC programming.

Module 2 (10 Hours)

Syntax directed translation: Study of syntax directed definitions & syntax directed translation schemes, implementation of SDTS, intermediate notations: postfix, syntax tree, TAC, translation of expression, controls structures, declarations, procedure calls, Array reference.

Storage allocation & Error Handling: Run time storage administration, stack allocation, symbol table management, Error detection and recovery: lexical, syntactic, semantic.

Module 3(10 Hours)

Code optimization: Important code optimization techniques, loop optimization, control flow analysis, data flow analysis, Loop invariant computation, Induction variable removal, Elimination of Common sub expression.

Module 4 (10 Hours)

Code generation – Problems in code generation, Simple code generator, Register allocation and assignment, Code generation from DAG, Peephole optimization.

Text Books:

- Compilers: Principles Techniques and Tools 1st edition by A. V. Aho, Sethi, Ullman, Pearson education.
- Principal of Compiler Design – Alfred V. Aho & Jeffery D. Ullman, Narosa Pub. House.

Module 5 (6 Hours)

(As per choice of faculty)

(Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books

1. Principles of Compiler Design by Alfred V. Aho., Jeffrey D. Ullman.
2. “Compilers: Principles, Techniques and Tools” Aho, Ravi Sethi, Ullman, Pearson Education, VIII Ed. 2002.

Reference Books

1. Lex and Yacc by Johan R. Levine, Tony Mason, et. al. O’Reilly and Associates.
2. “Compilers Design in C” Allen I. Holub, PHI eastern economy edition 2003.

MCA 405 Personality and Soft Skill Development (Practical)

LIST OF TASKS:

1. Listening comprehension – Achieving ability to comprehend material delivered at relatively fast speed; comprehending spoken material in Standard Indian English, British English, and American English; intelligent listening in situations such as interview in which one is a candidate.
2. Vocabulary building, Creativity, using Advertisements, Case Studies etc.
3. Personality Development: Decision-Making, Problem Solving, Goal Setting, Time Management & Positive Thinking
4. Cross-Cultural Communication: Role-Play/ Non-Verbal Communication.
5. Meetings- making meeting effective, chairing a meeting, decision-making, seeking opinions, interrupting and handling interruptions, clarifications, closure- Agenda, Minute writing.
6. Group Discussion – dynamics of group discussion, Lateral thinking, Brainstorming and Negotiation skills
7. Resume writing – CV – structural differences, structure and presentation, planning, defining the career objective
8. Interview Skills – formal & informal interviews, concept and process, pre-interview planning, opening strategies, answering strategies, interview through tele and video-conferencing
9. Writing Skills - Business Communication, Essays for competitive examinations.
10. Technical Report Writing/ Project Proposals – Types of formats and styles, subject matter – organization, clarity, coherence and style, planning, data-collection, tools, analysis.- Feasibility, Progress and Project Reports.
11. Very Similar Test of standard software companies like TCS, WIPRO, InfoSys, Googleetc
12. Brain teasing tests

REFERENCES:

1. Simon Sweeny, "English for Business Communication", CUP, First South Asian Edition, 2010.
2. M. Ashraf Rizvi, "Effective Technical Communication", Tata McGraw-Hill Publishing Company Ltd. 2005.
3. Dr A Ramakrishna Rao, Dr G Natanam & Prof SA Sankaranarayanan, "English Language Communication: A Reader cum Lab Manual", Anuradha Publications, Chennai, 2006.
4. Dr. Shalini Verma, "Body Language- Your Success Mantra", S. Chand, 2006.
5. Andrea J. Rutherford, "Basic Communication Skills for Technology", 2nd Edition, Pearson Education, 2007.
6. Sunita Mishra & C. Muralikrishna, "Communication Skills for Engineers", Pearson Education, 2007.
7. Jolene Gear & Robert Gear, "Cambridge Preparation for the TOEFL Test", 2010.

8. Meenakshi Raman & Sangeeta Sharma, "Technical Communication", Oxford University Press, 2011.

406 Elective 1 (Choose any one)

MCA 406A: Embedded System

Examples of Embedded systems and Typical hardware

Hardware Fundamentals for Software Engineer and Advanced Hardware Fundamentals
Interrupts and Survey of software architectures. Introduction to RTOS and More Operating
System Services Basic Design using RTOS

Embedded Software development tools and Debugging Techniques

Text Books:

1. An Embedded Software Primer, David A. Simon, Pearson Education, Inc., 1999
2. Embedded Real Time Systems programming, Sriram Vlyer and Pankaj Gupta, TMH, 2004

Reference Books:

1. Embedded Systems Design—A Unified Hardware/Software Introduction, Frank Vahid/Tony Givargis, John Wiley & Sons, Inc., 2002
2. Embedded Systems, Architecture, Programming and Design, Raj Kamal, TMH, 2003

MCA 406B: Data Mining Techniques

DSS-Uses, definition, Operational Database. Introduction to DATA Warehousing. Data-Mart, Concept of Data-Warehousing, Multi Dimensional Database Structures. Client/Server Computing Model & Data Warehousing. Parallel Processor & Cluster Systems. Distributed DBMS implementations. DATA Warehousing. Data Warehousing Components, Building a Data Warehouse, Warehouse Database, Mapping the Data Warehouse to a Multiprocessor Architecture, DBMS Schemas for Decision Support, Data Extraction, Cleanup & Transformation Tools, Metadata Business Analysis: Reporting & Query Tools & Applications. On Line Analytical Processing (OLAP). Patterns & Models. Statistics, Artificial Intelligence. Knowledge Discovery, Data Mining, Introduction to Data-Mining, Techniques of Data Mining, Decision Tree, Neural Networks, Nearest Neighbor & Clustering. Genetic Algorithm, Rule Introduction, Selecting & using the right Techniques. Multimedia Data-Mining, Multimedia Databases,

Mining Multimedia Data, Data-Mining and the worldWide Web, Web Data Mining, mining, Mining and Meta-Data, Data Visualization & overall Perspective, Data Visualization, Application of Data-Mining Introduction to Data Mining and knowledge discovery in databases (KDD); Data mining primitives, concepts, tasks and functionalities - concept learning, classification and prediction, association rule mining, clustering and anomaly detection; Data preparation - cleaning, transformation, reduction, discretization; Techniques, approaches and evaluation: Credibility, evaluation and comparison of data mining models; Association rule mining techniques - Apriori, Partition-based, FP-tree, Pincer-search; Supervised (inductive) learning - Decision table, rule, tree; Model tree, Baye's theorem, k-nearest neighbour, Regression, SVM; Unsupervised learning- Clustering Techniques - Partition, k-d tree, Hierarchical, Density, Grid, Advanced Databases: Text, Sequence, Image, etc.

References:

1. J. Han, M. Kamber, Data Mining: Concepts and Techniques, Morgan Kaufmann, 2007
2. I.H. Witten, E. Frank, Data mining: Practical Tools and Techniques with Java Implementations, Morgan Kaufmann 1999
3. P-N. Tan, V. Kumar and M. Steinbach: Introduction to Data Mining, Pearson, 2007
4. D. Hand, H. Mannila, P. Smyth, Principles of Data Mining, Indian reprint, PHI 2004

MCA 406C: Wireless Communication and Mobile Computing

Mobile radio systems-, Paging systems, cordless telephone system, cellular telephone system, Cellular Concept: Frequency reuse, channel assignment, hand off, Interference and cell splitting, sectoring, Improving Coverage and capacity in Cellular systems. Propagation modeling: Outdoor/ Indoor Propagation models, Small scale Multipath propagation- Rayleigh fading, Ricean Fading, Nakagami fading, Shadowing, lognormal shadowing fading model, outage probability, coverage estimation under shadowing, and multipath fading. Wireless Networks 802.11, frequency-hopping, encoding and modulation, MAC Layer Protocol Architecture Multiple access with collision avoidance protocol, Virtual Carrier-Sensing, DCF Protocol, PCF Operation.

References:

1. Rappaport, Wireless communications: principal and practice , Pearson ed.
2. Matthew s. Gast, 802.11 wireless networks, O'reilly
3. Andrea Goldsmith ,Wireless communication , cambridge university press ed .
4. Jochen Schiller , Mobile communications, phi/person edu., 2nd ed.,

MCA 406D:ERP and E-Commerce

UNIT-I

Introduction

What is E-Commerce, Forces behind E-Commerce Industry Framework, Brief history of E-Commerce, Inter Organizational E-Commerce Intra Organizational E-Commerce, and Consumer to Business Electronic Commerce, Architectural framework
Network Infrastructure for E-Commerce Network Infrastructure for E-Commerce, Market forces behind I Way, Component of I way Access Equipment, Global Information Distribution Network, Broad band Telecommunication.

UNIT-II

Mobile Commerce

Introduction to Mobile Commerce, Mobile Computing Application, Wireless Application Protocols, WAP Technology, Mobile Information Devices, Web Security
Introduction to Web security, Firewalls & Transaction Security, Client Server Network, Emerging Client Server Security Threats, firewalls & Network Security.

UNIT-III

Encryption

World Wide Web & Security, Encryption, Transaction security, Secret Key Encryption, Public Key Encryption, Virtual Private Network (VPM), Implementation Management Issues.

UNIT – IV

Electronic Payments

Overview of Electronics payments, Digital Token based Electronics payment System, SmartCards, Credit Card I Debit Card based EPS, Emerging financial Instruments, Home Banking, Online Banking.

UNIT-V

Net Commerce

EDA, EDI Application in Business, Legal requirement in E -Commerce, Introduction to supplyChain Management, CRM, issues in Customer Relationship Management.

Books:

1. Greenstein and Feinman, "E-Commerce", TMH
2. Ravi Kalakota, Andrew Whinston, "Frontiers of Electronic Commerce", Addison Wesley
3. Denieal Amor, " The E-Business Revolution", Addison Wesley
4. Diwan, Sharma, "E-Commerce" Excel
5. Bajaj & Nag, "E-Commerce: The Cutting Edge of Business", TMH

MCA 406E: PHP and My SQL

UNIT-1:

Introduction to PHP

Evaluation of PHP, Basic Syntax, Defining variable and constant, Php Data type, Operatorand Expression.

Decisions and loop

Making Decisions, Doing Repetitive task with looping, Mixing Decisions and looping with Html.

