Study & Evaluation Scheme of

Bachelor of Computer Application

[Applicable for Batch 2020-23]

[As per CBCS guidelines given by UGC]



Approved in BOS	Approved in BOF	Approved in Academic Council
11/07/2020	22-08-2020	13/09/2020 Vide Agenda No. 4.3.1

Quantum University, Roorkee

22 KM Milestone, Dehradun-Roorkee Highway, Roorkee (Uttarakhand)

Website: www.quantumuniversity.edu.in



Study & Evaluation Scheme Study Summary

Name of the Faculty	Faculty of Computer Application
Name of the School	Quantum School of Technology
Name of the Department	Department of Computer Application
Program Name	Bachelors of Computer Applications
Duration	3 Years
Medium	English

Evaluation Scheme

	Internal	End Semester						
Type of Papers	Evaluation	End Semester Evaluation	Total (%)					
	(%)	(%)	(70)					
Theory	40	60	100					
Practical/								
Dissertations/Project	40	60	100					
Report/ Viva-Voce								
Internal Ev	valuation Compon	ents (Theory Papers)						
Mid Semester		60 Marks						
Examination								
Assignment –I		30 Marks						
Assignment-II	30 Marks							
Attendance		50 Marks						
Internal Evo	aluation Compone	nts (Practical Papers))					
Quiz One		30 Marks						
Quiz Two		30 Marks						
Quiz Three		30 Marks						
Lab Records/ Mini		30 Marks						
Project								
Attendance		50 Marks						
End Sen	nester Evaluation	(Practical Papers)						
ESE Quiz		40 Marks						
ESE Practical	40 Marks							
Examination								
Viva- Voce		20 Marks						



Structure of Question Paper (ESE Theory Paper)

The question paper will consist of 5 questions, one from each unit. Student has to Attempt all questions. All questions carry 20 marks each. Parts a) and b) of question Q1 to Q5 will be compulsory and each part carries 2 marks. Parts c), d) and e) of Q1 to Q5 Carry 8 marks each and the student may attempt any 2 parts.

Important Note:

- 1. The purpose of examination should be to assess the Course Outcomes (CO) that will ultimately lead to attainment Programme Outcomes (PO). A question paper must assess the following aspects of learning as planned for a specific course i.e Remember, Understand, Apply, Analyze, Evaluate & Create (reference to Bloom's Taxonomy). The standard of question paper will be based on mapped BL level complexity of the unit of the syllabus, which is the basis of CO attainment model adopted in the university.
- 2. Case Study is essential in every question paper (wherever it is being taught as a part of pedagogy) for evaluating higher-order learning. Not all the courses might have case teaching method used as pedagogy.
- 3. There shall be continuous evaluation of the student and there will be a provision of real time reporting on QUMS. All the assignments will evaluated through module available on ERP for time and access management of the class.



Program Structure – Bachelor of Computer Applications

Introduction

Bachelor of Computer Application (BCA) is ideal for those who love computers and want to delve deeper into how they operate, software, hardware and related tools and technologies. So, let's explore more about this course, the career scope of BCA and see what it has to offer.

BCA Scope

Bachelor in Computer Application (BCA) is generally offered as a 3 year degree course that aims to impart to students with knowledge of software development and programming, Java, C++, computer networking and Database Management. Any individual with high school qualifications can apply for this course. There is an extensive scope of BCA in contemporary times as graduates can choose from a varied range of opportunities like web designing, computer programming, database administration, amongst others.

Further, as the global tech industry paces towards newer heights, the demand for software developers and programmers is only rising up. The immense BCA scope opens up a lot of opportunities for the students. One of the perks it offers is stream versatility. Even those students who opted for Arts or Commerce stream in high school can opt for a BCA degree and steer towards a career in website or app development and software designing which was a field only reserved for science students earlier.

Career Scope of BCA

For those who choose to directly explore job opportunities after completing their undergraduate degree, BCA is a skill-oriented course and thus getting a job is comparatively easier for graduates as compared to purely academic courses like BSc or B.Com. There are lucrative career opportunities in the private and public sector for BCA graduates. So, if you are wondering what to after BCA, here are some of the jobs that come under the scope of BCA:

- 1. Web Developer
- 2. Database Administrator
- 3. Software Developer
- 4. Software Developer
- 5. Computer Programmer
- 6. System Engineer
- 7. Computer Systems Analyst



- 8. System Administrator/ IT Administrator
- 9. Computer Scientist

Scope of BCA in the Government Sector

Apart from private sectors, completing a BCA degree opens up numerous opportunities in various Government sectors. They can get job offers like Probationary officer, Army and Navy, IAS, IPS, CBI, RRB and UPSC. There are several graduate-level entrance exams that are conducted where only BCA degree holders can apply for which grants entry into these Government sectors like UPSC, CDSE, SSC CGL, etc.

BCA Scope in India and Abroad

The IT sector is among the highest paying fields for BCA graduates in India and abroad. BCA scope is immense with lot of job opportunities. You will be eligible for entry level jobs or go for further studies such as MCA or MBA. From banks to game designing firms it is easy to find job if you have relevant knowledge and skills. Students can also work freelance or in big MNCs all over the world.

Major Employment Areas

Owing to the extensive BCA scope, graduates can choose from a plethora of sectors offering lucrative job opportunities. Here are the popular employment sectors for BCA graduates:

- Financial Institutions
- Banks
- Consultancies
- IT Companies
- Multimedia & Animation
- Graphic Design
- Actuaries
- Security & Surveillance
- Game Designing
- Software Development Companies



Curriculum (20-23) Version 2020.03

Quantum School of Technology

Bachelor of Computer Application

PC: 01-3-11

BREAKUP OF COURSES

Sr. No	CATEGORY	CREDITS
1	Foundation Core (FC)	11
2	Program Core (PC)	88
3	Program Electives (PE)	12
4	Open Electives (OE)	9
5	Internship Presentation	2
6	Value Added Programs (VAP)	5
7	Disaster Management*	2*
8	General Proficiency	5
	TOTAL NO. OF CREDITS	132

^{*}Non-CGPA Audit Course

SEMESTER-WISE BREAKUP OF CREDITS

	Foundation Core	8			4	5	6	
		0	-	-	-	-	3	11
2 F	Program Core	9	17	18	19	9	16	88
3 F	Program Electives	-	-	-	-	6	6	12
4 (Open Electives		3	3	3	-	-	9
	Internship Presentation			1		1		2
6 V	VAP	1	1	1	1	1	-	5
7 I	Disaster Management*	2*						2*
8 (General Proficiency	1	1	1	1	1		5
Т	TOTAL CREDITS	19	22	24	24	18	25	132

^{*}Non-CGPA Audit Course MINIMUM CREDIT REQUIREMENT = 132





Course Code	Category	COURSE TITLE	L	Т	P	С	VerVers ion	Course Prerequisite
CA 3101	FC	Programming in C	3	0	0	3	1.0	Nil
CA 3102	PC	Discrete Mathematics	3	2	0	4	1.0	Nil
PS 3101	FC	Human Values & Ethics	2	0	0	2	1.0	Nil
CA 3104	PC	Open Source Softwares and Linux	3	2	0	4	1.0	Nil
EG 3103	FC	English Communication	2	0	0	2	1.0	Nil
CA 3141	FC	Programming in C-Lab	0	0	2	1	1.0	Nil
CA 3143	PC	Open Source Softwares and Linux Lab	0	0	2	1	1.0	Nil
CE3101	FC	Disaster Management	2	0	0	2*	1.0	Nil
VP 3101	VAP	Value Added Program I	0	0	2	1	1.0	Nil
GP3101	GP	General Proficiency	0	0	0	1		
		TOTAL	15	4	6	19		

*Non-CGPA Audit Course Contact Hrs: 19



Course Code	Category	COURSE TITLE	L	Т	P	С	Version	Course Pre- requisite
CA 3204	PC	Software Engineering	3	1	0	4	1.0	Nil
CA 3202 /CA3205	PC	Fundamentals of Data Structures	3	1	0	4	1.0	Nil
CA 3203/ CA3206	PC	Object Oriented Programming Using C++	3	1	0	4	1.0	Nil
CA 3242	PC	Hardware Maintenance Lab	0	0	2	1	1.0	Nil
CA 3244	PC	Data Structures Using Advance C Lab	0	0	4	2	1.0	Nil
CA 3243	PC	Object Oriented Programming Using C++ Lab	0	0	4	2	1.0	Nil
	OE	Open Elective I	3	0	0	3	1.0	Nil
VP 3201	VAP	Value Added Program II	0	0	2	1	1.0	Nil
GP3201	GP	General Proficiency	0	0	0	1		
		TOTAL	12	3	12	22		

Contact Hrs: 22

Open Elective I

Course Code	Category	COURSE TITLE	L	Т	Р	С	Version	Course Prerequisite
CE3011	OE	Carbon Emission & Control	3	0	0	3	1.0	Nil
CS3021	OE	Mining and Analysis of Big data	3	0	0	3	1.0	Nil
AG3011	OE	Ornamental Horticulture	3	0	0	3	1.0	Nil
BB3011	OE	Entrepreneurial Environment in India	3	0	0	3	1.0	Nil
JM3011	OE	Media Concept and Process (Print and	3	0	0	3	1.0	Nil
JIVISUII		Electronic)						
HM3011	OE	Indian Cuisine	3	0	0	3	1.0	Nil
MB3011	OE	SAP 1	3	0	0	3	1.0	Nil
EG3011	OE	French Beginner A1	3	0	0	3	1.0	Nil
MT3011	OE	Elementary Robotics	3	0	0	3	1.0	Nil



