

BANGALORE UNIVERSITY

SCHEME AND SYLLABUS

For the course

BACHELOR OF COMPUTER APPLICATIONS (BCA)

NEP2021 Scheme

Academic Year 2021-22 and onwards

Department of Computer Science and Applications
BANGALORE UNIVERSITY, BANGALORE

MEMBERS OF THE BoS IN COMPUTER SCIENCE

| | | |
|----|--|-------------|
| 1 | Dr. Muralidhara B L Professor Department of Computer Science Bangalore University | CHAIRPERSON |
| 2 | Dr. Guru D.S Professor PG Department of Computer Science Mysore Univeristy | Member |
| 3 | Dr. Susesha Professor, PG Department of Computer Science Mysore Univeristy | Member |
| 4 | Dr. Prabhakar C.J Professor Kuvempu University, Shimogga | Member |
| 5 | Dr. Chandrakanth Naikodi Associate Professor Department of Computer Science Davanagere University | Member |
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| 7 | Mrs. Amalorpavam Sambram Academi of Management Studies Bangalore | Member |
| 8 | Dr. H.K. Gundurao Associate Professor Vijaya College, Bangalore | Member |
| 9 | Dr. Bhagyawana S Mudigowda Associate Professor Maharani Cluster University, Bangalore | Member |
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BANGALORE UNIVERSITY
BCA SYLLABUS (NEP)
[Based on I-C. Model of Karnataka State Higher Education Council]

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AECC) | Credits | Total Credits |
|------------|-------------|--|---------|--|---------|---------------|
| I | CA-C1T | Discrete Structure | 3 | OE1: Open Elective | 3 | 26 |
| | CA-C2T | Problem solving Techniques | 3 | Language L1 | 3 | |
| | CA-C3T | Data Structure | 3 | Language L2 | 3 | |
| | CA-C4L | Problem solving Lab | 2 | SEC I : Office Management Tools | 2 | |
| | CA-C5L | Data Structure Lab | 2 | Physical Education | 1 | |
| | | | | Health & Wellness | 1 | |
| II | CA-C6T | Computer Architecture | 3 | OE2: Open Elective | 3 | 26 |
| | CA-C7T | Object Oriented Programming using Java | 3 | Language L1 | 3 | |
| | CA-C8T | Database Management System | 3 | Language L2 | 3 | |
| | CA-C9L | Java Lab | 2 | Environmental studies | 2 | |
| | CA-C10L | Database Management System Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| III | CA-C11T | Operating Systems | 3 | OE3: Open Elective | 3 | 26 |
| | CA-C12T | Computer Networks | 3 | Language L1 | 3 | |
| | CA-C13T | Python Programming | 3 | Language L2 | 3 | |
| | CA-C14L | Computer Networks Lab | 2 | SEC II : Computer Assembly and Repair | 2 | |
| | CA-C15L | Python Programming Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| IV | CA-C16T | Software Engineering | 3 | OE4: Open Elective | 3 | 26 |
| | CA-C17T | Artificial Intelligence | 3 | Language L1 | 3 | |
| | CA-C18T | Internet Technologies | 3 | Language L2 | 3 | |
| | CA-C19L | Artificial Intelligence Lab | 2 | The Constitution of India | 2 | |
| | CA-C20L | Internet Technologies Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| V | CA-C21T | Design and Analysis of Algorithm | 3 | CA-V1 Vocation Course I : Quantitative Techniques | 3 | 23 |
| | CA-C22T | Data Analytics | 3 | CA-E1 Elective I : a. Data Mining b. Computer Graphics | 3 | |
| | CA-C23T | Web Programming | 3 | SEC III : Cyber Crime, Cyber Law, and Intellectual Property Right | 2 | |
| | CA-C24L | Data Analytics Lab | 2 | Physical Education | 1 | |
| | CA-C25L | Web Programming Lab | 2 | NCC/NSS/CL/R&R | 1 | |

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AECC) | Credits | Total Credits |
|-------------|-------------|------------------------------------|---------|--|---------|---------------|
| VI | CA-C26T | Theory of Computation | 3 | CA-V2 Vocation Course II : Electronic Content Design | 3 | 23 |
| | CA-C27T | Machine Learning | 3 | CA-E2 Elective II : a. Operations Research b. Software Testing | 3 | |
| | CA-C28T | Mobile Application Development | 3 | Professional Communication | 2 | |
| | CA-C29L | Machine Learning Lab | 2 | Physical Education | 1 | |
| | CA-C30L | Mobile Application Development Lab | 2 | NCC/NSS/CL/R&R | 1 | |
| VII | CA-C31T | Cloud Computing | 3 | CA-V3 Vocation Course III : Technical Writing | 3 | 21 |
| | CA-C32T | Internet of Things | 3 | CA-E3 Elective III : a. Modeling and Simulation b. Compiler Design | 3 | |
| | CA-C33T | Internship | 2 | Research Methodology | 3 | |
| | CA-C34L | Cloud Computing Lab | 2 | | | |
| | CA-C35L | Internet of Things Lab | 2 | | | |
| VIII | CA-C36T | Block Chain Technologies | 3 | CA-V4 Vocation Course IV : Project Management | 3 | 20 |
| | CA-C37T | Cryptography and System Security | 3 | CA-E4 Elective IV : a. Human Computer Interface b. Parallel Algorithms | 3 | |
| | CA-C38T | Block Chain Technologies Lab | 2 | Research Project | 6 | |

CA-C1T: DISCRETE STRUCTURES

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT – I

[12 Hours]

Set Theory and Logic: Fundamentals of Set theory, Set Operations and the Laws of Set Theory, Counting and Venn Diagrams, Cartesian Products and Relations, Functions–One-to-One, Onto Functions, Function Composition and Inverse Functions. Mathematical Induction, The well ordering principle, Recursive Definitions, Structural Induction, Recursive algorithms. Fundamentals of Logic, Propositional Logic, Logical Connectives and Truth Tables, Logic Equivalence, Predicates and Quantifiers.

UNIT - II

[12 Hours]

Counting and Relations: Basics of counting, Pigeonhole Principle, Permutation and Combinations, Binomial coefficients. Recurrence relations, Modeling with recurrence relations with examples of Fibonacci numbers and the tower of Hanoi problem. Divide and Conquer relations with examples (no theorems). Definition and types of relations, Representing relations using matrices and digraphs

UNIT - III

[12 Hours]

Matrices: Definition, order of a matrix, types of matrices, operations on matrices, determinant of a matrix, inverse of a matrix, rank of a matrix, linear transformations, applications of matrices to solve system of linear equations.

UNIT - IV

[12 Hours]

Graph Theory: Graphs: Introduction, Representing Graphs, Graph Isomorphism, Operations on graphs. Trees: Introduction, Applications of Trees, Tree Traversal, Spanning Trees, Minimum Spanning Trees, Prim's and Kruskal's Algorithms. Connectivity, Euler and Hamilton Paths, Planar Graphs. Directed graphs: Fundamentals of Digraphs, Computer Recognition - Zero-One Matrices and Directed Graphs, Out-degree, in-degree, connectivity, orientation, Eulerian and Hamilton directed graphs, tournaments.

Text Books:

1. Ralph P. Grimaldi: Discrete and Combinatorial Mathematics, 5th Edition, Pearson Education, 2004.
2. C. L. Liu: Elements of Discrete Mathematics, Tata McGraw-Hill, 2000.
3. F. Harary: Graph Theory, Addition Wesley, 1969.
4. Richard Bronson, Schaum's Outline of Matrix Operations, McGraw-Hill publications, 2nd Edition, 2011

Reference Books:

1. Kenneth H Rosen. Discrete Mathematics and its Applications, McGraw-Hill publications, 7th edition, 2007.
2. J. P. Tremblay and R.P. Manohar. Discrete Mathematical Structures with applications to Computer Science, Mc Graw Hill Ed. Inc. 1975.
3. Charles G Cullen. Matrices and Linear Transformations, Dover Publications Inc., Second Edition, 1990

Web Resources:

1. <https://www.my-mooc.com/en/categorie/mathematics>
2. <http://www.nptelvideos.in/2012/11/discrete-mathematical-structures.html>
3. <https://ocw.mit.edu/courses/mathematics/>

CA-C2T: PROBLEM SOLVING TECHNIQUES

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT - I

[12 Hours]

Introduction: The Role of Algorithms in Computing, Algorithms as a technology, Analyzing algorithms, Designing algorithms, Growth of Functions, Asymptotic notation, Standard notations and common functions. Fundamental Algorithms: Exchanging the values of two variables, Counting, Summation of a set of numbers, Factorial Computation, Generating of the Fibonacci sequence, Reversing the digits of an integer, Character to number conversion.

UNIT - II

[12 Hours]

C Programming: Getting Started, Variables and Arithmetic expressions. Input and Output: Standard input and output, formatted output- printf, variable length argument list, formatted input-scanf. Control Flow: Statements and Blocks, If-else, else-if, switch, loops: while loop, for loop, do while, break and continue, goto and labels. Pointers and Arrays: pointers and address, pointers and function arguments, multidimensional array, initialization of pointer arrays, command line arguments.

UNIT - III

[12 Hours]

Factoring Methods: Finding the square root of a number, the smallest Divisor of an integer, the greatest common divisor of two integers, computing the prime factors of an integer, generation of pseudo random numbers, raising a number to a large power. Array Techniques: Array order Reversal, Array counting or Histogramming, Finding the maximum number in a set, removal of duplicates from an ordered array, partitioning an array, Finding the kth smallest element, multiplication of two matrices.

UNIT - IV

[12 Hours]

Merging: the two-way merge. Sorting: Sorting by selection, sorting by exchange, sorting by insertion, sorting by diminishing increment, sorting by partitioning. Searching: binary search, hash search. Text processing and Pattern searching: text line length adjustment, keyword searching in text, text line editing, linear pattern search

Text Books:

1. R.G.Dromey, "How to Solve it by Computer", Pearson Education India, 2008.
2. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, "Introduction to Algorithms", 3rd Edition, The MIT Press Cambridge, Massachusetts London, England, 2008
3. Brian M. Kernighan, and Dennis M. Ritchie, "The C Programming Language", 2nd edition, Princeton Hall Software Series, 2012.

Reference Books:

1. Steven S. Skiena, "The Algorithm Design Module", 2nd Edition, Springer-Verlag London Limited, 2008.
2. Donald E. Knuth, "The Art of Computer Programming", Volume 1: Fundamental Algorithms, 3rd Edition, Addison Wesley Longman, 1997.
3. Donald E. Knuth, "The Art of Computer Programming", Volume 2: Seminumerical Algorithms, 3rd Edition, Addison Wesley Longman, 1998.
4. Greg Perry and Dean Miller, "C programming Absolute Beginner's Guide", 3rd edition, Pearson Education, Inc, 2014.

Web Resources:

1. <http://algorithmsforinterviews.com> "Algorithms for Interviews"

CA-C3T: DATA STRUCTURES

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT-I

[12 Hours]

Introduction and Overview: Definition, Elementary data organization, Data Structures, data Structures operations, Abstract data types, algorithms complexity, time-space trade off. Preliminaries: Mathematical notations and functions, Algorithmic notations, control structures, Complexity of algorithms, asymptotic notations for complexity of algorithms. Arrays: Definition, Linear arrays, arrays as ADT, Representation of Linear Arrays in Memory, Traversing Linear arrays, Inserting and deleting, Multi-dimensional arrays, Matrices and Sparse matrices.

UNIT-II

[12 Hours]

Linked list: Definition, Representation of Singly Linked List in memory, Traversing a Singly linked list, Searching in a Singly linked list, Memory allocation, Garbage collection, Insertion into a singly linked list, Deletion from a singly linked list; Doubly linked list, Header linked list, Circular linked list. Stacks: Definition, Array representation of stacks, Linked representation of stacks, Stack as ADT, Arithmetic Expressions: Polish Notation, Conversion of infix expression to postfix expression, Evaluation of Post fix expression, Application of Stacks, Recursion, Towers of Hanoi, Implementation of recursive procedures by stack. Queues: Definition, Array representation of queue, Linked list representation of queues. Types of queue: Simple queue, Circular queue, Double-ended queue, Priority queue, Operations on Queues, Applications of queues.

UNIT-III

[12 Hours]

Binary Trees: Definitions, Tree Search, Traversal of Binary Tree, Tree Sort, Building a Binary Search Tree, Height Balance: AVL Trees, Contiguous Representation of Binary Trees: Heaps, Lexicographic Search Trees: Tries, External Searching: B-Trees, Applications of Trees. Graphs: Mathematical Back ground, Computer Representation, Graph Traversal, Topological Sorting

UNIT-IV

[12 Hours]

Searching: Introduction and Notation, Sequential Search, Binary Search, Comparison of Methods. Sorting: Introduction and Notation, Insertion Sort, Selection Sort, Shell Sort, Divide And Conquer, Merge sort for Linked List, Quick sort for Contiguous List. Hashing: Sparse Tables, Choosing a Hash function, Collision Resolution with Open Addressing, Collision Resolution by Chaining.

Text Books:

1. Seymour Lipschutz, "Data Structures with C", Schaum's outLines, Tata Mc Graw Hill, 2011.
2. Robert Kruse, C.L.Tondo, Bruce Leung, Shashi Mogalla, "Data Structures and Program Design using C", Pearson Education, 2009.

Reference Books:

1. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C", Second Edition, Pearson Education, 2013.
2. Forouzan, "A Structured Programming Approach using C", 2nd Edition, Cengage Learning India, 2008.