UNIT-2:

Function

What is a function, Define a function, Call by value and Call by reference, Recursive function, StringCreating and accessing, String Searching & Replacing String, Formatting String, StringRelated Library function

Array

Anatomy of an Array, Creating index based and Associative array Accessing array, ElementLooping with Index based array, Looping with associative array using each () and foreach(),Some useful Library function.

UNIT-3:

Handling Html Form with Php

Capturing Form, Data Dealing with Multi-value filed, and Generating File uploaded form, redirecting a form after submission.

Working with file and Directories

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

UNIT-4:

Session and Cookie

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

UNIT-5:

Database Connectivity with MySQL

Introduction to RDBMS, Connection with MySQL Database, Performing basic database operation (DML) (Insert, Delete, Update, Select), Setting query parameter, Executing query Join (Cross joins, Inner joins, Outer Joins, Self joins.)

Exception Handling

Understanding Exception and error, Try, catch, throw. Error tracking and debugging.

References:

1. Learning PHP, MySQL, books by 'O' Riley Press

MCA 401 Java Programming Lab

1. Programs to illustrate constructors.
2. Programs to illustrate Overloading & Overriding methods in Java.
3. Programs Illustrate the Implementation of Various forms of Inheritance. (Ex. Single, Hierarchical, Multilevel inheritance....)
4. Program which illustrates the implementation of multiple Inheritance using interfaces in Java.
5. Program to illustrate the implementation of abstract class.
6. Programs to illustrate Exception handling
7. Programs to create packages in Java.
8. Program to Create Multiple Threads in Java.
9. Program to Implement Producer/Consumer problem using synchronization.
10. Program to Write Applets to draw the various polygons.
11. Create and Manipulate Labels, Lists, Text Fields, Text Areas & Panels

12. Handling Mouse Events & Keyboard Events.
13. Using Layout Managers.
14. Create & Manipulate the Following Text Areas, Canvas, Scroll bars, Frames, Menus, DialogBoxes.
15. Programs, which illustrate the manipulation of strings.
 - a. Ex. 1. Sorting an array of Strings.
 1. Frequency count of words & Characters in a text.
16. Programs, which illustrate the use of Streams.
17. Java Program that reads on file name from the user and displays the contents of file.
18. Write an applet that displays a simple message.
19. Write an applet that computes the payment of a loan based on the amount of the loan, the interest rate and the number of months. It takes one parameter from the browser: Monthlyrate; if true, the interest rate is per month; Other wise the interest rate is annual.
20. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the + - X % operations. Add a text field to display the result.
21. Write a Java program for handling mouse events.
22. Write a Java program for creating multiple threads
23. Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.
24. Write a Java program that lets users create Pie charts. Design your own user interface (with AWT)
25. Write a Java program that allows the user to draw lines, rectangles and ovals.
26. Write a Java program that illustrates how run time polymorphism is achieved.

TEXT BOOK

1. THE COMPLETE REFERENCE JAVA J2SE 5TH EDITION BY – HERBERT SCHILDT (TMH)

REFERENCE BOOKS

1. THE COMPLETE REFERENCE JAVA 2 (Fourth Edition) BY - PATRICK NAUGHTON & HERBERT SCHILDT (TMH)
2. PROGRAMMING JAVA - DECKER & HIRSH FIELD VIKAS PUBLISHING (2001) (THOMSON LEARNING) (SECOND EDITION)
3. INTRODUCTION TO JAVA PROGRAMMING - Y. DANIEL LIANG PHI (2002)
4. OBJECT ORIENTED PROGRAMMING THROUGH JAVA 2 BY - THAMUS WU (Mc.Graw Hill)
5. JAVA 2 - DIETEL & DIETEL (PEARSON EDUCATION)
6. INTRODUCTION TO JAVA – BALA GURU SWAMY

7. INTRODUCTION TO PROGRAMMING & OOD USING JAVA – JAINO NINE & FA HOSCH (JOHNWILEY)
8. STARTING OUT WITH JAVA – JONY GADDIS (DREAM TECH PRESS)

MCA 402 Computer Graphics and Multimedia Lab

1. Program using OpenGL library functions, to implement the basic primitives such as POINT, LINES, QUAD, TRIANGLES and POLYGON etc.
2. Program using OpenGL library functions, to implement the line chart as per user input. Input monthly data for period of one year.
3. Program to draw hard wired house by using basic primitives of OpenGL library functions.
4. Program by using OpenGL library functions, to implement the Digital Differential Analyser line drawing algorithm.
5. Program by using OpenGL library functions, to implement the Bresenham's Line drawing, Circle drawing, Mid-point Circle drawing and Mid-point Ellipsedrawing algorithms.
6. Program by using OpenGL library functions, to implement the Cohen-Sutherland Line clipping algorithm.
7. Program by using OpenGL library functions, to implement the Liang-Barsky Line clipping algorithm..
8. Program to demonstrate 2D and 3D transformations.
9. Window to Viewport Transformation
10. Splines Using OpenGL, 2D Animation

MCA 403 Software Engineering Labs

Use of Rational Rose 2.0/Higher

Objectives:

1. To know about Phases in software development project, overview, need, coverage of topics
2. To assign the requirement engineering tasks
3. To perform the system analysis : Requirement analysis, SRS
4. To perform the function oriented diagram : DFD and Structured chart
5. To perform the user's view analysis : Use case diagram
6. To draw the structural view diagram : Class diagram, object diagram
7. To draw the behavioral view diagram : Sequence diagram, Collaboration diagram
8. To draw the behavioral view diagram : State-chart diagram, Activity diagram
9. To draw the implementation view diagram: Component diagram
10. To draw the environmental view diagram : Deployment diagram

11. To perform various testing using the testing tool unit testing, integration testing

EXPERIMENT-1

Aim: Phases in software development project, overview, need, coverage of topics

Tools/ Apparatus: None.

Procedure:

- 1) Open an appropriate software engineering guide and study the software development life cycle and related topics.
- 2) Study the need of the software engineering.
- 3) Study the coverage of topics such as life cycle models and their comparisons.

EXPERIMENT-2

Aim: To assign the requirement engineering tasks.

Tools/ Apparatus: None.

Procedure:

- 1) Identify the different requirement engineering tasks.
- 2) Assign these tasks to various students to set the ball rolling.
- 3) Ask the students to start working on the given tasks.

EXPERIMENT-3

Aim: To perform the system analysis : Requirement analysis, SRS

Tools/ Apparatus: None.

Procedure:

- 1) Assign the group of the students different tasks of system analysis.
- 2) Ask students to meet different users and start analysis the requirements.
- 3) Ask students to give presentations group-wise of their system requirements analysis.

EXPERIMENT-4

Aim: To perform the function oriented diagram : DFD and Structured chart

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various processes, data store, input, output etc. of the system and ask students to analyse.
- 2) Use processes at various levels to draw the DFDs.
- 3) Identify various modules, input, output etc. of the system and ask students to analyse.
- 4) Use various modules to draw Structured charts.

EXPERIMENT-5

Aim: To perform the user's view analysis : Use case diagram

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various processes, use-cases, actors etc. of the system and ask students to analyse.
- 2) Use processes at various levels to draw the use-case diagram.

EXPERIMENT-6

Aim: To draw the structural view diagram : Class diagram, object diagram

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various elements such as classes, member variables, member functions etc. of the class diagram
- 2) Draw the class diagram as per the norms.
- 3) Identify various elements such as various objects of the object diagram
- 4) Draw the object diagram as per the norms.

EXPERIMENT-7

Aim: To draw the behavioral view diagram : Sequence diagram, Collaboration diagram

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various elements such as controller class, objects, boundaries, messages etc. of the sequence diagram
- 2) Draw the sequence diagram as per the norms.
- 3) Identify various elements such as for the sequence diagram of the collaboration diagram
- 4) Draw the collaboration diagram as per the norms.

EXPERIMENT-8

Aim: To draw the behavioral view diagram : State-chart diagram, Activity diagram

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various elements states and their different transition of the state-chart diagram
- 2) Draw the state-chart diagram as per the norms.
- 3) Identify various elements such as different activity their boundaries etc. of the activity diagram
- 4) Draw the activity diagram as per the norms.

EXPERIMENT-9

Aim: To draw the implementation view diagram: Component diagram.

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various elements of the component diagram such as the various components like client, server, network elements etc.
- 2) Draw the component diagram as per the norms.

EXPERIMENT-10

Aim: To draw the implementation view diagram: deployment diagram

Tools/Apparatus: Rational Rose Software.

Procedure:

- 1) Identify various elements such as the hardware components of the deployment diagram
- 2) Draw the deployment diagram as per the norms.

EXPERIMENT-11

Aim: To perform various techniques for testing using the testing tool : unit testing, Integrationtesting

Tools/Apparatus: Winrunner.

Procedure:

- 1) Identify various modules of the system so that they can be tested stand alone.
- 2) Identify the groups of the module that can be tested together in integration.
- 3) Perform the testing of the modules as a unit and in integration by using the testing tool.

EXPERIMENT-12

Aim: To draw UML diagrams using Rational rose software.

Tools/Apparatus: Rational rose software.

Procedure:

- 1) Identify various elements of the system to be drawn using the IDE.
- 2) Use the UML options of the rational rose to draw the diagrams from experiment 4 to 10.

EXPERIMENT-13

Aim: To draw UML diagrams using MS Visio software.

Tools/Apparatus: MS Visio software.

Procedure:

- 1) Identify various elements of the system to be drawn using the IDE.
- 2) Use the UML options of the MS Visio software to draw the diagram from experiment

4 to 10.

Reference books:

1. Fundamentals of Software engineering, Rajib Mall.
3. Software design – From programming to architecture, Eric Braude
5. Object-oriented software engineering – A use case driven approach, Ivar Jacobson (Computer language productivity award winner)

MCA 404 Compiler Design and Language Processor Lab

Practice of LEX and YACC in windows/Linux OS. Practice of writing of programs either in C/C++/JAVA for implementation.