Course Code	Categor y	COURSE TITLE	L	Т	P	С		Version	Course Prerequisite
CA 3301	PC	Programming in Java	3		2	0	4	1.0	CA 3203
CA3305/C A 3302	PC	Relational Database Management	3		0	0	3	1.0	Nil
CA 3303	PC	Digital Logic Fundamentals	3		2	0	4	1.0	Nil
CA 3304	PC	Operating System	3		0	0	3	1.0	Nil
CA 3340	PC	Programming In Java Lab	0		0	2	1	1.0	Nil
CA3341	PC	Relational Database Management Lab	0		0	2	1	1.0	Nil
CA3342	PC	Python Programming Lab	0		0	4	2	1.0	Nil
CA3370	FW	Internship Presentation	0		0	2	1	1.0	Nil
	OE	Open Elective II	3		0	0	3	1.0	Nil
VP3301	VAP	Employability Skills I (Numerical Abilities)	0		0	2	1	1.0	Nil
GP3301	GP	General Proficiency	0		0	0	1		
		TOTAL	15		4	12	24		

Contact Hrs: 24

Open Elective II

Course Code	Category	COURSE TITLE	L	Т	P	С	Version	Course Prerequisite
CE3013	OE	Environment Pollution and Waste	3	0	0	3	1.0	Nil
CLSO15		Management						
CS3023	OE	Big Data Analytics: HDOOP Framework	3	0	0	3	1.0	Nil
AG3013	OE	Organic farming	3	0	0	3	1.0	Nil
BB3013	OE	Establishing a New Business	3	0	0	3	1.0	Nil
JM3013	OE	Photo Journalism	3	0	0	3	1.0	Nil
HM3013	OE	Chinese Cuisine	3	0	0	3	1.0	Nil
MB3013	OE	SAP 3	3	0	0	3	1.0	Nil
EG3013	OE	French Intermediate B1	3	0	0	3	1.0	Nil
EG3002	OE	Report Writing	3	0	0	3	1.0	Nil



Course Code	Category	COURSE TITLE	L	Т	P	С	Version	Course Prerequisite
CA 3401	PC	Computer Networks	3	2	0	4	1.0	Nil
CA 3402	PC	Computer Organization	3	2	0	4	1.0	Nil
CA 3403	PC	Web Technology	3	2	0	4	1.0	Nil
CA 3405	PC	C#.Net	3	1	0	4	1.0	Nil
CA 3440	PC	Computer Networks Lab	0	0	2	1	1.0	Nil
CA 3442	PC	C#.Net Lab	0	0	2	1	1.0	Nil
CA 3441	PC	Web Technology Lab	0	0	2	1	1.0	Nil
	OE	Open Elective III	3	0	0	3	1.0	Nil
VP3401	VAP	Value Added Program IV	0	0	2	1	1.0	Nil
GP3401	GP	General Proficiency	0	0	0	1		
		TOTAL	15	7	8	24		

All students are required to attend 04 to 06 weeks Industrial Training after 4^{th} semester. This training will be evaluated and awarded in 5^{th} semester.

Contact Hrs: 24

Open Elective III

Course Code	Category	COURSE TITLE	L	T	P	С	Version	Course Prerequisite
CE3015	OE	Hydrology	3	0	0	3	1.0	Nil
CS3025	OE	Data Science Models : Regression,	3	0	0	3	1.0	Nil
C33025		Classification and Clustering						
AG3015	OE	Musroom Cultivation	3	0	0	3	1.0	Nil
BB3015	OE	E-commerce	3	0	0	3	1.0	Nil
JM3015	OE	Media industry and Management	3	0	0	3	1.0	Nil
HM3015	OE	Italian Cuisine	3	0	0	3	1.0	Nil
MB3015	OE	SAP 5	3	0	0	3	1.0	Nil
EG3015	OE	French Advance C1	3	0	0	3	1.0	Nil
MT3015	OE	Robotic Industry 4.0	3	0	0	3	1.0	Nil



Course Code	Category	COURSE TITLE	L	Т	P C		Version on	Course Prerequisite
CA3501	PC	PHP and MYSQL Programming	3	0	0	3	1.0	Nil
EE3503	PC	Mobile Technology	3	0	0	3	1.0	Nil
CA3543	PC	MYSQL and PHP Programming Lab	0	0	2	1	1.0	Nil
EE3547	PC	Lab on Mobile Technology	0	0	2	1	1.0	Nil
CA3544	PC	Advanced Python Lab	0	0	2	1		
CA3570	FW	Internship Presentation	0	0	2	1	1.0	Nil
VP3501	VAP	Value Added Program V	0	0	2	1	1.0	Nil
	PE	Program Elective I	3	0	0	3	1.0	Nil
	PE	Program Elective II	3	0	0	3	1.0	Nil
GP3501	GP	General Proficiency	0	0	0	1		
		TOTAL	12	0	10	18		

Contact Hrs: 18

SEMESTER 6

Course Code	Category	COURSE TITLE	L	Т	P	С	Version	Course Prerequisite
CA3601	PC	Intelligent Data Analytics	4	0	0	4	1.0	Nil
MA3603	FC	Mathematics	3	0	0	3	1.0	Nil
CA3640	PC	Project	10	0	0	10	1.0	Nil
CA3641	PC	Seminar	0	0	3	2	1.0	Nil
	PE	Program Elective III	3	0	0	3	1.0	Nil
	PE	Program Elective IV	3	0	0	3	1.0	Nil
		TOTAL	23	0	3	25		

Contact Hrs: 25



PROGRAM ELECTIVES

Elective	Course Code	COURSE TITLE	L	Т	P	С	Version	Course Prerequisite
I	CA 3503	Multimedia and Animation	3	0	0	3	1.0	Nil
1	CA3504	IT Infrastructure Management	3	0	0	3	1.0	Nil
	CA3505	Machine Learning Concepts	3	0	0	3	1.0	Nil
CA 3506	Cloud Computing Foundation	3	0	0	3	1.0	Nil	
	CA 3602	E-Commerce	3	0	0	3	1.0	Nil
III	CA 3603	Cryptography and Network Security	3	0	0	3	1.0	Nil
IV	CA 3604	Introduction to Cyber Law and Crimes	3	0	0	3	1.0	Nil
I V	CA 3605	Introduction to Mobile Application Development	3	0	0	3	1.0	Nil

Contact Hrs: 32



B. Choice Based Credit System (CBCS)

Choice Based Credit System (CBCS) is a versatile and flexible option for each student to achieve his target number of credits as specified by the UGC and adopted by our university.

The following is the course module designed for the B.C.A program:

Core competency: Students will acquire core competency computer application and in allied subject areas.

Program/Discipline Specific Elective Course (DSEC):

Skilled communicator: The course curriculum incorporates basics and advanced training in order to make a graduate student capable of expressing the subject through technical writing as well as through oral presentation.

Critical thinker and problem solver: The course curriculum also includes components that can be helpful to graduate students to develop critical thinking ability by way of solving problems/numerical using basic & advance knowledge and concepts of Computer Studies.

Sense of inquiry: It is expected that the course curriculum will develop an inquisitive characteristic among the students through appropriate questions, planning and reporting experimental investigation.

Skilled project manager: The course curriculum has been designed in such a manner as to enabling a graduate student to become a skilled project manager by acquiring knowledge about technical project management, writing, planning, study of ethical standards and rules and regulations pertaining to technical project operation.

Ethical awareness/reasoning: A graduate student requires understanding and developing ethical awareness/reasoning which the course curriculums adequately provide.

Lifelong learner: The course curriculum is designed to inculcate a habit of learning continuously through use of advanced ICT technique and other available techniques/books/journals for personal academic growth as well as for increasing employability opportunity.

Value Added Course (VAC): A value added audit course is a non-credit course which is basically meant to enhance general ability of students in areas like soft skills, quantitative aptitude and reasoning ability - required for the overall development of a student and at the same time crucial for industry/corporate demands and requirements. The student possessing these skills will definitely develop acumen to perform well during the recruitment process of any premier organization and will have the desired confidence to face the interview. Moreover, these skills are also essential in day-to-day life of the corporate world. The aim is to nurture every student for making effective communication, developing aptitude and a general reasoning ability for a better performance, as desired in corporate world. There shall be four courses of Aptitude in Semester I, II, III, IV, V semesters and two courses of Soft Skills in every Semesters and will carry no credit, however, it will be compulsory for every student to pass these courses with minimum 45% marks to be eligible for the certificate. These marks will not be included in the calculation of CGPI. Students have to specifically be registered in the specific course of the respective semesters.

Skill Enhancement Course: This course may be chosen from a pool of courses designed to provide value-based and/or skill-based knowledge.



Generic/Open Elective Course (OEC): Open Elective is an interdisciplinary additional subject that is compulsory in a program. The score of Open Elective is counted in the overall aggregate marks under Choice Based Credit System (CBCS). Each Open Elective paper will be of 3 Credits in II, III, IV, V and IV semesters. Each student has to take Open/Generic Electives from department other than the parent department. Core / Discipline Specific Electives will not be offered as Open Electives.

Non-Credit CGPA: This is a compulsory course but audit that does not have any choice and will be of 3 credits. Each student of B.C.A Program has to compulsorily pass the Environmental Studies and Human values & professional Ethics and NSS.

C. PROGRAM OUTCOMES OF BCA.

	Apply the knowledge of mathematical, science and computer
knowledge	programming to solve of computer software problems.
Problem analysis	Identify, formulate, review research literature, analyze complex problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and computer software
Development of solutions	Design solutions for complex problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
Modern tool usage	Create, select, and apply appropriate techniques, resources, and modern software development and IT tools.
Environment and sustainability	Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
Ethics	Apply ethical principles and commit to professional ethics and responsibilities and norms of the software development practice.
Individual and team work	Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
Communication	Communicate effectively on complex software programming activities with the software development community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
Life-Long learning	Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.
	Problem analysis Development of solutions Modern tool usage Environment and sustainability Ethics Individual and team work Communication



D. Program Specific Outcomes:

PSO1-To pursue further studies to get specialization in Computer Science and Application, Economics, Mathematics, business administration.

