



**List of Courses Focus on Employability/ Entrepreneurship/  
Skill Development**

**Department : Computer Science and Information Technology**

**Programme Name : MCA**

**Academic Year : 2018-19**

**List of Courses Focus on Employability/ Entrepreneurship/Skill Development**

Sr. No.	Course Code	Name of the Course
	MCA-202	Object Oriented Programming with C++
	MCA-204(Elective-I(1))	Computer Networks
	MCA-205(Elective-I(2))	Multimedia
	MCA-205(Elective-I(3))	Linux Operating System
	MCA-302	Artificial Intelligence
	MCA-303	Relational Database Management System
	MCA-304(Elective-III(1))	Advanced JAVA Programming
	MCA-305(Elective-IV(1))	Web Technology
	MCA-305(Elective-IV(3))	VB .NET programming
	MCA-405(Elective-V(1))	Mobile Application Programming
	MCA-405(Elective-V(2))	C# and .net Framework
	MCA-405(Elective-V(2))	Cloud Computing
	MCA-501	Soft Computing (After 2015)
	MCA-502	Computer Graphics & Multimedia
	MCA-503	Data Mining & Data Warehousing
	MCA-504	Network Security
	MCA-507	Web Based Mini Project
	MCA-601	Major Project



*Kavens*  
**HEAD  
DEPT OF CSIT  
G.G.V. BILASPUR (C.G.)**

Department of Computer Science & Information Technology Guru Ghasidas  
Vishwavidyalaya, Bilaspur (C.G.)

**SYLLABUS FOR MCA COURSE UNDER CHOICE BASED CREDIT SYSTEM (CBCS) \***

Session 2017-2018 (On and after)

MCA

Note: The decision of the GG Vishwavidyalaya for implementing CBCS system on this course shall be final, rest will remain the same.

**Semester 1**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-101	Introduction to Information Technology	4		40	60	4
2	MCA-102	Computer programming & Numerical Methods	4		40	60	4
3	MCA-103	Discrete Mathematical Structures	4		40	60	4
4	MCA-104	Data Structures using C	4		40	60	4
5	MCA-105	Computer Organization	4		40	60	4
6	MCA-106	LAB: Data Structure using C		1		100	1
7	MCA-107	LAB-II: Computer Hardware and Digital Electronics		1		100	1
		Total	20	02	200	500	22

**Semester 2**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-201	Principles of Operating System	4		40	60	4
2	MCA-202	Object Oriented Programming with C++	4		40	60	4
3	MCA-203	Theory of Computation	4		40	60	4



4	MCA-204	Elective I	4		40	60	4
5	MCA-205	Elective II	4		40	60	4
6	MCA-206	OOP Lab (C++)		1		100	1
7	MCA-207	LAB based on Elective- II		1		100	1
		Total	20	02	200	500	22

### Semester 3

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-301	Probability and Statistics	4		40	60	4
2	MCA-302	Artificial Intelligence	4		40	60	4
3	MCA-303	Relational Data Base Management System	4		40	60	4
4	MCA-304	Elective III	4		40	60	4
5	MCA-305	Elective IV	4		40	60	4
6	MCA-306	RDBMS LAB		1		100	1
7	MCA-307	LAB based on Elective -III / IV		1		100	1
		Total	20	02	200	500	22

### Semester 4

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-401	Design and Analysis of Algorithm	4		40	60	4
2	MCA-402	Compiler Design	4		40	60	4
3	MCA-403	Optimization Techniques	4		40	60	4
4	MCA-404	Elective V	4		40	60	4
5	MCA-405	Elective VI	4		40	60	4
6	MCA-406	Computer Network LAB		1		100	1
7	MCA-407	Minor Project		1		100	1
		Total	20	02	200	500	22

### Semester 5

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-501	Soft Computing	4		40	60	4



2	MCA-502	Computer Graphics and Multimedia	4		40	60	4
3	MCA-503	Data Mining and Data Warehousing	4		40	60	4
4	MCA-504	Elective VII	4		40	60	4
5	MCA-505	Elective VIII	4		40	60	4
6	MCA-506	Lab based on MATLAB		1		100	1
7	MCA-507	Minor Project		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>

**Semester 6**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-601	Major Project	-	-	-	500	15
		<b>Total</b>	-	-	-	-	<b>15</b>

**Total Course Credits – 125**

**Note:** Electives to be decided at the start of the respective semester

\* The syllabus is subjected to change as per the requirement.



### Electives

Sl.No	Paper Code	(1)	(2)	(3)
1	MCA-204 (Elective-I)	Computer Networks	System Analysis and Design	Introduction to Micro Processor
2	MCA-205 (Elective-II)	Object Oriented Software Engineering	Multimedia	Linux Operating System and Shell Programming
3	MCA-304 (Elective-III)	Advanced JAVA Programming	System Software	Neural Network
4	MCA-305 (Elective-IV)	Web Technology	Pattern Recognition	V.B.Net Programming
5	MCA-404 (Elective-V)	E-Commerce	Financial Accounting	Software Testing
6	MCA-405 (Elective-VI)	Mobile Application Programming	C# and .net Framework	Cloud Computing
7	MCA-504 (Elective-VII)	Big Data Analytics	Advanced Operating System	Parallel Processing
8	MCA-505 (Elective-VIII)	Management Information System	Network Security	Image Processing



MCA-202

### Object Oriented Programming with C++

1. Principles of OOP: Procedure oriented Vs Object oriented, OOP paradigm, Features of OOP ,Basic Data types Tokens, Keywords, Constant ,Variables, Operator I/O statements , Structure of C++ program, Arrays, pointers, Object modeling technique (OMT).
2. Function, Object and Class: Defining class, Abstract class ,Function prototype, Function with parameter ,Passing object as a parameter, Constructor function ,Types of constructor, Destructor Friend function , Friend class, Dynamic allocation operator new and delete.
3. Polymorphism and Inheritance: Types of polymorphism, Constructor overloading ,Operator overloading, Template function Template class, Types of inheritance ,Private ,protected and public derivation of class ,Resolving ambiguity Pointer to object, This pointer ,Virtual class , virtual function.
4. Input - output and File handling: I/O classes ,File and stream classes ,Opening and closing file Detecting end of file, String I/O, Char I/O, Object I/O, I/O with multiple object ,File pointer, Disk I/O.
5. Exception handling, Name spaces and Standard Template library (STL): Need of Exception handling ,try ,catch and throws keywords , defining namespace ,benefit of namespace, Component of STL.