CA-C4P: Problem Solving Lab using C

Write, and execute C program for the following:

1. to read radius of a circle and to find area and circumference
2. to read three numbers and find the biggest of three
3. to check whether the number is prime or not
4. to read a number, find the sum of the digits, reverse the number and check it for palindrome
5. to read numbers from keyboard continuously till the user presses 999 and to find the sum of only positive numbers
6. to read percentage of marks and to display appropriate message
(Demonstration of else-if ladder)
7. to find the roots of quadratic equation
8. to read marks scored by n students and find the average of marks
(Demonstration of single dimensional array)
9. to remove Duplicate Element in a single dimensional Array
10. to perform addition and subtraction of Matrices
11. to find factorial of a number
12. to generate fibonacci series
13. to remove Duplicate Element in a single dimensional Array
14. to find the length of a string without using built in function
15. to demonstrate string functions
16. to read, display and add two m x n matrices using functions
17. to read a string and to find the number of alphabets, digits, vowels, consonants, spaces and special characters.
18. to Swap Two Numbers using Pointers
19. to demonstrate student structure to read & display records of n students
20. to demonstrate the difference between structure & union.

CA-C5P: DATA STRUCTURES LAB

NOTE: For all the programs write the output, flowchart and number of basic operations performed.

1. Given {4,7,3,2,1,7,9,0} find the location of 7 using Linear and Binary search and also display its first occurrence.
2. Given {5,3,1,6,0,2,4} order the numbers in ascending order using Bubble Sort Algorithm
3. Perform the Insertion and Selection Sort on the input {75,8,1,16,48,3,7,0} and display the output in descending order.
4. Write a program to insert the elements {61,16,8,27} into singly linked list and delete 8,61,27 from the list. Display your list after each insertion and deletion.
5. Write a program to insert the elements {61,16,8,27} into linear queue and delete three elements from the list. Display your list after each insertion and deletion.
6. Write a program to insert the elements {61,16,8,27} into circular queue and delete 4 elements from the list. Display your list after each insertion and deletion.
7. Write a program to insert the elements {61,16,8,27} into ordered singly linked list and delete 8,61,27 from the list. Display your list after each insertion and deletion.
8. Write a program to add $6x^3+10x^2+0x+5$ and $4x^2+2x+1$ using linked list.
9. Write a program to push 5,9,34,17,32 into stack and pop 3 times from the stack, also display the popped numbers.
10. Write a recursive program to find GCD of 4,6,8.
11. Write a program to insert the elements {5,7,0,6,3,9} into circular queue and delete 6,9&5 from it(using linked list implementation)..
12. Write a program to convert an infix expression $x^y/(5*z)+2$ to its postfix expression
13. Write a program to evaluate a postfix expression $5\ 3+8\ 2\ -\ *$.
14. Write a program to create a binary tree with the elements {18,15,40,50,30,17,41} after creation insert 45 and 19 into tree and delete 15,17 and 41 from tree. Display the tree on each insertion and deletion operation
15. Write a program to create binary search tree with the elements {2,5,1,3,9,0,6} and perform inorder, preorder and post order traversal.
16. Write a program to Sort the following elements using heap sort {9,16,32,8,4,1,5,8,0}
17. Given $S1=\{\text{"Flowers"}\}$; $S2=\{\text{"are beautiful"}\}$ I. Find the length of S1 II. Concatenate S1 and S2 III. Extract the substring "low" from S1 IV. Find "are" in S2 and replace it with "is"

CA-C6T: COMPUTER ARCHITECTURE

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT - I

[12 Hours]

Number Systems: Binary, Octal, Hexa decimal numbers, base conversion, addition, subtraction of binary numbers, one's and two's complements, positive and negative numbers, character codes ASCII, EBCDIC. Computer Arithmetic: Addition and Subtraction, Multiplication and Division algorithms, Floating-point Arithmetic Operations, Decimal arithmetic operations. Structure of Computers: Computer types, Functional units, Basic operational concepts, Von-Neumann Architecture, Bus Structures, Software, Performance, Multiprocessors and Multicomputer, Digital Logic Circuits: Logic gates, Boolean algebra, Map Simplification. Combinational Circuits: Half Adder, Full Adder, flip flops. Sequential circuits: Shift registers, Counters, Integrated Circuits, Mux, Demux, Encoder, Decoder. Data representation: Fixed and Floating point.

UNIT - II

[12 Hours]

Basic Computer Organization and Design: Instruction codes, Computer Registers, Computer Instructions and Instruction cycle. Timing and Control, Memory-Reference Instructions, Input-Output and interrupt. Central processing unit: Stack organization, Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Complex Instruction Set Computer (CISC) Reduced Instruction Set Computer (RISC), CISC vs RISC

UNIT - III

[12 Hours]

Register Transfer and Micro-operations: Register Transfer Language, Register Transfer, Bus and Memory Transfers, Arithmetic Micro-Operations, Logic Micro-Operations, Shift Micro-Operations, Arithmetic logic shift unit. Micro-programmed Control: Control Memory, Address Sequencing, Micro-Program example, Design of Control Unit. Input Output: I/O interface, Programmed IO, Memory Mapped IO, Interrupt Driven IO, DMA. Instruction level parallelism: Instruction level parallelism (ILP)-over coming data hazards, limitations of ILP

UNIT - IV

[12 Hours]

Memory System: Memory Hierarchy, Semiconductor Memories, RAM(Random Access Memory), Read Only Memory (ROM), Types of ROM, Cache Memory, Performance considerations, Virtual memory, Paging, Secondary Storage, RAID. Multiprocessors And Thread level Parallelism: Characteristics of multiprocessors, Multi-Threaded Architecture, Distributed Memory MIMD Architectures, Interconnection structures,

TEXT BOOKS:

1. Mano M Morris, "Computer System Architecture", 3rd edition Pearson India(2019).
2. William Stallings, "Computer Organization and Architecture designing for performance", 10th edition, Pearson(2016)

REFERENCE BOOKS

1. Subrata Ghoshal, "Computer Architecture And Organization", Pearson India(2011).
2. Andrew S. Tanenbaum "Structured Computer Organization", 5th edition, Pearson Education Inc(2006).
3. Carl Hamacher, Zvonks Vranesic, SafeaZaky, "Computer Architecture And Organization", 5th edition McGraw Hill New Delhi, India(2002).
4. Kai Hwang, "Advanced Computer Architecture - Parallelism, Scalability, Programmability", Tata Mcgraw-Hill (2008).

CA67T: OBJECT ORIENTED PROGRAMMING USING JAVA

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT-I [12 Hours]

Introduction to Java: Basics of Java programming, Data types, Variables, Operators, Control structures including selection, Looping, Java methods, Overloading, Math class, Arrays in java. Objects and Classes: Basics of objects and classes in java, Constructors, Finalizer, Visibility modifiers, Methods and objects, Inbuilt classes like String, Character, String Buffer, File, this reference

UNIT-II [12 Hours]

Inheritance and Polymorphism: Inheritance in java, Super and sub class, Overriding, Object class, Polymorphism, Dynamic binding, Generic programming, Casting objects, Instance of operator, Abstract class, Interface in java, Package in java, UTIL package.

UNIT-III [12 Hours]

Event and GUI programming: Event handling in java, Event types, Mouse and key events, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components like Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, Scroll Bars, Sliders, Windows, Menus, Dialog Box, Applet and its life cycle, Introduction to swing, Exceptional handling mechanism. I/O programming: Text and Binary I/O, Binary I/O classes, Object I/O, Random Access Files.

UNIT-IV [12 Hours]

Multithreading in java: Thread life cycle and methods, Runnable interface, Thread synchronization, Exception handling with try-catch-finally, Collections in java, Introduction to JavaBeans and Network Programming.

Textbooks:

1. E. Balagurusamy, Programming with JAVA, McGraw Hill, New Delhi, 2007

Reference Books:

1. Raj Kumar Buyya, Object Oriented Programming with JAVA, McGraw Hill, 2009
2. Herbert Schildt, Java A Beginner's Guide – Create, Compile, and Run Java Programs Today, Sixth Edition, Oracle Press, 2014
3. Ken Arnold, James Gosling, "The Java Programming Language, Fourth Edition, Addison Wisely, 2005
4. Herbert Schildt, 'The Complete Reference Java, 7th Edition, McGraw Hill, 2007

Web Resources

1. <https://docs.oracle.com/javase/tutorial/>
2. <https://javabeginnerstutorial.com/core-java-tutorial/>

CA-C8T: DATABASE MANAGEMENT SYSTEMS

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT - 1

[12 Hours]

Databases and Database Users: Introduction, An example, Characteristics of the Database Approach, Actors on the Scene, Workers behind the Scene, Advantages of Using DBMS Approach, A Brief History of Database Applications, When Not to Use a DBMS. Database System Concepts and Architecture: Data Models, Schemas, and Instances, Three-schema Architecture and Data Independence, Database Languages and Interfaces, The Database System Environment, Centralized and Client-Server Architectures, Classification of Database Management Systems.

UNIT - 2

[12 Hours]

Data Modeling Using Entity-Relationship Model: Using High-Level Conceptual Data Models for Database Design, An Example Database Application, Entity Types, Entity Sets, Attributes and Keys, Relationship Types, Relationship Sets, Roles and Structural Constraints, Weak Entity Types, Refining the ER Design Company Database Diagrams, Naming Conventions and Design. Issues, File organization and storage, secondary storage devices, type of single level ordered index, multi-level indexes, indexes on multiple keys, other types of indexes.

UNIT – 3

[12 Hours]

Relational Model and Relational Algebra: Relational Model Concepts, Relational Model Constraints and Relational Database Schemas, Update Operations, Transactions and Dealing with Constraint Violations, Unary Relational Operations: SELECT and PROJECT, Relational Algebra Operations from SET Theory, Binary Relational Operations: JOIN and DIVISION, Additional Relational Operations, Examples of Queries in Relational Algebra. Relational Database Design: Anomalies in a database, functional dependency, normal forms, lossless join and dependency, BCNF, normalization through synthesis, higher order normal forms. SQL- SQL Data Definition and Data Types, Specifying Constraints in SQL, Schema Change Statements in SQL, Basic Queries in SQL, More Complex SQL Queries, Insert, Delete and Update Statements in SQL, Specifying Constraints as Assertion and Trigger, Views(Virtual Tables) in SQL, Embedded SQL, Dynamic SQL,

UNIT – 4

[12 Hours]

Introduction to transaction processing, transaction and system concepts, desirable properties of transactions, transaction support in SQL. Concurrency control techniques: two-phase locking techniques, concurrency control based on timestamp ordering. Recovery techniques: recovery concepts, recovery in multi-database systems, database backup and recovery from catastrophic failures.

Text Books:

1. Elmasri and Navathe: Fundamentals of Database Systems, 7th Edition, Addison -Wesley, 2016.
2. Silberschatz, Korth and Sudharshan Data base System Concepts, 7th Edition, Tata McGraw Hill, 2019.

References:

1. C.J. Date, A. Kannan, S. Swamynatham: An Introduction to Database Systems, 8th Edition, Pearson education, 2009
2. Database Management Systems :Raghu Ramakrishnan and Johannes Gehrke: , 3rd Edition, McGraw-Hill, 2003

CA-C9P: JAVA PROGRAMMING LAB

1. Write a simple java application, to print the message, “Welcome to java”
2. Write a program to display the month of a year. Months of the year should be held in an array.
3. Write a program to demonstrate a division by zero exception
4. Write a program to create a user defined exception say Pay Out of Bounds. .
5. Write a java program to add two integers and two float numbers. When no arguments are supplied, give a default value to calculate the sum. Use function overloading.
6. Write a program to perform mathematical operations. Create a class called AddSub with methods to add and subtract. Create another class called MulDiv that extends from AddSub class to use the member data of the super class. MulDiv should have methods to multiply and divide A main function should access the methods and perform the mathematical operations.
7. Write a program with class variable that is available for all instances of a class. Use static variable declaration. Observe the changes that occur in the object’s member variable values.
8. Write a java program to create a student class with following attributes: Enrollment_id: Name, Mark of sub1, Mark of sub2, mark of sub3, Total Marks. Total of the three marks must be calculated only when the student passes in all three subjects. The pass mark for each subject is 50. If a candidate fails in any one of the subjects his total mark must be declared as zero. Using this condition write a constructor for this class. Write separate functions for accepting and displaying student details. In the main method create an array of three student objects and display the details.
9. In a college first year class are having the following attributes Name of the class (BCA, BCom, BSc), Name of the staff No of the students in the class, Array of students in the class
10. Define a class called first year with above attributes and define a suitable constructor. Also write a method called best Student () which process a first-year object and return the student with the highest total mark. In the main method define a first-year object and find the best student of this class
11. Write a Java program to define a class called employee with the name and date of appointment. Create ten employee objects as an array and sort them as per their date of appointment. ie, print them as per their seniority.
12. Create a package ‘ student.Fulltime.BCA ‘ in your current working directory
 - a. Create a default class student in the above package with the following attributes: Name, age, sex.
 - b. Have methods for storing as well as displaying
13. Write a small program to catch Negative Array Size Exception. This exception is caused when the array is initialized to negative values.
14. Write a program to handle Null Pointer Exception and use the “finally” method to display a message to the user.
15. Write a program which create and displays a message on the window
16. Write a program to draw several shapes in the created window
17. Write a program to create an applet and draw grid lines
18. Write a program which creates a frame with two buttons father and mother. When we click the father button the name of the father, his age and designation must appear. When we click mother similar details of mother also appear.
19. Create a frame which displays your personal details with respect to a button click
20. Create a simple applet which reveals the personal information of yours.
21. Write a program to move different shapes according to the arrow key pressed.
22. Write a java Program to create a window when we press M or m the window displays Good Morning, A or a the window displays Good After Noon E or e the window displays Good Evening, N or n the window displays Good Night
23. Demonstrate the various mouse handling events using suitable example.
24. Write a program to create menu bar and pull-down menus.