- **PSO2**-To pursue the career in corporate sector can opt for MBA or MCA.
- PSO3-To Work in the IT sector as programmer, system engineer, software tester, junior programmer, web developer, system administrator, software developer etc.

Program Educational Objectives (PEO's)

- **PEO1.** To be well familiar with the concepts of Computer Applications for leading a successful career in industry or as entrepreneur or to pursue higher education.
- **PEO 2.** To develop techno-commercial skills for providing effective solutions to complex problems using domain knowledge of Computer Science and Applications
- **PEO 3.** To instill lifelong learning approach towards constantly evolving technologies with innovative and ethical mindset.

E. Pedagogy & Unique practices adopted:

"Pedagogy is the method and practice of teaching, especially for teaching an academic subject or theoretical concept". In addition to conventional time-tested lecture method, the institute will emphasize on experiential learning:

Role Play & Simulation: Role- play and simulation are forms of experiential learning. Learners take on different roles, assuming a profile of a character or personality, and interact and participate in diverse and complex learning settings. Role-play and simulation function as learning tools for teams and groups or individuals as they "play" online or face-to-face. They alter the power ratios in teaching and learning relationships between students and educators, as students learn through their explorations and the viewpoints of the character or personality they are articulating in the environment. This student-centered space can enable learner-oriented assessment, where the design of the task is created for active student learning. Therefore, role-play& simulation exercises such as virtual share trading, marketing simulation etc. are being promoted for the practical-based experiential learning of our students.

Video Based Learning (VBL) & Learning through Movies (LTM): These days technology has taken a front seat and classrooms are well equipped with equipment and gadgets. Video-based learning has become an indispensable part of learning. Similarly, students can learn various concepts through movies. In fact, many teachers give examples from movies during their discourses. Making students learn few important theoretical concepts through VBL & LTM is a good idea and method. The learning becomes really interesting and easy as videos add life to concepts and make the learning engaging and effective. Therefore, our institute is promoting VBL & LTM, wherever possible.



Field/Live Projects: The students, who take up experiential projects in companies, where senior executives with a stake in teaching guide them, drive the learning. All students are encouraged to do some live project other their regular classes.

Industrial Visits: Industrial visit are essential to give students hand-on exposure and experience of how things and processes work in industries. Our institute organizes such visits to enhance students' exposure to practical learning and work out for a report of such a visit relating to their specific topic, course or even domain.

MOOCs: Students may earn credits by passing MOOCs as decided by the college. Graduate level programs may award Honors degree provided students earn pre-requisite credits through MOOCs. University allows students to undertake additional subjects/course(s) (In-house offered by the university through collaborative efforts or courses in the open domain by various internationally recognized universities) and to earn additional credits on successful completion of the same. Each course will be approved in advance by the University following the standard procedure of approval and will be granted credits as per the approval. Keeping this in mind, University proposed and allowed a maximum of two credits to be allocated for each MOOC courses. In the pilot phase it is proposed that a student undertaking and successfully completing a MOOC course through only NPTEL could be given 2 credits for each MOOC course.

For smooth functioning and monitoring of the scheme the following shall be the guidelines for MOOC courses, Add-on courses carried out by the College from time to time.

- a) It will necessary for every student to take at least one MOOC Course throughout the programme.
- b) There shall be a MOOC co-ordination committee in the College with a faculty at the level of Professor heading the committee and all Heads of the Department being members of the Committee.
- c) The Committee will list out courses to be offered during the semester, which could be requested by the department or the students and after deliberating on all courses finalize a list of courses to be offered with 2 credits defined for each course and the mode of credit consideration of the student. The complete process shall be obtained by the College before end of June and end of December for Odd and Even semester respectively of the year in which the course is being offered. In case of MOOC course, the approval will be valid only for the semester on offer.
- d) Students will register for the course and the details of the students enrolling under the course along with the approval of the Vice Chancellor will be forwarded to the Examination department within fifteen days of start of the semester by the Coordinator MOOC through the Principal of the College.
- e) After completion of MOOC course, Student will submit the photo copy of Completion certificate of MOOC Course to the Examination cell as proof.
- f) Marks will be considered which is mentioned on Completion certificate of MOOC Course.



g) College will consider the credits only in case a student fails to secure minimum required credits then the additional subject(s) shall be counted for calculating the minimum credits required for the award of degree.

Special Guest Lectures (SGL) & Extra Mural Lectures (EML): Some topics/concepts need extra attention and efforts as they either may be high in difficulty level or requires experts from specific industry/domain to make things/concepts clear for a better understanding from the perspective of the industry. Hence, to cater to the present needs of industry we organize such lectures, as part of lecture-series and invite prominent personalities from academia and industry from time to time to deliver their vital inputs and insights.

Student Development Programs (SDP): Harnessing and developing the right talent for the right industry an overall development of a student is required. Apart from the curriculum teaching various student development programs (training programs) relating to soft skills, interview skills, SAP, Advanced excel training etc. that may be required as per the need of the student and industry trends, are conducted across the whole program. Participation in such programs is solicited through volunteering and consensus.

Industry Focused programmes: Establishing collaborations with various industry partners to deliver the programme on sharing basis. The specific courses are to be delivered by industry experts to provide practice-based insight to the students.

Special assistance program for slow learners & fast learners: write the note how would you identify slow learners, develop the mechanism to correcting knowledge gap. Terms of advance topics what learning challenging it will be provided to the fast learners.

Induction program: Every year 3 weeks induction program is organized for 1st year students and senior students to make them familiarize with the entire academic environment of university including Curriculum, Classrooms, Labs, Faculty/ Staff members, Academic calendar and various activities.

Mentoring scheme: There is Mentor-Mentee system. One mentor lecture is provided per week in a class. Students can discuss their problems with mentor who is necessarily a teaching faculty. In this way, student's problems or issues can be identified and resolved.

Competitive exam preparation: Students are provided with one class in every week for GATE/Competitive exams preparation.

Extra-curricular Activities: organizing & participation in extracurricular activities will be mandatory to help students develop confidence & face audience boldly. It brings out their leadership qualities along with planning & organizing skills. Students undertake various cultural, sports and other competitive activities within and outside then campus. This helps them build their wholesome personality.



Career & Personal Counseling: - Identifies the problem of student as early as possible and gives time to discuss their problems individually as well as with the parents. Counseling enables the students to focus on behavior and feelings with a goal to facilitate positive change. Its major role lies in giving: Advice, Help, Support, Tips, Assistance, and Guidance.

Participation in Flip Classes, Project based Learning(A2 Assignment), Workshops, Seminars & writing & Presenting Papers: Departments plan to organize the Flip Classes, Project based Learning(A2 Assignment), workshops, Seminars & Guest lecturers time to time on their respective topics as per academic calendar. Students must have to attend these programs. This participation would be count in the marks of general Discipline & General Proficiency which is the part of course scheme as non-credit course.

Formation of Student Clubs, Membership & Organizing & Participating events: Every department has the departmental clubs with the specific club's name. The entire student's activity would be performed by the club. One faculty would be the coordinator of the student clubs & students would be the members with different responsibility.

Capability Enhancement & Development Schemes: The Institute has these schemes to enhance the capability and holistic development of the students. Following measures/ initiatives are taken up from time to time for the same: Career Counseling, Soft skill development, Remedial Coaching, Bridge Course, Language Lab, Yoga and Meditation, Personal Counseling

Library Visit & Utilization of QLRC: Students may visit the library from morning 10 AM to evening 8 PM. Library created its resources Database and provided Online Public Access Catalogue (OPAC) through which users can be accessed from any of the computer connected in the LAN can know the status of the book. Now we are in process to move from OPAC to KOHA.



Detailed Syllabus (Semester wise /course wise)

SEMESTER 1 Year -1

	SEMESTER 1 Year -1							
CA-3101	Title: Programming in C	L	TF		C			
Version No.	1.0	3	0 0		3			
Course Prerequisites	Nil							
	To learn the fundamentals of computers .To understand the v	ario	us ste	ns	in			
Objective	Program development .To learn to write programs using structure							
Solution	approach in C to solve problems.	Р	- 6		8			
	Upon completion of the course, the student should be able to	Effe	ctivel	v 8	and			
T (10)	creatively solve a wide range of graphic design problems. For							
Expected Outcome	compelling interactive experiences for a wide range of audiences.							
	basic knowledge of Gain knowledge in using C language for solving problems.							
Unit No.	Unit Title		No. of					
		(Per U	ni	<u>t)</u>			
Unit 1	Basics of Computer		7					
	puter Hardware, Bits and Bytes, Components, Programming Language							
	ge, Low- and High-Level Languages, Procedural and Object-Oriented	ı Laı	nguag	es,				
Application and System Softw		T						
Unit 2	Fundamental of C Programming		7	41				
	ng- Identifiers, The main () Function, The printf () Function Programmer Types, Arishmetic Operations, Function, Types, Verichles, on							
	a Types, Arithmetic Operations, Expression Types, Variables and Associatively, Declaration Statements, Initialization. Assign							
	ype Conversions (Casts), Assignment Variations, Mathematical Librations							
Interactive Input, Formatted C		агуг	uncu	J115	٠,			
Unit 3	Control Flow and Looping	Ī	7					
	essions – Logical Operators: Selection: if-else Statement, nested if, e	exam	nles.					
	else-if, examples. Repetition: Basic Loop Structures, Pretest and Post							
	ition-Controlled Loops, The while Statement, The for Statement, Ne				The			
do-while Statement.								
Unit 4	Functions and Arrays		8					
	ion and Parameter Declarations, Returning a Value, Local, Global V							
	assing Addresses to a Function, Storing Addresses, Using Addresses							
	esses to a Function. Arrays & Strings: One-Dimensional Arrays, In)ut	put			
	ization, Arrays as Function Arguments, Two-Dimensional Arrays, L			٠,				
	s Strings: String Fundamentals, String Input and Output, String Pro	cessi	ng, L	ıbr	ary			
Functions. Unit 5	Pointer, Structure and File Handling	T	7					
	Concept of a Pointer, Initialisation of pointer variables, point	erc	•	act	ion			
	s, Dangling memory, address arithmetic, character pointers and fur							
to pointers Dynamic memo	ry management functions, command line arguments. Structures:	Der	ived	tvr	es			
	ization of structures, accessing structures, nested structures, array							
structures and functions, pointers to structures,								
, I	·							
1. KR Venugopal,."Mastering C",TMH								
Text Books 2. Y. kanetkar "Let us C", BPB Publication								
3. E. Balagurusamy"Programming in ANSI C" TMH								
Reference Books	1. Dennis Ritchie The C Programming Language" TMH							
Mode of Evaluation	Internal and External Examinations							
Recommended by Board	11-07-2020							
of Studies on								