#### Readings:

1. Object oriented programming with C++ by E.Balagurusamy II nd edition Tata Mc-Graw Hill.
2. Object Oriented Programmin By McGregor and Sykes S A, 1992 Van Nostrand.
4. Object Oriented Programming in C++ By Lafore R, Galgotia Publications.
5. Introduction to Object Oriented Programming By Witt KV, Galgotia Publications.
6. Object Oriented Programming By Blaschek G, Springer Verlag



MCA-204

ELECTIVE-I

(1)

### Computer Networks

1. Introduction and Physical Layer :Introduction: Goal and application Network Hardware and Software, Protocol Hierarchies, Design Issue of the layers, Interfaces and services, Connection oriented and connection less services, Service Primitives, Reference Models – The OSI Reference model, The TCP/IP Model ,Types of computer Network :LAN,MAN,WAN, Topologies, Transmission mode .  
Physical Layer :Data and signal, Analog and digital Communication, Transmission Media ,Concept of data transmission, Switching Techniques ,Communication Satellites – Geosynchronous Satellite – VSAT, Low Orbit Satellites, ISDN and ATM.
2. Data Link Layer : Data Link Layer design issues Data link control:Framing, Flow control. Error Detection and Correction. DLC protocol :Stop and Wait Protocol, Sliding window protocol, A Simplex protocol for noisy channel, Medium access sublayer: Channel allocation :static and dynamic ,Multiple access protocol FDDI, Data Link Layer in the Internet : SLIP,PPP. Wired and Wireless LAN protocol.
3. Network Layer : The Network Layer Design Issue, addressing, Address mapping, Error reporting IP ,Multicasting ,Delivery, Forwarding and Routing. The Network Layer in the Internet : The IP Protocol. subnets, Internet control protocols ,internet multicasting.
4. Transport Layer :The Transport layer services, The concept of client and server in terms of socket addressing Quality of service, Transport service primitives and buffering, Multiplexing, Crash Recovery. The Internet Transport Protocols (TCP/IP) – The TCP Service Model, The TCP protocol, The TCP segment header, TCP connection management, TCP transmission policy, TCP congestion control, TCP timer management, UDP.
5. Presentation and Application Layer : Network Security, Traditional Cryptography, Private key cryptography and public key cryptography, Authentication protocols, DNS ,SNMP,E-mail, application layer protocols.

#### Readings:

1. Data Communications and Networking By Forouzan, Tata McGraw Hill Company.
2. Computer Networks By A.S. Tanenbaum
3. Computer Network By S.S.Shinde ,New Age International Publisher.
4. Data and computer Communication by Shashi banzal ,Firewall media
5. Internetworking with TCP/IP :Principles,protocols,and Architecture Vol 1 5<sup>th</sup> Edition ,PHI publication
6. Data Communications and Computer Network by Prakash C Gupta, PHI Publication.



**MCA-205 ELECTIVE-II (2)**

### **Multimedia**

- 1. Introduction to Multimedia System Multimedia elements, Multimedia applications, Global structure, Technologies for Multimedia system. Multimedia: Media & Data Streams Multimedia: media & data streams, Properties, Traditional data stream characteristics, Data stream characteristics for continuous media, Information units.**
- 2. Sound / Audio Sound Concepts, Music: MIDI Concepts, MIDI devices, MIDI messages, MIDI software, Speech: Speech generation, Speech Analysis, Speech Transmission. Image And Graphics Digital Image Representation, Image Formats, Graphics Formats, Image Processing: Image Synthesis, Image Analysis, Image Transmission.**
- 3. Video & Animation Basic concepts, Television (Conventional systems, Enhanced definition systems, High Definition system), Computer based Animation.**
- 4. Data Compression Storage space, Coding requirements, Source Entropy & Hybrid coding, Basic compression techniques, Introduction to following compression techniques: JPEG, H.261 (PX64), MPEG ,DVI**
- 5. Optical Storage Media & Retrieval Technologies Basic Technology, Video Disk & other WORMS, CD ROM, CD ROM Extended Architecture, Compact Disk Magneto optical.**

#### **Readings:**

- 1. Multimedia System Design By P. K. Andleigh, Kiran Thakrar.**
- 2. Multimedia Computing Communication & Application. By Ralf Steinmetz, & Klaranashtedt. (Pearson Education).**





**MCA-205 ELECTIVE-II (3)**

### **Linux operating System and Shell Programming**

- 1. INTRODUCTION TO LINUX: History, The Linux Architecture, Features of Linux, Internal and External Commands, Command Structure, difference between Linux and Unix, various Linux distributions, basic commands. UTILITIES: file handling utilities, security by file permissions, process utilities, disk utilities, networking commands, Text processing utilities and backup utilities, Security commands. The vi editor, security by file Permissions.**
- 2. INTRODUCTION TO SHELLS: Session, Standard Streams, Redirection, Pipes, Tee Command, Command Execution, Command-Line Editing, Quotes, Command Substitution, Job Control, Aliases, Variables, Predefined Variables, Options, Shell Edition Environment Customization. Filters. GREP: Operation, grep Family, Searching for File Content. SED: Scripts, Operation, Addresses, commands, Applications. AWK: Execution, Fields and Records, Scripts, Operations, Patterns, Actions, Associative Arrays, String Functions, String Functions, Mathematical Functions, User – Defined Functions, Using System commands in awk, Applications.**
- 3. INTERACTIVE KORN SHELL: Korn Shell Features, Two Special Files, Variables, Output, Input, Exit Status of a Command, eval Command, Environmental Variables, Options, Startup Scripts, Command History, Command Execution Process. KORN SHELL PROGRAMMING: Basic Script concepts, Expressions, Decisions Making Selections, Repetition, special Parameters and Variables, changing Positional Parameters, Argument Validation, Debugging Scripts, Script Examples.**
- 4. INTERACTIVE C SHELL: C shell features, Two Special Files, Variables, Output, Input, Exit Status of a Command, eval Command, Environmental Variables, On-Off Variables, Startup and Shutdown Scripts, Command History, Command Execution Scripts. C SHELL PROGRAMMING: Basic Script concepts, Expressions, Decisions: Making Selections, Repetition, special Parameters and Variables, changing Positional Parameters, Argument Validation, Debugging Scripts, Script Examples.**
- 5. FILE MANAGEMENT: File Structures, System Calls for File Management – create, open, close, read, write, lseek, link, symlink, unlink, stat, fstat, lstat, chmod, chown, Directory API – opendir, readdir, closedir, mkdir, rmdir, umask.**

#### **Readings:**

- 1. Sumitabha Das, “Unix Concepts and Applications”, 4th Edition. TMH, 2006. (1, 2 units)**
- 2. Behrouz A. Forouzan, Richard F. Gilbery, “Unix and shell Programming”, 1st Edition, Cengage Learning India, 2003.**



MCA -302

### Artificial Intelligence

1. Introduction: Definitions and approaches, Foundation of A.I. , Challenges in AI, Area and Applications of A.I., Intelligent Agents: meaning, types, environments, examples.
2. Problem Solving: Problem solving as state space search, production system, writing production system and solution for a Water jug problem; some AI classical problems (statements only) cannibal missionaries, tower of Hanoi, tic tac toe, 8-puzzle, Search techniques: Breadth First, and Depth-first, Best-First Search, Hill-climbing, Heuristics, A\* algorithm, local and global maxima(minima),
3. Knowledge Representation and Reasoning: Predicate and propositional logic, conversion of sentences to wffs of predicate logic, Resolution, clause form, Skolem functions, Unification, Resolution in Propositional and predicate logic, Semantic Nets.
4. Pattern Recognition: Meaning of pattern, Pattern Recognition, Classification, Supervised & Unsupervised Learning of classifiers, K-NN, K-MEANS algorithms.
5. Expert Systems: Introduction, Advantages, components and participants in an expert system, Application

#### Readings:

1. Artificial Intelligence: E. Rich and K. Knight, Tata McGraw Hill.
2. Artificial Intelligence: A New Synthesis By Nilsson, Morgan Kaufmann.
3. Pattern Classification 2nd Edition By R.O. Duda, Hart, Stork (2001) ,John wiley, New York.
4. Pattern Recognition : Technique and Applications By Shinghal (2006) ,Oxford University Press,New Delhi.