CA- C10P: DATABASE MANAGEMENT SYSTEMS LAB**PART – A**

1. Draw E-R diagram and convert entities and relationships to relation table for a given scenario.
Two assignments shall be carried out i.e. consider two different scenarios (eg. bank, college)

Consider the Company database with following Schema

EMPLOYEE (FNAME, MINIT, LNAME, SSN, BDATE, ADDRESS, SEX, SALARY, SUPERSSN, DNO)

DEPARTMENT (DNAME, DNUMBER, MGRSSN, MSRSTARTDATE)

DEPT_LOCATIONS (DNUMBER, DLOCATION)

PROJECT (PNAME, PNUMBER, PLOCATION, DNUM)

WORKS_ON (ESSN, PNO<HOURS)

DEPENDENT (ESSN, DEPENDENT_NAME, SEX, BDATE, RELATIONSHIP)

2. Perform the following:
 - a. Viewing all databases, Creating a Database, Viewing all Tables in a Database, Creating Tables (With and Without Constraints), Inserting/Updating/Deleting Records in a Table, Saving (Commit) and Undoing (rollback)
3. Perform the following:
 - a. Altering a Table, Dropping/Truncating/Renaming Tables, Backing up / Restoring a Database.
4. For a given set of relation schemes, create tables and perform the following Simple Queries, Simple Queries with Aggregate functions, Queries with Aggregate functions (group by and having clause).
5. Execute the following queries
 - a. How the resulting salaries if every employee working on the 'Research' Departments is given a 10% raise.
 - b. Find the sum of the salaries of all employees of the 'Accounts' department, as well as the maximum salary, the minimum salary, and the average salary in this department
6. Execute the following queries
 - a. Retrieve the name of each employee Controlled by Department number 5 (use EXISTS operator).
 - b. Retrieve the name of each dept and number of employees working in each Department which has at least 2 employees
7. Execute the following queries
 - a. For each project, retrieve the project number, the project name, and the number of employee who work on that project.(use GROUP BY)
 - b. Retrieve the name of employees who born in the year 1990's
8. For each Department that has more than five employees, retrieve the department number and number of employees who are making salary more than 40000.
9. For each project on which more than two employees work, retrieve the project number, project name and the number of employees who work on that project.

10. For a given set of relation tables perform the following: Creating Views (with and without check option), Dropping views, Selecting from a view

PART B

Create the following tables with properly specifying Primary keys, Foreign keys and solve the following queries.

BRANCH (Branchid, Branchname, HOD)
 STUDENT (USN, Name, Address, Branchid, sem)
 BOOK (Bookid, Bookname, Authorid, Publisher, Branchid)
 AUTHOR (Authorid, Authorname, Country, age)
 BORROW (USN, Bookid, Borrowed_Date)

1. Perform the following:
 - a. Viewing all databases, Creating a Database, Viewing all Tables in a Database, Creating Tables (With and Without Constraints), Inserting/Updating/Deleting Records in a Table, Saving (Commit) and Undoing (rollback)
Execute the following Queries:
2.
 - a. List the details of Students who are all studying in 2nd sem BCA.
 - b. List the students who are not borrowed any books.
3.
 - a. Display the USN, Student name, Branch_name, Book_name, Author_name, Books_Borrowed_Date of 2nd sem BCA Students who borrowed books.
 - b. Display the number of books written by each Author.
4.
 - a. Display the student details who borrowed more than two books.
 - b. Display the student details who borrowed books of more than one Author.
5.
 - a. Display the Book names in descending order of their names.
 - b. List the details of students who borrowed the books which are all published by the same publisher.

Consider the following schema:

STUDENT (USN, name, date_of_birth, branch, mark1, mark2, mark3, total, GPA)

6. Perform the following:
 - a. Creating Tables (With and Without Constraints), Inserting/Updating/Deleting Records in a Table, Saving (Commit) and Undoing (rollback)
7. Execute the following queries:
 - a. Find the GPA score of all the students.
 - b. Find the students who born on a particular year of birth from the date_of_birth column.
8.
 - a. List the students who are studying in a particular branch of study.
 - b. Find the maximum GPA score of the student branch-wise.

BANGALORE UNIVERSITY

SCHEME AND SYLLABUS

For the course

**BACHELOR OF COMPUTER APPLICATIONS
(BCA)**

NEP2021 Scheme

Academic Year 2021-22 and onwards

Department of Computer Science and Applications
BANGALORE UNIVERSITY, BANGALORE

BANGALORE UNIVERSITY

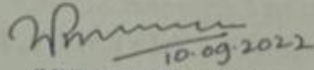
PROCEEDINGS OF THE MEETING OF THE BOARD OF STUDIES IN
COMPUTER SCIENCE (UG AND PG), BANGALORE UNIVERSITY HELD ON
09-09-2022 THROUGH ONLINE MODE AT 6:30 PM

The following members were present :

1. Dr. Somashekara. M.T, Department of Computer Science, Bangalore University
2. Dr. Aziz Makandar, Department of Computer Science, Karnataka State Akkamahadevi Women's University, Vijayapura
3. Dr.. H.L. Shashi Rekha, Department of Computer Science, Mangalore University
4. Dr. Shivashankar S, Department of Computer Science, Karnatak University, Dharwad
5. Ms. L. Hamsaveni, Department of Computer Science, University of Mysore
6. Mr. Prakasha K Renukappa, Software Quality Principal Engineer, Dell Technologies, Bangalore
7. Mr. Dodde Gowda, Sales force, Torrey Pines, Bangalore
8. Ms. Suneetha V, MCA Department, Dayananda Sagar College of Arts, Science and Commerce, Bangalore
9. Dr.P.Felcy Judith, Computer Applications, T John College, Bangalore
10. Ms. B Nazia Hassan, Department of Computer Science, Government First Grade College, Vijayanagar ,Bengaluru
11. Mr. Chandrashekar, Department of Computer Science, Government First Grade College, Nelamangala
12. Mr. Sreenivasa H V, Department of Information Technology AIMS, Peenya , Bangalore
13. Dr. Rajesh B, Dr. B.R. Ambedkar School of Economics, Bangalore
14. Dr. Muralidhara B L, Department of Computer Science, Bangalore University

The chairperson presented the syllabus of the III and IV semester BCA (NEP), and B.Sc Computer Science (NEP) to the Committee. The Committee discussed the syllabus in detail, and approved the same.

The Chairperson thanked all members for their active participation.


10.09.2022

(MURALIDHARA B. L.)

Chairperson, BoS in Computer Science
Coordinator / ಸಾಬರ್ದಾರಿ
MCA Programme / ಎಂ.ಕೆ.ಎ. ಪಠ್ಯ
Bangalore University / ದಂಕಾಡು ಸೆಂಟರ್, ೪೬
Inasabbharathi Campus / ಸುಬ್ರಹ್ಮಣ್ಯ
Bangalore / ದಂಕಾಡು - ೫೬೦ ೦೫
India / ೦೮೦೫

BCA SYLLABUS (NEP)

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AEC) | Credits | Total Credits |
|------------|-------------|--|---------|---|---------|---------------|
| I | CA-C1T | Discrete Structure | 3 | OE1: Open Elective | 3 | 26 |
| | CA-C2T | Problem solving Techniques | 3 | Language L1 | 3 | |
| | CA-C3T | Data Structure | 3 | Language L2 | 3 | |
| | CA-C4L | Problem solving Lab | 2 | SEC I : Office Management Tools | 2 | |
| | CA-C5L | Data Structure Lab | 2 | Physical Education | 1 | |
| | | | | Health & Wellness | 1 | |
| II | CA-C6T | Computer Architecture | 3 | OE2: Open Elective | 3 | 26 |
| | CA-C7T | Object Oriented Programming using Java | 3 | Language L1 | 3 | |
| | CA-C8T | Database Management System | 3 | Language L2 | 3 | |
| | CA-C9L | Java Lab | 2 | Environmental studies | 2 | |
| | CA-C10L | Database Management System Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| III | CA-C11T | Operating Systems | 3 | OE3: Open Elective | 3 | 26 |
| | CA-C12T | Computer Networks | 3 | Language L1 | 3 | |
| | CA-C13T | Python Programming | 3 | Language L2 | 3 | |
| | CA-C14L | Computer Networks Lab | 2 | SEC II : Computer Assembly and Repair | 2 | |
| | CA-C15L | Python Programming Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| IV | CA-C16T | Software Engineering | 3 | OE4: Open Elective | 3 | 26 |
| | CA-C17T | Design and Analysis of Algorithm | 3 | Language L1 | 3 | |
| | CA-C18T | Internet Technologies | 3 | Language L2 | 3 | |
| | CA-C19L | Design and Analysis of Algorithm Lab | 2 | The Constitution of India | 2 | |
| | CA-C20L | Internet Technologies Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| V | CA-C21T | Artificial Intelligence | 3 | CA-V1 Vocation Course I : Quantitative | 3 | 23 |
| | CA-C22T | Data Analytics | 3 | CA-E1 Elective I : a. Data Mining b. Computer Graphics | 3 | |
| | CA-C23T | Web Programming | 3 | SEC III : Cyber Crime, Cyber Law, and Intellectual Property Right | 2 | |
| | CA-C24L | Data Analytics Lab | 2 | Physical Education | 1 | |

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AEC) | Credits | Total Credits |
|-------------|-------------|------------------------------------|---------|--|---------|---------------|
| | CA-C25L | Web Programming Lab | 2 | NCC/NSS/CL/R&R | 1 | |
| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AEC) | Credits | Total Credits |
| VI | CA-C26T | Theory of Computation | 3 | CA-V2 Vocation Course II : Electronic Content Design | 3 | 23 |
| | CA-C27T | Machine Learning | 3 | CA-E2 Elective II : a. Operations Research b. Software Testing | 3 | |
| | CA-C28T | Mobile Application Development | 3 | Professional Communication | 2 | |
| | CA-C29L | Machine Learning Lab | 2 | Physical Education | 1 | |
| | CA-C30L | Mobile Application Development Lab | 2 | NCC/NSS/CL/R&R | 1 | |
| VII | CA-C31T | Cloud Computing | 3 | CA-V3 Vocation Course III : Technical Writing | 3 | 21 |
| | CA-C32T | Internet of Things | 3 | CA-E3 Elective III : a. Modeling and Simulation b. Compiler Design | 3 | |
| | CA-C33T | Internship | 2 | Research Methodology | 3 | |
| | CA-C34L | Cloud Computing Lab | 2 | | | |
| | CA-C35L | Internet of Things Lab | 2 | | | |
| VIII | CA-C36T | Block Chain Technologies | 3 | CA-V4 Vocation Course IV : Project Management | 3 | 20 |
| | CA-C37T | Cryptography and System Security | 3 | CA-E4 Elective IV : a. Human Computer Interface b. Parallel Algorithms | 3 | |
| | CA-C38T | Block Chain Technologies Lab | 2 | Research Project | 6 | |

CA-C11T: OPERATING SYSTEMS

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT - I [12 Hours]

Introduction: Computer System Organization, Architecture, Structure, Operations, Process Management, Memory Management, Storage Management, Kernel Data Structures, Computing Environments. Operating System Structures: Services, System Calls, Types, Operating System Structure, System Boot. Processes: Process Concept, Scheduling, Operations, Interprocess Communication. Multithreaded Programming: Multicore Programming, Multithreading Models.

UNIT -II [12 Hours]

Process Synchronization: The Critical-Section Problem, Peterson's Solution, Synchronisation Hardware, Mutex Locks, Semaphores, Classic Problems of Synchronization, Monitors, Synchronization Examples. Process Scheduling: Criteria, Scheduling Algorithms, Multi-Processor Scheduling, Real-time CPU Scheduling. Deadlocks: System model, Characterization, Methods for handling deadlocks, Deadlock Prevention, Avoidance, Detection and Recovery from deadlock.

UNIT - III [12 Hours]

Memory Management Strategies: Background, Swapping, Contiguous Memory Allocation, Segmentation, Paging, Structure of the Page Table. Virtual Memory Management: Demand Paging; Copy-on-Write, Page Replacement; Allocation of Frames; Thrashing, Memory-Mapped Files, Allocating Kernel Memory. File System: File Concept, Access Methods, Directory and Disk Structure, Protection. File-System Implementation: Structure

UNIT - IV [12 Hours]

File-System and Directory Implementation, Allocation Methods, Free Space Management, Efficiency and Performance, Recovery. Mass-Storage Structure: Overview, Disk Scheduling, Disk Management. Distributed Systems: Advantages, Types of Network- based OS, Robustness, Design Issues, Distributed File Systems. Case Studies: The Linux System, Windows 10 (Process, Memory, storage management).

Text Books:

1. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne: Operating Systems Concepts, 9th Edition, 2016 India, Wiley.