List of Experiments:

1. Design a lexical analyzer for given language and the lexical analyzer should ignore redundant spaces, tabs and new lines. It should also ignore comments. Although the syntax specification states that identifiers can be arbitrarily long, you may restrict the length to some reasonable value. Simulate the same in C/LEX language.
2. Write a program to identify whether a given line is a comment or not.
3. Write a program to recognize strings under 'a', 'a*b+', 'abb'.
4. Write a program to test whether a given identifier is valid or not.
5. Write a program to simulate lexical analyzer for validating operators.
6. Implement the lexical analyzer using JLex, flex or other lexical analyzer generating Tools.
7. Write a program for implementing the functionalities of predictive parser for the mini language as specified in **Note 1**.
8. Write a program for constructing of LL (1) parsing
9. Write a program for constructing recursive descent parsing.
10. Write a program to implement LALR parsing.
11. Write a program to implement operator precedence parsing
12. Write a program to implement Program semantic rules to calculate the expression that takes an expression with digits, + and * and computes the value.
13. Convert the BNF rules into Yacc form and write code to generate abstract syntax tree for the mini language
14. Write a program to generate machine code from abstract syntax tree generated by the parser. The instruction set specified in **Note 2** may be considered as the target code.

Note 1:

A simple language written in this language is

```

{int a[3],t1,t2;
T1=2;
A[0]=1;a[1]=2;a[t]=3;
T2=-( a[2]+t1*6)/(a[2]-t1);
If t2>5then
Print(t2)
Else{
Int t3;
T3=99;
T2=25;
Print(-t1+t2*t3);/*this is a comment on 2 lines*/
}endif
}

```

Comments(zero or more characters enclosed between the standard C/JAVA Style comment brackets/*...*/)can be inserted .The language has rudimentary support for 1-dimensional array, the declaration `int a[3]` declares an array of three elements, referenced as `a[0]`, `a[1]` and `a[2]`.

Note: You should worry about the scoping of names.

Experiment with:

1. Write a program to compute FIRST for the following grammar?

```

E → TE'
E' → +TE' / ^
T → FT'
T' → *FT' / ^
F → (E) / i

```

2. Write a program to compute FIRST for the following grammar?

```

S → iCtSS'
S' → eS / ^

```

3. Write a program to construct predictive parsing table for the following grammar?

```

S → iCtSS'
S' → eS / ^

```

Note 2:

```

<program>::=<block>
<block>::={<variable definition><slist>}
|{<slist>}
<variabledefinition>::=int<vardeflist>
<vardec>::=<identifier>|<identifier>[<constant>]
<slist>::=<statement>|<statement>;<slist>
<statement>::=<assignment>|<ifstatement>|<whilestatement>
|<block>|<printstatement>|<empty>
<assignment>::=<identifier>=<expression>
|<identifier>[<expression>]=<expression>
<if statement>::=if<bexpression>then<slist>else<slist>endif
|if<bexpression>then<slisi>endif
<whilestatement>::=while<bexpression>do<slisi>enddo
<printstatement>::=print(<expression>)
<expression>::=<expression>::=<expression><addingop><term>|<term>|<addingop>
<term>
<bexprssion>::=<expression><relop><expression>
<relop>::=<|<=<|=|>|=|>|!=
<addingop>::=+|-
<term>::=<term><multop><factor>|<factor>
<Multop>::=*/
<factor>::=<constant>|<identifier>|<identifier>[<expression>]
|(<expression>)
<constant>::=<digit>|<digit><constant>
<identifier>::=<identifier><letter or digit>|<letter>
<letter or digit>::=<letter>|<digit>
<letter>::=a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
<digit>::=0|1|2|3|4|5|^|7|8|9
<empty>::=has the obvious meaning

```

1. Write a program to generate the code for the following three address code statements?
A=B+C
W=X-Y
2. Write a program to generate the code for the following three address code statements?
W=(A+B)*C

MCA 409 Group Discussion/Seminar

Tasks:

Reading of newspapers, writing of articles, how to prepare seminars and reports, technical paper writing skills, GD on current topics, invited guest for spoken English, HR personnel from IT industries.

Note:10 things to succeed in Group Discussion

Read voraciously

Make a habit of reading voraciously on every subject. This will keep you ready for any topic for a discussion in GD. Your knowledge is your most important weapon in a discussion.

Initiate the discussion

Most of us have a misconception that initiating the discussion would give you an advantage over others. It does give you an advantage but only if you know the subject well and have something relevant to start the discussion otherwise it is a disadvantage.

For e.g. when a group was given a subject "Is Capital punishment right?" some members of the group heard the word punishment and jumped at starting the discussion without understanding the meaning of Capital Punishment. The evaluators kept hearing for 2 minutes after which they intervened and asked the group if they knew the meaning of Capital Punishment. Not to say, the members who initiated were quite looking at each other's faces. That is when a quiet member of the group got up and explained the meaning of the topic. From this incidence, you can easily tell who must have succeeded in the GD, the ones who initiated the discussion or the one who explained the topic and gave it a right direction.

They say, "Speaking just for the sake of speaking is noise". So, don't create noise in the GD rather make some useful and resourceful contributions to get noticed in the discussion.

Speak politely and pleasantly

As you speak make sure that you do not speak at the top of your voice. You should be audible and clear. Remember that you are participating in a discussion which is different from a speech given out by the leaders in their rallies. Even if you disagree with the other's point of view, disagree politely. Use phrases like, I would like to disagree a bit here, I am sorry but I think I have a slightly different point of view here.

Be précised

Abstain from using irrelevant information and data from your talks during a GD. Speak precisely so that others also get a chance to put across their point of view.

Acquire and apply knowledge

Stay attentive to the ideas put forward by other group members and keep writing the important points discussed during the GD. As you get a chance to speak, put forward your views about the topic. You can also agree or disagree with other's ideas, based on your knowledge about the subject.

Agree with the right

Don't take a stand on either extreme when the discussion begins. It might happen that you get convinced by other's argument and want to change your stand. Respect other's opinion as well and agree with what is right, even if you initially had a different opinion.

Speak confidently

Maintain your confidence as you speak. Establish eye contact with other members of the group and do not let your voice tremble.

Moderate

Try to moderate the discussion if any arguments arise. This is necessary to ensure that the group doesn't wander from the goal of the GD.

Use positive body language

Your body language should not demonstrate dominance or low self-confidence. Show your interest in the discussion through your gestures like bending forward a bit, nodding your head.

Be a team player

Last but not the least; be a team player as this is a group activity. Be comfortable with the group members and vice versa.

Sample GD topics

- Reservation system should be stopped
- Donald Trump's presidency – Impact on India bad or good
- Divorce and remarriage should be encouraged
- Reservation for women would help the society
- Hindi movies are harming our society
- Live-in relationships should be encouraged
- India should be reorganized into smaller states
- IT boom and the growing pressure
- Smaller businesses and start-ups have more scope
- Developing countries need trade, not aid
- China is a threat to Indian IT industry
- Should agricultural subsidies be stopped?
- Multinational corporations: Are they devils in disguise?
- Business and Ethics do not go together
- Indian culture doesn't breed leaders
- India - really the NexGen superpower
- Fate of Apple after Steve Jobs
- FDI in Retail - Will really affect the farmers of India?
- EU Zone Crisis - reason for rising value of dollar
- US Debt Crisis - really has an impact on world market
- Should central government provide West Bengal a moratorium on loan repayments?
- Sanctions against Iran - right or wrong?
- FDI in Indian retail should be welcomed
- China market - a threat to Indian market
- Black money in tax heavens - declared national property
- Rising petrol prices - Govt. can control?
- Government should give up the control on CBI
- US war on Iraq-justified or not?
- Depreciation of Indian Rupee has only negative impact on the economy
- Nokia and Microsoft are a planned alliance or desperate move?
- RBI cannot control inflation with its temporary monetary policies
- Ditching the Kyoto Protocol - Is India's objection on EU justified?

Important:

Each student has to arrange summer training/internship in Industry or Educational Institute for 2 to three months duration or research work followed by depositing a project

FOURTH SEMESTER MCA SYLLABUS FOR ADMISSION BATCH 2016-17

report and presentation in fifth semester. The internship shall be evaluated in fifth semester.

Course Structure for 5th Semester MCA of BPUT

Code No	Subject	Theory				Practical		
		Lecture Hrs/Week	Credit Theory	University Marks	Internal Evaluation	Hours / Week L/T	Credit Practical	Marks
Semester-5								
MCA 501	Artificial Intelligence & Expert System	3	3	100	50	2	1	50
MCA 502	Object Oriented Analysis & Design with UML	3	3	100	50	2	1	50
MCA 503	Internet Technology & Enterprise Java	3	3	100	50	2	1	50
MCA 504	Accounting Information System	3	3	100	50	2	1	50
MCA 505	Elective-II	3	3	100	50			
MCA 506	Elective-III	3	3	100	50			
MCA 507	Elective-IV (open)	3	3	100	50			
MCA 508	Minor in-house Project and Viva					6	3	150
MCA 509	Summer Internship Evaluation					0	2	100
Total		21	21	700	350	14	09	450
Total Marks: 1500								
Total Credits: 30								

Elective-II (Choose any one)

1. MCA 505A: Cryptography and Cyber Law
2. MCA 505B: Information Security and Management
3. MCA 505C: Cloud Computing
4. MCA 505D: Business Analytics and Big Data
5. MCA 505E: Dot Net Programming

Elective-III (Choose any one)

1. MCA 506A: Distributed System / Distributed Technology
2. MCA 506B: Parallel Computing
3. MCA 506C: Microprocessor & Assembly Level Language Programming
4. MCA 506D: Foundations of Statistical Natural Processing (NLP)
5. MCA 506E: Soft Computing

Elective-IV (Open -Choose any one)

1. MCA 507A: Internet of Things
2. MCA 507B: Marketing Management
3. MCA 507C: Environmental Engineering

4. MCA 507D: Entrepreneurship Development
5. MCA 507E: Software Testing
6. MCA 507F: Open Source Technology
7. MCA 507G: E-Governance and Practice
8. MCA 507H: Mobile Application Development

MCA 501
Artificial Intelligence and Expert System

Module I

Introduction to AI, AI Problems and AI techniques, Solving problems by searching, Problem Formulation. Intelligent Agents: Structure of Intelligent agents, Types of Agents, Agent Environments .Uninformed Search Techniques: DFS, BFS, Uniform cost search, Depth Limited Search, Iterative Deepening, Bidirectional search, Comparing Different Techniques.