MCA - 303

### **Relational Data Base Management System**

- 1. Overview of Database Management :Data, Information and knowledge, Increasing use of data as a corporate resource, data processing verses data management, file oriented approach verses database oriented approach to data management; data independence, database administration roles, DBMS architecture, different kinds of DBMS users, importance of data dictionary, contents of data dictionary, types of database languages. Data models: network, hierarchical, relational. Introduction to distributed databases.**
- 2. Relational Model : Entity - Relationship model as a tool for conceptual design-entities attributes and relationships. ER diagrams; Concept of keys: candidate key, primary key, alternate key, foreign key; Strong and weak entities, Case studies of ER modeling Generalization; specialization and aggregation. Converting an ER model into relational Schema. Extended ER features.**
- 3. Structured Query Language :Relational Algebra: select, project, cross product different types of joins (inner join, outer joins, self join); set operations, Tuple relational calculus, Domain relational calculus, Simple and complex queries using relational algebra, stand alone and embedded query languages, Introduction to SQL constructs (SELECT...FROM, WHERE... GROUP BY... HAVING... ORDERBY....), INSERT, DELETE, UPDATE, VIEW definition and use, Temporary tables, Nested queries, and correlated nested queries, Integrity constraints: Not null, unique, check, primary key, foreign key, references, Triggers. Embedded SQL and Application Programming Interfaces.**
- 4. Relational Database Design :Normalization concept in logical model; Pitfalls in database design, update anomalies: Functional dependencies, Join dependencies, Normal forms (1NF, 2NF, 3NF). Boyce Codd Normal form, Decomposition, Multi-Valued Dependencies, 4NF, 5NF. Issues in physical design; Concepts of indexes, File organization for relational tables, De-normalization.**
- 5. Introduction to Query Processing and Protecting the Database & Data Organizations : Parsing, translation, optimization, evaluation and overview of Query Processing. Protecting the Data Base - Integrity, Security and Recovery. Domain Constraints, Referential Integrity, Assertion, Triggers, Security & Authorization in SQL.**

#### **Readings:**

- 1. Database system concept By H. Korth and A. Silberschatz, TMH.**
- 2. Data Base Management System By Alexies & Mathews , Vikas publication.**
- 3. Data Base Management System By C. J. Date ,Narosha Pub.**
- 4. Data Base Management System By James Matin .**
- 5. Principles of Database System By Ullman.**
- 6. An Introduction to database systems By Bipin Desai, 2011 ed.,Galgotia Publication.**
- 7. Database Management System By A. K. Majumdar & P.Bhattacharya, TMH**



MCA-304                      ELECTIVE-III                      (1)

### **Advanced Java Programming**

1. **Basics of Core JAVA: class, interface, exception handling. Collections : Collection Interfaces, Concrete Collections, The Collections Framework Multithreading : Creating thread and running it, Multiple Thread acting on single object, Synchronization, Thread communication, Thread group, Thread priorities, Daemon Thread, Life Cycle of Thread.**
2. **Networking: Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagrams. Java Database Connectivity (JDBC): Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.**
3. **Servlets: Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with HttpSession**
4. **Java Server Pages (JSP): Introduction, JavaServer Pages Overview, A First JavaServer Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries, Enterprise Java Bean: Preparing a Class to be a JavaBean, Creating a JavaBean, JavaBean Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean**
5. **Remote Method Invocation: Defining the Remote Interface, Implementing the Remote Interface, Compiling and Executing the Server and the Client, Struts: Basics of Struts, Struts : What and Why? , Model1 vs Model2 , Struts2 Features, Steps to create Struts application , Understanding Action class , Understanding struts.xml file**

#### **Readings:**

1. "Advanced Java 2 Platform HOW TO PROGRAM" by H. M. Deitel, P. J. Deitel, S. E. Santry – Prentice Hall
2. "Beginning Java™ EE 6 Platform with GlassFish 3 From Novice to Professional" by Antonio Goncalves – Apress publication



MCA-305

ELECTIVE-IV (1)

### Web Technology

1. Internet Concept: Fundamental of Web ,History of Web, Web development overview, Domain Name System (DNS),DHCP,and SMTP and other servers ,Internet service provider (ISP), Concept of IP Address, Internet Protocol, TCP/IP Architecture ,Web Browser and Web Server.
2. HTML and DHTML:- HTML Tag, Rules of HTML, Text Formatting and Style, List, Adding Graphics to Html Document, Tables and Layout , Linking Documents, Frame, Forms, Project in HTML, Introduction to DHTML, CSS, Class and DIV, External Style Sheet.
3. Scripting Languages: Java Script (JS) in Web Page, Advantage of Java Script, JS object model and hierarchy ,Handling event, Operators and syntax of JS, JS Function, Client side JS Vs Server side JS ,JS security, Introduction to VB Script, Operator and Syntax of VB Script, Dialog Boxes, Control and Loop, Function in VBS.
4. XML:Introduction to XML, XML in Action, Commercial Benefits of XML, Gaining Competitive advantage with XML, Programming in XML, XML Schema ,XSLT ,DOM structure model ,XML quires and transformation.
5. Active Server Page (ASP): Introduction ,Internet Information System (IIS),ASP object ,Server object, File system object, session ,Accessing data base with an ASP page ,ODBC – ADO connection object, common methods and properties, ADO record set object .Introduction to ASP.Net.

#### Readings:

1. The complete Reference By Thomos A. Powell ,TMH publication
2. Web Technology :A Developers Perspective ,N.P.Gopalan ,J.Akilandeswani,PHI Publication.
3. Java Script :The definite Guide By Flangam , O"Reilly
4. Java Script :Developers Resource by Kamran Husain and Jason Levitt PTR-PHI publication. 5."Mastering VB Script" BPB Publication.
6. World Wide Web design with HTML by Xavier Tata McGraw Hill Publication .
7. XML By Example, Sean Mc Grath Pentice Hall Publication.
8. Web Technology : A Developments Perspective , N.P. Gopalan, J. Akilandeswari, PHI Publication



MCA-305                      ELECTIVE-IV                      (3)

### **VB.NET Programming**

1. .Net framework and VB.Net: Evolution of the .NET Framework – Overview of the .Net Framework – VB.NET – Simple VB.Net Program. **VARIABLES, CONSTANTS AND EXPRESSIONS:** Value Types and Reference Types – Variable Declarations and Initializations – Value Data Types – Reference Data Types – Boxing and Unboxing – Arithmetic Operators – Textbox Control – Label Control – Button Control.
2. Control Statements: If Statements – Radio Button Control – Check Box Control – Group Box Control – Listbox Control – Checked List Box Control – Combo box Control – Select Case Statement – While Statement – Do Statement – For Statement. **METHODS AND ARRAYS:** Types of Methods – One Dimensional Array – Multi Dimensional Arrays – Jagged Arrays. **CLASSES:** Definition And Usage of a Class – Constructor Overloading – Copy Constructor – Instance and Shared Class Members – Shared Constructors.
3. Inheritance and Polymorphism: Virtual Methods – Abstract Class and Abstract Methods – Sealed Classes. **INTERFACES, NAMESPACES AND COMPONENTS:** Definition of Interfaces – Multiple Implementations of Interfaces – Interface Inheritance – Namespaces – Components – Access Modifiers. **DELEGATES, EVENTS AND ATTRIBUTES:** Delegates – Events – Attributes – Reflection.
4. Exception Handling: Default Exception Handling Mechanism – User Defined Exception Handling Mechanism – Throw Statement – Custom Exception. **MULTITHREADING:** Usage Of Threads – Thread Class – Start(), Abort(), Join(), and Sleep() Methods – Suspend() And Resume() Methods – Thread Priority – Synchronization. **I/O STREAMS:** Binary Data Files – Text Files - Data Files – FileInfo and DirectoryInfo Classes.
5. Additional Controls: Timer – ProgressBar – LinkLabel – Panel – TreeView – Splitter – Menu – SDI & MDI – Dialog Boxes – Toolbar – StatusBar. **DATABASE CONNECTIVITY:** Advantages Of ADO.NET – Managed Data Providers – Developing a Simple ADO.NET Based Application – Creation of Data Table – Retrieving Data From Tables – Table Updating – Disconnected Data Access Through Dataset Objects.