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	understand the concept of hardware , software, and programming languages- low level & high level and OOPs concept.		S
CO2	understand the fundamentals of C programming like data types, operator and its precedence, associativity formatted outputs etc.		S
CO3	understand and implement the concept of control flow and looping.	2	Emp
CO4	understand and implement the concept of functions and arrays.	3	Emp
CO5	understand and implement the concept of pointer structure and file handling and apply these for real world problems.		Emp

Course	Progra	Program Outcomes (Course Articulation Matrix (Highly Mapped-									Program Specific Outcomes		
Outcomes	3, Moderate- 2, Low-1, Not related-0)												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1	3	2	1	2	1	1	2	2	2	2	2	2	
CO 2	2	3	2	3	1	2	2	2	2	2	2	2	
CO 3	3	2	1	2	1	2	1	2	2	2	2	2	
CO 4	3	3	3	2	1	2	2	2	2	2	2	2	
CO 5	2	3	3	2	2	3	2	3	3	3	3	3	
Avg	2.6	2.6	2	2.2	1.2	2	1.8	2.2	2.2	2.2	2.2	2.2	



CA 3102	Title: Discrete Mathematics	L T PC
		3 2 0 4
Version No.	1.0	
Course Prerequisites	Nil	
Objective	Write an argument using logical notation and determine if the valid. Demonstrate the ability to write and evaluate a proof or structure of and give examples of each proof technique descri	outline the basic bed.
Expected Outcome	A number of recurring themes, and a set of general principles application to the field of computer science and discrete mathelegal, ethical, and cultural issues inherent in the discipline of or	ematics . The social,
Unit No.	Unit Title	No. of Hrs (Per Unit)
Unit 1	Introduction	6
Element Method of Proof, Pro and the Halting Problem	ets, The Language of Relations and Function Set Theory: Defin operties of Sets, Disproofs, Algebraic Proofs, Boolean Algebras	
Unit 2	Logic, Quantified Statements, Functions	7
	ements: Logical Form and Logical Equivalence, Conditional State Defined on General Sets, One-to-One and Onto, Inverse Funct pplications to Computability	
Unit 3	Number Theory and Methods of Proof	8
Division into Cases and the Q	nd Methods of Proof: Introduction to Direct Proofs, Rational N uotient-Remainder Theorem, Floor and Ceiling, Indirect Argun sical Theorems, Applications in algorithms	
Unit 4	Relations, Graph & Tree	7
Relations Graphs and Trees: I	Reflexivity, Symmetry, and Transitivity, Equivalence Relations Definitions and Basic Properties, Trails, Paths, and Circuits, Ma Graphs, Trees, Rooted Trees, Isomorphism's of Graphs, Spanni	trix Representations
Unit 5	Counting and Probability	8
Multiplication Rule, Counting Subsets of a Set: Combination	roduction, Possibility Trees and the Multiplication Rule, Poss Elements of Disjoint Sets: The Addition Rule, The Pigeonhols, Combinations with Repetition Allowed, Probability Axioms' Formula, and Independent Events	e Principle, Counting and Expected Value,
Text Books	1.Sussana S. Epp, Discrete Mathematics with Applications, C 2.Seymour Lipschutz ,Discrete Mathematics, Schaum's Outlin Lipson, Tata MCGraw Hill	nes Series, Marc
Reference Books	Kenneth H. Rosen , Discrete Mathematics and its Application Hill B Kolman RC Busby, S Ross, Discrete mathematical structure	·
Mode of Evaluation	Internal and External Examinations	
Recommended by Board of Studies on	11-07-2020	
Date of Approval by the Academic Council on	13-09-2020	



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand the concepts of set along with proofs to prove equality in sets. Various operations on sets, Principle of inclusion and	2	S
CO2	exclusion, and various properties of Relation. Students should be able to understand propositions and then would be able to find out the validity of the argument.		Emp
CO3	Students should be able to get complete knowledge of number theory, induction and various operations on integers.		S
CO4	Students should be able to understand the concepts of Graphs, Trees and related theorems along with various related algorithms. They will also learn Relation concepts and properties	3	Emp
CO5	Students should be able to solve the problems of Permutation, Probability and Combination. They will learn the concepts of counting theory and techniques.	2	Emp

Course	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped-								Prog	ram Spec	cific Outcomes
Outcomes		3, Moderate- 2, Low-1, Not related-0)										
	PO1	PO2	PEO1	PEO1	PEO1	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	2	2	_	2	2	2	2	2	_	2	2
	3	3	3	2	3	2	3	2	3	2	2	3
CO 2	2	2	2	2	2	,		2	1	2	2	1
	3	3	3	3	2	3	2	2	2	3	2	1
CO 3	_	2	_	2	_		_	2	1	2	2	2
	3	3	2	3	2	2	3	3	3	3	2	2
CO 4								_			_	
	2	2	3	2	2	3	3	2	3	2	3	2
CO 5												
	3	2	3	3	1	1	3	2	3	3	2	3
Avg												
	2.8	2.6	2.8	2.6	2	2.2	2.8	2.2	2.8	2.6	2.2	2.2



PS3101	Title: Human Values and Ethics	LTP C 2002				
Version No.	1.0					
Course Prerequisites	Nil					
Objectives	To facilitate the development of a holistic perspective among stu- life and profession as well as towards happiness and prosperity bunderstanding of the human reality and the rest of existence					
Expected Outcome	This course will make the students aware and sensitive to value life situations. It will help them to discriminate between epheme value and to discriminate between essence and form					
Unit No.	Unit Title	No. of hours (per Unit)				
Unit I	Introduction of Value Education	5				
	ic guidelines, content and process of Value Education rations: Self Exploration—its content and process	<u> </u>				
Unit II	Understanding Harmony - Harmony in Myself!	5				
in relationship.	harmony; as a co-existence of the sentient, attitude and its importa aracteristics and activities of Self ('I') Understanding Harmony in the Family and Society	5				
	les in human relationships; meaning of Nyaya, Trust (Vishwas) aralues of relationships. 2. Harmony in society: Samadhan, Samridhi, an Goals.					
Unit IV	Understanding Harmony in the Nature and Existence	4				
1. Understanding the harmony self-regulation in nature 2. Nat	in Nature: Interconnectedness among the four orders of nature- re ural perception of harmony at all levels of existence	cyclability and				
Unit V	Understanding Professional Ethics	5				
b) Ability to identify the scoc) Ability to identify and de production systems.	ressional competence for augmenting universal human order ope and characteristics of people-friendly and eco-friendly productivelop appropriate technologies and management patterns for above	ve -				
Text Books	1.R.R Gaur, R Sangal, G P Bagaria, A foundation course in Hun professional Ethics, Excel books, New Delhi,					
Reference Books 1.A.N. Tripathy, Human Values, New Age International Publishers. 2.B L Bajpai,, Indian Ethos and Modern Management, New Royal Book Co., Lucknow. B P Banerjee, Foundations of Ethics and Management, Excel Books						
Mode of Evaluation	Internal and External Examinations					
Recommendation by Board of Studies on	11-07-2020					
Date of approval by the Academic Council	13-09-2020					



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand the significance of value inputs in a classroom, distinguish between values and skills, understand the need, basic guidelines, content and process of value education, explore the meaning of happiness and prosperity and do a correct appraisal of the current scenario in the society	2	S
CO2	Students should be able to Distinguish between the Self and the Body, understand the meaning of Harmony in the Self the Co-existence of Self and Body.		s
CO3	Students should be able to understand the value of harmonious relationship based on trust, respect and other naturally acceptable feelings in human-human relationships and explore their role in ensuring a harmonious society.	3	Emp
CO4	Students should be able to understand the harmony in nature and existence, and work out their mutually fulfilling participation in the nature.		Emp
CO5	Students should be able to distinguish between ethical and unethical practices, and start working out the strategy to actualize a harmonious environment wherever they work.	2	S

CO-PO Mapping for PS 3101

Course	Progra	am Out	comes (Course	apped-	- Program Specific Outcomes						
Outcomes		3, Moderate- 2, Low-1, Not related-0)										
	PO1	PO1 PO2 PO3 PO4 PO5 PO6 PO7 PO8 PO								PSO1	PSO2	PSO3
CO 1	2	2	_	2	2	_	2	2	1	2	2	2
	3	2	2	2	2	2	3	3	1	3	3	2
CO 2	1	2	3	2	3	2	2	1	3	2	2	2
CO 3	2	2	2	3	2	3	3	3	2	1	3	2
CO 4	2	3	2	2	2	3	2	3	3	3	3	3
CO 5	3	2	3	3	2	2	2	2	3	2	2	2
Avg	2.2	2.2	2.4	2.4	2.2	2.4	2.4	2.4	2.4	2.2	2.6	2.2



