Course Code: BCA 101 **L T C**
Course Name: Discrete Mathematics **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:

The objective of this course is to provide the learners with the following:

1. Knowledge about sets, relations and functions.
2. Make them familiar with basics of lattices and graphs.
3. Understanding of the concept of propositional logic.
4. Acquiring the insight of combinatorics and recurrence relations

PRE-REQUISITES: Basic Concepts of Mathematics

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Understand the basics conceptual math and relations.	BTL2	PO1, PO2, PO3, PO4
CO2	Understand and apply partial order and recurrence relation and their operations.	BTL3	PO1, PO2
CO3	Compare and design, sorting and hashing techniques.	BTL4	PO1, PO2, PO3, PO4,PO5
CO4	Appraise and determine the correct logic and solutions for any given real world problem.	BTL5	PO1, PO2, PO3, PO4, PO5

UNIT I

No. of Hours: 13 Chapter/Book Reference: TB1 [chapters 1, 2, 7], TB2 [chapters 1, 2, 4, 5], TB3 [chapters 1, 4]

SETS: Sets, Subsets, Equal Sets, Universal Sets, Finite and Infinite Sets, Operations on Sets: Union, Intersection difference and Complements of Sets, Algebra of sets, Cartesian product, Simple applications.

RELATION AND FUNCTIONS: Properties of Relations, Equivalence Relation, Partial Order Relation, Composition of relations, and Representation of relations using digraph and Matrix, Function: Domain and Range, onto, into and One to One Functions, Composite and Inverse Functions, Hashing functions, Recursive function.

PROPOSITIONAL LOGIC: Introduction, Proposition, First order logic, Basic logical operations, truth tables, tautologies, contradictions, Algebra of Propositions, logical implications, logical equivalence, predicates, Universal and existential quantifiers.

UNIT II

No. of Hours: 10 Chapter/Book Reference: TB2 [chapter 6] TB 3 [Chapter 6]

PARTIAL ORDER RELATIONS AND LATTICES: Partial Order Sets, Totally ordered set, Representation of POSETS using Hasse diagram, Chains, Maximal and Minimal elements, Greatest lower bound, least upper bound, Lattices and Algebraic Structure, Principle of Duality, Elementary Properties of Lattices, Atoms. Sub lattices, Bounded lattice, Distributed & Complemented Lattices, Isomorphic lattices. Boolean lattice.

UNIT- III

No. of Hours: 11 Chapter/Book Reference: TB1 [chapters 5, 6], TB2 [chapter 3], TB3 [chapters 2, 3],

COMBINATORICS: Introduction, Basic Counting Principles, Permutations, Permutations of things not all different, Circular Permutations, Combinations, Restricted Permutations and Combinations, Derangement, Pascal's Triangle, Binomial Theorem (only for natural Numbers)

RECURRENCE RELATIONS: Introduction, Order of Recurrence Relations, Degree of Recurrence Relations, Linear Homogeneous Recurrence Relations, Non Homogeneous Recurrence Relations, Solution of linear homogeneous and non-non homogeneous recurrence relations.

UNIT -IV

No. of Hours: 10 Chapter/Book Reference: TB1 [chapter 8], TB2 [chapter 8], TB3 [chapter 8]

GRAPHS: Introduction, Degree of a vertex of a graph, Handshaking Theorem, types of Graphs, sub graph, Matrix representation of a graph: adjacent and incidence matrices, Isomorphic graphs, path and circuit (Floyd's and Warshall algorithms), Connected graph, Hamiltonian graph, Euler graph, Graph coloring (Vertex, Edges and Map).

TEXT BOOKS:

TB1. Rosen, K.H., Discrete Mathematics and its Applications, McGraw Hill Education, 8th edition 2021,

TB2. Kolman, Busby and Ross, "Discrete Mathematical Structures", Pearson, 10th edition 2015

TB3. Babu Ram, "Discrete Mathematics", Pearson Education, 1st edition 2010

REFERENCE BOOKS:

RB1. D. S. Malik, M. K. Sen, "Discrete Mathematics" Cengage Learning, 2012

RB2. S.K. Sarkar "A Text Book of Discrete Mathematics" S. Chand Publications, 9th edition 2019

RB3. Singh J. P. "Discrete Mathematics for Undergraduates" ANE Books, 1st edition, 2013

RB4. Tremblay J.P. and Manohar, R., "Discrete Mathematical Structures with Applications to Computer Science" Tata McGraw Hill

Course Code: BCA103 **L T C**
Course Name: Programming Using 'C' Language **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:

This course will provide the learners the following:-

1. Understanding of the syntax and the semantics of C programming language
2. Building of their logics for solving a given problem.