Module II

Informed Search Methods: Heuristic functions, Hill Climbing, Simulated Annealing, Best First Search, A*, IDA*, SMA*, Crypto-Arithmetic Problem, Backtracking for CSP, Performance Evaluation. Adversarial Search: Game Playing, Min-Max Search, Alpha Beta Pruning.

Module III

Knowledge and Reasoning: A Knowledge Based Agent, WUMPUS WORLD Environment, Propositional Logic, First Order Predicate Logic, Forward and Backward Chaining. Planning: Introduction to Planning, Planning with State Space Search, Partial Ordered planning, Hierarchical Planning, Conditional Planning, Planning with Operators.

Module IV

Uncertain Knowledge and Reasoning: Uncertainty, Representing Knowledge in an Uncertain Domain, Conditional Probability, Joint Probability, Bays theorem, Belief Networks, Simple Inference in Belief Networks. Learning: Learning from Observation, General Model of Learning Agents, Inductive Learning, Learning Decision Trees, Rote Learning, Learning by Advice, Learning in Problem Solving, Explanation based Learning. Expert Systems: Introduction, Design of Expert systems.

Books:

1. Stuart Russell and Peter Norvig, Artificial Intelligence: A Modern Approach, 2nd Edition, Pearson Education.
2. Elaine Rich, Kevin Knight, Shivshankar B Nair, Artificial Intelligence, McGraw Hill, 3rd Edition.
3. Nils J. Nilsson, "*Artificial Intelligence: A New Synthesis*", 2nd Edition, 2000, Elsevier India Publications, New Delhi.
4. Michael Negnevitsky, "*Artificial Intelligence: A Guide to Intelligent Systems*", Second Edition, 2005, Pearson Education, Inc. New Delhi.
5. Dan W. Patterson, "*Introduction to Artificial Intelligence and Expert Systems*", 1st Edition, 1996, PHI Learning Pvt. Ltd., New Delhi.
6. Ben Coppin, "*Artificial Intelligence Illuminated*", 2005, Narosa Publication, New Delhi. ISBN: 978-81-7319-671-3

MCA 502

OBJECT ORIENTED ANALYSIS AND DESIGN WITH UML

Module-I

Introduction: Object orientation & Object oriented development, Modeling Concepts: Modeling as a design technique, Class Modeling, advanced class modeling, State Modeling, advanced State Modeling, Interaction Modeling, advanced Interaction Modeling. Collaboration Diagrams: Terms, Concepts, depicting a message, polymorphism in collaboration diagrams

Module-II

Analysis and Design: Process overview, system Conception, Domain Analysis, System Design, Class design.

Module-III

Implementation: Implementation Modeling, Object Oriented (OO) Languages, Databases, Programming Style.

Module-IV

Management of Object-Oriented Software projects, Object oriented analysis, domain analysis and generic components of object- oriented analysis model, object behavior model. The intent of object-oriented metrics, the distinguishing characteristics and metrics for the object-oriented design model, class oriented metrics, operation oriented metrics, metrics for object oriented testing, metrics for object-oriented projects.

Text Books:

1. Michael R. **Blaha** and James R **Rumbaugh**, “*Object-Oriented Modeling and Design with UML*”, Second Edition, 2005, Pearson Education, Inc. New Delhi.
Chapters: 1 to 8, 10, 11, 12, 14, 15, 17, 18, 19, 20.
2. Mark **Priestley**, “*Practical Object-Oriented Design with UML*”, Second Edition, 2006, McGraw-Hill Education, India. New Delhi.

Reference Books:

1. Grady **Booch**, “*Object-Oriented Analysis and Design with Applications*”, Third Edition, 2007, Pearson Education, Inc. New Delhi.
2. Craig **Larman**, “*Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development*”, Third Edition, 2005, Pearson Education, Inc. New Delhi.
3. Mike **O'Docherty**, “*Object Oriented Analysis and Design: Understanding System Development with UML 2.0*”, 2005, Wiley India Pvt. Ltd., New Delhi.
4. John W. **Satzinger**, Robert B. **Jackson**, Stephen D. **Burd**, “*Object-Oriented Analysis and Design with the Unified Process*”, 2006, CENGAGE Learning India Pvt. Ltd., New Delhi.
5. James **Rumbaugh**, Grady Booch, Ivar Jacobson, “*The Unified Modeling Language*”

MCA 503

INTERNET TECHNOLOGY AND ENTERPRISE JAVA

Module-I (10 hours)

Internet and Web Technology: Introduction and overview, Internetworking concept and architectural model, World wide web, Web 2.0, Web Browsers, Web Servers, URLs, URN, URI, classful internet addresses, classless and subnet address extensions (CIDR)

Web Programming:- Basics of HTML & XHTML Programming: Syntax, Document structures, images, hyperlinks, List, Tables, Forms, Frames, CSS, Basic JavaScript Programming: DOM, Loops, function and arrays, Form design, Event handling. XML: Document structure, DTD, Namespaces, XML Schema, and Parsing XML documents.

Module-II (10 hours)

Enterprise Java Programming: Concept of Swing Package, Java EE 6 API, Web Applications, Java Servlet Technology: - Lifecycle of a Servlet, Servlet API, Servlet Packages, Types of servlets, Stateless and Stateful protocols, Session tracking in Servlet, Cookie, Session variable

Database Programming : Concept of JDBC, JDBC drivers, connecting to database, Database Access using Servlet.

Module-III (10 hours)

JSP Technology: - Architecture & Anatomy of JSP Page, JSP life cycle, JSP with MVC Architecture, Dynamic webpage Creation, Scripting Elements, Directive tags, Action tags, Session Tracking, Database access using JSP page, JSTL, concept of Ajax. Introduction to JavaServer Faces (JSF) Technology, Introduction to Facelets,

Module-IV (10 hours)

Enterprise JavaBeans Technology: EJB Component Architecture, Role of EJB & its life cycle, Types of Beans, Stateless and stateful beans, Simple program using stateless and stateful beans, Security features of EJB, Contexts and Dependency Injection for the Java EE Platform; Java Persistence API, Security in Java EE, Java EE Supporting Technologies: Introduction, Transactions and Resource Connections.

Module-V (6 hours)

(As per choice of faculty)

Portion covered can be tested through internal evaluation only not to be included in university examination.

Recommended Books:

1. Douglas E. Comer, *“Internetworking with TCP/IP, Volume 1: Principles, Protocols and Architecture”*, Fifth Edition, 2006, PHI Learning Pvt. Ltd., New Delhi.
Chapters: 1, 3, 4, 9, 10, 18, 20, 27, 28.
2. Ralph Moseley, *“Developing Web Applications”*, 2008, Wiley India, New Delhi.
3. Eric Jendrock, D. Carson, I. Evans, D. Gollapudi, K. Haase, C. Srivastha, *“The Java EE6 Tutorial”*, Volume-1, Fourth Edition, 2010, Pearson India, New Delhi.
Chapters: 1, 3, 4, 5, 7, 9 to 12, 14 to 16, 17, 19, 23, 26, 27, 28.

4. H. M. Deitel, P. J. Deitel, S. E. Santry *“Advanced Java 2 Platform HOW TO PROGRAM”*, Prentice Hall, 2001

References:

1. Joe **Wigglesworth**, Paula **McMillan**, “*Java Programming: Advanced Topics*”, 3rd Edition, 2009, CENGAGE Learning India Pvt. Ltd., New Delhi.
2. William **Stallings**, “*Computer Networking with Internet Protocols and Technology*”, 2004, Pearson education, New Delhi.
3. **Kongent S.**, “*Java Server Programming (JEE 6) Black Book, Platinum Edition*”, 2008, Dreamtech / Wiley India Pvt. Ltd.
4. David **Geary**, Cay S. **Horstmann**, “*Core JavaServer Faces*”, Second Edition, 2007, Pearson Education, Inc. New Delhi.
5. Adrian **Farrel**, “*The Internet and its Proto*

MCA 504
ACCOUNTING INFORMATION SYSTEM

Course objective and outcomes:

The subject introduces and familiarizes with the application of accounting principles and concepts in a computerized environment. Students pursuing computer application course need to know the concepts of accounting and developing an accounting system for a business with an objective of preparing computerized financial statements and reports.

MODULE-I

Need of Accounting for as a language of business, Accounting an information system, Accounting Concepts, Accounting Equations, Basic Terminology used in Profit/Loss A/c and Balance Sheet, Accounting Cycle, Recognition of Revenue and Expenditures, Advantages of computerized accounting system over conventional accounting practices.

MODULE-II

Classification of Accounts, Golden Rules of Accounting, Preparation of vouchers, Journals, Posting in Subsidiary books of accounts, Cash Book, Trial Balance.

MODULE-III

Financial Statements and its preparation, Income Statement, Balance Sheet, Adjustment Entries (simple numerical problems to be taught), Basics of company accounts: Sources of funds, Accounting for issue of different shares. Director's Reports of companies.

MODULE-IV

Practice of final accounts through Tally Package.

Text Book :

1. Computerised Accounting with Quick Books – 2015- Mc grawHill
2. Financial Accounting, Satpathy, Mohapatra, Patra- Vrinda

Financial Accounting, Goyal and Goyal, PHIFinancial Accounting and Analysis, Athma, HPH

MCA505 A-CRYPTOGRAPHY AND CYBER LAW

Module – 1 Introduction - Cyber Attacks, Defence Strategies and Techniques, Guiding Principles, Mathematical Background for Cryptography - Modulo Arithmetic's, The Greatest Common Divisor, Useful Algebraic Structures, Chinese Remainder Theorem

Basics of Cryptography - Preliminaries, Elementary Substitution Ciphers, Elementary Transport Ciphers, Other Cipher Properties, Secret Key Cryptography – Product Ciphers, DES Construction.

Module – 2 Public Key Cryptography and RSA – RSA Operations, Why Does RSA Work?, Performance, Applications, Practical Issues, Public Key Cryptography Standard (PKCS), Cryptographic Hash - Introduction, Properties, Construction, Applications and Performance, The Birthday Attack, Discrete Logarithm and its Applications - Introduction, Diffie-Hellman Key Exchange, Other Applications.