#### **Readings:**



MCA-405 ELECTIVE-VI (1)

### Mobile Application Programming

1. Introduction of Mobile Application: Fundamentals of mobile applications, mobile Application environment and mobile operating Systems, IDEs and various Tools.
2. Introduction of Mobility and Building blocks of Mobile Application.: Mobile Application development Activity life cycle, Mobile Landscape, Mobile Platforms, overview of various Mobile application tools.
3. Mobile Operating Systems: Android library and its characteristic, iOS library and its characteristic, Windows Phone 7 library and its characteristic
4. App functionality based User interface and Mobile functions: Application user Interface designing, User Interface Element, Menu, interaction among the activities. Threads, Asynchronous task, Service – states and life cycles, Notifications, Broadcast receivers, Telephony and SMS API, Animation API multimedia –Audio/Video playback and record, location aware etc.
5. Mobile Application development in Android: Android Architecture -Android Stack –Linux Kernel, Android Runtime Environment Dalvik virtual Machine, Android Emulator. Basics Application creation and deployment in Android, Introduction of mobile application database SQLite.

#### Readings:

1. Professional Mobile Application Development, Jeff Mcwherter, Scott Gowell, Wrox Publisher, 1st Ed. 2012
2. Sams Teach Yourself Android Application Development in 24 Hrs, Lauren Darcy and Shane Conder, 1sted.
- 3:-Android Programming, Bill Philips and Brain Hardy.
- 4:Android Recipes : A problem-Solution Approach ,Dave Smith and Jeff friesen.



**MCA-405 ELCETIVE-VI (2)**

### **C# and .NET Framework**

1. Introduction to C# : Introducing C#, Understanding .NET, Overview of C#, Literals, Variables, Data types, Expressions, Branching, Looping, Methods, Arrays, Strings, Structures, Enumerations
2. Object oriented aspects of C#: Classes, Objects, Inheritance, Polymorphism, Interfaces, Operator Overloading, Delegates, Events, Errors and Exceptions
3. Application Development on .NET: Building Windows Applications, Accessing Data with ADO.NET
4. Web Based Application Development on .NET: Programming Web applications with Web Forms, Programming Web Services
5. The CLR and the .NET Framework: Assemblies, Versioning, Attributes, Reflection, Viewing Meta Data, Type Discovery, Reflecting on a type, Marshalling, Remoting, Understanding Server Object Types, Specifying a server with an Interface, Building a server, Building the Client, Using Single Call, Threads.

#### **Readings**

1. Programming in C#, E.Balagurusamy (Unit I, II)
2. Programming in C#, J. Liberty 2<sup>nd</sup> Edition – O'Reilly (Unit III, IV, V)





**MCA-405                      ELECTIVE-VI                      (3)**

### **Cloud Computing**

- 1. Fundamental Cloud Computing-Concepts, terminology, technologies, benefits, challenges, SLAs and business cost metrics associated with cloud computing, SaaS, IaaS, PaaS delivery models, common cloud deployment models, and cloud characteristics. Various applications of cloud computing.**
- 2. Cloud Architecture: The technology architecture of cloud platforms and cloud-based solutions and services and their utilization via a set of cloud computing design patterns. hybrid cloud deployment models, compound design patterns, and solution architectures that span cloud and on-premise environments.**
- 3. Cloud Security & Governance: Cloud Security :The cloud security mechanisms, A cloud security architecture. a set of security design patterns. Cloud Governance :the definition of cloud governance precepts, roles, practices, and processes, common governance challenges and pitfalls specific to cloud computing.**
- 4. Cloud Storage: The cloud storage devices, structures, and technologies, cloud storage mechanisms, persistent storage, redundant storage, cloud-attached storage, cloud-remote storage, cloud storage gateways, cloud storage brokers, Direct Attached Storage (DAS), Network Attached Storage (NAS), Storage Area Network (SAN), various cloud storage-related design patterns.**
- 5. Cloud Virtualization & Microservices : Core topic areas pertaining to the fundamental virtualization mechanisms and types used within contemporary cloud computing platforms are explored, along with various key performance indicators and related metrics. MicroServices of Cloud Computing.**

#### **Readings**

- 1. Distributed Computing by Dollymore Cloud Computing (Wind) by Dr. Kumar Saurabh, 2nd Edition, Wiley India**
- 2. Cloud Computing: Principles and Paradigms, Editors: Rajkumar Buyya, James Broberg, Andrzej M. Goscinski, Wile, 2011 Cloud Computing: Principles, Systems and Applications, Editors: Nikos Antonopoulos, Lee Gillam, Springer, 2012**



**Department of Computer Science & Information  
Technology, Guru Ghasidas Vishwavidyalaya, Bilaspur (C.G.)  
SYLLABUS FOR MCA COURSE UNDER CHOICE BASED CREDIT SYSTEM (CBCS) \***

## MCA

**Note:** The decision of the GG Vishwavidyalaya for implementing CBCS system on this course shall be final, rest will remain the same.

### Semester 1

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-101	Introduction to Information Technology	4		40	60	4
2	MCA-102	Programming Based Numerical Analysis	4		40	60	4
3	MCA-103	Programming in 'C' Language	4		40	60	4
4	MCA-104	Data Structure	4		40	60	4
5	MCA-105	Computer Organization	4		40	60	4
6	MCA-106	LAB-I: Programming in C		1		100	1
7	MCA-107	LAB-II: Data Structure Using C		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>

### Semester 2

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-201	Principles of Operating system	4		40	60	4
2	MCA-202	Object Oriented Programming with C++	4		40	60	4
3	MCA-203	Discrete Mathematics	4		40	60	4
4	MCA-204	Elective I(Web Technology)	4		40	60	4
5	MCA-205	Elective II(Theory of Computation)	4		40	60	4
6	MCA-206	Lab based on C++		1		100	1
7	MCA-207	Lab Based on Elective-I		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>



**Semester 3**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-301	Programming in JAVA	4		40	60	4
2	MCA-302	Artificial Intelligence and Expert Systems	4		40	60	4
3	MCA-303	Relational Data Base Management System	4		40	60	4
4	MCA-304(Elective-I)	Elective I (Compiler Design)	4		40	60	4
5	MCA-305(Elective-II)	Elective II(Computer Network)	4		40	60	4
6	MCA-306	Lab based on JAVA		1		100	1
7	MCA-307	Lab Based on RDBMS		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>

**Semester 4**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-401	Analysis and Design of Algorithm	4		40	60	4
2	MCA-402	Software Engineering	4		40	60	4
3	MCA-403	Operation Research	4		40	60	4
4	MCA-404(Elective-I)	Elective I(E-Commerce)	4		40	60	4
5	MCA-405(Elective-2)	Elective II(C# and .net framework)	4		40	60	4
6	MCA-406	Lab based on C#		1		100	1
7	MCA-407	LAN Based Mini Project		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>