PRE-REQUISITES: None

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	*BT Level	Mapping to PO #
CO1	Develop programming skills by learning the fundamentals of structured programming using C Language.	BTL2	PO1, PO2, PO3
CO2	Design and develop programs using arrays, storage classes, functions and to understand memory management through pointers	BTL3	PO1, PO2, PO3
CO3	Critically analyze real world problems using structures, unions and develop applications for handling text and binary files.	BTL5	PO1, PO2, PO3, PO4, PO5
CO4	Explore the use of command line arguments, string manipulation and standard libraries.	BTL5	PO1, PO2, PO4,

UNIT – I

No. of Hours: 12 Chapter/Book Reference: TB1 [1,2,3,4,5,6,7]; TB2 [1,2,3,4,5,6,7]; TB3 [1,2,3,4,5,6]

C basics: C character set, Identifiers and keywords, Data types, constants, symbolic constants, variable declarations, structure of basic C program, writing and executing the first C program, #include Preprocessor directive, expression statements, compound statements, operators: Arithmetic, Unary, Relational, logical, assignment, shorthand assignment, conditional and bitwise, comma operator.

C control structures: if statement, if….else statement, else if ladder, while, do….while, for, and switch statement, nested control structure, break, labelled break, continue, labelled continue statement, exit statement, goto statement.

UNIT II

No. of Hours: 13 Chapter/Book Reference: TB1 [8,9,10,13,14]; TB2 [8,9,10,12]; TB3 [7,8, 9,10,11,12]

C Functions: Functions: declaration, definition & scope, recursion, call by value, call by reference. Preprocessor directive: #define, macros with arguments, nested macros, # and ## operators, conditional compilation.

Storage Classes: automatic, external (global), static & registers. Arrays: Arrays (1D, 2D), strings, pointers, array & pointer relationship, pointer arithmetic, dynamic memory allocation, pointer to arrays, array of pointers, pointers to functions, array of pointers to functions.

UNIT – III

No. of Hours: 11 Chapter/Book Reference: TB1 [17,19,20,21]; TB2 [11,13,14]; TB3 [13,14,16]

Structures: Structures, unions, Enumeration, passing structure to functions, arrays and structures, typed of, difference between structure and union, self-referential structure, bit fields.

File handling [text (ASCII), binary]: file input output operations, file access modes, file pointers, file Positioning functions (fseek, ftell, rewind etc.)

UNIT – IV

No. of Hours: 08 Chapter/Book Reference: TB1 [15,22]; TB2 [9]; TB3 [8]

Standard library functions from stdio.h, stdlib.h, conio.h, ctype.h, math.h, string.h, process.h., Usage of command line arguments.

TEXT BOOKS:

TB1. Yashwant Kanetkar, "Let us C" 17th edition, 2020.
TB2. E. BalaGuruswamy, "Programming in ANSI C", 8th edition, 2019.
TB3. Ashok N. Kamthane, "Programming in C", Pearson Education, 3rd Edition, 2015

REFERENCE BOOKS:

RB1. K R Venugopal, Sudeep R Prasad, "Mastering C", McGraw Hill Education; 2nd edition, 2017
RB2. V Rajaraman , "Computer Programming in C", 2nd Edition, 2019
RB3. Kernighan and d. Ritchie, "The ANSI C Programming Language", 2015
RB4. Stephen Prata, "C Primer Plus" 6th Edition, 2014
RB5. Schaum's Outline Series, "Programming with C", 4th Edition, 2018
RB6. Reema Thareja, Programming In C" , Oxford University Press, September 2018

Course Code: BCA 105 **L T C**
Course Name: Fundamentals of Computers and IT **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course andprepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a waythat every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:

The objectives of this course is to provide the learners:

1. Awareness of evolution of Computers, various types of computers its characteristics, usage, and limitations.
2. Identification of different categories of computers, their peripherals and memory.
3. Knowledge about operating system, their types, MS-Office various software.
4. Understanding of computer network fundamentals and various communication networks.
5. Overview of emerging technologies in IT i.e. AI and Machine Learning, IOT, Data Analytics etc.

PRE-REQUISITES: None

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	*BT Level	Mapping to PO #
CO1	Describe computer with its characteristics, its usage, limitations and benefits, Computer Memories and its type, Software and its type	BTL2	PO1, PO2, PO3
CO2	Acquire knowledge about Number Systems, various computer languages and operating system DOS	BTL2	PO1, PO2, PO3
CO3	Attain skills in Application Software used for word processing, spreadsheet and presentation	BTL4	PO1
CO4	Understand network fundamentals and various communication network, Advance trends in IT	BTL3	PO1, PO2, PO3, PO4, PO5

UNIT – I

No. of Hours: 12 Chapter/Book Reference: TB1 [Chapters:1,2,7,8,9], TB2:[Chapters:1,2,3,4];RB1[Chapters:6,7], RB3[Chapters:1a,1b,2a,2b,4a,5a],

Fundamentals of Computers:

Definition and Characteristics of Computer System. Computer Generation from First Generation to Fifth Generation. Classifications of Computers: Micro, Mini, Mainframe and super computers.