CA3104	Title: Open Office and Linux	L T		P C	3					
		2		0	4					
Version No.	1.0									
Course Prerequisites	Nil									
	The Community's goal is that Open Office becomes the product of choice for									
Objective	users of office software, on any major platform in any language. However, it is									
•	recognized that office suites are a mature product, and so users				et					
	currently installed on their PCs will probably be quite comforta			t.						
Expected Outcome	OpenOffice.org adopted a development guideline that future volume OpenOffice.org would run on free implementations of Java.	ersions	OI							
Unit No.	Unit Title No. of									
Cint 140.	(Per U									
Unit 1	Introduction To LINUX			7						
What Is Linux? -The Problem	ns with Windows -The Benefits of Linux – Proprietary Software	e and th	e C	ъPL	-					
GNU and Linux Together- Di	fferent Flavors of Linux- Who Uses Linux?- Understanding Ho									
from Windows- Using Ubunt										
Unit 2	Bash Shell			7						
	Vorking with Files-Listing Files-Copying Files and Directories									
	nd Directories – Changing and Creating Directories-Real Files									
	The File System Explained -File Searches -Using the find C									
Amount of Free Space	where is Command-File Size and Free Space –Viewing File Size	es -rina	mg	; Oi	ii ine					
Unit 3	Writer — The Word Processor			7						
	ng a Document -Laying Out the Page-Setting paper size, margi	ns and		•	ation -					
	-Numbering pages –Entering and Editing Text-Modifying text-									
	text - Correcting mistakes automatically-Printing -Adding									
	aragraphs-Aligning paragraphs -Spacing your lines -Making Li									
	-Creating a style - tables and columns			_						
Unit 4	CALC — The Spreadsheet			7						
	ting Your Data -Entering your data -Editing your data - Filling									
	vs-Copying, pasting, cutting, dragging, and dropping your cell									
	tracting, and More -Adding and other arithmetic -Adding with									
Rocketing into Orbit with Fur	nctions Using the Auto Pilot: Functions dialog box –Editing fun-	ctions -	En	terii	ıg					
Unit 5	and pasting formulas –Creating formula arrays IMPRESS — The Presentation			8						
	ening an existing presentation -Adding Slides –Adding text to a	alida			ı Vour					
	aking Presentations Picture Perfect -Adding Images -Clipping a									
	eating a plain-colored background -Creating a gradient back									
	p image as a background -Creating 3-D text-Inserting 3-D									
	ects Effectively -Creating Animation Effects	3								
	1. Keir Thomas and Andy Channelle with Jaime Sicam, "Beg	ginning	Ub	untı	J					
Text Books	Linux", Apress									
I CAL DUOAS	2. Gurdy Leete, Ellen Finkelstein, and Mary Leete, "Openoffi	ce.org f	or							
	dummies", Wiley Publishing, Inc	1.								
Reference Books	OpenOffice.org BASIC Programming Guide, Andrew Piton Macro Book	ıyak's								
	Internal and External Examinations									
Mode of Evaluation	michiai and Exicinai Examinations									
Recommended by Board	11-07-2020									
of Studies on										
Date of Approval by the	13-09-2020									
Academic Council on										
-										



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand the historical and modern context and operation of free and open source softwares.	2	S
CO2	Students should be able to understand the concept of files and dirctories and their implementation of both of these.	3	Emp
CO3	Students should be able to use open office word processor which is open source software.	2	Emp
CO4	Students should be able to use open office Spreadsheet which is open source.	2	S
CO5	Students should be able to use open office Impress which is open source.	3	Emp

Course		gram (Outcom	es (Cou	rse Art	iculatio	on Matr	ix (Hig	hly	Program Specific Outcomes					
Outcomes		Mappe	ed- 3, N	1oderat	e- 2, L	ow-1, N	lot rela	ted-0)							
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3			
CO 1	_	2	2	2	2	1	2	2	2	2	2	2			
	2	3	2	2	3	1	2	2	3	2	3	2			
CO 2	_		_	•	1	2		_	_	_	2				
	3	2	3	2	1	3	2	3	2	3	2	2			
CO 3			_	2	2	2			2	_	2	2			
	2	2	3	3	2	2	2	2	2	2	2	2			
CO 4				_					_		2				
	2	3	2	2	3	3	2	3	3	2	3	2			
CO 5	_			_	_	_			_						
	2	2	1	3	2	2	2	2	2	3	2	3			
Avg															
	2.2	2.4	2.2	2.4	2.2	2.2	2	2.4	2.4	2.4	2.4	2.2			



EG3103	Title: English Communication	L T P C 2 0 0 2							
Version No.	1.0								
Course Prerequisites	Nil								
Objectives	To impart basic English communication skills to the student-wri reading and listening.	ting, speaking,							
Expected Outcome	The student will gain a sound understanding of the basics of Eng help him in social and professional situations.	lish which will							
Unit No.	Unit Title	No. of hours (per Unit)							
Unit I	Fundamentals of Communication	5							
Communication Process; Defit to Communication: Qualities of	nition, Importance; Forms of Communication, Channels of Comm of a Good Communicator.	nunication; Barriers							
Unit II	Types of Communication	5							
communication- Kinesics, Pro-	unication: Audio-Visual Communication; Effective speaking; Typxemics, Chronemics, Paralanguage.	es of Non-verbal							
Unit III	Listening Skills	4							
Definition and Importance; Ty Barriers; SWOT Analysis.	pes of Listening Skills; Intelligent Listening; Barriers to Listening	and overcoming							
Unit IV	Writing Skills	5							
Use of Grammar; Business Co.	rrespondence; Presentations; Report Writing, Project; Notice and	Circulars.							
Unit V	Use of Communication Skills	5							
Basics of Phonetics; Presentati Discussion.	on Skills- Dos & Don'ts; Extempore, Debate, Role Play, Interview	v, Group							
Suggested Reference Books	Suggested Reference Books 1. P K Agrawal and A K Mishra, Business Communication, Sahitya Bahwan Publication. 2. Vinod Mishra and Narendra Sukla, Business Communication, SBPD Publishing House.								
Mode of Evaluation	Internal and External Examinations								
Recommendation by Board of Studies on	11-07-2020								
Date of approval by the Academic Council	13-09-2020								



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand the concept of communication skills	1	S
CO2	Students should be able to increase self-awareness about English language.	2	S
CO3	Students should be able to develop public speaking abilities.	2	Emp
CO4	Students should be able to present each and everything in correct manner.	2	Emp
CO5	Students should be able discuss the concept of barriers to communication.	3	Emp

CO-PO Mapping for EG 3103

CO-PO Mapping for EG 3103												
Course	P	rogram	Outcon	nes (Co	nly	Program Specific Outcomes						
Outcomes		Mapped- 3, Moderate- 2, Low-1, Not related-0)										
	PO1 PO2 PO3 PO4 PO5 PO6 PO7 PO8 PO9 PSO1 PSO2 PS								PSO3			
CO 1			_		_				_			_
	2	2	2	2	2	2	1	2	3	3	3	2
CO 2	3	3	3	2	3	2	2	3	1	2	2	2
~ -	3	3	3		3			3	1			2
CO 3	2	2	2	3	2	3	3	1	2	3	3	2
CO 4	_	2		_		_		_				2
	2	3	2	2	2	3	3	2	2	l	2	3
CO 5	3	2	2	3	2	2	3	3	3	2	3	2
A	5		-	,			5	J	,		3	
Avg	2.4	2.4	2.2	2.4	2.2	2.4	2.4	2.2	2.2	2.2	2.6	2.2



CA3141	Title: Programming in C-Lab	LTPC					
		0021					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives Learning objectives is to improve confidence in technology use and increased awareness of opportunities afforded to individuals with computer application skills.							
Expected Outcome	To learn and practice the basic concept of C language						
List of Experiments							

- 1. Programs using I/O statements and expressions.
- 2. Programs using decision-making constructs.
- 3. Write a program to find whether the given year is leap year or Not? (Hint: not every centurion year is a leap. For example 1700, 1800 and 1900 is not a leap year)
- **4.** Design a calculator to perform the operations, namely, addition, subtraction, multiplication, division and square of a number.
- 5. Check whether a given number is Armstrong number or not?
- 6. Populate an array with height of persons and find how many persons are above the average height.
- 7. Populate a two dimensional array with height and weight of persons and compute the Body Mass Index of the individuals.
- 8. Given a string —a\$bcd./fg| find its reverse without changing the position of special characters. (Example input:a@gh%;j and output:j@hg%;a)
- 9. Convert the given decimal number into binary, octal and hexadecimal numbers using user defined functions.
- 10. From a given paragraph perform the following using built-in functions:
 - a. Find the total number of words.
 - b. Capitalize the first word of each sentence.
 - c. Replace a given word with another word.
- 11. Solve towers of Hanoi using recursion.
- 12. Sort the list of numbers using pass by reference.
- 13. Generate salary slip of employees using structures and pointers.
- 14. Compute internal marks of students for five different subjects using structures and functions.
- 15. Insert, update, delete and append telephone details of an individual or a company into a telephone directory using random access file.