Reference Books:

1. William Stallings, "Operating Systems-Internals and Design Principles", Pearson, IX Edition, 2018
2. D M Dhamdhere: Operating Systems – A Concept Based Approach, III Edition, Tata McGraw – Hill, 2015.
3. Harvey M Deitel, Paul J Deitel, Dr Choffnes, "Operating Systems", Pearson Education Limited (Publisher), 3rd Edition, 2013.
4. J. Archer Harris, John Cordani, " Operating Systems", Schaum's Outline, Indian Edition, Mc Graw Hill Education (India), First Edition
5. Gary Nutt, Nabendu Chaki, Sarmistha Neog, "Operating Systems" Pearson Education Limited, 3rd Edition, 2016.

CA-C12T: COMPUTER NETWORKS

Total Teaching Hours : 48

No. of Hours / Week: 03

UNIT - I [12 Hours]

Introduction: Data Communications, Networks, Network Types, Internet History, Network Models: Protocol Layering, The OSI Model, TCP/IP Protocol Suite, Introduction to Physical Layer: Transmission Impairments, Data Rate Limits, Performance, Introduction to Data-Link- Layer: Link-Layer Addressing, Error Detection and Correction: Block Coding, Cyclic Codes, Checksum

UNIT - II [12 Hours]

Data Link Control: Data-Link Layer Protocols, HDLC, Point-To-Point (PPP), Media Access Control (MAC): ALOHA, CSMA, CSMA/CD, CSMA/CA, Reservation, Polling, Token Passing, FDMA, TDMA, CDMA

UNIT - III [12 Hours]

Introduction to Network Layer: Network-Layer Services, Packet Switching, Network-Layer Performance, IPV4 Addresses, Network Layer Protocols: Internet Protocol (IP), ICMPv4, Mobile IP, Unicast Routing: Routing Algorithms, Unicast Routing Protocols, Next Generation IP: IPv6 Addressing

UNIT - IV [12 Hours]

Introduction to Transport Layer: Introduction, Transport-Layer Protocols, Transport-Layer Protocols: User Datagram Protocol, Transmission Control Protocol: TCP Services, TCP Features, Segment, A TCP Connection, TCP Congestion Control, Flow Control, Error Control, Application Layer: WWW, E-MAIL, Domain Name System (DNS), Quality of Service: Flow Control To Improves QoS, Integrated Services

Text Books:

1. Behrouz A. Forouzan, "Data Communications and Networking", 5th Edition, McGraw Hill Education, 2013.

Reference Books:

1. Andrew S. Tanenbaum, David J. Wetherall, "Computer Networks", 5th Edition, Prentice Hall, 2011.
2. Larry L. Peterson and Bruce S. Davie, "Computer Networks A System Approach", 5th Edition, MKP, 2012.
3. James F. Kurose , Keith W. Ross, " Computer Networking, A Top-Down Approach", 5th Edition, Pearson, 2012.

Web Resources:

1. <https://www.geeksforgeeks.org/computer-network-tutorials/>
2. <https://codescracker.com/networking/>
3. https://youtube.com/playlist?list=PLxCzCOWd7aiGFBD2-2joCpWOLUrDLvVV_

CA-C13T: PYTHON PROGRAMMING

Total Teaching Hours : 48

No. of Hours / week: 03

UNIT - I [12 Hours]

Parts Python Programming Language: Python Interpreter/Shell, Identifiers, Keywords, Statements and Expressions, Variables, Operators, Precedence and Associativity, Data types, Indentation, Comments, Reading Input, Print Output, Type Conversions, The type() function and Is operator, Dynamic and Strongly Typed Language. **Control Flow Statements:** The if Decision Control Flow Statement, The if...else DecisionControl FlowStatement, The if...elif... else Decision Control Statement, Nested if Statement, The while Loop, TheforLoop, The continue and break Statements. **Functions:** Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function, Scope and Life time of Variables, Default Parameters, Command Line Arguments. **Strings:** Creating and Storing Strings, Basic String operations, Accessing Characters in StringbyIndexNumber, String Slicing and Joining, String methods

UNIT - II [12 Hours]

Lists: Creating Lists, BasicListOperations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, ThedelStatement, **Dictionaries:** Creating Dictionary, Accessing and modifying key:value pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary methods, ThedelStatement. **Tuples and Sets:** Creating Tuples, Basic Tuple Operations, Indexing and Slicing in Tuples, Built-In Functions Used onTuples, Relations between Tuples and Lists, Relations between Tuples and Dictionaries, Tuple Methods, Using zip() Function, Sets, Set Methods, Frozenset.

UNIT - III [12 Hours]

Files: Types of files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, The Pickle module, Reading and writing CSV files, **Object-Oriented Programming:** Classes and Objects, Creating Classes in Python, Creating Objects in Python, The Constructor Method, Classes with Multiple Objects, Class Attributes versus Data attributes, Encapsulation, Inheritance, The Polymorphism.

UNIT - IV [12 Hours]

Data Visualization: Generating Data-Installing Matplotlib, Plotting a Simple Line Graph, Random Walks, Rolling Dice with Plotly. Downloading Data- The CSV File Format, Mapping Global Data Sets: JSON Format, **Working with APIs:** Using a Web API, Visualizing Repositories Using Plotly.

Text Books:

1. Gowrishankar S, Veena A, "Introduction to Python Programming", 1st Edition, CRC Press/Taylor & Francis, 2018. ISBN-13: 978-0815394372. [Unit I&II- 2,3,4,5,6,7,8,9 Unit III-11,12].
2. Eric Matthes, "Python Crash Course- A Hands-On, Project-Based Introduction to Programming", 2nd Edition, No Starch Press, 2019. [Unit III-15, Unit IV-16]
3. Wesley J. Chun, "Core Python Applications Programming", 3rd Edition, Pearson Education, 2016. [Unit IV- 2,5].

Reference Books:

1. Kamthane, A. N., & Kamthane, A.A. , "Programming and Problem Solving with Python", McGraw Hill Education, 2017.
2. Mark Lutz, "Learning Python", 5th edition, Orelly Publication, 2013, ISBN 978- 1449355739.
3. Ljubomir Perkovic, "Introduction to Computing Using Python- An Application Development Focus", Wiley, 2012.

CA-C14L: COMPUTER NETWORKS LAB

1. Execute the following commands:
arp, ipconfig, hostname, netdiag, netstat, nslookup, pathping, ping route, tracert
2. Study of different types of network cables.
3. Practically implement the cross-wired cable and straight wired cable using crimping tool.
4. Study of network IP address configuration: (Classification of address, static and dynamic address)
5. Study of network IP address configuration: (IPv4 and IPv6, Subnet, Supernet)
6. Study of network devices: (Switch, Router, Bridge)
7. Configure and Connect the computer in LAN.
8. Block the website using "Windows Defender Firewall" in windows 10.
9. Share the folder in a system, and access the files of that folder from other system using IP address .
10. Share the printer in Network, and take print from other PC.
11. Configuration of wifi hotspot, and connect other devices (mobile / laptop).
12. Configuration of switches.
13. Configuration of I/O box fixing.
14. Making your own patch cord.
15. Configuration of VLAN using Packet Tracer/ GNS3
16. Configuration of VPN using Packet Tracer/ GNS3

References:

1. Paul Browning "101 CompTIA Networks+ LABS", 2018, Reality Press Ltd.

Web References:

1. [youtube.com/watch?v=rurs7cdT5cc](https://www.youtube.com/watch?v=rurs7cdT5cc)
2. https://www.youtube.com/watch?v=_IOZ8_cPgu8
3. <https://www.alphr.com/block-websites-windows/>

CA-C15L: PYTHON PROGRAMMING LAB

1. Write a program to demonstrate basic data type in python
2. Create a list and perform the following methods
 - 1) insert() 2) remove() 3) append()
 - 4) len() 5) pop() 6) clear()
3. Create a tuple and perform the following methods
 - 1) Add items 2) len() 3) check for item in tuple 4) Access items
4. Create a dictionary and apply the following methods
 - 1) Print the dictionary items 2) access items 3) use get()
 - 4) change values 5) use len()
5. Write a program to create a menu with the following options
 1. TO PERFORM ADDITION 2. TO PERFORM SUBTRACTION
 3. TO PERFORM MULTIPLICATION 4. TO PERFORM DIVISION
 Accepts users input and perform the operation accordingly. Use functions with arguments.
6. Write a python program to print a number is positive/negative using if-else.
7. Write a program for filter() to filter only even numbers from a given list.
8. Write a python program to print date, time for today and now
9. Write a python program to add some days to your present date and print the date added.
10. Write a program to count the numbers of characters in the string and store them in a dictionary data structure
11. Write a program to count frequency of characters in a given file.
12. Using a numpy module create an array and check the following: 1. Type of array 2. Axes of array 3. Shape of array 4. Type of elements in array
13. Write a python program to concatenate the dataframes with two different objects
14. Write a python code to read a csv file using pandas module and print the first and last five lines of a file.
15. Write a python program which accepts the radius of a circle from user and computes the area (use math module)
16. Use the following data (load it as CSV file) for this exercise. Read this file using Pandas or NumPy or using in-built matplotlib function.

| Months | Pen | Book | Marker | Chair | Table | Pen stand | Total units | Total profit |
|--------|------|------|--------|-------|-------|-----------|-------------|--------------|
| 1 | 2500 | 1500 | 5200 | 9200 | 1200 | 1500 | 21100 | 211000 |
| 2 | 2630 | 1200 | 5100 | 6100 | 2100 | 1200 | 18330 | 183300 |
| 3 | 2140 | 1340 | 4550 | 9550 | 3550 | 1340 | 22470 | 224700 |
| 4 | 3400 | 1130 | 5870 | 8870 | 1870 | 1130 | 22270 | 222700 |
| 5 | 3600 | 1740 | 4560 | 7760 | 1560 | 1740 | 20960 | 209600 |
| 6 | 2760 | 1555 | 4890 | 7490 | 1890 | 1555 | 20140 | 201400 |
| 7 | 2980 | 1120 | 4780 | 8980 | 1780 | 1120 | 29550 | 295500 |
| 8 | 3700 | 1400 | 5860 | 9960 | 2860 | 1400 | 36140 | 361400 |
| 9 | 3540 | 1780 | 6100 | 8100 | 2100 | 1780 | 23400 | 234000 |
| 10 | 1990 | 1890 | 8300 | 10300 | 2300 | 1890 | 26670 | 266700 |
| 11 | 2340 | 2100 | 7300 | 13300 | 2400 | 2100 | 41280 | 412800 |
| 12 | 2900 | 1760 | 7400 | 14400 | 1800 | 1760 | 30020 | 300200 |

- a. Get total profit of all months and show line plot with the following Style properties
Generated line plot must include following Style properties: –

- Line Style dotted and Line-color should be blue
 - Show legend at the lower right location.
 - X label name = Months
 - Y label name = Sold units
 - Line width should be 4
- b. Display the number of units sold per month for each product using multiline plots. (i.e., Separate Plotline for each product.
 - c. Read chair and table product sales data and show it using the bar chart.
 - The bar chart should display the number of units sold per month for each product. Add a separate bar for each product in the same chart.
 - d. Read all product sales data and show it using the stack plot

SEC II: COMPUTER ASSEMBLY

1. Demonstration of Hardware peripherals: CPU, RAM, SMPS, Motherboard, NIC card, Processor, Processor cooling fan, PCI card, HDD.
2. Demonstration of various ports: CPU , VGA port, PS/2 (keyboard, mouse) ,USB, LAN, Speaker, Audio.
3. Identify the Computer Name and Hardware Specification (RAM capacity, Processor type, HDD, 32 bit/ 64 bit)
4. Identify and Troubleshoot the problems of RAM (beep sound with blue screen), SMPS and motherboard (CPU is not switched ON)
5. Configure BIOS settings- disable and enable USB and LAN.
6. Identify, how to recover the hidden files from corrupted pendrive using command.
7. Recover the contents from crashed Hard Disk using Disk Drill software.
8. Install Operating System – Windows family (Windows 7/ Windows 10) and also make partitions.
9. Install Operating System - Unix family (Linux/UBUNTU)
10. Install Application software – python 3.8, MS- Office 2010/2013, MySQL, TOAD, Openoffice, etc.,
11. Install any one of the antivirus software (Avast, Kaspersky, etc..) and observe the variations before and after installation.
12. Add new Hardware device (keyboard, mouse, Speaker, Microphone)
13. Connect the LCD Projector with Laptop / CPU.
14. Adding additional RAM to the system.(expanding RAM size).
15. Graphic Card insertion.
16. Assemble and Disassemble Desktop System.

References:

1. Dan Gookin ,Troubleshooting & Maintaining Your PC ALL-IN-ONE, 3rd Edition,2017, John Wiley & Sons.
2. Mike Meyers, Scott Jernigan, Dan Lachance, ”CompTIA Fundamentals + Exam Guide (All-in-One), 2nd Edition, 2019, Mc Graw Hill Education.

Web References:

1. https://www.youtube.com/watch?v=ItxwyMR0SnY&list=PLeH4ngtDM7eE-1_mdWuXWyZrI_FMhnyJ0&index=5
2. <https://www.cleverfiles.com/howto/crashed-hard-drive-recovery.html>

CA-C16T : SOFTWARE ENGINEERING

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT – I

[12 Hours]

Introduction to Software Engineering: Evolution and impact of Software engineering, software life cycle models: Waterfall, prototyping, Evolutionary, and Spiral models. Feasibility study, Functional and Non-functional requirements, Requirements gathering, Requirements analysis and specification.