Computer Hardware: Major Components of a digital computer, Block Diagram of a computer, Input-output devices, Description of Computer Input Units, Output Units, CPU.

Computer Memory: Memory Hierarchy, Primary Memory – RAM and its types, ROM and its types, Secondary Memory, Cache memory. Secondary Storage Devices - Hard Disk, Compact Disk, DVD, Flash memory.

UNIT – II

No. of Hours: 12 Chapter/Book Reference: TB1 [Chapters: 10,12,14]; TB2 [Chapters:6,7]; RB1[Chapters:6A, 6B, 12A,12B], RB3 [Chapters: 8, 9]

Interaction with Computers:

Computer Software: System software: Assemblers, Compilers, Interpreters, linkers, loaders. Application Software: Introduction to MS Office (MS-Word, MS Power point, MS-Excel).

Operating Systems: Elementary Operating System concepts, Different types of Operating Systems. **DOS:** Booting sequence; Concepts of File and Directory, Types of DOS commands.

Computer Languages: Introduction to Low-Level Languages and High-Level Languages.

UNIT – III

No. of Hours: 12 Chapter/Book Reference: TB1 [Chapters:3,5,4]; TB2 [Chapters:5]; RB1[Chapter:2]

Computer Number System: Positional and Non-positional number systems, Binary, Decimal, Octal and Hexadecimal Number Systems and their inter-conversion.

Binary Arithmetic: Addition, subtraction, multiplication and division. Use of complement method to represent negative binary numbers, 1's complement, 2's complement, subtraction using 1's complement and 2's complement. Introduction to Binary Coded Decimal (BCD), ASCII Codes, EBCDIC codes.

UNIT – IV

No. of Hours: 10 Chapter/Book Reference: TB1 [Chapters:17,18]; TB2 [Chapters:9,10]; RB3[7A,7B,8A,8B]

Computer Network & Internet: Basic elements of a communication system, Data transmission modes, Data Transmission speed, Data transmission media, Digital and Analog Transmission, Network topologies, Network Types (LAN, WAN and MAN), Basics of Internet and Intranet.

Internet: Terminologies related to Internet: Protocol, Domain name, Internet Connections, IP address, URL, World Wide Web. Introduction to Client-Server Model, Search Engine, Voice over Internet Protocol (VOIP), Repeater, Bridge, Hub, Switch, Router, Gateway, Firewall, Bluetooth technology.

Advanced Trends in IT Applications – Brief Introduction to Cloud Computing, Internet of Things, Data Analytics, AI and Machine Learning.

TEXT BOOKS:

TB1. P. K. Sinha & Priti Sinha, "Computer Fundamentals", BPB Publications, 1992.
TB2. Anita Goel "Computer Fundamentals", Pearson.

REFERENCE BOOKS:

RB1. B.Ram Computer fundamentals Architecture and Organization, New Age Intl.
RB2. Alex Leon & Mathews Leon, "Introduction to Computers", Vikas Publishing.
RB3. Norton Peter, "Introduction to computers", 4th Ed., TMH, 2001.
RB4. Vikas Gupta, "Comdex Computer Kit", Wiley Dreamtech, Delhi, 2004.

Course Code: BCA 107 **L T C**
Course Name: Web Technologies **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:

The objective of this course is to provide the learners the following:

1. Knowledge about the semantic structure of HTML, Javascript, CSS, XML and bootstrap.
2. Ability to compose forms and tables using HTML, Javascript, CSS and Bootstrap.
3. Expertise to design static web pages
4. Skills to create dynamic user interface and perform Client-Side validations using JavaScript

PRE-REQUISITES: None

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	*BT Level	Mapping to PO #
CO1	Develop static web pages through HTML, JavaScript, CSS and Bootstrap.	BTL6	PO4, PO5
CO2	Implement different constructs and programming techniques provided by JavaScript.	BTL3	PO4, PO8
CO3	Adapt HTML, Javascript, CSS and Bootstrap syntax and semantics to build web pages.	BTL1, BTL2	PO4
CO4	Develop Client-Side Scripts using JavaScript to display the contents dynamically	BTL3, BTL6	PO4,PO5

UNIT – I

No. of Hours: 11 Chapter/Book Reference: TB1 [Chapters: 1-3]; TB2 [Chapters: 2]; TB3 [Chapters: 1-4]

World Wide Web: Introduction, Web page, Home page, Web site, Static and Dynamic website, Client Server computing concepts. Web Client and Web Server, Web Browser, Client Side and server side Scripting Languages.
HTML Overview: Introduction to HTML, HTML Document structure tags, HTML comments, Text formatting, inserting special characters, anchor tag, adding images and Sound, lists types of lists, tables, frames and floating frames, Developing Forms, Image maps.