Mode of Evaluation	Internal and External Examinations
Recommendation by Board	11-07-2020
of Studies on	
Date of approval by the	13-09-2020
Academic Council	



Unit- wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to learn a programming	2	S
	language.		
	Students should be able to learn problem solving techniques.	3	Етр
	Students should be able to write programs in C and to solve the problems.	2	Emp

Course Outcomes	F	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	2	2	2	2	1	2	_	2	2	2	2
	3	2	3	2	3	1	2	2	2	3	3	2
CO 2	3	3	2	3	2	2	2	2	2	2	2	1
CO 3	2	2	2	1	2	3	3	3	3	2	3	3
Avg	2.67	2.33	2.33	2.00	2.33	2.00	2.33	2.33	2.33	2.33	2.67	2.00



CA 3104	Title:Open source softwares and Linux	L T P C 3 2 0 4						
Version No.	1.0							
Course Prerequisites	Nil							
Objective	The Community's goal is that Open Office becomes the products of office software, on any major platform in any language ognized that office suites are a mature product, and so users rently installed on their PCs will probably be quite comfortable	However, it is rec- with a product cur-						
Expected Outcome	OpenOffice.org adopted a development guideline that future verfice.org would run on free implementations of Java.	ersions of OpenOf-						
Unit No.	Unit Title	No. of Hrs						
Unit 1	Introduction To LINUX	7						
What Is Linux? -The Problems with Windows -The Benefits of Linux – Proprietary Software and the GPL- GNU and Linux Together- Different Flavors of Linux- Who Uses Linux?- Understanding How Linux Differs from Windows- Using Ubuntu								
Unit 2	Bash Shell							
Directories -Deleting Files and Users and File Permissions -	What Is the BASH Shell? -Working with Files-Listing Files-Copying Files and Directories -Moving Files and Directories -Changing and Creating Directories-Real Files and Virtual Files Users and File Permissions - The File System Explained -File Searches -Using the find Command -Using the locate Command -Using the where is Command-File Size and Free Space -Viewing File Sizes -Finding Out the Amount of Free Space							
Unit 3	Writer — The Word Processor	7						
Creating headers and footers text -Finding and replacing text	ng a Document -Laying Out the Page-Setting paper size, margin-Numbering pages —Entering and Editing Text-Modifying text-Not - Correcting mistakes automatically-Printing -Adding character Aligning paragraphs -Spacing your lines -Making Lists - Bullet style - tables and columns	Moving and copying or to your characters						
Unit 4	CALC — The Spreadsheet	7						
Creating a Spreadsheet -Inputting Your Data -Entering your data -Editing your data - Filling cells automatically - Managing Columns and Rows-Copying, pasting, cutting, dragging, and dropping your cells -Adding the Art - Formula Basics-Adding, Subtracting, and More -Adding and other arithmetic -Adding with the Sum function - Rocketing into Orbit with Functions Using the Auto Pilot: Functions dialog box -Editing functions -Entering functions manually -Copying and pasting formulas -Creating formula arrays								
Unit 5	IMPRESS — THE PRESENTATION 8							
Creating a Presentation -Opening an existing presentation -Adding Slides -Adding text to a slide -Saving Your Presentation for Posterity - Making Presentations Picture Perfect -Adding Images -Clipping art -Drawing objects -Coloring Backgrounds - Creating a plain-colored background -Creating a gradient background -Hatching a background -Using a bitmap image as a background -Creating 3-D text-Inserting 3-D objects -Animating Impressively -Using Text Effects Effectively -Creating Animation Effects								



BCA Version 2020

Text Books	Keir Thomas and Andy Channelle with Jaime Sicam, "Beginning Ubuntu Linux", Apress GurdyLeete, Ellen Finkelstein, and Mary Leete, "Openoffice.org for dummies", Wiley Publishing, Inc
Reference Books	1.OpenOffice.org BASIC Programming Guide, Andrew Pitonyak's Macro Book
Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to use open source software like Libre office	2	S
CO2	Students should be able to use various Linux command	2	Етр
CO3	Students should be able to use MS word software	2	S

Course	Program Outcomes (Course Articulation Matrix (Highly										Program Specific Outcomes			
Outcomes	Mapped- 3, Moderate- 2, Low-1, Not related-0)													
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1 PSO2 PSO3				
CO 1														
COT	2	3	2	3	3	2	2	3	1	3	2	3		
CO 2														
002	3	1	1	2	2	3	2	2	3	1	3	2		
CO 3														
	2	3	3	1	2	2	2	2	3	2	2	2		
Avg	2.2	2.2	2.0	2.0	2.2	2.2	2.0	2.2	2.2	2.0	2.2	2.2		
	2.3	2.3	2.0	2.0	2.3	2.3	2.0	2.3	2.3	2.0	2.3	2.3		



	Title: Disaster Management	L T PC 2 0 0 2					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	The course is intended to provide a general concept in the dimensions of disasters caused by nature beyond the human control as well as the disasters and environmental hazards induced by human activities with emphasis on disaster preparedness, response and recovery.						
Expected Outcome	Enhance the knowledge by providing existing models in risk reduction strategies to prevent major causalities during disaster.						
Unit No.	Unit Title	No. of hours per Unit)					
Unit: 1	Introduction on Disaster	5					
	er: such as Fire, Industrial Pollution, Nuclear Disaster, Biologica	al Disasters,					
	tail and Road), Structural failures(Building and Bridge), War and Tactical examples for all	errorism etc.					
Causes, effects and pra		errorism etc.					
Causes, effects and pradisasters. Unit II	Risk and Vulnerability Analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis	4					
Causes, effects and pradisasters. Unit II Risk: Its concept and a Development	Risk and Vulnerability Analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis	4					
Causes, effects and pradisasters. Unit II Risk: Its concept and a Development for Vulnerability Reduct Unit III Disaster Preparedness: Safety MeasuresofDisaster.	Risk and Vulnerability Analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis and analysis 4.	4 4. Strategic 5 Warnings and Government,					
Causes, effects and pradisasters. Unit II Risk: Its concept and a Development for Vulnerability Reduct Unit III Disaster Preparedness: Safety MeasuresofDisaster.	Risk and Vulnerability Analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis a ion Disaster Preparedness Concept and Nature . Disaster Preparedness Plan Prediction, Early Role of Information, Education, Communication, and Training, . Role of Communication, and Training, . Role of Communication, and Commun	4 4. Strategic 5 Warnings and Government,					
Causes, effects and pradisasters. Unit II Risk: Its concept and a Development for Vulnerability Reduct Unit III Disaster Preparedness: Safety MeasuresofDisaster. International and NGO E Unit IV Introduction Disaster Preparedness: Plan See International	Risk and Vulnerability Analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis analysis 2. Risk Reduction 3. Vulnerability: Its concept and analysis 4. Concept and Nature . Disaster Preparedness Concept and Nature . Disaster Preparedness Plan Prediction, Early Role of Information, Education, Communication, and Training, . Role of Codies Role of IT in Disaster Preparedness. Role of Engineers on Disaster Disaster Response Training and Activation of Search, Rescue, Evacuation and Logistic Management Role of Code and NGO eandManagement(Trauma,Stress,RumorandPanic).ReliefandRecover	4 4. Strategic 5 Warnings and Government, Management. 5 Emergency Government, Bodies					





Reconstruction and Rehabilitation as a Means of Development. Damage Assessment Post Disaster effects and Remedial Measures. Creation of Long-term Job Opportunities and Livelihood Options, Disaster Resistant House

Construction Sanitation and Hygiene Education and Awareness, Dealing with Victims' Psychology, Long-term Counter Disaster Planning Role of Educational Institute.

· ·	
Text Books	1. Bhattacharya, Disaster Science and Management, McGraw Hill Education Pvt. Ltd.
Reference Books	 Dr. MrinaliniPandey, Disaster Management, Wiley India Pvt.Ltd. Jagbir Singh, Disaster Management: Future Challenges and Opportunities, KW Publishers Pvt. Ltd.
Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Understand the basic concepts of disasters and its relationships with development.	2	S
CO2	Understand the approaches of Disaster Risk Reduction (DRR) and the relationship between vulnerability, disasters, disaster prevention and risk reduction.	2	S
CO3	Understand the Medical and Psycho-Social Response to Disasters.	2	S
CO4	Prevent and control Public Health consequences of Disasters.	2	S
CO5	Awareness of Disaster Risk Management institutional processes in India.	2	S

Course	Program Outcomes (Course Articulation Matrix (Highly Mapped- Program Specific Outcomes											ic Outcomes
Outco	3, Moderate- 2, Low-1, Not related-0)											
mes	PO	PO	PO3	PO	PO5	PO	PO7	PO8	PO	PSO1	PSO2	PSO3
	1	2		4		6			9			
CO 1	2	_	,	_		1	_	2	_	2	2	2
	3	2	1	2	1	1	2	2	2	2	2	2
CO 2	2	3	2	3	1	2	2	2	2	2	2	2
		3		3	1							<u> </u>
CO 3	3	2	1	2	1	2	1	2	2	2	2	2
CO 4												
	3	3	3	2	1	2	2	2	2	2	2	2
CO 5												
	2	3	3	2	2	3	2	3	3	3	3	3
Avg	2 6	2 6			1.0		1.0					
1	2.6	2.6	2	2.2	1.2	2	1.8	2.2	2.2	2.2	2.2	2.2



SEMESTER 2 Year -1

CA 3204	Title:Software Engineering	L T P C 3 1 0 4					
Version No.	1.0						
Course Prerequisites	Nil						
Objective	To understand the best practices in software engineering and sary skills to handle software projects in a principled way.	to develop the neces-					
Expected Outcome	After the completion of this course, the students will be able to of Software Development, Designing & Testing.	o understand the ways					
Unit No.	Unit Title	No. of Hrs (Per Unit)					
Unit I	Introduction to Software Engineering	8					
	ineering, Software Characteristics, Software Crisis, Software E Cycle (SDLC) Models, Software Myths	ngineering Processes,					
Unit II	Software Requirements Definition	7					
The software requirements sp SQA	pecifications (SRS), formal specifications techniques, character	istics of a good SRS,					
Unit III	Software Design and Implementation Issue	7					
Fundamental design, concept umentation guidelines.	design notations, design techniques, structured coding technique	es coding styles, doc-					
Unit IV	Fundamental of Software Testing	7					
What is Testing, Testing Appr	roaches, Testing Principles, Testing Challenges ,Types of Testin	ıg					
Unit V	Software Maintenance	7					
Software Maintenance Overvi Maintenance	iew, Cost of Maintenance, Software Re- Engineering, Reverse I	Engineering, Software					
Text Books	Software Engineering – A Practitioner's Approach by RS McGraw Hill Publishers, New Delhi Software Engineering by Rajib Mall, PHI Publishers, New I						
Reference Books	1. In Integrated Approach to Software Engineering By PankajJalote, Narosa Publication House 2. Software Engineering ,Sangeetasabarwal ,New Age International , New Delhi						
Mode of Evaluation	Internal and External Examinations						
Recommendation by Board of Studies on	11-07-2020						
Date of approval by the Academic Council	13-09-2020						