Agile development: Agile, Agility and cost of change; Agile Process, Extreme programming; Other agile process models.

UNIT - II

[12 Hours]

Formal Modeling and verification: The cleanroom strategy; Functional specification; Cleanroom design; Cleanroom testing; Formal methods: Concepts; Applying mathematical notation for formal specification; Formal specification languages. Software Project Management: The management spectrum; The management of people, product, process and project; The W5HH Principle; Critical practices. **Software testing strategies:** A Strategic Approach to Software Testing, Test Strategies for Conventional Software, Test Strategies for Object-Oriented Software, Test Strategies for WebApps, System Testing, Software Testing Fundamentals, White-Box Testing, Black-Box Testing

UNIT - III

[12 Hours]

Software Project Scheduling: Basic concepts and principles of project scheduling; Defining task set and task network; Scheduling; Earned value analysis. Risk Management: Reactive versus proactive strategies; Software risks; risk identification; Risk projection; Risk refinement; Risk mitigation, monitoring and management; The RMMM plan. Maintenance and Reengineering: Software maintenance; Software supportability; Reengineering; Business process reengineering; Software reengineering; Reverse engineering; Restructuring; Forward engineering; The economics of reengineering.

UNIT - IV

[12 Hours]

Software Process Improvement (SPI): Approaches to SPI; Maturity models; The SPI process; The CMMI; The People CMM; Other SPI frameworks: SPICE, Bootstrap, PSP and TSP, ISO; SPI return on investment. Software Configuration Management (SCM): Basic concepts; SCM repository; The SCM process; Configuration management for web applications; SCM standards.

Text Books:

1. Fundamentals of Software Engineering by Rajib Mall, – PHI-3rd Edition, 2009.
2. Roger S. Pressman, “*Software Engineering: A Practitioner’s Approach*”, Alternate Edition, 7th Edition, McGraw Hill, 2010.

Reference Books:

1. Software Engineering, by Ian Sommerville, Pearson Education Inc., New Delhi, (2009).
2. Software Engineering: A Practitioner’s Approach”, by Roger S. Pressman, McGraw-Hill. (2005).
3. Pankaj Jalote, “An Integrated Approach to Software Engineering”, Narosa Publishing House Pvt Ltd, Darya Ganj, New Delhi 110002

CA-C17T : THE DESIGN AND ANALYSIS OF ALGORITHMS

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT - I

[12 Hours]

Introduction: Algorithms, Fundamentals of Algorithmic Problem Solving, Important Problem Types, Fundamental Data Structures. Fundamentals of the Analysis of Algorithm Efficiency: The Analysis Framework, Asymptotic Notations and Basic Efficiency Classes, Mathematical Analysis of Non-recursive and Recursive Algorithms, Empirical Analysis of Algorithms

UNIT – II

[12 Hours]

Brute Force Method: Selection Sort and Bubble Sort, Sequential Search, Brute-Force String Matching, Exhaustive Search, Depth-First Search and Breadth-First Search. Decrease and Conquer: Insertion Sort, Topological Sorting, Algorithms for Generating Combinatorial Objects, Decrease-by-a-Constant-Factor Algorithms. Divide and Conquer: Merge Sort, Quick Sort, Binary Tree Traversals and Related Properties, Strassen's Matrix Multiplication.

UNIT - III

[12 Hours]

Space and Time Tradeoffs: Sorting by Counting, Input Enhancement in String Matching, Hashing. Dynamic programming: Binomial Coefficient, Principle of Optimality, Optimal Binary Search Trees, Knapsack Problem and Memory Functions, Warshall's and Floyd's Algorithms. Greedy Technique: Prim's Algorithm, Kruskal's Algorithm, Dijkstra's Algorithm, Huffman Trees.

UNIT – IV

[12 Hours]

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

Textbooks:

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", 3rd Edition, Pearson, 2012.
2. Horowitz, Sahni, Rajasekaran, "Fundamentals of Computer Algorithms", 2/e, Universities Press, 2007.

Reference Books:

1. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, "Introduction to Algorithms", 3rd Edition, The MIT Press, 2009.
2. A.V. Aho, J.E. Hopcroft, J.D. Ullmann, "The design and analysis of Computer Algorithms", Addison Wesley Boston, 1983.
3. Jon Kleinberg, Eva Tardos, "Algorithm Design", Pearson Education, 2006.

CA-C18T : INTERNET TECHNOLOGIES

Total Teaching Hours : 48

No. of Hours / Week: 03

UNIT - I

[12 Hours]

INTERconnected NETwork: Internet: The Giant Wide Area Network, Communicating over the Internet, Accessing the Internet, Internet Organisations, Cyber Ethics, **Internet Applications:** Internet services, Electronic Mail(E-Mail), File Transfer, Real-Time User Communication, Remote Login, Usenet, **World Wide Web:** The Web, The Working Web, Web Terminology, Web Architecture, World Wide Web Challenges.

UNIT - II

[12 Hours]

Hypertext Transfer Protocol (HTTP):HTTP, HTTP Version, HTTP connections, HTTP Communication, Hypertext Transfer Protocol Secure, Hypertext Transfer Protocol State Retention: Cookies, Hypertext Transfer Protocol Cache, **Evolution of Web:** The Generations of Web, Web 1.0, Web 2.0, Web 3.0, Big Data: A Special Discussion, **Web IR: Information Retrieval on the Web:** Web Information Retrieval, Web Information Retrieval Tools, Web Information Retrieval Architecture (Search Engine Architecture), Web Information Retrieval Performance Metrics, Web Information Retrieval Models, Google PageRank.

UNIT - III

[12 Hours]

Web Development Basics: Elements of Web Development , Client-Side and Server-Side Scripting, Model-View-Controller Architecture for Web Application Development, **Client-Side Technologies:** HTML: Hypertext Markup Language, CSS: Cascading Style Sheets, JavaScript, Bootstrap Framework, AngularJS Framework, **Server-Side Technologies:** Server-Side Scripting, Personal Home Pages, Node.js: Server-Side JavaScript.

UNIT - IV

[12 Hours]

Web Application Frameworks:Django ,Ruby on Rails.**Web Databases:** Web Database, Structured Query Language: Relational Databases, NoSQL Databases: Non-relational and Distributed Data, Understanding Popular Databases. **Research Trends on the Web:** Contextual Information Retrieval, Web Mining.

TEXT BOOKS:

1. Akshi Kumar, "Web Technology: Theory and Practice", CRC Press, 2019.

REFERENCE BOOKS :

1. Web Technology: A Developer's Perspective, N.P. Gopalan and J. Akilandeswari, PHI, Learning, Delhi, 2013.
2. Internetworking Technologies, An Engineering Perspective, Rahul Banerjee, PHI Learning, Delhi, 2011.

CA-C19L: Algorithms Lab

1. Write a program to implement linear search algorithm Repeat the experiment for different values of n , the number of elements in the list to be searched and plot a graph of the time taken versus n .
2. Write a program to implement binary search algorithm. Repeat the experiment for different values of n , the number of elements in the list to be searched and plot a graph of the time taken versus n .
3. Write a program to solve towers of honai problem and execute it for different number of disks
4. Write a Program to Sort a given set of numbers using selection sort algorithm. 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.
5. Write a program to find the value of a^n (where a and n are integers) using both brute-force based algorithm and divide and conquer based algorithm
6. Write a Program to Sort a given set of elements using quick sort algorithm. 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 .
7. Write a Program to find the binomial co-efficient $C(n, k)$, [where n and k are integers and $n > k$] using brute force based algorithm and also dynamic programming based algorithm
8. Write a Program to implement Floyd's algorithm and find the lengths of the shortest paths from every pairs of vertices in a given weighted graph
9. Write a program to evaluate a polynomial using brute-force based algorithm and using Horner's rule and compare their performances
10. Write a Program to solve the string matching problem using Boyer-Moore approach.
11. Write a Program to solve the string matching problem using KMP algorithm
12. Write a program to implement BFS traversal algorithm
13. Write a program to find the minimum spanning tree of a given graph using Prim's algorithm
14. Write a Program to obtain the topological ordering of vertices in a given digraph. Compute the transitive closure of a given directed graph using Warshall's algorithm.
15. Write a Program to 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.

CA-C20L :INTERNET TECHNOLOGIES LAB

1. Demonstrate E-Mail working (Sending ,Receiving, forward)
2. How to create, organize meeting in Zoom/ GoogleMeet
3. Create a form by using various attributes of the input tags (text box, multiline textbox, option button, check box)
4. Create a simple HTML page by using some of the basic tags (hyperlink, marquee, image)
5. Create a web page with multiple types of style sheet used in a single page
6. Write a CGI sample program to send output back to the user
7. Create Time-Table using table tag
8. Creation of Frames in browser window using HTML.
9. Write a java script program to create dialogue boxes using alert, confirm and prompt methods
10. Write a java script program on Form Validations.
11. Write a java script program to perform four arithmetic operations: Addition, Subtraction, Multiplication and Division on two numbers.
12. Create a web site of our College.

BANGALORE UNIVERSITY

SCHEME AND SYLLABUS

For the course

BACHELOR OF COMPUTER APPLICATIONS (BCA)

NEP2021 Scheme

Academic Year 2021-22 and onwards

Department of Computer Science and Applications
BANGALORE UNIVERSITY, BANGALORE

BANGALORE UNIVERSITY

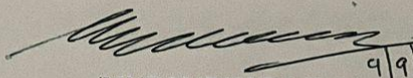
**PROCEEDINGS OF THE MEETING OF THE BOARD OF STUDIES IN
COMPUTER SCIENCE (UG AND PG), BANGALORE UNIVERSITY HELD ON
09-09-2023 THROUGH ONLINE MODE AT 6:30 PM**

The Following Members were present:

1. Dr. Aziz Makandar, Department of Computer Science, Karnataka State Akkamahadevi Women's University, Vijayapura
2. Dr. H.L. Shashi Rekha, Department of Computer Science, Mangalore University
3. Dr. Shivashankar S, Department of Computer Science, Karnatak University, Dharwad
4. Ms. L. Hamsaveni, Department of Computer Science, University of Mysore
5. Dr. Hanumanthappa M, Department of Computer Science, Bangalore University
6. Dr. Somashekara. M.T, Department of Computer Science, Bangalore University
7. Mr. Prakasha K Renukappa, Software Quality Principal Engineer, Dell Technologies, Bangalore
8. Mr. Dodde Gowda, Sales force, Torrey Pines, Bangalore
9. Ms. Suneetha V, MCA Department, Dayananda Sagar College of Arts, Science and Commerce, Bangalore
10. Dr.P.Felcy Judith, Computer Applications, T John College, Bangalore
11. Ms. B Nazia Hassan, Department of Computer Science, Government First Grade College, Vijayanagar ,Bengaluru
12. Mr. Chandrashekar, Department of Computer Science, Government First Grade College, Nelamangala
13. Mr. Sreenivasa H V, Department of Information Technology AIMS, Peenya , Bangalore
14. Dr. Muralidhara B L, Department of Computer Science, Bangalore University

The chairperson presented the syllabus of the V and VI semester BCA (NEP), and B.Sc Computer Science (NEP) to the Committee. The Committee discussed the syllabus in detail, and approved the same.

The Chairperson thanked all members for their active participation.


9/9/2023
(MURALIDHARA B. L)
Chairperson, BoS in Computer Science

BANGALORE UNIVERSITY
BCA SYLLABUS (NEP)
[Based on I-C. Model of Karnataka State Higher Education Council]

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AECC) | Credits | Total Credits |
|------------|-------------|--|---------|--|---------|---------------|
| I | CA-C1T | Discrete Structure | 3 | OE1: Open Elective | 3 | 26 |
| | CA-C2T | Problem solving Techniques | 3 | Language L1 | 3 | |
| | CA-C3T | Data Structure | 3 | Language L2 | 3 | |
| | CA-C4L | Problem solving Lab | 2 | SEC I : Office Management Tools | 2 | |
| | CA-C5L | Data Structure Lab | 2 | Physical Education | 1 | |
| | | | | Health & Wellness | 1 | |
| II | CA-C6T | Computer Architecture | 3 | OE2: Open Elective | 3 | 26 |
| | CA-C7T | Object Oriented Programming using Java | 3 | Language L1 | 3 | |
| | CA-C8T | Database Management System | 3 | Language L2 | 3 | |
| | CA-C9L | Java Lab | 2 | Environmental studies | 2 | |
| | CA-C10L | Database Management System Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| III | CA-C11T | Operating Systems | 3 | OE3: Open Elective | 3 | 26 |
| | CA-C12T | Computer Networks | 3 | Language L1 | 3 | |
| | CA-C13T | Python Programming | 3 | Language L2 | 3 | |
| | CA-C14L | Computer Networks Lab | 2 | SEC II : Computer Assembly and Repair | 2 | |
| | CA-C15L | Python Programming Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |
| IV | CA-C16T | Software Engineering | 3 | OE4: Open Elective | 3 | 26 |
| | CA-C17T | Design and Analysis of Algorithm | 3 | Language L1 | 3 | |
| | CA-C18T | Internet Technologies | 3 | Language L2 | 3 | |
| | CA-C19L | Design and Analysis of Algorithm Lab | 2 | The Constitution of India | 2 | |
| | CA-C20L | Internet Technologies Lab | 2 | Physical Education | 1 | |
| | | | | NCC/NSS/CL/R&R | 1 | |

| Semester | Course Code | Title of the Paper | Credits | Languages, Skill Enhancement (SEC), and Ability Enhancement Courses (AECC) | Credits | Total Credits |
|----------|-------------|------------------------------------|--------------|--|--|---------------|
| V | CA-C21T | Artificial Intelligence | 4 | CA-V1 Vocation Course I : Quantitative Techniques | 3 | 25 |
| | CA-C22T | Data Analytics | 4 | CA-E1 Elective I : a. Data Mining b. Computer Graphics | 3 | |
| | CA-C23T | Web Programming | 4 | SEC III : Cyber Crime, Cyber Law, and Intellectual Property Right | 3 | |
| | CA-C24L | Data Analytics Lab | 2 | | | |
| | CA-C25L | Web Programming Lab | 2 | | | |
| | VI | CA-C26P | Project Work | 4 | CA-V2 Vocation Course II : Electronic Content Design | |
| | CA-C27T | Machine Learning | 4 | CA-E2 Elective II : a. Operations Research b. Software Testing | 3 | |
| | CA-C28T | Mobile Application Development | 4 | Internship | 2 | |
| | CA-C29L | Machine Learning Lab | 2 | | | |
| | CA-C30L | Mobile Application Development Lab | 2 | | | |

CA-C21T: ARTIFICIAL INTELLIGENCE

Total Teaching Hours: 60

No. of Hours / Week: 04

Course Outcomes:

- CO 1. Understand the various characteristics of problem solving agents and apply problem solving through search for AI applications.
- CO 2. Appreciate the concepts of knowledge representation using Propositional logic and Predicate calculus and apply them for inference/reasoning.
- CO 3. Obtain insights about Planning and handling uncertainty through probabilistic reasoning and fuzzy systems.
- CO 4. Understand basics of computer vision and Natural Language Processing and understand their relevance in AI applications.
- CO 5. Obtain insights about machine learning, neural networks, deep learning networks and their significance.