Module – 3 Key Management - Introduction, Digital Certificates, Public Key Infrastructure, Identity-based Encryption, Authentication-I - One way Authentication, Mutual Authentication, Dictionary Attacks, Authentication – II – Centralized Authentication, The Needham-Schroeder Protocol, Kerberos

Intrusion Prevention and Detection - Introduction, Prevention Versus Detection, Types of Intrusion Detection Systems, DDoS Attacks Prevention/Detection,

Web Service Security – Motivation, Technologies for Web Services, WS- Security, SAML, Other Standards.

Module –4

Concepts of Cyber Crime and the IT ACT-2000, Hacking, Teenage Web Vandals, Cyber Fraud and Cyber Cheating, Nature of Cyber criminality, Strategies to tackle cyber crime and trends, Criminal justice in India and implications on Cyber Crime

Copyright Ownership and Assessment, License of Copyright, Copyright Term and respect for foreign Work, Copyright Infringement, Remedies and Offers, Computer Software piracy

TextBooks:

1. Cryptography, Network Security and Cyber Laws – **Bernard Menezes**, Cengage Learning, 2010

2. Cyber Law simplified- **Vivek Sood**, Mc-GrawHill, 11th reprint, 2013

Reference Books: 1. Cryptography and Network Security- Behrouz A Forouzan, Debdeep Mukhopadhyay, Mc-GrawHill, 3rd Edition, 2015

2. Cryptography and Network Security- William Stallings, Pearson Education, 7th Edition

MCA 505 B

Information Security and Management

Module-I (10 Hours)

The Security Problem in Computing: The meaning of computer Security, Computer Criminals, Methods of Defense; Elementary Cryptography: Substitution Ciphers, Transpositions, Making “Good” Encryption Algorithms, Private-Key Cryptosystems, The Data Encryption Standard, The AES Encryption Algorithm, Public-Key Cryptosystems, Public Key Encryptions, Uses of Encryption, Pseudo-randomness, and Hashing.

Module-II (10 hours)

Program Security : Secure Programs, Non-malicious Program Errors, viruses and other malicious code, Targeted Malicious code, controls Against Program Threats, Protection in General-Purpose operating system protected objects and methods of protection memory and address protection, File protection Mechanisms, User Authentication Designing Trusted O.S : Security policies, models of security, trusted O.S. design, Assurance in trusted OS, Implementation examples. Digital Signatures, Authentication, Secret Sharing, Group oriented cryptography, Identification.

Module-III (10 hours)

Data base & Network Security: Security requirements, Reliability and integrity, Sensitive data, Inference, multilevel database, proposals for multilevel security; Security in Network; Threats in Network, Network Security Controls, Firewalls, Intrusion Detection Systems, Secure E-mail.

Module-IV (10 Hours)

Administering Security: Security Planning, Risk Analysis, Organizational Security policies

Physical Security; The Economics of Cyber security; Privacy in Computing;

Legal and Ethical Issues in Computer Security: Protecting Programs and data, Information and the law, Rights of Employees and Employers, Software failures, Computer Crime, Case studies of Ethics.

Module-V (Portion covered can be tested through internal evaluation not to be included in the university examination)

Textbooks:

1.

Charles P. Pfleeger & Shari Lawrence Pfleeger, “Security in Computing”, Fourth Edition, 2007, Pearson Education, Inc. New Delhi. Pvt. Ltd., New Delhi.

2. William Stallings & Lawrie Brown, “Computer Security: Principles and Practice”, First Edition, 2008, Pearson Education, Inc. New Delhi.

Reference Books

1. Charlie Kaufman, Radia Perlman & Mike Speciner, “Network Security: Private Communication in a Public World”, 2nd Edition, 2003, PHI Learning. New Delhi.

2. Chuck Easttom, “Computer Security Fundamentals”, First Edition, 2006, Pearson Education, Inc. New Delhi.

3. Alfred Baasta, “Computer Security”, First edition, 2008, CENGAGE Learning.

MCA 505C

CLOUD COMPUTING

UNIT I:

Introduction: Distributed Computing and Enabling Technologies, Cloud Fundamentals: Cloud Definition, Evolution, Architecture, Applications, deployment models, and service models. Virtualization: Issues with virtualization, virtualization technologies and architectures, Internals of virtual machine monitors/hypervisors, virtualization of data centers, and Issues with Multi-tenancy.

UNIT II:

Implementation: Study of Cloud computing Systems like Amazon EC2 and S3, Google App Engine, and Microsoft Azure, Build Private/Hybrid Cloud using open source tools, Deployment of Web Services from Inside and Outside a Cloud Architecture. MapReduce and its extensions to Cloud Computing, HDFS, and GFS. Interoperability and Service Monitoring: Issues with interoperability, Vendor lock-in, Interoperability approaches. SLA Management, Metering Issues, and Report generation.

UNIT III:

Resource Management and Load Balancing: Distributed Management of Virtual Infrastructures, Server consolidation, Dynamic provisioning and resource management, Resource Optimization, Resource dynamic reconfiguration, Scheduling Techniques for Advance Reservation, Capacity Management to meet SLA Requirements, and Load Balancing, various load balancing techniques. Migration and Fault Tolerance: Broad Aspects of Migration into Cloud, Migration of virtual Machines and techniques. Fault Tolerance Mechanisms.

UNIT IV:

Security: Vulnerability Issues and Security Threats, Application-level Security, Data level Security, and Virtual Machine level Security, Infrastructure Security, and Multi-tenancy Issues. IDS: host-based and network-based, Security-as-a-Service. Trust Management, Identity Management, and Access Controls Techniques. Advances: Grid of Clouds, Green Cloud, Mobile Cloud Computing

TEXT BOOKS:

1. Mastering Cloud computing, Rajkumar Buyya, Christian Vacchiola, S Thamarai Selvi, McGraw Hill
2. Cloud Computing Bible, Barrie Sosinsky, Wiley Publishers

REFERENCES:

1. Cloud Computing Principles and Paradigms, Rajkumar Buyya, James Broberg, Andrzej Goscinski, Wiley Publishers
2. Cloud Computing: Web-based Applications that change the way you work and collaborate online, Michael Miller, Pearson Education
3. Cloud Computing and SOA Convergence in Your Enterprise: A Step-by-Step Guide, David S. Linthicum
4. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly
5. Cloud Computing: A Practical Approach, Toby Velte, Anthony T Velte, Robert Elsenpeter, McGraw Hill

MCA 505D

Business Analytics and Big Data

Module 1(10 hours)

Overview business analytics , Foundation and Technologies for decision Making, Descriptive Analytics – Data warehousing, Predictive Analytics – Data Mining, Predictive Analytics – Text Analytics and Text Mining, Predictive Analytics – Web Analytics and Web Mining, Model Based Decision Making, Modeling and Analysis, Knowledge Management and Collaborative Systems, Perspective analytics, Business Analytics: Emerging Trends and Future Impacts

Module 2(10 hours)

Introduction to Big Data, Big Data characteristics, types of Big Data, Traditional vs. Big Data business approach, Case Study of Big Data Solutions. Hadoop: Core Hadoop Components; Hadoop Ecosystem; Physical **Architecture**; **Hadoop limitations. NoSQL: NoSQL business drivers**; **NoSQL** case studies; NoSQL data architecture patterns: Key-value stores, Graph stores, Column family (Bigtable) stores, Document stores, Variations of NoSQL architectural patterns; Using NoSQL to manage big data: What is a big data NoSQL solution? Understanding the types of big data problems; Analyzing big data with a shared-nothing architecture; Choosing distribution models: master-slave versus peer-to-peer; Four ways that NoSQL systems handle big data problems

Module 3(10 hours)

Distributed File Systems : Physical Organization of Compute Nodes, Large-Scale File-System Organization.

MapReduce: The Map Tasks, Grouping by Key, The Reduce Tasks, Combiners, Details of MapReduce Execution, Coping With Node Failures. Algorithms Using MapReduce: Matrix-Vector Multiplication by MapReduce , Relational-Algebra Operations, Computing Selections by MapReduce, Computing Projections by MapReduce, Union, Intersection, and Difference by MapReduce, Computing Natural Join by MapReduce, Grouping and Aggregation by MapReduce, Matrix Multiplication, Matrix Multiplication with One MapReduce Step.

Module 4(10 hours)

HADOOP RELATED TOOLS: Hbase,data model and implementations, Hbase clients,Hbase examples – praxis.Cassandra ,cassandra data model , cassandra examples, cassandra clients , Hadoop integration. Pig , Grunt , pig data model , Pig Latin, developing and testing Pig Latin scripts. Hive , data types and file formats , HiveQL data definition , HiveQL data manipulation – HiveQL queries

Module 5

(As per choice of faculty) Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Marc J. Schniederjans Dara G. Schniederjans Christopher M. Starkey “Business Analytics Principles, Concepts, and Applications What, Why, and How” , Pearson Education,2014
2. Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley, 2013.
3. Alex Holmes “Hadoop in Practice”, Manning Press, Dreamtech Press.
4. Dan McCreary and Ann Kelly “Making Sense of NoSQL” – A guide for managers and the rest of us, Manning Press.

Reference Books

Anand Rajaraman and Jeff Ullman “Mining of Massive Datasets”, Cambridge University Press,
Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012.
Eric Sammer, "Hadoop Operations", O'Reilley, 2012.
E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.

MCA 505E

DOT NET PROGRAMMING

Unit I (10 Hours)

Introduction to The DOT NET:DOT NET Languages, DOT NET Framework , User and Program Interfaces, Windows Forms, Web Forms, Console Applications, Web Services, CLR ,CTS, MSIL tools ,NET Assemblies,

Introduction to C#.net:Data types, Operators, Branching, Looping, Methods, Array, Strings, C# Types: Value Type, reference type, struct Type.

Unit II(10 Hours)

C# Classes, Objects, Constructors, Properties,Inheritance and polymorphism, interface, Abstract class, sealed classes, static classes. Error handling, operator overloading,Garbage Collector.

Introduction to windows forms in C#: layout, forms and controls, creating GUI, Event handling,Built-in dialog boxes.