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Understand about Software Engineering and SDLC (Software development life cycle).	2	S
CO2	Understand about the SRS and Characteristics of SRS	2	S
CO3	Understand about various software designing techniques and implementation issues.	2	Emp
CO4	Understand about the different types of software testing techniques	3	Emp
CO5	Understand about the software maintenance	3	Етр

Course	Progra	ım Outc			pped-	Prog	ram Spec	ific Outcomes						
Outcomes		3, Moderate- 2, Low-1, Not related-0)												
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO	PSO1	PSO2	PSO3		
									9					
CO 1					2	2	2	_	_	2	_	2		
	2	2	I	1	2	3	2	2	2	2	2	3		
CO 2	_	1			_		1	1	_	1	2	1		
	2	ı	2	1	3	2	1	3	2	1	3	1		
CO 3			_			2	_			_		2		
	2	2	2	2	l	3	3	2	2	2	2	2		
CO 4	_	_												
	3	3	3	2	2	2	2	2	3	3	2	3		
CO 5	_	_						_				_		
	3	3	3	3	3	2	3	2	3	3	2	3		
Avg														
	2.4	2.2	2.2	1.8	2.2	2.4	2.2	2.2	2.4	2.2	2.2	2.4		



CA 3202	Title: Fundamental of Data Structure	L	T	P	C				
		4	1	0	5				
Version No.	1.0								
Course Prerequisites	Nil								
Objective	To introduce the basics of C programming language To introduce the ADTs and linear data structures. To introduce the concepts of Sorting techniques. To familiarize the concepts of Hashing and Sets				ıg				
Expected Outcome	Upon completion of the course, the student should be able to: Implement data structures using C language. Solve the problem using linear and non linear data structures. Analyze and implement hashing techniques that solves in linear time.								
Unit No.	Unit Title			of H Uni					
Unit 1	Introduction			11					
and Space Complexity Arrays: Definition, Sin Column Major Order, Implementation and Dy	minology, Elementary Data Organization, Algorithm, Efficiency of arg, Asymptotic notations: Big-Oh, Time-Space trade-off. Abstract Digle and Multidimensional Arrays, Representation of Arrays: Row Application of arrays, Sparse Matrices and their representations. Linamic Implementation of Singly Linked Lists, Doubly Linked List, Cir Linked List. Insertion, Deletion, Traversal, Polynomial Representation	ata T Major inked cular	Type r Oi l list ly Li	s (A der, ts: A	ADT) and Array d				
Unit 2	Stack			9					
	ype, Primitive Stack operations: Push & Pop, Array and Linked Impler	nenta		-	Stack				
of Hanoi Problem, Sim Operations on Queue: O	in C, Application of stack: Prefix and Postfix Expressions, Evaluation of postfix expression, Recursion, Towe of Hanoi Problem, Simulating Recursion, Principles of recursion, Tail recursion, Removal of recursion Queues Operations on Queue: Create, Add, Delete, Full and Empty, Circular queues, Array and linked implementation of queues in C, Dequeue and Priority Queue.								
Unit 3	Trees			9					
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar	Trees Ly, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array by trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The	and L	ami inke	c ed	7				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread	Trees y, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array by trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm.	and L	ami inke d Bi	c ed	7				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread Unit 4 Graphs: Terminology, S Adjacency Multi list, C Spanning Trees, Minim	Trees Ly, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array by trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The	and L reade s, Ad ected osure	ami inke d Bi jace Cor	c ed nary 9 ncy	List, nent,				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread Unit 4 Graphs: Terminology, S Adjacency Multi list, C Spanning Trees, Minim	Trees Ty, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array and the graversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm. Graphs Sequential and linked Representations of Graphs: Adjacency Matrices Graph Traversal: Depth First Search and Breadth First Search, Connum Cost Spanning Trees: Prims and Kruskal algorithm. Transistive Clo	and L reade s, Ad ected osure	ami inke d Bi jace Cor and	c ed nary 9 ncy	List,				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread Unit 4 Graphs: Terminology, S Adjacency Multi list, C Spanning Trees, Minim Path algorithm: Warsha Unit 5 Searching: Sequential Selection, Bubble Sort, Internal Sorting. Search Algorithm, AVL trees,	Trees Ty, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array and the Binary Trees, Algebraic Expressions, Extended Binary Trees, Array and the Binary trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm. Graphs Sequential and linked Representations of Graphs: Adjacency Matrices Braph Traversal: Depth First Search and Breadth First Search, Connum Cost Spanning Trees: Prims and Kruskal algorithm. Transistive Clot Algorithm and Dijikstra Algorithm, Introduction to Activity Networks Search, Binary Search, Comparison and Analysis Internal Sortin Quick Sort, Two Way Merge Sort, Heap Sort, Radix Sort, Practical Trees: Binary Search Trees(BST), Insertion and Deletion in BST, Content and Compaction to m-way Search Trees, B Trees & B+ Trees. Hashing: Have tategies Storage Management: Garbage Collection and Compaction. 1. Aaron M. Tenenbaum, Yedidyah Langsam and Moshe J. Augenstein.	and L reade s, Ad ected osure s. g: In cons mplex ash Fu	ami inked Bi d Bi jace Con and sert sider ity (9 ncy mpo Short of Section 10	List, nent, rtest Sort, n for				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread Unit 4 Graphs: Terminology, S Adjacency Multi list, C Spanning Trees, Minim Path algorithm: Warsha Unit 5 Searching: Sequential Selection, Bubble Sort, Internal Sorting. Search Algorithm, AVL trees, S Collision Resolution Str Text Books Reference Books	Trees Ty, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array are the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array are the Binary trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm. Graphs Sequential and linked Representations of Graphs: Adjacency Matrices Graph Traversal: Depth First Search and Breadth First Search, Connum Cost Spanning Trees: Prims and Kruskal algorithm. Transistive Clot Algorithm and Dijikstra Algorithm, Introduction to Activity Networks Searching search, Binary Search, Comparison and Analysis Internal Sortin Quick Sort, Two Way Merge Sort, Heap Sort, Radix Sort, Practical Trees: Binary Search Trees(BST), Insertion and Deletion in BST, Contentroduction to m-way Search Trees, B Trees & B+ Trees. Hashing: Harategies Storage Management: Garbage Collection and Compaction. I. Aaron M. Tenenbaum, Yedidyah Langsam and Moshe J. Augenste Structures Using C and C++", PHI Learning Private Limited, Delated Compaction of Data Structures, Gal Pvt Ltd Delhi India. 2. A.K. Sharma, Data Structure Using C, Pearson Education India. 3. Rajesh K. Shukla, "Data Structure Using C and C++" Wiley Publication.	and L reade	jace Corand sert sider city ounct Data dia. Pub	9 ncy mpo Short ion ration ration,	List, nent, rtest Sort, n for				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Threac Unit 4 Graphs: Terminology, Adjacency Multi list, C Spanning Trees, Minim Path algorithm: Warsha Unit 5 Searching: Sequential Selection, Bubble Sort, Internal Sorting. Search Algorithm, AVL trees, Collision Resolution Str Text Books	Trees Ty, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array and the Binary Trees, Algebraic Expressions, Extended Binary Trees, Array and the Binary trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm. Graphs Sequential and linked Representations of Graphs: Adjacency Matrices Graph Traversal: Depth First Search and Breadth First Search, Connum Cost Spanning Trees: Prims and Kruskal algorithm. Transistive Clot Algorithm and Dijikstra Algorithm, Introduction to Activity Networks Search, Binary Search, Comparison and Analysis Internal Sortin Quick Sort, Two Way Merge Sort, Heap Sort, Radix Sort, Practical Trees: Binary Search Trees(BST), Insertion and Deletion in BST, Confurtoduction to m-way Search Trees, B Trees & B+ Trees. Hashing: Harategies Storage Management: Garbage Collection and Compaction. I. Aaron M. Tenenbaum, YedidyahLangsam and Moshe J. Augenste Structures Using C and C++", PHI Learning Private Limited, Delated Trees and Sahani, "Fundamentals of Data Structures", Gal Pvt Ltd Delhi India. 2. A.K. Sharma, Data Structure Using C, Pearson Education India. 3. Rajesh K. Shukla, "Data Structure Using C and C++" Wiley	and L reade	jace Corand sert sider city ounct Data dia. Pub	9 ncy mpo Short ion ration ration,	List, nent, rtest Sort, n for				
Unit 3 Trees: Basic terminolog Representation, Comple Representation of Binar trees, Traversing Thread Unit 4 Graphs: Terminology, S Adjacency Multi list, C Spanning Trees, Minim Path algorithm: Warsha Unit 5 Searching: Sequential Selection, Bubble Sort, Internal Sorting. Search Algorithm, AVL trees, S Collision Resolution Str Text Books Reference Books	Trees Ty, Binary Trees, Binary Tree Representation: Array Representation and the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array are the Binary Tree, Algebraic Expressions, Extended Binary Trees, Array are the Binary trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, The ded Binary trees, Huffman algorithm. Graphs Sequential and linked Representations of Graphs: Adjacency Matrices Graph Traversal: Depth First Search and Breadth First Search, Connum Cost Spanning Trees: Prims and Kruskal algorithm. Transistive Clot Algorithm and Dijikstra Algorithm, Introduction to Activity Networks Searching search, Binary Search, Comparison and Analysis Internal Sortin Quick Sort, Two Way Merge Sort, Heap Sort, Radix Sort, Practical Trees: Binary Search Trees(BST), Insertion and Deletion in BST, Contentroduction to m-way Search Trees, B Trees & B+ Trees. Hashing: Harategies Storage Management: Garbage Collection and Compaction. I. Aaron M. Tenenbaum, Yedidyah Langsam and Moshe J. Augenste Structures Using C and C++", PHI Learning Private Limited, Delated Compaction of Data Structures, Gal Pvt Ltd Delhi India. 2. A.K. Sharma, Data Structure Using C, Pearson Education India. 3. Rajesh K. Shukla, "Data Structure Using C and C++" Wiley Publication.	and L reade	jace Corand sert sider city ounct Data dia. Pub	9 ncy mpo Short ion ration ration,	List, nent, rtest Sort, n for				