**Semester 5**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	MCA-501	Soft Computing	4		40	60	4
2	MCA-502	Interactive computer graphics and multimedia	4		40	60	4
3	MCA-503	Data Mining and Data Warehousing	4		40	60	4
4	MCA-504	Elective I (Network Security)	4		40	60	4
5	MCA-505(Elective-II)	Elective II (Parallel Processing)	4		40	60	4
6	MCA-506	Lab based on MATLAB		1		100	1
7	MCA-507	Web Based Mini Project		1		100	1
		<b>Total</b>	<b>20</b>	<b>02</b>	<b>200</b>	<b>500</b>	<b>22</b>



**Semester 6**

Sno	Subject Code	Title	Credit		Marks		Credits
			L	P	Internal	External	
1	<b>MCA-601</b>	<b>Major Project</b>	-	-	-	<b>500</b>	<b>15</b>
		<b>Total</b>	-	-	-	-	<b>15</b>

**Note: Electives to be decided at the start of the respective semester**



MCA-501

### Soft Computing

1. Introduction -What is soft computing, important soft computing techniques
2. Artificial Neural Network :Biological neural network Vs Artificial neural network, Neuron Model and Neural Network Architectures, ANN terminologies, ANN benefits, Supervised learning network :Error back propagation network, Perceptron learning (single layer only), Unsupervised learning network :Kohonen self organizing feature maps (SOM)
3. Fuzzy Logic-Crisp set Vs Fuzzy set, Operations on Fuzzy sets, Fuzzy relation, Membership function, Fuzzy arithmetic and Fuzzy measures
4. Genetic Algorithm – Introduction, representations of GA by binary and real-valued numbers, Genetic Operators and Parameters: Selection, crossover, mutation, elitism, Genetic Algorithms in Problem Solving
5. Swarm Intelligence: Meaning, Particle Swarm Optimization: basics, terminology, problem solving using PSO

#### Readings:

1. Principles of soft computing , S.N.Shivanandan and S.N. deepa Wiley India publication ,First Indian edition ,2008.
2. A Comprehensive Foundation to Neural Networks , Simon Haykins , Prentice Hall
3. Fuzzy Sets and Fuzzy Logic: Theory and Applications , G. J. Klir, and B. Yuan, PHI learning ,2011.
4. Dr.G.Canon, Fuzzy Logic and Fuzzy Decision Making: Concepts and Applications, Galgotia Publication.
5. D. E. Goldberg, Genetic Algorithms in Search, Optimization, and Machine Learning, Addison-Wesley, 1989.
6. Jang,Sun and Mizutani :Neuro-Fuzzy and soft computing :A computational Approach to learning and machine intelligence ,PHI learning ,2011.
7. N.K. Sinha & M. M. Gupta(Eds), Soft Computing and Intelligent Systems: Theory & Applications, Academic Press, 2000.



**MCA- 502**

**Interactive Computer Graphics And Multimedia**

- 1 Fundamentals of Computer Graphics: Concepts and applications, Random and Raster scan devices, input-output devices: CRT, LCD, laser printer. Output primitives: Line drawing algorithm: DDA and Bresenham's; Circle generating algorithm: Bresenham's Midpoint algorithms, Ellipse: midpoint ellipse drawing algorithm. Antialiasing techniques: super sampling, pixel weighting, area sampling, pixel phasing Area filling: boundary fill algorithm, flood fill algorithm: Scan-line Polygon Fill Algorithm.**
- 2 Transformation, viewing, Clipping: 2-D Transformation: Translation, scaling, rotation, reflection, shear, matrix representation of all homogeneous coordinates, composite transformations. Two dimensional viewing: Viewing pipeline Window-to-view port transformation. Clipping operations: Line Clipping: Cohen Sutherland and Liang-barsky, Polygon Clipping: Cohen-Sutherland-Hodgeman and Weiler – Atherton Polygon clipping.**
- 3 3D Transformation, Visible Surface Detection and curves: Visible Surface detection Algorithm: Object based and image based methods, depth comparison, A-Buffer, Back face removal, Scan-line method, Depth Sorting Method Area subdivision method. 3-D Transformation: translation, scaling, rotation, reflection. Three- dimensional object representations 3-D Viewing Projections – parallel and perspective projection. Curved lines and Surfaces: Spline representations, Interpolating and approximation curves, continuity conditions Bezier curves: concept and characteristics; B-Spline curves: concept and characteristics.**
- 4 Color Models and Basic Concept of Animation: Introduction of multimedia: Properties and applications, types of medium, data stream characteristics, Basic File and Data format: BMP, JPEG, GIF, TIFF. Color models: RGB, YIQ, CMY, HSV. Animation: Basic concept, animation languages, computer-based animation, methods of controlling animation, display of animation, animation techniques: onion skinning, motion cycling, masking, morphing, and transmission of animation, Multimedia Authoring tools.**
- 5 Multimedia Systems: Data compression: storage space, coding requirements. Source, entropy and hybrid coding some basic compression technique: runlength code, Huffman code. JPEG: Image preparation, Lossy sequential DCT –based mode, expanded Lossy DCT based mode, Lossless mode, and hierarchical mode. MPEG, Huffman Encoding, LWZ compression.**

**Readings:**

- 1 Principles of interactive compo Graphics; W.M. Newman & Robert F Sproull.**



- 
- 2 **Computer Graphics By Rogers TMH**
  - 3 **Introductions to Computer Graphics AnirbanMukhopadhyay&Arup Chattopadhyay**
  - 4 **Schaum's outlines -computer Graphics Mc Graw Hill International Edition.5**
  - 5 **Principles of Multimedia by Ranjan Parekh TMH**
  - 6 **"Multimedia Systems Design", P. K.Andleigh& K. Thakrar, Prentice Hall Pvt. Ltd**



MCA-503

### **Data Mining and Data Warehousing**

1. **Data Mining: Meaning, necessity, steps, Normal searching Vs. knowledge extraction**
2. **Data Mining on different types of databases: Relational, Data Warehouses, Transactional, Object oriented, Object relational, Spatial, Temporal and time series, Text and multimedia (i) Heterogeneous and legacy.**
3. **Data Warehouse: Meaning, definition, OLTP Vs. OLAP, Data cube, star, snow flake, constellations, basic concepts in writing of DMQL, Three Tier Architecture, Indexing.**
4. **Data Preprocessing : Noisy data, Inconsistent data, Data integration, Data transformation, Dimensionality reduction, Data compression.**
5. **Classification, Clustering and Prediction: Meaning, Neural network based classification, k-nearest neighbourhood (kNN) classifiers, Clustering, Types of Clustering, Partitioning Method: k-means clustering, Prediction using Regression and Neural Network, Performance Measures.**

#### **Readings:**

1. **Data Mining: Concepts and Techniques, Jiawei Han, Micheline Kamber, Morgan Kaufmann Publishers nd (Elsevier, 2 edition), 2006**
2. **Data Mining Methods for Knowledge Discovery , Cios, Pedrycz, Swiniarski, Kluwer Academic Publishers, London - 1998.**





MCA-504

**Network Security (Elective-I)**

- 1. Foundations of Cryptography and security**  
Security trends, The OSI Security architecture Security attack, services and mechanism  
Ciphers and secret messages, Mathematical tools for cryptography: substitution  
techniques, modular arithmetic, Euclid's algorithm, finite fields, polynomial arithmetic.
- 2. Symmetric Cipher**  
Symmetric cipher model, Design Principles of Block Ciphers, Theory of Block Cipher  
Design, Feistel cipher network structure, Data Encryption Standard (DES), Strength of  
DES Triple DES ,Modes of operation.Advance encryption Standard (AES)- Evaluation  
criteria of AES,AES cipher ,key distribution.
- 3. Public Key cryptography and Hash function**  
Prime numbers and testing for primality, factoring large numbers, Principles of public  
key cryptosystem, RSA algorithm. Key management: Diffie-Helman Key exchange, Hash  
and Message authentication Code (MAC), Hash and MAC algorithms, Digital signature.
- 4. IP and Web security protocols:**  
Authentication application: Kerberos, Public key infrastructure .E-mail: Pretty Good Privacy (PGP),  
S/MIME. IP security, Web Security: Secure Socket layer (SSL) and Transport layer  
security, Secure Electronic Transaction (SET).
- 5. System Security: Firewall, and Intrusion Detection system (IDS), Malicious Software.**