UNIT – II

No. of Hours: 11 Chapter/Book Reference: TB1 [Chapters: 4-5]; TB2 [Chapters: 3-5]; TB3 [Chapters: 5-12]; TB4 [Chapters 1-3]

Cascading Style Sheet: Types of Style Sheets – Internal, inline and External style sheets, creating styles, link tag, CSS Properties, CSS Styling, Style Selector- Id, class name and Pseudo Class.
BootStrap Basics: Introduction to Bootstrap, Responsive web design, Linking with Bootstrap, container class, grids, tables, images, buttons, typography classes, jumbotron, glyphicons,

UNIT – III

No. of Hours:11 Chapter/Book Reference: TB1 [Chapters: 4-5]; TB2 [Chapters: 3-5]; TB3 [Chapters: 5-12]

Introduction to Java Script: Data Types, Control Statements, operators, dialog boxes, Built in and User Defined Functions, Objects in Java Script, Handling Events, basic validations, Document Object Model, Browser Object Model.

UNIT – IV

No. of Hours: 11 Chapter/Book Reference: TB1 [Chapters]; TB2 [Chapter: 7, 9]; TB3 [Chapter: 1]

XML: Introduction, Features, XML Naming rules, Building block of XML Document, Difference between HTML & XML, XML Parser, DTD's Using XML with HTML and CSS.
Web Hosting Concepts: Concept of domain- Physical domain, virtual domain, registering a domain, need of IP addressing, Web Hosting and Publishing Concepts

TEXT BOOKS:

TB1. The complete reference HTML and CSS, by Thomas A powell, TMH publication.
TB2. Jeffrey C. Jackson, "Web Technologies: A Computer Science Perspective", Pearson
TB3. Internet and World Wide Web Deitel HM, Deitel ,Goldberg , Third Edition.
TB4. Bootstrap: Responsive Web development, Jake Spurlock, O'reilly, First Edition

REFERENCE BOOKS:

RB1. HTML Black Book , Stephen Holzner, Wiley Dreamtech.
RB2. Rajkamal, "Web Technology", Tata McGraw-Hill, 2001.
RB3. Jeffrey C. Jackson, "Web Technologies : A Computer Science Perspective", Pearson.
RB4. XML How to Program by Deitel Deitel Nieto.

Course Code: BCA 109 **L T C**
Course Name: Technical Communication **3 1 4**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

LEARNING OBJECTIVES:

This course will provide the learners the following:

1. Understanding of the correct use of English Language.
2. The student will improve in oral as well as written communication skills.

PRE-REQUISITES: Nil

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	*BT Level	Mapping to PO #
CO1	The student will become familiar with the basics of communication and its importance in the organizational world.	BTL1	PO9, PO11
CO2	To improve the business writing skills also will become well aware how to write effective resume to enter the global world.	BTL2 & 3	PO9, PO11
CO3	To improve the listening skills by knowing well how to negotiate and give effective presentations.	BTL5	PO9, PO11
CO4	To make use of effective business language and give a professional look to oneself.	BTL6	PO9, PO11

UNIT – I

No. of Hours: 10 Chapter/Book Reference: TB1, TB2, TB3, TB4

Concepts and Fundamentals: Introduction to Technical Communication, Need and importance of communication, channel, Distinction between general and technical communication, nature and features of technical communication, Seven Cs of communication, Types of Technical communication, style in technical communication, technical communication skills, Language as a tool of Communication, History of development of Technical Communication, Computer Aided Technical Communication

UNIT-II

No. of Hours: 12 Chapter/Book Reference: TB1, TB2, TB3

Oral Communication: Principles of effective oral communication, Introduction of Self and others, Greetings, Handling Telephone Calls Interviews**:** Meaning & Purpose, Art of interviewing, Types of interview, Interview styles, Essential, Techniques of interviewing, Guidelines for Interviewer, Guidelines for interviewee. Meetings**:** Definition, Kind of meetings, Agenda, Minutes of the Meeting, Advantages and disadvantages of meetings/ committees, Planning and organization of meetings. Project Presentations: Advantages & Disadvantages, Executive Summary, Charts, Distribution of time (presentation, questions & answers, summing up), Visual presentation, Guidelines for using visual aids, Electronic media (power-point presentation). The technique of conducting Group Discussion and JAM session.