UNIT I : [15 Hours]

Introduction to AI: What is AI? Intelligent Agents: Agents and environment, the concept of Rationality, the nature of the environment, the structure of agents; Problem-solving: Problem-solving agents; Uninformed search strategies: DFS, BFS; Informed Search: Best First Search, A* search, AO* search, Means End Analysis. Adversarial Search & Games: Two-player zero-sum games, Minimax Search, Alpha-Beta pruning.

UNIT - II [15 Hours]

Knowledge-based Agents, The Wumpus world as an example world, Logic, Propositional logic, First-order predicate logic, Propositional versus first-order inference, Unification and lifting, Forward chaining, Backward chaining, Resolution, Truth maintenance systems. Knowledge in Learning, What is learning? Types of Learning, Rote Learning, Learning by Taking Advice, Learning in Problem Solving, Learning from Examples, Winston's Learning Program, Decision Trees.

UNIT - III [15 Hours]

Introduction to Planning: Blocks World problem, Strips; Handling Uncertainties: Non-monotonic reasoning, Probabilistic reasoning, Fuzzy logic; Robotics: Fundamentals of Robotics, Robot Kinematics; Computer Vision: Introduction to image processing and classification, object detection.

UNIT - IV [15 Hours]

Natural Language Processing: Introduction, Syntactic Processing, Semantic Analysis, Discourse and Pragmatic Processing; Expert Systems: Architecture and role of expert systems, two case studies of Expert Systems; Introduction to Machine learning: Supervised learning, unsupervised learning, reinforcement learning; Neural Networks: Introduction, basics of ANN, Deep Learning with basics of CNN, RNN, LSTM and their applications.

Text Book/References

1. Russell, S. and Norvig, P., "Artificial Intelligence - A Modern Approach", 3rd edition, Prentice Hall
2. Nilsson Nils J, "Artificial Intelligence: A new Synthesis, Morgan Kaufmann Publishers Inc. San Francisco, CA, ISBN: 978-1-55-860467-4.
3. Dan W Patterson, "Introduction to Artificial Intelligence & Expert Systems", PHI Learning 2010.

CA-C22T: DATA ANALYTICS

Total Teaching Hours: 60

No. of Hours / Week: 04

Course Description:

Almost every company and organization collect data about their operations to better understand how to make internal improvements, the collection of large quantities of data to discover behavior patterns and better understand their internal processes. Data analytics provide strong foundation for the learners to understand the underlying core concepts and emerging technologies in data analytics.

Learning outcomes:

- Explore the fundamental concepts of data analytics
- Recognize and conduct statistical inference to solve engineering problems.
- Appreciate the science of statistics and the scope of its potential applications
- Summarize and present data in meaningful ways
- Select the appropriate statistical analysis depending on the research question at hand
- Form testable hypotheses that can be evaluated using common statistical analyses

Effectively and clearly communicate results from analyses performed to others

UNIT: 1 Introduction to Data Analytics

[15 hours]

Evolution of Data Analytics, Data Analytics Overview, Types of Data Analytics -Descriptive Analytics -Diagnostic Analytics -Predictive Analytics -Prescriptive Analytics, Importance and Benefits of Data Analytics. Different Applications of Analytics in Business, Text Analytics and Web Analytics, Skills for Business Analytics.

UNIT: 2 Probability and Statistical Methods

[15 hours]

Sample Space, Types of Events, Measures of probability, conditional probability, Bayes' theorem, Random variable, Probability Distributions- Binomial, Poisson and Normal, Sampling Distributions, Estimation and Hypothesis Testing- t-test, Analysis of variance (ANOVA) and Chi-square test, Correlation Analysis-Simple Correlation coefficient, Interpretation, Scatter plot. Linear Regression-Simple and Multiple, Polynomial Regression, Logistic Regression- with one variable and with multiple variables, Logistic Regression vs. Linear Regression.

UNIT: 3 Data Visualization

[15 hours]

Introduction to data visualization, Visualization foundations, Introduction to Power BI, Power BI – Advantages and Scalable Options, Power BI Architecture and Data Access, Visualization Techniques for Spatial Data, Geospatial Data, Time-Oriented Data, Multivariate Data, Trees, Graphs, and Networks, Text and Document Visualization, Power Query & M Language.

UNIT: 4 Case Study

[15 hours]

Importance and types of case studies: case study of Amazon, Twitter, Netflix, Uber, COVID-19: for understanding business scenarios and how they applied the analytics to improve their decision making, cost reduction, logistics planning and other benefits.

Text Books:

1. Kumar, U.D. :Business Analytics – The Science of Data – Driven Decision Making, Wiley.
2. Dr Anil Maheshwari, Data Analytics Made Accessible, Publisher: Amazon.com Services LLC.
3. Johnson, R.A., Miller, I. and Freund, . :Probability and Statistics for Engineers, Pearson.

Reference Books:

1. Gert, H.N., Thorlund, L. and Thorlund, J :Business Analytics for Managers – Taking Business Intelligence Beyond Reporting, Wiley.
2. Data Analytics: Principles, Tools, and Practices: A Complete Guide for Advanced Data Analytics Using the Latest Trends, Tools, and Technologies by Dr. Gaurav Aroraa (Author), Chitra Lele (Author),
3. Dr. Munish Jindal (Author)
4. How to Find a Job in Data Analytics author Michael Dillon

CA-C23T: WEB PROGRAMMING

Total Teaching Hours: 60

No of Hours/ Week: 04

Course Objective

CO1: Understand the basics of Web Programming concepts

CO2: To build dynamic web pages with validation using JavaScript objects and by applying different event-handling mechanisms.

CO3: Analyze various PHP library functions that manipulate files and directories.

CO4: To develop modern interactive web applications using PHP and XML

UNIT – 1

[15 Hours]

Fundamentals of Web: Internet – World Wide Web - Web Browsers - Web Servers – URLs – MIME – Internet Security - The Web Programmers Toolbox. **Java Script and HTML Documents:** The JavaScript execution environment - The Document Object Model - Element access in JavaScript - Events and event handling - Handling events from the Body elements, Button elements, Text box and Password elements - The DOM 2 event model - The navigator object - DOM tree traversal and modification.

UNIT – II

[15 Hours]

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

UNIT – III

[15 Hours]

Introduction to PHP: The Structure of PHP-Using Comments -Basic Syntax -Variables Operators -Variable Assignment -Multiple-Line Commands -Variable Typing -Constants Predefined Constants -The Difference Between the echo and print Commands -Functions Variable Scope, Expressions and Control Flow in **PHP:** Operators -Operator Precedence - Associativity Relational Operators - **Conditionals:** The if Statement -The else Statement - The elseif Statement -The switch Statement - The ? Operator - **Looping:** while Loops - do...while Loops for Loops -Breaking Out of a Loop-The continue Statement.

UNIT – IV

[15 Hours]

PHP Functions and Objects: PHP Functions - Defining a Function - Returning a Value Returning an Array - Do Not Pass Arguments by Reference - Returning Global Variables. **PHP Arrays:** Numerically Indexed Arrays - Associative Arrays - Assignment Using the array Keyword - The foreach...as Loop -Multidimensional Arrays - Using Array Functions-Date and Time Functions. **File Handling:** Checking Whether a File Exists - Creating a File - Reading from Files - Copying Files - Moving a File - Deleting a File - Updating Files - Locking Files for - Multiple Accesses Reading an Entire File - Uploading Files. Exception Handling, Cookies and connecting to database

TEXT BOOK

1. Robert W Sebesta, “Programming the World Wide Web”, 4th Edition, Pearson Education, 2008.
2. Learning PHP, MySQL & JavaScript With jQuery, CSS & HTML5 by Robin Nixon, Published by O’Reilly 2015.

Reference Books

1. M.Deitel, P.J.Deitel, A.B.Goldberg, “Internet & World Wide Web How to program”, 3rd Edition, Pearson Education / PHI, 2004.
2. Chris Bates, “Web Programming Building Internet Applications”, 3rd Edition, Wiley India, 2006.
3. Xue Bai et al, “The Web Warrior Guide to Web Programming”, Thomson, 2003.
4. PHP A Beginner’s Guide by VikramVaswani, by The McGraw-Hill, 2009

CA-C24L: Data Analytics Lab

Part- A: Spreadsheet (Excel)

Data preprocessing, interpretation and analytical functions

Note: Download the sample data file from the open sources (Kaggle.com, etc.) to apply & practice all these functions.

1. CONDITIONAL FORMATTING, IF, COUNTIF, SUMIF, AVERAGE, CONCAT
2. INDEX, MATCH, UNIQUE, IFS, COUNTIFS, SUMIFS, AVERAGEIFS
3. VLOOKUP, HLOOKUP, XLOOKUP, COUNT, COUNTA
4. LEFT, MID, RIGHT, LEN, SUBSTITUTE, SEARCH, ISNUMBER

5. TODAY, NOW, YEAR, MONTH, NETWORKDAYS, EOMONTH
6. OFFSET, CHOOSE, LET, MAX, SORT, SORTBY, RANK
7. FILTER, FRQUENCY, SEQUENCE, RANDARRAY, IFERROR
8. PIVOT TABLES, WHAT-IF ANALYSIS, DATA VALIDATION, SUBTOTALS WITH RANGES
9. Develop an interactive dashboard for the Financial Sample Excel workbook (<https://learn.microsoft.com/en-us/power-bi/create-reports/sample-financial-download>) or Sample-Superstore Excel data

Part- B: Data Analysis using Python

Note: Download the sample data file from the open sources (Kaggle.com, etc..) or from prescribed study materials to apply & practice all these methods using Python.

1. Probability
 - a. Calculating the simple probabilities
 - b. Applications of Probability distributions to real life problems
2. Test of significance
 - a. T-Test: one sample, two independent samples and paired
 - b. ANOVA & Chi-Square Test
3. Correlation and Regression analysis
 - a. Scattered diagram, calculating of correlation coefficient
 - b. Linear regression: fitting, testing model adequacy and prediction (simple and multiple)
 - c. Fitting of logistic regression

Part- C: Power BI

1. Introduction to Power BI- Get Started with Power BI - Sign up for Power BI - Overview: Power BI data sources - Connect to a SaaS solution - Upload a local CSV file - Connect to Excel data that can be refreshed - Create a Report with Visualizations
2. Using visualizations - Create a new report - Create and arrange visualizations - Format a visualization - Use text, map, and gauge visualizations and save a report - Use a slicer to filter visualizations - Sort, copy, and paste visualizations
3. Modify and Print a Report - Rename and delete report pages - Add a filter to a page or report Set visualization interactions - Send a report to PowerPoint
4. Create a Dashboard - Create and manage dashboards - Pin a report tile to a dashboard - Pin a live report page to a dashboard - Pin a tile from another dashboard - Pin an Excel element to a dashboard - Add a tile to a dashboard

CA-C25L: WEB PROGRAMMING LAB

1. Create a form with the elements of Textboxes, Radio buttons, Checkboxes, and so on. Write JavaScript code to validate the format in email, and mobile number in 10 characters, If a textbox has been left empty, popup an alert indicating when email, mobile number and textbox has been left empty.
2. Develop an HTML Form, which accepts any Mathematical expression. Write JavaScript code to Evaluate the expression and Display the result.
3. Create a page with dynamic effects. Write the code to include layers and basic animation.
4. Write a JavaScript code to find the sum of N natural Numbers. (Use user-defined function)
5. Write a JavaScript code block using arrays and generate the current date in words, this should include the day, month and year.
6. Create a form for Student information. Write JavaScript code to find Total, Average, Result and Grade.
7. Create a form for Employee information. Write JavaScript code to find DA, HRA, PF, TAX, Gross pay, Deduction and Net pay.
8. Write a program in PHP to change background color based on day of the week using if else if statements and using arrays .
9. Write a simple program in PHP for i) generating Prime number ii) generate Fibonacci series.
10. Write a PHP program to remove duplicates from a sorted list.
11. Write a PHP Script to print the following pattern on the Screen:

```
*****
****
***
**
*
```
12. Write a simple program in PHP for Searching of data by different criteria
13. Write a function in PHP to generate captcha code
14. Write a Program to store and read image from Database.
15. Write a program in PHP to read and write file using form control.
16. Write a program in PHP to add, update and delete using student database.