*Aravind*  
**HEAD  
DEPT OF CSIT  
G.G.V. BILASPUR (C.G.)**



**Department : Computer Science and Information Technology**

**Programme Name : B.Sc(CS)**

**Academic Year : 2018-19**

**List of Courses Focus on Employability/ Entrepreneurship/Skill Development**

Sr. No.	Course Code	Name of the Course
	SSCICR0101(L+P)	Programming Fundamentals using C++
	SSCIGE0101(L+P)	Introduction to Programming using C
	SSCICR0203(L+P)	Programming in JAVA
	( SSCIGE0202L)	Introduction to Internet Technologies
	PCSC-302	Database Management Systems (After 2017_18)
	PCSC-501	Programming with Visual Basic (After 2015)
	PCSC-502	Object Oriented Concepts
	PCSC-503	Linux Operating System and Shell Programming
	PCSC-505	Web based Mini Project
	PCSC-601	Introduction to JAVA
	PCSC-605	Major Project

*Aravind*  
**HEAD  
DEPT OF CSIT  
G.G.V. BILASPUR (C.G.)**



**School of Mathematical and Computational Sciences:**

**B.Sc. Honours Computer Science, Department of CSIT, GGV, Bilaspur**

Semester	Course Opted	Course Code	Name of the course	Credit	Hour / week
I	Core-1	( SSICR0101L)	Programming Fundamentals using C++	4	4
	Core -1 Practical	( SSICR0101P)	Lab Based on Programming Fundamentals using C++	2	4
	Core -2	( SSICR0102L)	Data Structures	5	5
	Core -2 Tutorial	( SSICR0102T)	Tutorials Based on Data Structures	1	1
	Generic Elective - 1 (GE- IA)	( SSCIGE0101L)	Introduction to Programming using C	4	4
	Generic Elective - Practical	( SSCIGE0101P)	Lab Based on Introduction to Programming using C	2	4
	Ability Enhancement Compulsory Course (AECC)	( SSCICC0101L)	English Communication / MIL (Hindi Communication)	4*	4
	ECA	( SSCIEC0101)	ECA-Extracurricular activity/ Tour, Field visit/ Industrial training/ NSS/ Swachhta/ vocational Training/ Sports/ others	2	(2)
			<b>TOTAL</b>	<b>24</b>	<b>28</b>



Semester	Course Opted	Course Code	Name of the course	Credit	Hour / week
II	Core-3	MS/CS /C-203L (SSCICR0203L)	Programming in JAVA	4	4
	Core -3 Practical	MS/CS /C-203P (SSCICR0203P)	Lab Based on Programming in JAVA	2	4
	Core -4	MS/CS /C-204L (SSCICR0204L)	Discrete Structures	5	5
	Core -4 Tutorial	MS/CS /C-204T (SSCICR0204T)	Tutorial on Discrete Structures	1	1
	Generic Elective - 2 (GE-IB)	MS/CS /GE-202L (SSCIGE0202L)	Introduction to Internet Technologies	4	4
	Generic Elective - Practical	MS/CS /GE-202P (SSCIGE0202P)	Lab Based on Internet Technologies	2	4
	Ability Enhancement Compulsory Course (AECC)	MS/CS /AE-201/ES (SSCICC0202L)	Environmental Science	4*4	
	ECA	(SSCIEC0202)	ECA-Extracurricular activity/ Tour, Field visit/ Industrial training/ NSS/ Swachhta/ vocational Training/ Sports/ others Total	2	(2)
				24	28
SUMMER Internship: 15 days			Swayam Swachhta / NSS / Industrial/ others	2	100



Semester	Course Opted	Course Code	Name of the course	Credit	Hour / week
III	Core-5	( SSCICR0305L)	Internet Technologies	5	5
	Core -5 Tutorials	( SSCICR0305T)	Tutorials on Internet Technologies	1	1
	Core -6	( SSCICR0306L)	Database Management Systems	4	4
	Core -6 Practical	( SSCICR0306P)	Lab based on Database Management System	2	4
	Core - 7	( SSCICR0307L)	Computer Networks	5	5
	Core – 7 Tutorial	( SSCICR0307T)	Tutorial on Computer Networks	1	1
	Generic Elective -3 (GEII-A)	( SSCIGE0303L)	Introduction to Database Systems	4	4
	Generic Elective - Practical	( SSCIGE0303P)	Lab Based on Database System	2	4
	Skill Enhancement Course (SEC - 1)	( SSCISC0301L)	A.HTML and XML Programming B. UNIX/LINUX Programming	2	2
			Total	26	30



Semester	Course Opted	Course Code	Name of the course	Credit	Hour / week
IV	Core-8	MS/CS /C-408L ( SSCICR0408L)	Computer System Architecture	5	5
	Core -8 Tutorials	MS/CS /C-408T ( SSCICR0408T)	Tutorials on Computer System Architecture	1	1
	Core -9	MS/CS/C-409L ( SSCICR0409L)	Software Engineering	4	4
	Core -9 Practical	MS/CS /C-409P ( SSCICR0409P)	Lab Based on Software Engineering	2	4
	Core - 10	MS/CS /C-410L ( SSCICR0410L)	Design and Analysis of Algorithms	5	5
	Core -10 Tutorials	MS/CS/C-410T ( SSCICR0410L)	Tutorials on Design and Analysis of Algorithms	11	11
	Generic Elective -4 (GEII-B)	MS/CS/GE-404L ( SSCIGE0404L)	Multimedia and Applications	4	4
	Generic Elective - Practical	MS/CS /GE-404P ( SSCIGE0404P)	Lab Based on Multimedia and Applications	2	4
	Skill Enhancement Course (SEC - 2)	MS/CS/SEC-402 ( SSCISC0402L+P)	A.PHP Programming B.MATLAB	2	2
			<b>TOTAL</b>	<b>2630</b>	
<b>SUMMER Internship: 15 days</b>			Swayam Swachhta / NSS / Industrial/ others	2	100



Semester	Course Opted	Course Code	Name of the course		Hour /
V	Core-11	MS/CS /C-511L ( SSCICR0511L)	Operating System	5	5
	Core -11 Tutorials	MS/CS /C-511T ( SSCICR0511T)	Tutorials based on Operating system	1	1
	Core -12	MS/CS /C-512L ( SSCICR0512L)	Theory of Computation	5	5
	Core -12 Tutorials	MS/CS /C-512T ( SSCICR0512T)	Tutorials on Theory of Computation	1	1
	Discipline Specific Elective (DSE-1)	MS/CS/DSE- 501L(A) MS/CS/DSE- 501L(B) ( SSCIDS0501L)	A Information Security B Operation Research	5(A) 5(B)	5(A) 5(B)
	DSE-1 - Tutorials	MS/CS/DSEP- 501T(A) MS/CS/DSET- 501T(B) ( SSCIDS0501T)	A Tutorials on Information Security B Tutorials on Operation Research	1(A) 1(B)	1(A) 1(B)
	Discipline Specific Elective (DSE-2)	MS/CS/DSE- 502L(A) MS/CS/DSE- 502L(B) ( SSCIDS0502L)	A Image Processing B Soft Computing	4(A) 4(B)	4(A) 4(B)
	DSE-2 - Practical	MS/CS/DSET- 502P(A) MS/CS/DSEP- 502P(B) ( SSCIDS0502P)	A Lab Based on Image Processing B Lab Based on Soft Computing	2(A) 2(B)	4(A) 4(B)
<b>TOTAL</b>				<b>24</b>	<b>26</b>