UNIT-III

No. of Hours: 12 Chapter/Book Reference: TB1, TB2, TB3, TB4

Written Communication: Overview of Technical Writing: Definition and Nature of Technical Writing, Basic Principles of Technical Writing, Styles in Technical Writing,
Note – Making, Notice, E-mail Writing
Writing Letters: Business letters, Persuasive letters- Sales letters and complaint letters
Office memorandum, Good news and bad news letters
Report Writing**:** Definition & importance; categories of reports, Elements of a formal report, style and formatting in report
Special Technical Documents Writing: Project synopsis and report writing, Scientific Article and Research Paper writing,
Dissertation writing: Features, Preparation and Elements
Proposal Writing: Purpose, Types, characteristics and structure
Job Application**:** Types of application, Form & Content of an application, drafting the application, Preparation of resume.

UNIT-IV

No. of Hours: 10 Chapter/Book Reference: TB3, RB1, RB3

Soft Skills: Business Etiquettes – Professional Personality, Workplace Protocols, Cubicle.
Non-Verbal Communication: Kinesics and Proxemics, Paralanguage
Interpersonal Skills
Language Skills: Improving command in English, improving vocabulary, choice of words, Common problems with verbs, adjectives, adverbs, pronouns, tenses, conjunctions, punctuations, prefix, suffix, idiomatic use of prepositions. Sentences and paragraph construction, improve spellings, common errors and misappropriation, Building advanced Vocabulary (Synonyms, Antonyms), introduction to Business English.

TEXTBOOKS:

TB1. Kavita Tyagi and Padma Misra , "Advanced Technical Communication", PHI, 2011
TB2. P.D.Chaturvedi and Mukesh Chaturvedi, "Business Communication – Concepts, Cases and Applications", Pearson, second edition.
TB3. Rayudu, "C.S- Communication", Himalaya Publishing House, 1994.
TB4. Asha Kaul , "Business Communication", PHI, second edition.

REFERENCES:

RB1. Raymond Murphy, "Essential English Grammar- A self study reference and practice book for elementary students of English" , Cambridge University Press, second edition.
RB2. Manalo, E. & Fermin, V. (2007). Technical and Report Writing. ECC Graphics. Quezon City.
RB3. Kavita Tyagi and Padma Misra , "Basic Technical Communication", PHI, 2011.
RB4. Herta A Murphy, Herbert W Hildebrandt and Jane P Thomas, "Effective Business Communication", McGraw Hill, seventh edition.

Course Code: BCA 171 **L T/P C**

Course Name: Practical -1 'C' Prog. Lab **0 4 2**

LEARNING OBJECTIVES:

This course will provide the learners the following:-

1. Understanding of the syntax and the semantics of C programming language
2. Building of their logics for solving a given problem.

PRE-REQUISITES: None

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Develop programming skills by learning the fundamentals of structured programming using C Language.	BTL3	PO1, PO2, PO3
CO2	Design and develop programs using arrays, storage classes, functions and to understand memory management through pointers	BTL4	PO1, PO2, PO3
CO3	Critically analyze real world problems using structures, unions and develop applications for handling text and binary files.	BTL5	PO1, PO2, PO3,PO4, PO5
CO4	Explore the use of command line arguments, string manipulation and standard libraries.	BTL5	PO1, PO2, PO4,

List of Practicals

S. No.	Detailed Statement	Mapping to CO #
	Core Practicals (Implement minimum 8 out of 10 practical)	
1.	Write a program to convert temperature from Celsius to Fahrenheit by taking input from the user.	CO1
2.	Write a program to find the greatest number among 3 numbers given by the user.	CO1
3.	Write a program to check if a given number is a prime number or not.	CO1
4.	Write a program to display the following pattern upto N rows, taking the value of N from the user: 1 2 3 4 5 6 7 8 9 10	CO1
5.	Write a program to input marks of 50 students using an array and display the average marks of the class.	CO2
6.	Write a program to search for a number entered by the user in a given array and display the array in ascending order.	CO2
7.	Write a program to check if a string is palindrome or not.	CO2
8.	Write a program to add, subtract, multiply and divide two numbers using pointers.	CO2
9.	Write a program to create a structure for employees containing the following data members: Employee ID, Employee Name, Age, Address, Department and Salary. Input data for 10 employees and display the details of the employee from the employee ID given by the user.	CO3
10.	Write a program to create two files with names EvenFile and OddFile. Input 20 numbers from the user and save even numbers in EvenFile and odd numbers in OddFile.	CO3
	Application Based Practicals (Implement minimum 5 out of 10 practical)	
11.	Write a menu driven program to construct a calculator for following arithmetic operations: addition, subtraction, multiplication, division, average and	CO1