17. Write a program in PHP to Validate Input
18. Write a program in PHP for setting and retrieving a cookie
19. Write a PHP program to Create a simple webpage of a college.
20. Write a program in PHP for exception handling for i) divide by zero ii) checking date format.

CA-V1: QUANTITATIVE TECHNIQUES

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT – I [12 Hours]

Numbers Property – Simplification – Divisibility – HCF and LCM – Decimal Fractions – Square roots and Cube Roots – Logarithms – Antilogarithms - Surds and indices - Permutation and Combination – Probability – Odd man out series - Number series - letter series – codes – Relationships – classification.

UNIT – II [12 Hours]

Time and work – Problems on Ages – Calendar – Clock – Pipes and Cistern – Time and Distance – Problems of Train – Boats and Streams. Area – Volume and surface Areas – Heights and Distances – Data Interpretation: Tabulation – Bar Graphs – Pie Charts – Line Graphs. Data Interpretation - Sources, acquisition and interpretation of data; Quantitative and qualitative data; Graphical representation and mapping of data.

UNIT – III [12 Hours]

Simple Interest – Compound Interest – Stocks and Shares – True Discount – Banker's discount. Averages – Percentage – Profit and Loss - Ratio and Proposition – Partnership – Allegation and mixture – Chain rule. Understanding the structure of arguments; Evaluating and distinguishing deductive and inductive reasoning; Verbal analogies: Word analogy Applied analogy; Verbal classification; Reasoning Logical Diagrams: Simple diagrammatic relationship, multi diagrammatic relationship; Venn diagram; Analytical Reasoning.

UNIT – IV [12 Hours]

Teaching: Nature, objectives, characteristics and basic requirements; Learner's characteristics; Factors affecting teaching; Methods of teaching; Teaching aids; Evaluation systems. Research Aptitude: Meaning, characteristics and types; Steps of research; Methods of research; Research Ethics; Paper, article, workshop, seminar, conference and symposium; Thesis writing: its characteristics and format. Reading Comprehension: A passage to be set with questions to be answered. Communication: Nature, characteristics, types, barriers and effective classroom communication.

Reference

1. R.S. Aggarwal, Quantitative Aptitude, S. Chand & Company, New Delhi, 2012
2. Govind Prasad Singh and Rakesh Kumar, Text Book of Quickest Mathematics (for all Competitive Examinations), Kiran Prakashan, 2012.
3. R.S. Aggarwal, Objective Arithmetic, S. Chand & Company, New Delhi, 2005.
4. Dr. Lal, Jain, Dr. K. C. Vashistha, "U.G.C.- NET/JRF/SET Teaching & Research Aptitude", Upkar Prakashan, 2010.
5. "UGC NET/SLET: Teaching & Research Aptitude", Bright Publications, 2010.

CA-E1: DATA MINING

Total Teaching Hours: 48

No. of Hours / Week: 03

UNIT-I INTRODUCTION

[12 Hours]

Basic Data Mining Tasks: [Some things on data warehousing , ETL Tools] Classification – Regression - Time Series Analysis- Prediction - Clustering – Summarization - Association Rules - Sequence Discovery.

Data Mining Versus Knowledge Discovery in Databases - The Development of Data Mining - Data Mining Issues - Data Mining Metrics - Social Implications of Data Mining - Data Mining from a Database Perspective.

Data Mining Techniques: Statistical Perspective on Data Mining - Similarity Measures - Decision Trees.

UNIT-II CLASSIFICATION

[12 Hours]

Introduction - Statistical-Based Algorithms: Regression – Bayesian Classification. Distance-Based Algorithms: Simple Approach - K Nearest Neighbors. Decision Tree-Based Algorithms: ID3 – C4.5 - CART - Scalable DT techniques.

UNIT-III CLUSTERING

[12 Hours]

Introduction - Similarity and Distance Measures – Outliers. Hierarchical Algorithms: Agglomerative Algorithms - Divisive Clustering. Partitional Algorithms: Minimum Spanning Tree - Squared Error Clustering Algorithm - K -Means Clustering - Nearest Neighbor Algorithm

UNIT-IV ASSOCIATION RULES

[12 Hours]

Introduction – Large Itemsets – Basic Algorithms : Apriori Algorithm – Sampling algorithm – Partitioning. Parallel and Distributed algorithms (be specific): Data Parallelism – Task Parallelism. Comparing approaches – Incremental rules

Text Book:

1.Margaret H Dunham, “Data Mining Introductory and Advanced Topics”, Pearson Education, 2012

References:

1.Jiawei Han and Micheline Kamber, “Data Mining - Concepts and Techniques”, Third Edition, Elsevier, 2012

2.Pang-Ning Tan, Michael Steinbach, Vipin Kumar: Introduction to Data Mining, Addison Wesley, Second edition, 2018.

COMPUTER GRAPHICS

UNIT 1: Graphics Systems and Output Primitives [12 Hours]

Application of computer graphics; Graphic software; Video display devices- Raster scan and random scan displays; CRT functioning - Factors affecting CRT; Raster scan system; Color CRT monitors - Display processor with raster system; Raster co-ordinate system; Color mapping - Instruction set and raster system applications;

Line drawing methods-Direct, DDA and Bresenham's, line attributes, Circle drawing – Direct and midpoint circle drawing – ellipse drawing-Bresenham's ellipse algorithm-Area filling-scanline area filling and character attributes

UNIT 2: 2D-Transformation , Windowing and Clipping [12 Hours]

Geometric transformation; Translation; Rotation; Scaling; Reflection and shear matrix representations; Homogeneous co-ordinates - Composite transformation - Raster methods for geometric transformations;

Window and viewport; Clipping process - Point clipping, Line clipping, Text clipping, Line clipping techniques - Cohen Sutherland line clipping algorithm,

Midpoint subdivision algorithm; Area clipping - Sutherland and Hodgman polygon clipping algorithm, Window to view port transformation

UNIT 3: 3D Graphics [12 Hours]

3D-Coordinate system; 3D-Display techniques; parallel projections, Perspective projections, Orthogonal projections: 3D-Transformations; Translation, Scaling, Rotation, Reflection; polygon surfaces, polygon tables; Octrees; Hidden surface removal; Depth buffer and scan line method Introduction to segments, functions for segmenting, display file, segment attributes, display file compilation;

UNIT 4: Graphical Input Devices and Techniques [12 Hours]

Input Devices: Keyboard, Mouse, Joystick, Touch panels, Track ball, Light pen, Graphic tablets. Positioning techniques, Grid, Constraints, Dynamic manipulation, Gravity field, Rubber band, Dragging, Selection technique, Menu, Pointing and selection by naming. Tablet; Data glove; Digitizers; Voice systems.

Text Book:

1. Pearson, Donald Hearn & M. Pauline Baker Computer Graphics OpenGL (3rd ed.).. (2013) .
2. Steven Harrington, Computer Graphics, McGH ,
3. Newman & Sproull, Computer Graphics, McGH , Principles of Interactive.
4. Yeshwant P. Kanetkar, Graphics under C, BPB publication
5. Pearson, Edward Angel Interactive Computer Graphics A Top-Down Approach Using OpenGL(5th ed.)..(2013)
6. James D. Foley, Andries Van Dam, Steven K. Feiner & F Hughes John.(2013). Roger T. Stevens. Computer Graphics Principles & Practice in C (2nd ed.). Pearson, Graphics Programming in C. BPB Publications. (1993).

7. Advanced Graphics Programming Using OpenGL. Elsevier Publications Tom McReynolds, David Blythe. (2005)..
8. Interactive Computer Graphics.Tata McGrawHill. William M. Newman & Robert F. Sproull.(1997).

SEC III: Cyber Crimes, Cyber Laws and Intellectual Property Rights

Program Outcomes

At the end of this course student will be able to:

- Understand cyber crimes, their nature, legal remedies and as to how report the crimes through available platforms and procedures.
- Recognize various privacy and security concerns on Social media and e-commerce platforms.
- Use basic tools and technologies to protect their devices.
- Understand digital environment and IPR issues

Cybercrime & laws

- Identify types of cyber crimes
- Prepare checklist for reporting cyber-crime at Cybercrime Police Station.
- Prepare checklist for reporting cyber-crime online.
- Identify phishing emails
- Analyze cybercrime cases and identify section applicable (as per IT Act)
- Discuss Data protection laws in India

Social Media and E-commerce Security

- Basic checklist, privacy and security settings for popular social media platforms.
- Reporting and redressal mechanism for violations and misuse of social media platforms.
- Configure security settings in Mobile Wallets and UPIs.
- Prepare checklist for secure net banking

Digital Devices Security, Tools and Technologies for Cyber Security

- Setting, configuring and managing three password policy in the computer (BIOS, Administrator and Standard User).
- Setting and configuring two factor authentication in the Mobile phone.
- Security patch management and updates in Computers and Mobiles.
- Managing Application permissions in Mobile phone.
- Installation and configuration of computer Anti-virus.
- Wi-Fi security management in computer and mobile.

IPR

- IPR issues in Cyber Space
- Identify liabilities in case of infringement of copyrights/trademarks/patents using Cases
- Procedure for registration of patents, copyrights, trademarks and GI
- Recognize Geographical Indicators and their significance
- Traditional knowledge and IPR

- Discuss Landmark judgements on trademark and domain names issues

References

1. Sunit Belapure and Nina Godbole, “Cyber Security: Understanding Cyber Crimes, Computer Forensics And Legal Perspectives”, Wiley India Pvt Ltd, ISBN: 978-81-265-21791, Publish Date 2013
2. Dr. Surya Prakash Tripathi, Ritendra Goyal, Praveen Kumar Shukla, KLSI. “Introduction to information security and cyber laws”. Dreamtech Pre ss. ISBN: 9789351194736, 2015
3. Duggal Pavan, Legal Framework on Electronic Commerce and Intellectual Property Rights in Cyberspace Hardcover – 2014

SIXTH SEMESTER

CA-C27T: Machine Learning

Total Teaching Hours: 60

No of Hours / Week: 04

Course Outcome

1. Learn the basics of machine learning, understanding its uses, challenges, and various applications.
2. Build practical data skills, covering data collection, analysis, visualization, and preparation.
3. Become skilled in using classification and regression algorithms, including selecting, training, and evaluating models.
4. Dive into advanced clustering and specialized applications, using methods like K-Means, DBSCAN, and others.

UNIT 1: Fundamentals of Machine Learning [12 hours]

Introduction to Machine Learning: What is Machine Learning? Why Use Machine Learning? , Types of Machine Learning Systems, Main Challenges of Machine Learning, Applications of Machine Learning. Why Python, scikit-learn, Essential Libraries and Tools.

UNIT 2: Data Preparation [12 hours]

Working with Real Data, look at the Big Picture, Get the Data, Discover and Visualize the Data to Gain Insights, Prepare the Data for Machine Learning Algorithms, Select and Train a Model.

UNIT 3: Supervised Learning [12 hours]

Classification and Regression, Some Sample Datasets, k-Nearest Neighbours, Linear Models, Naive Bayes Classifiers, Decision Trees.

UNIT 4: Unsupervised Learning [12 hours]

Clustering, K-Means, Limits of K-Means, using clustering for image segmentation, Using Clustering for Preprocessing, Using Clustering for Semi-Supervised Learning, DBSCAN, Other Clustering Algorithms.

Textbook:

1. Andreas . C. Müller and S. Guido, "Introduction to Machine Learning with Python," O'Reilly, 2017 (Unit-1)
2. Amanda . Casari and Alice . Zheng, "Feature Engineering for Machine Learning," O'Reilly Media, Inc., 2018, p. 218. (Unit-2)
3. A. Géron, "Hands-on Machine Learning with Scikit-Learn, Keras, and TensorFlow," O'Reilly Media, Inc., 2022.
4. Ian Goodfellow, Yoshua. Bengio, and Aaron. Courville, "Deep Learning," MIT Press, 2016. (Unit-4)

Reference Books

1. S. Rashka and V. Mirdzhalili, "Machine Learning and Deep Learning with Python, scikit-learn, and TensorFlow 2," Packt, Birmingham and Mumbai, 2020.
2. S. Shalev-Shwartz and S. Ben-David, "Understanding Machine Learning: From Theory to Algorithms," Cambridge University Press, 2014.

Online Machine Learning Tutorial

1. Kaggle: Kaggle offers interactive machine learning courses and competitions.
URL: <https://www.kaggle.com/learn>
2. LinkedIn Learning (formerly Lynda.com):
Offers a wide range of courses on machine learning and artificial intelligence.
URL: <https://www.linkedin.com/learning/machine-learning-with-python-foundations>
3. Github [https://github.com/amueller/introduction to ml with python/blob/master/01-introduction.ipynb](https://github.com/amueller/introduction%20to%20ml%20with%20python/blob/master/01-introduction.ipynb))

CA-C28T: Mobile Application Development

Total Teaching Hours: 60

No. of Hours / Week: 04

Course Objective

This course examines the principles of mobile application design and covers the necessary concepts which are required to understand mobile based application and develop Android based application in particular. After completing the course the students can build varieties of real-time Apps using Android.