Unit III(10 Hours)

Architecture of ADO.NET, Connected and Disconnected Database, Create Connection using ADO.NET Object Model, Connection Class, Command Class, Data Adapter Class, Dataset Class. Display data on data bound Controls and Data Grid

Overview of ASP.NET framework: Understanding ASP.NET Controls, Applications Web servers, installation of IIS. Web forms, web form controls – server controls, client controls,

UNIT-IV(10 Hours)

Adding controls to a web form in ASP.NET, Buttons, Text Box, Labels, Checkbox, Radio Buttons, List Box, image controls, data controls, file uploading & downloading. Running web application using ASP.NET, Creating a multiform web project. Form Validation: Client side validation, server Side validation,State management.

Text Books:

1. Schildt, "C# (C Sharp) Complete Reference", Tata McGraw Hill.
2. David Platt, "Introducing Dot Net", PHI Publication.

3. Matthew MacDonald, "The Complete Reference – ASP.NET", Tata McGraw Hill

"C# programming", Wrox Publication

MCA 506A

DISTRIBUTED SYSTEM / DISTRIBUTED TECHNOLOGY

Module-1

Distributed systems: Definition, goals, types of Distributed Systems, Architectures, Key characteristics, Design issues, naming, communication, software structure, workload allocation, consistency maintenance; User requirement, functionality, Quality of service, re configurability

Module-2

Interprocess communication, building blocks, client server communication; CORBA's Common Data Representation (CDR); Java object serialization; Extensible markup language (XML); Remote object references; Inter-process communication in UNIX; Remote procedure calling; Design issues, interface definition language exception handling; Implementation - interface processing, communication handling; Binding, Case study: sun RPC Vs. Java RMI

Module-3

Distributed Operating systems: kernel, processes and threads, Naming and protection - Communication and Invocation, virtual memory,

Distributed file services - design issues, interfaces, implementation techniques, Case study sun NFS, Name services: Name spaces; Name resolution, Domain Name System, SNS and DNS, Peer-to-Peer Systems.

Coordination and Agreement: Time and Global States, Time and co-ordination, Synchronizing physical clocks- logical time and logical clocks, Distributed co-ordination, distributed mutual exclusion, elections, Replication, basic architectural model, consistency and request ordering.

Module-4

Distributed Transactions, Recovery and fault tolerances: Transaction recovery, logging -shadow versions, fault model for transaction; Fault tolerance: characteristics; Hierarchical and group masking of faults; Security, authentication and key distribution, logic of authentication, digital signatures; Web Services: SOAP, XML, CORBA, Distributed object based systems, Distributed file systems, Distributed web- based systems, Distributed co-ordination based systems.

Module-5 (Portion covered can be tested through internal evaluation not to be included in the university examination

Text books:

1. George Coulouris, Jean Dollimore and Tim Kindberg, "Distributed Systems: Concepts and Design", Fourth Edition, 2006, Pearson Education, Inc. New Delhi.
2. Andrew S. Tanenbaum, Maarten van Steen, "Distributed Systems: Principles and Paradigms", 2nd Edition, 2007, PHI Learning Pvt. Ltd., New Delhi.

Reference books:

1. HagitAttiya, Jennifer Welch, "Distributed Computing: Fundamentals, Simulations, and Advanced Topics", 2nd Edition, 2005, Wiley India Pvt. Ltd., New Delhi.
2. Mordechai Ben-Ari, "Principles of Concurrent and Distributed Programming", 2nd Edition, 2006, Pearson Education, Inc. New Delhi.
3. Mei-Ling Liu, "Distributed Computing: Principles and Applications", 2004, Pearson Education, Inc. New Delhi.

4. Gerard Tel, "Introduction to Distributed Algorithms", Second edition, 2002, Cambridge University Press / Foundation Books India, New Delhi.

5. Ajay D. Kshemkalyani, MukeshSinghal, "Distributed Computing: Principles, Algorithms, and Systems", 2008, Cambridge University Press / Foundation Books India, New Delhi.

PARALLEL COMPUTING (MCA 506B)

Module-I (10 hours)

Introduction to Parallel Computing; Motivating Parallelism, Scope of Parallel Computing; Parallel Programming; Platforms : Implicit parallelism, Limitation of Memory System Performance, Dichotomy of Parallel Computing Platforms, Physical Organization of Parallel Platforms: PRAM Model, Interconnection network, network topology, Evaluation of interconnection network.

Module-II (10 hours)

Communication Costs of Parallel Machines, Routing Mechanism for Interconnection Networks, Impact of Process-processor Mapping and Mapping Techniques.

Principles of Parallel Algorithm Design : Preliminaries, Decomposition Techniques, Characteristics of Tasks and Interactions, Mapping Techniques for Load Balancing, Methods for containing interaction Overheads,

Module-III (10 hours)

Parallel Algorithm Models: Basic Communication Operations: One-to-All Broadcast and All-to-One Reduction, All-to-All Broadcast and Reduction, Scatter and Gather, All-to-All Personalized Communication, Circular Shift. All reduce and prefix sum.

Module-IV (10 hours)

Analytical Modeling of Parallel Programs: Sources of Overhead, Performance metrics. Effect of Granularity on Performance, Scalability of Parallel Systems, minimum Execution time and minimum cost-optimal Execution time, Asymptotic Analysis of Parallel Programs,

Introduction to MPI Principles of Message: The Building Blocks (Send and Receive Operations), Message Passing Interface, Collective Communication and Computation Operations.

Module V (06 Hours)(as per choice of faculty)

Portion covered can be tested through Internal evaluation only not to be included in University examination)

Text Books:

1. Ananth Grama, George Karypis, Vipin Kumar, Anshul Gupta, “*Introduction to Parallel Computing*”, 2nd Edition, 2004, Pearson Education, Inc. New Delhi.
2. Michael J. Quinn, “*Parallel Computing: Theory and Practice*”, 1994, McGraw-Hill Education (India), New Delhi.

Reference Books:

1. Calvin Lin, Larry Snyder, “*Principles of Parallel Programming*”, 1st Edition, 2009, Pearson Education, Inc. New Delhi.
2. Michael J. Quinn, “*Parallel Programming in C with MPI and OpenMP*”, 2004, McGraw-Hill Education (India), New Delhi.
3. Barry Wilkinson, “*Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers*”, 2nd Edition, 2005, Pearson Education, Inc. New Delhi.
4. Yves Robert, Henri Casanova, Armand Legrand, “*Parallel Algorithms*”, 1st Edition, 2009, CRC Press. ISBN-13:9781584889458.
5. Harry F. Jordan, Gita Alagband, “*Fundamentals of Parallel Processing*”, first Edition, 2003, PHI Learning Pvt. Ltd. New Delhi.

MCA 506C

MICROPROCESSOR AND ASSEMBLY LANGUAGE PROGRAMMING

Module I: (10 Hours)

Microprocessor History, 8085 Architecture and Register organization, Functional Block Diagram, Bus Organization, 8085 Instruction Set, Instruction classifications, Instruction word size, Instruction format, Addressing modes, Assembly Language programming, Interrupts.

Module II: (10 Hours)

Instruction cycle, Machine cycle, Timing Diagram, Stack and subroutine. Debugging a program, Programming techniques such as looping, counting and indexing. Memory, I/O devices, Addressing memory and I/O devices, Memory mapping, Memory Interfacing, Tri-State Devices, Buffers.

Module III: (10 Hours)

Interfacing Chips: 8255A (PPI), 8155 (Multipurpose Programmable Device), 8259A (PIC), 8257 or 8237A (DMA Controller), 8251A (USART). Some Standard Interfaces: Data communication buses such as IEEE 488 and CAMAC standard, Serial data communication Standards such as 20-mA current loop and RS- 232C.

Module IV: (10 Hours)

16 bit processor 8086: Introduction, Architecture, Pin Diagram, Min & Max Mode, Addressing Modes. Introduction to Microcontrollers and embedded processors, overview of the 8051 microcontroller family.

Module V: (6 hours) (as per choice of faculty)

(Portion covered can be tested through Internal evaluation only not to be included in University examination.)

Text Books:

1. Ramesh S. Gaonkar, "Microprocessor Architecture, Programming and Application with 8085", 5th edition, Penram International Publishing (India) Pvt. Ltd.
2. D V Hall, "Microprocessor & Interfacing" McGraw Hill Education India.
3. M.A. Mazidi and J.G. Mazidi, "The 8051 Microcontroller and Embedded Systems", Pearson Education, India.

Reference Books:

1. A. P. Mathur, "Introduction to Microprocessor" McGraw Hill Education India.
2. B. Ram, "Fundamentals of Microprocessor and Microcomputer" Dhanpat Rai & Co Publication.
3. P K Ghosh, P R Sridhar, "0000 to 8085 Introduction to microprocessor to Engineers & Scientists" Prentice-Hall of India.
4. M. Mano "Logic and Computer Design Fundamentals" Pearson Education/PHI.

MCA506D

STATISTICAL NATURAL LANGUAGE PROCESSING

Module - 1 (10 Hours)

Introduction to Natural Language Understanding: The study of Language, Applications of NLP, Evaluating Language Understanding Systems, Different levels of Language Analysis, Representations and Understanding, Organization of Natural language Understanding Systems, Linguistic Background: An outline of English syntax. Introduction to semantics and knowledge representation, some applications like machine translation, database interface.

Module- 2 (10 Hours)

Grammars and Parsing: Grammars and sentence Structure, Top-Down and Bottom-Up Parsers, Transition Network Grammars, Top-Down Chart Parsing. Feature Systems and Augmented Grammars: Basic Feature system for English, Morphological Analysis and the Lexicon, Parsing with Features, Augmented Transition Networks.

Module - 3 (10 Hours)

Grammars for Natural Language: Auxiliary Verbs and Verb Phrases, Movement Phenomenon in Language, Handling questions in Context-Free Grammars. Human preferences in Parsing, Encoding uncertainty, Deterministic Parser.

Module- 4 (10 Hours)

Ambiguity Resolution: Statistical Methods, Probabilistic Language Processing, Estimating Probabilities, Part-of Speech tagging, Obtaining Lexical Probabilities, Probabilistic Context- Free Grammars, Best First Parsing. Semantics and Logical Form, Word senses and Ambiguity, Encoding Ambiguity in Logical Form.

Text Books:

1. James Allen, "Natural Language Understanding", 2/e, Pearson Education
 2. L.M. Ivansca, S. C. Shapiro, "Natural Language Processing and Language Representation", University Press
- Reference Books: 1. T. Winograd, "Language as a Cognitive Process", Addison-Wesley Publishing.