	percentage.	
12.	Write a menu driven program to perform the following operations: (i) Print armstrong numbers upto N, (ii) Display prime numbers between 1 to N, (iii) Reverse of an integer	CO1
13.	Write a program to convert a hexadecimal number into a binary number.	CO1
14.	Write a program to calculate factorial of a number and display fibonacci series upto N terms using recursive functions.	CO2
15.	Write a program to perform matrix addition, (ii) matrix multiplication, and (iii) Matrix transpose) on 2D arrays.	CO2
16.	Write a program to make use of arrays with structures in the following ways: (i) Use array as a structure data member (ii) Create array of structure variables	CO3
17.	Write a program to compare the contents of two files by taking names of the files through command line arguments.	CO3, CO4
18.	WAP to perform I/O and make use of file positioning functions on Binary files. (using fseek, ftell, rewind functions)	CO4
19.	Write a menu driven program to implement the following string operations: (i) Calculate length of a string (ii) Concatenate at the end of a given (iii) Copy one string to another (iv) Compare contents of two strings (v) Copy nth character string to another	CO4
20.	Write a program to read time in string format and extract hours, minutes and second also check time validity	CO4
Note: **1. In total 15 practical to be implemented. 2 additional practical may be given by the course instructor.** **2. This is a suggestive list of programs. However, the instructor may add programs as per the requirement of the course.**		

Course Code: BCA 173 **L T/P C**

Course Name: Practical – II IT Lab **0 4 2**

LEARNING OBJECTIVES:

The objective of this course is to provide the learners :

1. Basic knowledge of computers Software and Hardware
2. Expertise in using DOS Commands.
3. Attain proficiency in using application software for Word Processing, Spreadsheet and Presentation.

PRE-REQUISITES: Nil

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Work with basic DOS Commands and Windows Explorer.	BT3	PO1, PO2
CO2	Create Word Documents using advanced features of MS Word.	BT3	PO1,PO2
CO3	Create Worksheet using advanced features of MS Excel.	BT3	PO1,PO2
CO4	Create interactive Presentation using advanced features of MS Power-point.	BT3	PO1, PO2

List of Practicals		
S. No.	**Detailed Statement**	**Mapping to CO #**
Core Practicals (Implement minimum 10 out of 15 practical)		
1.	To explore the System settings - Personalisation, System, Devices, Apps, Network & Internet.	CO1
2.	To practice basic DOS commands like cd, md, dir, erase, cls, copy, date etc.	CO1
3.	To explore Windows Explorer functionalities like create, rename, move, delete folder and files etc.	CO1
4.	To practice the use of basic formatting features - Format Painter, Indentation, Line spacing, background color, find, replace, dictate commands.	CO2
5.	To practice the use of Bullets, numbering, multilevel lists and use of Table Feature- Insert table with rows and columns, draw tables, excel spreadsheet and quick tables etc.	CO2
6.	To practice the use of Insert Features – add picture, Chart, SmartArt, WordArt, Equation, Symbols, Header and Footer, Page Numbering etc. and the use of Design Features – Watermark, Page color, Page Border, Themes implementation etc.	CO2
7.	To practice the use of Layout Features – Margins, Orientation, Size, Columns, Indent, Spacing etc.	CO2
8.	To practice the use of Mail Merge Feature to generate Envelops and Labels.	CO2
9.	To practice the use of Excel basic formatting features – Wrap Text, Insert and Delete (Cells, Sheet, Row or Column), Format – Cell Height, Cell Width, Hide, Un Hide Cell, Protection, Freeze and Unfreeze panes, Macros etc.	CO3
10.	To practice the use of Insert Features- Pivot Table, Pivot Chart, Picture, Chart and its formatting and Design and the use of Page Layout Features- Margins, Orientation, Page Break , Background, Height and Width of Cells.	CO3
11.	To practice the use of Formula Features – user defined function, predefined functions – Logical, Date, Time, Maths and the use of Data Manipulation Features – Sort, Filter, Advanced Filters, Whatif analysis.	CO3
12.	To practice the creation of Blank presentation and Selecting Themes and the use of the basic design features – Adding New Slides, Reuse slides, Slides layout etc.	CO4

13.	To practice the use of Insert Features – add pictures, screenshots, shapes, wordart, audio, video, date-time etc. and use of Design Features- Changing the theme of presentation, format background and design ideas.	CO4
14.	To practice the use of Transition features to be applied on Slides content, setting sound, duration etc. and the use of Animation Features to be applied on presentation of Slide, set animation timings and rehearse etc.	CO4
15.	To practice the use of Slide Show Features – Custom Slide Show, Rehearse Timing etc.	CO4
Application Based Practicals (Implement minimum 5 out of 8 practical)		
16.	Create a Folder by your name in your system, store all the work done in this semester inside that folder.	CO1
17.	Create your Resume using basic formatting features like : table, bullets, wordart etc	CO2
18.	Design an Invitation to Birthday Party using mail merge features send the invitation to 10 friends.	CO2
19.	Write an Article for Magazine with 3 columns and hyperlink.	CO2
20.	Create your own marksheet using basic formatting features.	CO3
21.	Create a list of marks of 10 students create charts and pivot table.	CO3
22.	Prepare a Sales summary and use features like sort, filter etc. to manipulate the data.	CO3
23.	Create a Power Point Presentation on any topic of your choice using animation and transition features.	CO4

Note:
1. In total 15 practical to be implemented. 2 additional practical may be given by the course instructor.
2. This is a suggestive list of programs. However, the instructor may add programs as per the requirement of the course.