Semester	Course Opted	Course Code	Name of the course	Credit	Hour / week
VI	Core-13	MS/CS /C-613L ( SSCICR0613L)	Artificial Intelligence	5	5
	Core -13 Tutorials	MS/CS /C-613T ( SSCICR0613T)	Tutorials on Artificial Intelligence	1	1
	Core -14	MS/CS/C-614L ( SSCICR0614L)	Computer Graphics	4	4
	Core -14 Practical	MS/CS /C-614P ( SSCICR0614T)	Lab based on Computer Graphics	24	
	Discipline Specific Elective (DSE-3)	MS/CS/DSE-601L(A) MS/CS/DSE-601L (B) ( SSCIDS0603L)	A Big Data Analytics B Data Mining	5(A) 5(B)	5(A) 5(B)
	DSE-3 - Tutorials	MS/CS/DSET-601T(A) MS/CS/DSET-601T(B) ( SSCIDS0603T)	A Tutorials on Big Data Analytics B Tutorials on Data Mining	1(A) 1(B)	1(A) 1(B)
	Discipline Specific Elective (DSE-4) + DSE-4 – Practical Or Dissertation/ Project work followed by seminar	MS/CS/PW ( SSCIDS0604)	Project work followed by seminar	4+2=6 Or 5 +1=6	8
		<b>TOTAL</b>	<b>24</b>	<b>28</b>	
		<b>TOTAL CREDITS</b>	<b>152 + 4 (SI)</b>		

As per UGC CBCS guidelines, University / departments have liberty to offer GE and SEC courses offered by any department to students of other departments. The No. of GE course is four. One GE course is compulsory in first 4 semesters each. In present scheme it is proposed to have minimum two GE courses (from one subject) in first two semester after which student shall change two GE for another subject in III<sup>rd</sup> and IV<sup>th</sup> semester, so that the entire student can have exposure of one additional subject. (Subject to approval by the competent authority)

## COMPUTER SCIENCE (CORE-I): Programming Fundamentals





---

## using C/C++ (SSCICR0101L)

Theory: 60 Lectures

### 1. Introduction to C and C++

(3 Lectures)

History of C and C++, Overview of Procedural Programming and Object-Orientation Programming, Using main() function, Compiling and Executing Simple Programs in C++.

### 2. Data Types, Variables, Constants, Operators and Basic I/O

(5 Lectures)

Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using Comments in programs, Character I/O (getc, getchar, putc, putchar), Formatted and Console I/O (printf(), scanf(), cin, cout), Using Basic Header Files (stdio.h, iostream.h, conio.h).

### 3. Expressions, Conditional Statements and Iterative Statements

(5 Lectures)

Simple Expressions in C++ (including Unary Operator Expressions, Binary Operator Expressions), Understanding Operators Precedence in Expressions, Conditional Statements (if construct, switch-case construct), Understanding syntax and utility of Iterative Statements (while, do-while, and for loops), Use of break and continue in Loops, Using Nested Statements (Conditional as well as Iterative)

### 4. Functions and Arrays

(10 Lectures)

Utility of functions, Call by Value, Call by Reference, Functions returning value, Void functions, Inline Functions, Return data type of functions, Functions parameters, Differentiating between Declaration and Definition of Functions, Command Line Arguments/Parameters in Functions, Functions with variable number of Arguments.

Creating and Using One Dimensional Arrays ( Declaring and Defining an Array, Initializing an Array, Accessing individual elements in an Array, Manipulating array elements using loops), Use Various types of arrays (integer, float and character arrays / Strings) Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array, Working with Rows and Columns), Introduction to Multi-dimensional arrays

### 5. Derived Data Types (Structures and Unions)

(3 Lectures)

Understanding utility of structures and unions, Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, Array of Structures, Individual data members as structures, Passing and returning structures from functions, Structure with union as members, Union with structures as members.

### 6. Pointers and References in C++

(7 Lectures)

Understanding a Pointer Variable, Simple use of Pointers (Declaring and Dereferencing Pointers to simple variables), Pointers to Pointers, Pointers to structures, Problems with Pointers, Passing pointers as function arguments, Returning a pointer from a function, using arrays as pointers, Passing arrays to functions. Pointers vs. References, Declaring and initializing references, Using references as function arguments and function return values

### 7. Memory Allocation in C++

(3 Lectures)



Differentiating between static and dynamic memory allocation, use of malloc, calloc and free functions, use of new and delete operators, storage of variables in static and dynamic memory allocation

**8. File I/O, Preprocessor Directives (4 Lectures)**

Opening and closing a file (use of fstream header file, ifstream, ofstream and fstream classes), Reading and writing Text Files, Using put(), get(), read() and write() functions, Random access in files, Understanding the Preprocessor Directives (#include, #define, #error, #if, #else, #elif, #endif, #ifdef, #ifndef and #undef), Macros

**9. Using Classes in C++ (7 Lectures)**

Principles of Object-Oriented Programming, Defining & Using Classes, Class Constructors, Constructor Overloading, Function overloading in classes, Class Variables & Functions, Objects as parameters, Specifying the Protected and Private Access, Copy Constructors, Overview of Template classes and their use.

**10. Overview of Function Overloading and Operator Overloading (5 Lectures)**

Need of Overloading functions and operators, Overloading functions by number and type of arguments, Looking at an operator as a function call, Overloading Operators (including assignment operators, unary operators)

**11. Inheritance, Polymorphism and Exception Handling (8 Lectures)** Introduction to Inheritance (Multi-Level Inheritance, Multiple Inheritance), Polymorphism (Virtual Functions, Pure Virtual Functions), Basics Exceptional Handling (using catch and throw, multiple catch statements), Catching all exceptions, Restricting exceptions, Rethrowing exceptions.

**Reference Books**

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.2003 th
2. BjarneStroustrup, "The C++ Programming Language", 4Edition, Addison-Wesley , 2013.
3. BjarneStroustrup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-HillEducation, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
5. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
6. Andrew Koeni, Barbara, E. Moo, "Accelerated C++", Published by Addison-Wesley , 2000.
7. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
8. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.2014
9. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.
10. Stanley B. Lippman, JoseeLajoie, Barbara E. Moo, "C++ Primer", Published by Addison-Wesley, 5th Edition, 2012



---

## COMPUTER SCIENCE LAB (CORE-II): Programming Fundamentals using C/C++ Lab (SSCICR0101P) Practical: 15 Lectures

1. WAP to print the sum and product of digits of an integer.
2. WAP to reverse a number.
3. WAP to compute the sum of the first n terms of the following series  $S = 1 + 1/2 + 1/3 + 1/4 + \dots$
4. WAP to compute the sum of the first n terms of the following series  $S = 1 - 2 + 3 - 4 + 5 - \dots$
5. Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
6. Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100.
7. WAP to compute the factors of a given number.
8. Write a macro that swaps two numbers. WAP to use it.
9. WAP to print a triangle of stars as follows (take number of lines from user):

```
*  
***  
*****  
*****  
*****
```

10. WAP to perform following actions on an array entered by the user:
  - i) Print the even-valued elements
  - ii) Print the odd-valued elements
  - iii) Calculate and print the sum and average of the elements of array
  - iv) Print the maximum and minimum element of array
  - v) Remove the duplicates from the array
  - vi) Print the array in reverse order

The program should present a menu to the user and ask for one of the options.  
The menu should also include options to re-enter array and to quit the program.