MCA 506 E

SOFT COMPUTING

Module-I (10 hours)

Introduction to intelligent systems and soft computing: Introduction, Intelligent systems, Knowledge-based systems, Knowledge representation and processing, soft computing.

Fundamentals of fuzzy logic systems: Introduction, background, fuzzy sets, generalized fuzzy operations, implication, definitions, fuzziness and fuzzy resolution, fuzzy relations

Module-II (10 hours)

Composition and inference, considerations of fuzzy decision making. Fundamentals of artificial neural networks: introduction, learning and acquisition of knowledge, features of artificial neural networks, fundamentals of connectionist modeling. Classes of neural networks: introduction, multilayer perceptron, radial basis function networks

Module-III (10 hours)

Kohonen's self-organizing network, Hopfield network, industrial and commercial applications of ANN. Neuro-fuzzy systems: introduction, background, architectures of neuro-fuzzy systems, construction of Neuro-fuzzy systems. Evolutionary computing: introduction, overview

Module-IV (10 hours)

Genetic algorithms and optimization, the schema theorem, genetic algorithm operators, integration of genetic algorithms with neural networks, integration of genetic algorithms with fuzzy logic, known issues in GAs, population-based incremental learning, evolutionary strategies, ES applications.

Module V:(6 hours)(as per choice of faculty)

(Portion covered can be tested through Internal evaluation only not to be included in University examination.)

Text Books:

1. Fakhreddine O. **Karray**, Clarence **De Silva**, “*Soft Computing and Intelligent Systems Design: Theory, Tools and Applications*”, Pearson Education, New Delhi.
Chapters: 1, 2, 4, 5, 7 and 8.
2. Jyh-Shing Roger **Jang**, Chuen-Tsai **Sun**, Eiji **Mizutani**, “*Neuro-Fuzzy and Soft Computing: A Computational Approach to Learning and Machine Intelligence*”, 1996, PHI Learning Pvt. Ltd. New Delhi.

Reference Books:

1. S. N. **Sivanadam**, S. N. **Deepa**, “*Principles of Soft Computing*”, First Edition, 2008, Wiley India Pvt. Ltd. New Delhi.
2. Frank **Hoffmann**, M. **Köppen**, F. **Klawonn**, R. **Roy**, “*Soft Computing: Methodologies and Applications*”, 2006, Springer, New Delhi.
3. D. K. **Prathihar**, “*Soft Computing*”, 2007, Narosa Publication, New Delhi.
4. A. K. **Srivastava**, “*Soft Computing*”, 2009, Morgan & Claypool / Narosa, New Delhi.
5. N. K. **Sinha**, “*Soft Computing and Intelligent Systems: Theory and Applications*”, 2009, Elsevier India Pvt. Ltd, New Delhi.

MCA507A INTERNET OF THINGS (IoT)

MODULE I

Introduction to Internet of Things Introduction-Definition & Characteristics of IoT , Physical Design of IoT- Things in IoT , IoT Protocols, Logical Design of IoT- IoT Functional Blocks, IoT Communication Models, IoT Communication APIs , IoT Enabling Technologies- Wireless Sensor Networks , Cloud Computing, Big Data Analytics , Communication Protocols , Embedded Systems, IoT Levels & Deployment Templates.

MODULE II

Domain Specific IoTs Home Automation: Smart Lighting, Smart Appliances, Intrusion Detection, Smoke/Gas Detectors, Cities-Smart Parking, Smart Lighting, Smart Roads, Structural Health Monitoring, Surveillance, Emergency Response, Environment-Weather Monitoring, Air Pollution Monitoring, Noise Pollution Monitoring, Forest Fire Detection , River Floods Detection , Energy- Smart Grids , Renewable Energy Systems , Prognostics , Retail-Inventory Management , Smart Payments , Smart Vending Machines , Logistics-Route Generation & Scheduling , Fleet Tracking , Shipment Monitoring , Remote Vehicle Diagnostics, Agriculture-Smart Irrigation ,Green House Control ,Industry -Machine Diagnosis & Prognosis Indoor Air Quality Monitoring ,Health & Lifestyle -Health & Fitness Monitoring, Wearable Electronics IoT and M2M Introduction, M2M-Difference between IoT and M2M, SDN and NFV for IoT-Software Defined Networking , Network Function Virtualization

MODULE III

IoT Platforms Design Methodology IoT Design Methodology-Purpose & Requirements Specification ,Process Specification, Domain Model Specification, Information Model Specification , Service Specifications , IoT Level Specification, Functional View Specification , Operational View Specification , Device & Component Integration , Application Development, Case Study on IoT System for Weather Monitoring, Motivation for Using Python IoT Physical Devices & Endpoints What is an IoT Device-Basic building blocks of an IoT Device, Exemplary Device: Raspberry Pi, About the Board, Linux on Raspberry Pi , Raspberry Pi Interfaces – Serial, SPI , I2C , Programming Raspberry Pi with Python-Controlling LED with Raspberry Pi , Interfacing an LED and Switch with Raspberry Pi ,Interfacing a Light Sensor (LDR) with Raspberry Pi , Other IoT Devices- pcDuino, Beagle Bone Black , Cubieboard

MODULE IV

IoT & Beyond: Use of Big Data and Visualization in IoT, Industry 4.0 Concepts. Overview of RFID, Low-power design (Bluetooth Low Energy), range extension techniques (data mining and mesh networking), and dataintensive IoT for continuous recognition applications. Overview of Android / IOS App Development tools & Internet Of Everything

Text Books: Internet of Things, A Hand Approach, by Arshdeep Bahga & Vijay audisetti, University Press.

Reference Books: The Internet of Things, by Michael Millen, Pearson

MCA 507B
MARKETING MANAGEMENT

Module- I: Definition & Functions of Marketing : Scope of Marketing, Core concepts of marketing such as Need, Want, Demand, Customer Value, Exchange, Customer Satisfaction, Customer Delight, Customer Loyalty, Marketing v/s Market, Selling versus Marketing, Concept of Marketing Myopia. 80: 20 Principle, Introduction to the Concept of Marketing Mix, Bottom of the pyramid concept

Module-II: Concept of Marketing Environment: Macro and Micro, Need for analyzing the Marketing Environment. Segmentation: Definition, Need for segmentation, Benefits of segmentation to marketers, Bases for market segmentation of consumer goods & industrial goods, Criteria for effective segmentation. Target Market: Concept of Target Market and criteria for selection of target market. Positioning: Concept of Differentiation & Positioning, Introduction to the concepts of Value Proposition & USP. Meaning & importance of consumer behavior, Comparison between Organizational Buying behavior and consumer buying behavior, Buying roles, Five steps buyer decision process.

Module – III: Product :Meaning of product, Goods & Services Continuum, Classification of consumer products and industrial products, Product Mix: Length, Width, Depth and Consistency. New Product Development & Product Life Cycle : New Product Development Process: Idea Generation to commercialization. Product Life Cycle : Concept & Characteristics of Product Life Cycle. Relevance of PLC and Strategies across stages of the PLC. **Branding**: Introduction to Branding, Product Vs. Brand, Meaning of a brand, brand equity & brand elements. Packaging & Labeling : Meaning & role of Packaging & Labeling,

Pricing Basics: Meaning, Importance and Factors Influencing pricing decisions. Setting the Price: Setting pricing objectives, Determining demand, Estimating costs, Analyzing competitors' pricing, Selecting pricing method, Pricing approaches

Module-IV: Place: The Role of Marketing Channels: Channel functions & flows, channel levels. Channel Design Decisions: Analyzing customers' desired service output levels, establishing objectives & constraints, Identifying & evaluating major channel alternatives, Channel conflicts and resolution (Overview only). Channel Options: Introduction to Wholesaling, Retailing, Franchising, Direct marketing, E-Commerce Marketing Practices.

Promotion: The role of marketing communications in marketing effort. Communication Mix Elements : Introduction to Advertising, Sales Promotion, Personal Selling, Public Relations, Direct Marketing, Concept of Integrated Marketing Communications (IMC) Contemporary Topics: Viral Marketing, Guerrilla Marketing, Societal and social Marketing, Relationship Marketing, Green Marketing , Digital Marketing, Network Marketing (Concepts only)

Reference Books

Marketing: Baines, Fill and Page ,Sinha , Oxford
Marketing Management – Kotler, Keller, Koshy, Jha, Pearson,
Marketing by Lamb Hair Sharma, Mc Daniel Cengage Learning
Marketing Management, Ramaswamy&Namakumari, McGrawHill
Marketing Management – K Karunakaran, Himalaya Publishing House
Marketing Management – Text and Cases, Tapan K Panda, Excel Books
Marketing Management – J.P Mahajan ,Vikas
Marketing Management -Rudani , Schand

MCA 507C
ENVIRONMENTAL ENGINEERING

Module-I: Definition, Scope and importance, Need for public awareness, Natural Resources and associated problems, Conservation of natural resources, Equitable use of resources for sustainable lifestyles.

Module-II: Ecosystem; Concept, structure and function, energy flow in ecosystem, ecological succession, Food chain, food webs, ecological pyramids; forest ecosystem, Grass land ecosystem, desert ecosystem, aquatic ecosystem. Biodiversity and its conservation

Module III: Environmental pollution: Definition, Causes and effects and control, Role of individual in prevention of pollution, Disaster management.

Module IV: Social issues of the environment, Issues involved in enforcement of environmental legislations. Public awareness, Human population and the environment, environmental reengineering.

Suggested readings:

1. Environmental Studies, Basak

MCA 507 D

ENTREPRENEURSHIP DEVELOPMENT

ModuleI: UnderstandingEntrepreneurship

ConceptofEntrepreneurship,MotivationforEconomicDevelopmentandEntrepreneurial Achievement,EnterpriseandSocietyEntrepreneurialtraitsandskills,Entrepreneurialsucce ssandfailures,Mentoring.