Course Code: BCA 175 **L T/P C**
Course Name: Practical-III Web Tech Lab **0 4 2**

LEARNING OBJECTIVES:
In this course, the learners will be able to develop expertise related to:
1. Apply the Semantic Structure of HTML, javascript, CSS, bootstrap and XML
2. Design forms and tables using HTML, CSS and bootstrap.
3. Design Client-Side programs using JavaScript
4. Design and develop static Web page.

PRE-REQUISITES: None.

COURSE OUTCOMES (COs):
After completion of this course, the learners will be able to:

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Develop static web pages through HTML, CSS, JavaScript, bootstrap and XML.	BTL3	PO4, PO5
CO2	Implement different constructs and programming techniques provided by JavaScript.	BTL1,BTL3	PO4, PO8
CO3	Adapt HTML, CSS, javascript, bootstrap and XML syntax and semantics to build web pages.	BTL1,BTL5	PO4
CO4	Develop Client-Side Scripts using JavaScript to display the contents dynamically	BTL3	PO4,PO5

List of Practicals

S. No.	Detailed Statement	Mapping to CO #
	Core Practicals	
1.	Make following five different web pages: i. Formatting Styles and Headings: Include Bold, italics, Underline, Strike, Subscript, superscript and all six type of headings ii. Font Styles and Image tag iii. Marquee: Move text, image and hyperlink iv. Other tags: br, hr, pre, p Include following specifications: ● In all these web pages only mention about use, attributes apply them. ● Insert a background image on home page ● Make all the topics as hyperlinks and go to some other page for description ● Insert a marquee showing HTML Tutorial as moving text. ● Use different font style for different topics ● On every page, make a hyperlink for going back to home page and internal link also.	CO1, CO3
2.	Create an unordered list nested inside ordered list and apply the following : ● Insert an image of Main item on top right corner of web page. ● Display heading as a marquee. ● Use different font styles and colors for different ordered list items. ● Insert horizontal line after each ordered item.	CO1, CO3
3.	Design a table with row span and column span and make use of attributes colspan, rowspan, width, height, cellpadding, cellspacing etc.	CO1, CO3
4.	Design following frame: MAIN MENU Topic 1 Topic 2 Topic 3 Explanation - View Example Example	CO1, CO3
5.	Make an image map showing the usage of shape, coords, href attributes in map definition. Link each hotspot to their respective details. All the web pages should be designed with proper background color, images, font styles and	CO1, CO3

	headings.	
6.	Design Student registration form for admission in college.	CO1, CO3
7.	Create a webpage and show the usage of inline and internal style sheet and external style sheet?	CO1, CO3
8.	Create a webpage containing a background image and apply all the background styling attributes?	CO1, CO3
9.	Create a web page showing the usage of font styling attributes	CO1, CO3
10.	Create a web page and apply all Text styling attributes use Id and class selector.	CO1, CO3
11.	Create a webpage and implement all list styling attributes.	CO1, CO3
12.	Create a Webpage with three equal columns.	CO1, CO3
13.	Create a webpage containing bootstrap table.	CO1, CO3
14.	Create a webpage containing various types of images.	CO1, CO3
15.	Create a webpage containing various types of buttons	CO1, CO3
16.	Create a webpage containing various, typography classes.	CO1, CO3
17.	Create a webpage containing to display the heading using. Jumbotron.	CO1, CO3
18.	Write a program to show the usage of inbuilt functions and dialog boxes.	CO2
19.	Write a program to show the usage of alert box and confirm box	CO2
20.	Write a program to implement event handling using onclick, onmouseover and onmouseout events.	CO2
21.	Write a program to show the usage of all the date, math and string object functions	CO2
22.	WAP to display the bookstore details in XML with CSS and internal DTD.	CO1, CO3
23.	WAP to format the Teacher details in XML with CSS using external DTD	CO1, CO3
Application Based Practical		
24.	Design the registration form for a web site and when the user clicks on submit button the login form should be appeared on the screen (use external javascript file).	CO4
25.	Design a website and apply all the features of HTML, css, javascript and bootstrap to make the website attractive.	CO4
26.	Write a JavaScript function that creates a table, accept row, column numbers from the user, and input row-column number as content (e.g. Row-0 Column-0) of a cell.	CO2
27.	Zebra-striped Tables: Setting different background colors for alternate rows is a popular technique to improve the readability of tables that has large amount of data. This is commonly known as zebra-striping a table. Make use of pseudo classes to create zebra stripped Table.	CO2
28.	Create a Questionnaire related to any topic of your choice by using Form Elements.	CO4

Note:
1. In total 15 practicals to be implemented. 2 additional practical may be given by the course instructor.
2. This is a suggestive list of programs. However, the instructor may add programs as per the requirement of the course.