11. WAP that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
12. Write a program that swaps two numbers using pointers.
13. Write a program in which a function is passed address of two variables and then alter its contents.
14. Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
15. Write a program to find sum of n elements entered by the user. To write this



---

program, allocate memory dynamically using malloc() / calloc() functions or new operator.

16. Write a menu driven program to perform following operations on strings:
- Show address of each character in string
  - Concatenate two strings without using strcat function.



- 
- c) Concatenate two strings using strcat function.
  - d) Compare two strings
  - e) Calculate length of the string (use pointers)
  - f) Convert all lowercase characters to uppercase
  - g) Convert all uppercase characters to lowercase
  - h) Calculate number of vowels
  - i) Reverse the string
17. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.
  18. WAP to display Fibonacci series (i) using recursion, (ii) using iteration
  19. WAP to calculate Factorial of a number (i) using recursion, (ii) using iteration
  20. WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.
  21. Create Matrix class using templates. Write a menu-driven program to perform following Matrix operations (2-D array implementation):
    - a) Sum b) Difference c) Product d) Transpose
  22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).
  23. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator.
  24. Create a class Box containing length, breadth and height. Include following methods in it:
    - a) Calculate surface Area
    - b) Calculate Volume
    - c) Increment, Overload ++ operator (both prefix & postfix)
    - d) Decrement, Overload -- operator (both prefix & postfix)
    - e) Overload operator == (to check equality of two boxes), as a friend function
    - f) Overload Assignment operator
    - g) Check if it is a Cube or cuboidWrite a program which takes input from the user for length, breadth and height to test the above class.
  25. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file.
  26. Write a program to retrieve the student information from file created in previous question and print it in following format:

Roll No. Name Marks
  27. Copy the contents of one text file to another file, after removing all whitespaces.
  28. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void.
  29. Write a program that will read 10 integers from user and store them in an array. Implement array using pointers. The program will print the array elements in ascending<sup>21</sup>



---

and descending order.

**Generic Elective (GE-1) Subject – Introduction to Programming using C  
(SSCIGE0101L)**

**Origin & Introduction to C : About C, Evolution of C, Structure of a C program, Compiling a C program, Simple C program, Character set in C, Keywords in C, Basic data types, Qualifiers used with basic data types, Variables in C, Type declaration, Input function, Output function and format specifiers.**

**Operators: Arithmetic operators, Unary operators, Relational and logical operators, address operator, conditional operator, Hierarchy of operators.**

**Decision Making, looping & Branching: Control statements, if statement, if else statement, for statement, while loop, do while loop, switch statement, break statement, continue statement, goto statement.**

**Arrays: Introduction to arrays, advantages of arrays, single dimensional arrays, multidimensional arrays, array declaration, array initialization, accessing data from array. Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array, Working with Rows and Columns)**

**Introduction to pointers, function, structure and union.**

**Reference Books:**

1. Y. Kanetkar, Let Us C, BPB Publication.
2. B.S. Gottfried, Schaum's outline of Theory and Problems of Programming with C, McGraw-Hill.
3. Programming in ANSI C - Balaguruswami, TMH 2.
4. The 'C' programming language - B.W.Kernighan, D.M.Ritchie, PHI
5. A.K. Saxena, Programming Language C : Anamaya Publishers, New Delhi.
6. C The Complete Reference - H.Sohldt, TMH 3.
7. Computer fundamentals and programming in C – Pradip Dey & Manas Ghosh, OXFORD



---

**Generic Elective -1 LAB (GE- IA) : Introduction to Programming using C Lab**

**Practical : 15 Lectures (SSCIGE0101P)**

1. Write a program to find greatest of three numbers.
2. Write a program to find gross salary of a person
3. Write a program to find grade of a student given his marks.
4. Write a program to find LCM of two numbers.
5. Write a program to find divisor or factorial of a given number.
6. Write a program to find Fibonacci sequence.
7. Write a program to print first ten natural numbers.
8. Write a program to print first ten even and odd numbers.
9. Write a program to find grade of a list of students given their marks.
10. Create Matrix class. Write a menu-driven program to perform following Matrix operations (2-D array implementation):
  - a) Sum b) Difference c) Product d) Transpose
11. Write a program to add first ten natural numbers using function.
12. Write a program to display prime numbers using function.
13. Write a program to store information of students using structure.

## **COMPUTER SCIENCE (CORE-III): Programming in Java (SSCICR0203L)**

**Theory: 60 Lectures**

### **1. Introduction to Java (4 Lectures)**

Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords Data Types, Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments, Type Conversion and Type and Checking, Built-in Java Class Methods),

### **2. Arrays, Strings and I/O (8 Lectures)**

Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes. Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

### **3. Object-Oriented Programming Overview (4 Lectures)**

Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection.



---

**3. Inheritance, Interfaces, Packages, Enumerations, Autoboxing and Metadata (14 lectures)**

**Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, Extending interfaces and packages, Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes, Autoboxing/Unboxing, Enumerations and Metadata.**

**4. Exception Handling, Threading, Networking and Database Connectivity (15 Lectures) Exception types, uncaught exceptions, throw, built-in exceptions, Creating your own exceptions; Multi-threading: The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, synchronization and communication, suspending/resuming threads. Using java.net package, Overview of TCP/IP and Datagram programming. Accessing and manipulating databases using JDBC.**

**5. Applets and Event Handling (15 Lectures)**

**Java Applets: Introduction to Applets, Writing Java Applets, Working with Graphics, Incorporating Images & Sounds. Event Handling Mechanisms, Listener Interfaces, Adapter and Inner Classes. The design and Implementation of GUIs using the AWT controls, Swing components of Java Foundation Classes such as labels, buttons, textfields, layout managers, menus, events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts. Overview of servlets.**





**Reference Books**

1. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
2. James Gosling, Bill Joy, Guy L Steele Jr, Gilad Bracha, Alex Buckley "The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
3. Joshua Bloch, "Effective Java" 2nd Edition, Publisher: Addison-Wesley, 2008.
4. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 1 ,9th Edition, Printice Hall.2012
5. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.2013
6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.2009.
8. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
9. "Head First Java", Orielly Media Inc. 2nd Edition, 2005.
10. David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
11. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.

**COMPUTER SCIENCE LAB (CORE-III): Programming in Java Lab(SSCICR0203P)**

**Practical: 15 Lectures**

1. To find the sum of any number of integers entered as command line arguments
2. To find the factorial of a given number
3. To learn use of single dimensional array by defining the array dynamically.
4. To learn use of .length in case of a two dimensional array
5. To convert a decimal to binary number
6. To check if a number is prime or not, by taking the number as input from the keyboard
7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument
8. Write a program that show working of different functions of String and StringBuffer class like setCharAt(), setLength(), append(), insert(), concat() and equals().
9. Write a program to create a —distance class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer
10. Modify the —distance class by creating constructor for assigning values (feet and inches) to the distance object. Create another object and assign second object as reference variable to another object reference variable. Further create a third object which is a clone of the first object.
11. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions (from lower to higher data type)
12. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by reference and to learn use of final keyword
13. Write a program to show the use of static functions and to pass variable length arguments