COURSE OUTCOMES:

CO1: Understand the basic concepts of Mobile application development

CO2: Design and develop user interfaces for the Android platforms

CO3: Apply Java programming concepts to Android application development and create an application using database

UNIT – I

[15 Hours]

Introduction : Brief History of mobile technologies, Different mobile technologies

Key Mobile Application Services-Introducing Android, The Android Application Components, Exploring the Development Environment, -Obtaining the Required Tools-Launching Your First Android Application-Exploring the IDE-Debugging Your Application-Publishing Your Application

Using Activities - Fragments and Intents in Android : Working with activities, Using Intents, Fragments, Using the Intent Object to Invoke Built-in Application

Working with the User Interface Using views

Understanding the Components of a Screen-Adapting to Display Orientation-Managing Changes to Screen Orientation- Utilizing the Action Bar-Creating the User Interface Programmatically Listening for UI Notification

Using Basic Views-Using Picker Views -Using List Views to Display Long Lists- Understanding Specialized Fragments - Using Image Views to Display Pictures -Using Menus with Views Using WebView- Saving and Loading User Preferences-Persisting Data to Files-Creating and Using Databases.

UNIT – III

[15 Hours]

Designing User interface Designing by declaration, creating the opening screen, using alternate resources, implementing an about box, applying a theme, adding a menu, adding settings, debugging with log messages, debugging with debugger

UNIT – IV

[15 Hours]

Creating Your Own Content Providers -Using the Content Provider, SMS Messaging - Sending Email-Displaying Maps- Getting Location Data- Monitoring a Location

Putting SQL to work Introducing SQLite, In and Out of SQLite, Hello Database, Data Binding, using content provider, implementing content provider.

Reading/writing local data, Accessing the Internal File system, Accessing the SD card. Preparing app for publishing, Deploying APK files, uploading in Market , Consuming Web Services Using HTTP-Consuming JSON Services- Creating Your Own Services Binding Activities to Services -Understanding Threading

Text Books:

- 1..Wei-Meng Lee, Beginning android 4 application Development, John Wiley & sons, Inc, 2012.
2. Jerome DiMarzio, “Beginning Android Programming with Android Studio”, 4th Edition

Reference Books:

- 1.Grant Allen, Beginning Android 4, Apress,2012.
- 2.Pradeep Kothari, “Android Application Development (With Kitkat Support)”, Black Book 2014

Web Reference

<https://developer.android.com/guide>

<https://flutter.dev/> <http://ai2.appinventor.mit.edu>

<https://aws.amazon.com/mobile/mobile-application-development>

https://www.tutorialspoint.com/android/android_advanced_tutorial.pdf

Outcome:

1. Achieve proficiency in setting up Python, installing vital libraries, and configuring essential tools.
2. Demonstrate competence in data manipulation, dataset loading, and the creation of insightful visualizations.
3. Exhibit the ability to preprocess data, address missing values, perform categorical encoding, and implement fundamental machine learning algorithms.
4. Develop an understanding of clustering techniques, create cluster visualizations, and interpret decision tree splits.

List of Programs

1. Install and set up Python and essential libraries like NumPy and pandas.
2. Introduce scikit-learn as a machine learning library.
3. Install and set up scikit-learn and other necessary tools.
4. Write a program to Load and explore the dataset of .CSV and excel files using pandas.
5. Write a program to Visualize the dataset to gain insights using Matplotlib or Seaborn by plotting scatter plots, bar charts.
6. Write a program to Handle missing data, encode categorical variables, and perform feature scaling.
7. Write a program to implement a k-Nearest Neighbours (k-NN) classifier using scikit-learn and Train the classifier on the dataset and evaluate its performance.
8. Write a program to implement a linear regression model for regression tasks and Train the model on a dataset with continuous target variables.
9. Write a program to implement a decision tree classifier using scikit-learn and visualize the decision tree and understand its splits.
10. Write a program to Implement K-Means clustering and Visualize clusters.

Datasets Link:

1. Classification Problem: <https://archive.ics.uci.edu/dataset/53/iris>
2. Regression Problem: <https://archive.ics.uci.edu/dataset/186/wine+quality>
3. Clustering Problem: <https://archive.ics.uci.edu/dataset/352/online+retail>

CA-C30L: Mobile Application Development Lab

1. Creating “Hello world” Application.
2. Creating an application that displays message based on the screen orientation.

- 3 Create an application to develop Login window using UI controls.
- 4 Create an application to implement new activity using explicit intent, implicit intent and content provider.
- 5 Create an application that displays custom designed Opening Screen.
- 6 Create an UI with all views.
- 8 Create menu in Application
- 9 Read/ write the Local data.
- 10 Create / Read / Write data with database (SQLite).
- 11 Create an application to send SMS and receive SMS
- 12 Create an application to send an e-mail.
- 13 Display Map based on the Current/given location.
- 14 Create a sample application with login module(check user name and password) On successful login change Textview “Login Successful”. On login fail alert using Toast “login fail”
- 15 Learn to deploy Android applications.

CA-V2: Electronic Content Design

Total Teaching Hours: 48

No. of Hours / Week: 03

Course Description:

This course explores the principles and practices of designing electronic content for various digital platforms. Students will learn to create engaging and effective digital content, including websites, multimedia presentations, and social media graphics.

Course Outcome:

- To deliver the content via various media such as radio, television, computer etc.
- To increase students’ concentration on particular subject matter in depth learning
- To feel emotionally good with joyful learning and active learning involvement of students during the content delivery
- To reuse many time the content to various group of same class without hesitate and unchanging.
- To handle easy to the facilitators during the content delivery.
- To modify the content with present time needs.

UNIT I:

[12 Hours]

Introduction to E-learning- Definition, history, benefits and drawbacks of online learning, best practices of online learning, future of e learning. Overview of LMS. Technologies used in e-learning, Online course, tools to create an online course, need of the millennial learners, 21st century skills and E-learning trends.

UNIT 2:

[12 Hours]

E-content. Designing and Development of E-content. Standards of E-content. Learning Objects and Re-usability of E-content. Phases of e-content development, various instructional models-ADDIE and ASSURE instructional model. An overview of Content Authoring Tools.

UNIT 3: [12 Hours]

Principles of Visual Design- Visual hierarchy, typography, and colour theory, User Experience (UX) Design-UX principles, wireframing, and prototyping, Graphic Design for Digital Media-Image editing, resolution, and file formats.

UNIT 4: [12 Hours]

HTML and CSS basics, designing for different screen sizes and devices, Multimedia Content Creation- Creating multimedia elements (images, audio, video), Social media platforms and content planning, Develop a social media content calendar, Content Management Systems (CMS), introduction to CMS platforms (e.g., WordPress), search Engine Optimization (SEO), SEO basics and best practices, Copyright and Ethics in Digital Content, Copyright laws, fair use, and ethical considerations, Content Evaluation and Feedback, Usability testing and feedback collection

Books and References

1 Diane Elkins et al , E-Learning Fundamentals: A PRACTICAL GUIDE, . (2015). ISBN: 9781562869472, Pages: 176.

CA-E2-Elective II: OPERATION RESEARCH

Total Teaching Hours: 48

No of Hours / Week: 03

Course Outcomes:

- Formulation of optimization model and applying appropriate optimization techniques for decision making.
- Solve linear programming problems using appropriate optimization techniques.
- Finding the optimal strategy for Minimization of Cost of shipping of products from source to Destination.
- Optimizing the allocation of resources to Demand points in the best possible way.

UNIT - I : Introduction to OR and Linear Programming [12 Hours]

Introduction to OR: Origin of Operation Research, Historical Standpoint, Methodology, Different Phases, Characteristics, Scope and Application of Operation Research.

Linear Programming: Linear Programming Problem Formulation –Graphical solution – Simplex method –Artificial variables technique -Big-M method.

UNIT - II Transportation and Assignment Problems [12 Hours]

Transportation Problem: definition, Linear form, Solution methods: North west corner method, least cost method, Vogel’s approximation method. Unbalanced problems and Degeneracy in transportation, Modified Distribution method.

Assignment Problem : Formulation, Solutions to assignment problems by Hungarian method, unbalanced, Maximization assignment problems.

UNIT - III Sequencing and Game Theory [12 Hours]

Sequencing: Basic assumptions, sequencing- n jobs through two machines model – n jobs through three machines model.

Game Theory: Definition, Pure Strategy problems, Saddle point, Max-Min and Min-Max criteria, Principle of Dominance, Solution of games with Saddle point. Mixed Strategy problems. Solution of 2X2 games by Arithmetic method, Solution of 2Xn m and mX2 games by graphical method.

UNIT - IV Network Problems and Project Management-

[12 Hours]

Network Problems: Shortest Path problem, Minimum spanning tree problem.

Project Management: Introduction, Construction of networks, Fulkerson's rule for numbering the nodes, Critical path method to find the expected completion time of a project, determination of floats in networks, PERT networks, determining the probability of completing a project, predicting the completion time of a project.

Text Books:

1. Operations Research, An Introduction, Seventh Edition, Hamdy A. Taha, PHI Private Limited, 2006.
2. Introductory Operations Research , S C Sharma, Discovery Publishing House DPH, 2018

References :

1. Operations Research, Theory and Applications, Sixth Edition, J K Sharma, Trinity Press, Laxmi Publications Pvt. Ltd. 2016.
2. Operations Research, Paneerselvan, PHI

CA-E2: SOFTWARE TESTING

Total Teaching Hours: 48

No. of Hours/Week: 03

Course Outcomes:

This course will enable students to

- Differentiate the various testing techniques
- Derive Test Cases for any given problem.
- Classify the problem into suitable testing models.
- Apply a wide-variety of testing techniques in an effective and efficient manner.
- Explain the need for planning and monitoring a process

UNIT-I

[12 Hours]

Introduction: Basic definitions, A testing life cycle, Test Cases, Fundamental approaches to apply Test Cases, Levels of Testing, Examples: The NextDate function, Triangle problem and The Commission Problem and The SATM (Simple Automatic Teller Machine) problem. Boundary Value Testing: Generalizing Boundary Value Analysis, Limitations of Boundary Value Analysis, Robustness Testing, Worst-Case Testing, Special Value Testing, Test cases for the Triangle problem, Test cases for the NextDate function, Test cases for the Commission Problem, Random Testing and Guidelines for Boundary Value Testing.

UNIT-II

[12 Hours]

Equivalence Class Testing: Equivalence Classes, Weak Normal Vs Strong Normal Equivalence Class Testing, Weak Robust Vs Strong Robust Equivalence Class Testing, Equivalence Class Test Cases for the Triangle Problem, Equivalence Class Test Cases for the Next Date Function and Equivalence Class Test Cases for the Commission Problem, Guidelines for Equivalence Class Testing. Decision Table Based Testing: Decision tables, Test cases for the triangle problem, Test cases for the Next Date function, Test cases for the commission problem, Guidelines and observations. Data flow Testing: Definition Use Testing, Example- The Commission Problem, Slice-Based Testing, Guidelines and Observations.

UNIT-III

[12 Hours]

Levels of Testing: The SATM System, Structural and Behavioural Insights. Integration Testing: A Closer Look at the SATM System, Decomposition-Based Integration, Top-Down Vs Bottom-Up Integration, Sandwich Integration, Call Graph-Based Integration, Pair wise Integration, Neighborhood Integration, Path-Based Integration. System Testing: Threads, Basic concepts for requirements specification, Finding threads, Structural strategies and functional strategies for thread testing, Interaction Testing: A Taxonomy of Interactions, Static Interaction in a Single Processor, Static Interaction in Multiple Processors, Dynamic Interaction in a Single Processor, Dynamic Interaction in Multiple Processors, Client-Server Testing.

UNIT-IV

[12 Hours]

Object Oriented Testing: Issues in Object Oriented Testing, Implication of Composition and Encapsulation, Implications of Inheritance, Implications of Polymorphism, GUI-Testing, Object-Oriented Integration Testing. Exploratory Testing: The context-driven school, Exploring exploratory testing, Exploring a familiar example, Exploratory and context-driven testing observations. Model-Based Testing: Testing based on models, Appropriate models, Use case-based testing, Commercial tool support for model-based testing. Test-Driven Development: Test-then-code cycles, Automated test execution, Java and JUnit example, Remaining questions, Pros, cons, and open questions of TDD, Retrospective on MDD versus TDD, Software Testing Excellence: Craftsmanship, Best practice of software testing, Top 10 best practices for software testing excellence.

Text Book

1. Paul C. Jorgensen: Software Testing, A Craftsman's Approach, 3rd Edition, 2013.

Reference Books

1. Mauro Pezze, Michal Young: Software Testing and Analysis – Process, Principles and Techniques, 1st edition, John Wiley & Sons, 2011.
2. Brian Marrick: The Craft of Software Testing, 1st edition, Pearson, 2012.
3. Srinivasan Desikan, Gopaldaswamy Ramesh: Software testing Principles and Practices, 1st Edition, Pearson, 2012.
4. Aditya P Mathur: Foundations of Software Testing, Pearson, 2008.