Course Code: BCA 181+ **L T C**
Course Name: Bridge Course in Mathematics **2 0 0**

INSTRUCTIONS TO PAPER SETTERS:

1. Question No. 1 should be compulsory and cover the entire syllabus. There should be 10 questions of short answer type of 2.5 marks each, having at least 2 questions from each unit.
2. Apart from Question No. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions to evaluate analytical/technical skills of candidate. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks, including its subparts, if any.
3. Examiners are requested to go through the Course Outcomes (CO) of this course and prepare the question paper accordingly, using Bloom's Taxonomy (BT), in such a way that every question be mapped to some or other CO and all the questions, put together, must be able to achieve the mapping to all the CO(s), in balanced way.

Aim: To build mathematical aptitude of the students for understanding the basic concepts of core courses of mathematics of the programme.

LEARNING OBJECTIVES:

The objectives of this course is to provide the learners

- The knowledge about the matrices, determinants and limits.
- Familiarity with basic concepts of differential and integral calculus.

COURSE OUTCOMES (COs):

After completion of this course, the learners will be able to:-

CO #	Detailed Statement of the CO	BT Level	Mapping to PO #
CO1	Understand the various approaches dealing the data using theory of matrices	BTL2	PO1, PO2, PO3, PO4
CO2	Understand and apply the concepts of determinants	BTL3	PO1, PO2
CO3	Understand the concept of calculus such as limit, continuity and differentiability.	BTL4	PO1, PO2, PO3, PO4,PO5
CO4	Appraise and determine the correct logic and solutions for any given real world problem using application of integration& integral calculus.	BTL5	PO1, PO2, PO3, PO4, PO5

UNIT-I

No. of Hrs. 10 Chapter/Book Reference: TB2 [chapters 8, 9, 10 24, 25, 26, 27], TB3 [chapter 1]

MATRICES: Concept, notation, order, equality, types of matrices, zero and identity matrix, transpose of a matrix, symmetric and skew symmetric matrices. Operations on matrices: Addition, multiplication and multiplication with a scalar. Simple properties of addition, multiplication and scalar multiplication, invertible matrix.

DETERMINANTS: Determinant of a square matrix (up to 3 x 3 matrices), properties of determinants, minors, co-factors and applications of determinants in finding the area of a triangle. Adjoint and inverse of a square matrix, solving system of equations using matrix method, Cramer rule (only two and three unknown).

INTRODUCTION TO TRIGONOMETRIC FUNCTIONS: Degree and radian measurements of an angle, Quadrant system, allied angles, and Simple problems based: on Sum/difference of angles of t functions, C and D Formulae, t functions of multiple angles.

UNIT-II

No. of Hrs. 12 Chapter/Book Reference: TB1 [chapters 4, 12] TB2 [chapters 29, 30, 35, 36] TB3 [3, 4, 5, 13]

LIMITS, CONTINUITY AND DIFFERENTIABILITY: : Limit at a Point, Properties of Limit, Computation of Limits of Various Types of Functions, Continuity and differentiability, derivative of composite functions, chain rule, derivatives of inverse trigonometric functions(simple problems only) , derivative of implicit functions. Concept of exponential and logarithmic functions. Derivatives of logarithmic and exponential functions. Logarithmic differentiation, derivative of functions expressed in parametric forms. Second order derivatives (simple problems only)

INTEGRATION: Integral as Limit of Sum, Riemann Sum, Fundamental Theorem of Calculus, Indefinite Integrals, Simple problems based on Methods of Integration Substitution, By Parts, Partial Fractions, Integration of Algebraic and transcendental Functions.

TEXT BOOKS:

TB1. Mathur A B, Jaggi V P "A Textbook of Engineering Mathematics" Khanna Publishers, 3rd edition, 2000

TB2. Dass H K "Applied Mathematics for polytechnics" CBS publishers, 10th edition, 2010

TB3. Singh J P "Calculus" ANE Books, 2nd edition 2012

REFERENCE BOOKS:

RB1. Kresyig E., "Advanced Engineering Mathematics", 5th Edition, John Wiley & Sons, 1999

RB2. H.K. Dass, "Advanced Engineering Mathematics", S. Chand & Company, Latest Edition.

RB3. Grewal B S, "Elementary Engineering Mathematics", 34th Edition. 1998.