ModuleII: Starting your ownBusiness

IdentifyingBusinessopportunity-
Businessopportunitiesinvarioussectors,formalitiesforsettingupbusines sinmanufacturingandservices,Step by stepapproach to startup

Module III: Building a Business Plan

DecisionforEntrepreneurialstartup.
WritingaBusinessplan,componentsofaB-
Plan,determiningBankabilityoftheproject.EntrepreneurialProcess,

ModuleIV: Funding and Entrepreneurial Finance

Sources of raising funds,
Central/StatelevelInstitutionpromotingSME.FinancialManagementinsmall business.Marketing problems and Strategies, Talent Acquisition- problems and prospects and applicability of relevant laws in business,

ReferenceBooks:

1. EntrepreneurialDevelopment,S.S.Khanka, SChand
2. Entrepreneurship,David H Holt,PHI
3. TheDynamicsofEntrepreneurialDevelopment&Management,VasantDesai,HPH.
4. Entrepreneurship,Roy,Oxford
5. Entrepreneurship,Hisrich,Peters,Shepherd,TMH

MCA507E

SOFTWARE TESTING

UNIT I: INTRODUCTION

Testing as an Engineering Activity – Role of Process in Software Quality – Testing as a Process – Basic Definitions – Software Testing Principles – The Tester's Role in a Software Development Organization – Origins of Defects – Defect Classes – The Defect Repository and Test Design – Defect Examples – .Developer/Tester Support for Developing a Defect Repository

UNIT II: TEST CASE DESIGN

Introduction to Testing Design Strategies – The Smarter Tester Test Case Design Strategies Using Black Box Approach to Test Case Design Random testing – Requirements based testing positive and negative testing Boundary Value Analysis – decision tables – Equivalence Class Partitioning state-based testing – cause-effect graphing error guessing compatibility testing user documentation testing domain testing Using White-Box Approach to Test design – Test Adequacy Criteria – static testing vs. structural testing – code functional testing Coverage and Control Flow Graphs Covering Code Logic – Paths Their Role in White-box Based Test Design – code complexity testing Evaluating Test Adequacy Criteria.

UNIT III: LEVELS OF TESTING

The Need for Levels of Testing – Unit Test Unit Test Planning – Designing the Unit tests. The Test Harness – Running the Unit tests and Recording results integration tests – Designing Integration Tests – Integration Test Planning – scenario testing – defect bash elimination – System Testing types of system testing Acceptance testing performance testing Regression Testing in internationalization testing ad-hoc testing Alpha Beta Tests – testing – OO-systems usability and accessibility testing

UNIT IV: TEST MANAGEMENT (10)

People and organizational issues in testing organization structures for testing team testing services – Test Planning Test Plan Components Test Plan Attachments Locating Test Items test management test process – Reporting Test Results – The role of three groups in Test Planning and Policy Development – Introducing the test specialist Skills needed by a test specialist Building a Testing Group.

CONTROLLING AND MONITORING

Software test automation – skills needed for automation – scope of automation design and architecture for automation – requirements for a test tool – challenges in automation Test metrics and measurements – project, Meetings Reports and Control Issues – Criteria and productivity metrics Status progress for Test Completion – SCM – Types of reviews – Developing a review program – Components of Review Plans – Reporting Review Results. Evaluating software quality defect prevention testing maturity model

TEXT BOOKS:

1. Srinivasan Desikan and Gopalaswamy Ramesh, "Software Testing – Principles and Practices", Pearson education, 2006.
2. Aditya P. Mathur, "Foundations of Software Testing", Pearson Education, 2008.

REFERENCES:

1. Boris Beizer, "Software Testing Techniques", Second Edition, Dreamtech, 2003
2. Elfriede Dustin, "Effective Software Testing", First Edition, Pearson Education, 2003.
3. Renu Rajani, Pradeep Oak, "Software Testing Effective Methods, Tools and Techniques", Tata McGraw Hill, 2004.

MCA 507 F

OPEN SOURCE TECHNOLOGIES

UNIT I:

Open Source Definition, The distribution terms of open source software, open source technology importance, Free and Open Source Software (FOSS), LAMP (Linux, Apache, MySQL, PHP, Python, and Perl.). Benefits, Perspectives of Open Source software Linux and Open Source, Linux Usage Basics: Logging into the system, changing users and editing text files. Running Commands and Getting Help, Browsing the File system, Users, Groups and permissions

UNIT II:

Installation of Linux interactively, Perform user and group administration, Administer the Linux printing subsystem, Automate tasks with at, cron, Install, update, query and remove software packages with RPM. Accessing and Running Applications: cc compiler,gcc Compiler, Mozilla Firefox. Multimedia in Linux: Listening to Audio, Playing video, Using Digital Camera, Recording music / video CDs. Publishing: Open office, Working with Graphics, Printing Documents, Displaying documents with Ghostscript and Acrobat, Using Scanners driven by SANE.

UNIT III:

Introduction to Web server.Installing Apache on Linux: httpd service. PHP: Testing Installation. Basics of PHP scripts, Variables, Data types, Operators and Expressions, Constants, Flow control functions, If statement, Loops, Arrays, Strings, Dates and Times,Forms

UNIT IV:

MySQL : Configuring MySQL Server, working with MySQL Databases, MySQL Tables, SQL Commands – INSERT, SELECT, UPDATE, REPLACE, DELETE. Date and Time functions in MySQL. PHP – MySQL Application Development : Connecting to MySQL with PHP, Inserting data with PHP, Retrieving data with PHP. Developing PHP scripts for dynamic web page like feed backform,online admission form,online test.

TOTAL: 40 HOURS

TEXT BOOKS:

1. Open Source Web Development with LAMP: Using Linux, Apache, MySQL, Perl, and PHP James Lee, Brent Ware. Pub: Addison Wesley
2. Professional LAMP: Linux, Apache, MySQL and PHP5 Web Development, Jason Gerner, Morgan Owens, Elizabeth Naramore, Matt Warden, Wrox Publication

REFERENCES:

1. Red Hat Linux Bible Christopher Negus Wiley Publishing ISBN : 0-7645-4333-4
 2. PHP, MySQL and Apache Julie C Meloni Pearson Education ISBN : 81-297-0443-9
 3. The Complete Reference Linux Peterson Tata McGRAW HILL ISBN : 0-07-044489-7
- UNIX using Linux Jack Dent, Tony Gaddis, Pub: Course Technolog (Thomson Learning), ISBN : 981-240-218-7

MCA 507G
E – GOVERNANCE AND PRACTICES

Module -I: INTRODUCTION

Meaning of E-Governance, Concepts of E-Governance, Implementing E-Governance

Module II: TECHNIQUES OF E - GOVERNANCE

GIS based Management, Citizen Database and Human Development, Video Conferencing

Module III: E - GOVERNANCE PRACTICES IN INDIA

E-Governance Policy

E-Governance Projects in States

E-Governance in India

Module IV: THE CHALLENGES OF E - GOVERNANCE

A prerequisite of good Governance

E-Governance in Democratic set-up

E-Governance Infrastructure

Security concerns

Indian Theory and Good Governance

Indian Theory and Administrative Culture in India

Books Recommended

1. M.G. Gupta and R.K. Tiwari (eds.), Reinventing the Government, IIPA, 1998
2. Richard Hecks , Implementing and Managing E-Governance, Vistar Publications
3. Jan Erik Lane, New Public Management, Rout ledges, 2000

Articles on Indian Theory, E-Governance and Good governance for IJPA, ISDA Journal and Administrative Change.

Mobile Application Development

Module I : Introduction to Mobile Computing - Definition and general overview of Mobile and Cell Phone Technologies - CDMA, GSM, 3G, 4G, Types of mobile computing devices - PDA, Pagers, Mobiles, etc. The Android Platform: Introduction to the Android platform, Architecture, Android components, Development Tools – SDK, ADB, Gradle, etc. Installing Android Studio IDE, and developing first app Activities and Lifecycle, Fragments and Intents - Working with Activities-creating activity, starting activity, managing life cycle of activity, applying themes and styles, displaying dialog in activity; Using Intents-exploring intent objects, resolution, filters passing data using objects in intents; Fragments, Intent Object to Invoke Built-in Application

Module II : UI Design: Display Orientation, Views and ViewGroups, Layouts, Action Bars and Navigation Drawers, Android Layout Managers - LinearLayout, RelativeLayout, ScrollView, TableLayout, FrameLayout, Action Bar, Working with Views- TextView, EditText View, Button View, RadioButton View, CheckBox View, ImageButton View, ToggleButton View, RatingBar View UI Events: Understanding Android Events, Using the android:onClick Resource, Event Listeners and Callback Methods, Event Handling, The Event Listener and Callback Method, Intercepting Touch Events, Implementing Common Gesture Detection Data binding in applications - Introduction to data binding in Android, What is an Adapter?, Adapter Views - ListView Class, Spinner, Gallery View, AutoTextCompleteView, GridView Displaying Pictures and Menus with Views - Working with Image Views, Designing Context Menu for Image View, Embedding Web Browser in an Activity using WebView, Notifying the User Data Persistence - The Data Storage Options, Internal Storage, External Storage, Using the SQLite Database - CRUD, Working with Content Providers

Module III: Networking in Android : Accessing the network, Permission to access the network, Checking Network Availability, Sending Email, consuming web services using HTTP Location-Based Services - Displaying Maps, Getting Location Data, monitoring a Location, Google Maps API, Using the Geocoder. Telephony and SMS: Handling Telephony, Handling SMS, Sending SMS Using Intent

Module IV : Working with Bluetooth and Wi-Fi - BluetoothAdapter and Managing Wi-Fi connectivity using WifiManager Threads and Thread Handlers - Introduction to Threads, Worker threads - AsyncTask, interprocess communication and Services Working with Graphics and Animation: Working with Graphics, Using the Drawable Object, Using the ShapeDrawable Object, Concept of Hardware Acceleration.

Text book(s):

- 1) Professional Android™ 4 Application Development, Reto Meier, John Wiley & Sons, Inc. 2012.
- 2) Android Application Development, Black Book, Pradeep Kothari, Kogent Learning Solutions, DreamTech Press
- 3) Google Android Developers - <https://developer.android.com/index.html>

Reference(s):

- 1) Expert Android Studio, Murat Yenar, Onur Dunder, Wrox
- 2) Android Studio Cookbook, Mike van Drongelen, PACKT Publication
- 3) Android Programming for Beginners by John Horton (Author), PACKT Publication
- 4) Hello, Android: Introducing Google's Mobile Development Platform, Third Edition, Ed