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to explain the data structures and its various types. Different operations to be studied wrt arrays and linked list.	2	s
CO2	Students should be able to explain and implement stacks and queues and their various operations.	2	Emp
CO3	Students should be able to explain and implement trees and its types with their traversals.	3	Emp
CO4	Students should be able to explain and implement graphs, trees and also various graph matrices and understand the concept of graph traversals.	3	Emp
CO5	Students should be able to analyze and study various search algorithms.	3	Emp

Course	Progra	ım Outc	omes (C	ourse A	ped- 3,	Progra	m Specifi	c Outcomes				
Outcomes Moderate- 2, Low-1				Moderate- 2, Low-1, Not related-0)								
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
	2	2	2	2	3	3	3	2	3	2	2	2
CO 2												
	2	3	3	3	1	2	3	3	2	2	2	2
CO 3	_			_			_					
	3	3	3	3	2	2	3	2	3	3	l	3
CO 4												
	3	2	2	2	3	3	2	3	3	2	3	3
CO 5	_			_			_					
	3	3	3	3	2	2	3	2	2	3	3	3
Avg												
	2.6	2.6	2.6	2.6	2.2	2.4	2.8	2.4	2.6	2.4	2.2	2.6



CA 3203	Title: Object Oriented Programming Using C++	L	T	P	C					
		4	2	0	6					
Version No.	1.0									
Course Prerequisites	Nil									
Objective	Objective This course provides an introduction to object oriented programming (OOP) using the Java programming language. Its main objective is to teach the basic concepts and techniques which form the object oriented programming paradigm.									
Expected Outcome		Students who complete the course will have demonstrated the ability to do the model of object oriented programming: abstract data types, encapsulation, inheritance and polymorphism.								
Unit No.	Unit Title			of Hi Uni						
Unit 1	Introduction			8						
	programming? Why do we need object oriented. Programming characte d C++. C++ Programming basics: Output using Cout. Directives. Input ator. Type conversions.									
Unit 2	Functions			12						
Returning by reference. Polymorphism, Classes physical object, C++ ob	functions. Reference arguments. Overloaded function. Inline function. In Object and Classes: Making sense of core object concepts (Encapsul, Messages Association, Interfaces) Implementation of class in C++ ject as data types constructor. Object as function arguments. The defaul nction. Structures and classes. Classes objects and memory static class of	ation , C+ t cop	, At + C y co	strac bjec nstru	etion, ts as actor,					
Unit 3	Arrays and string arrays fundamentals			9						
Arrays of object, string,	The standard C++ String class Operator overloading: Overloading unrators, data conversion, pitfalls of operators overloading and conversion				i.					
Unit 4	Inheritance			9						
Concept of inheritance. in the English distance of	Derived class and based class. Derived class constructors, member functured class, class hierarchies, inheritance and graphics shapes, public and privation classes, inheritance and program development.									
Unit 5	Pointer & Virtual Function]	10						
string. Memory manage function, Static function	The address of operator and pointer and arrays. Pointer and Faction pement: New and Delete, pointers to objects, debugging pointers. Virtual, Assignment and copy initialization, this pointer, dynamic type information	al Fu	ncti							
Text Books	Herbert Schildt: The Complete Reference C++, Tata McGraw Hill, .									
Reference Books	Reference Books 1. Robert Lafore ,Object Oriented Programming in C++ , Techmedia Publication. 2. Saurav Sahay, Object Oriented Programming in C++ Oxford University Press.									
Mode of Evaluation	Internal and External Examinations									
Recommended by Board of Studies on	11-07-2020									
Date of Approval by the Academic Council on	13-09-2020									



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand the basics of Object Oriented programming .Learn the programming basics of C++.	2	S
CO2	Students should be able to understand the concept of Classes, Objects, Polymorphism, Inheritance using C++.	2	Emp
CO3	Students should be able to understand the fundamentals of Arrays and Strings using C++.	2	Emp
CO4	Students should be able to uderstand and implement the concept of Inheritance using C++ .	3	S
CO5	Students should be able to apply the concept of pointer and virtual function in complex programming situations.	3	Emp

Course	Program Outcomes (Course Articulation Matrix (Highly									Pı	ogram S	pecific Outcomes
Outcomes		Mapped- 3, Moderate- 2, Low-1, Not related-0)										
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
	2	2	2	3	2	2	2	3	2	2	2	2
CO 2												
	2	1	2	1	3	3	2	2	2	2	2	2
CO 3												
	2	2	2	3	2	1	2	2	2	3	3	2
CO 4												
	2	3	3	2	2	2	2	3	2	2	2	2
CO 5												
	3	3	3	2	2	2	3	2	3	3	3	3
Avg												
	2.2	2.2	2.4	2.2	2.2	2	2.2	2.4	2.2	2.4	2.4	2.2



CA 3242	Title: Hardware Maintenance Lab L T P 0 0 2						
Version No.	1.0						
Course Prerequisites	NIL						
Objectives	The main objective of the Lab is to provide the students the know hardware, the processors, memories, motherboard, different add peripherals devices. Most important objective is to impart knowledg shooting and fault finding the computers and the peripherals	on cards and other					
Expected Outcome	On Completion of this course, students are able to develop skills to impart practic knowledge in real time solution. Understand principle, concept, working and application of new technology and comparison of results with theoretical calculations.						
	'						

List of Experiments

- 1. Different hardware components of a computer and their troubleshooting.
- 2. Different peripherals, their performance and cost characteristics.
- 3. Installation of different operating system and their capabilities
- 4. Installation of commonly used software like jdk, netbeans, turbo c, code block etc.
- 5. Networking, network topologies, and installation of LAN.
- 6. To study about SMPS.
- 7. To study about UPS.
- 8. To study about Motherboard of computer.

Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studies on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
(())	Understand about the different hardware components of an computer and troubleshooting of computer.	2	S
(0)	Able to install different types of operating system and application software.	2	S
соз	Understand about the SMPS, UPS , Motherboard etc.	2	S

Course	Progr	am Out							apped- 3,	Program Specific Outcomes			
Outcomes			Mode	erate- 2	, Low-	1, Not re	erated-0)			Outcor	nes	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1													
COT	3	2	3	2	3	3	2	2	2	3	2	2	
CO 2													
002	2	3	2	3	2	2	2	2	2	2	2	3	
CO 3													
	3	2	2	3	3	2	3	3	2	2	2	2	
Avg													
_	2.7	2.3	2.3	2.7	2.7	2.3	2.3	2.3	2.0	2.3	2.0	2.3	



CA 3244	Title: Data Structure Using Advance C Lab	L T P C 0 0 4 2					
Version No.	1.0						
Course Prerequisites	NIL						
Objectives	To develop skills to design and analyze simple linear and non linear data structures. It strengthen the ability to the students to identify and apply the suitable data structure for the given real world problem. It enables them to gain knowledge in practical applications of data structures .						
Expected Outcome Be able to design and analyze the time and space efficiency of the data structure · Be capable to identity the appropriate data structure for given problem · Have practical knowledge on the applications of data structures							
	List of Ermoniments						

List of Experiments

- 1. Write a C program to implement the following using an array a) Stack ADT b) Queue ADT.
- 2. Write a C program to implement the following using a singly linked list a. Stack ADT b. Queue ADT.
- 3. Write C Program to implement the DEQUE (double ended queue) ADT using arrays.
- 4. Write a C program to perform the following operations: a) Insert an element into a binary search tree. b) Delete an element from a binary search tree. c) Search for a key element in a binary search tree.
- 5. Write a C program that use recursive functions to traverse the given binary tree in a) Preorder b) Inorder and c) Postorder.
- 6. Write a C program that use non –recursive functions to traverse the given binary tree in a) Preorder b) Inorder and c) Postorder
- 7. Write C programs for the implementation of BFS and DFS for a given graph.
- 8. Write C programs for implementing the following sorting methods: a) Merge Sort b) Heap Sort.
- 9. Write a C program to perform the following operations. a) Insertion into a B-tree b) Deletion from a B-tree.
- **10.** Write a C program to perform the following operations. a) Insertion into a AVL-tree b) Deletion from a AVL-tree.
- 11. Write a C Program to implement all the functions of Dictionary (ADT) using hashing.
- 12. Write a C Program for implementing Knuth-Moris-Pratt pattern matching algorithm.

Mode of Evaluation	Internal and External Examinations
---------------------------	------------------------------------



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
	Students should be able to learn about data structures like array, stack, queues and linked list.	2	Emp
CO2	Students should be able to Learn about how to insertion, deletion and traversing operations on data structures.	3	Emp
	Students should be able to Learn about how to Compare various searching and sorting techniques.	3	S

CO-PO Mapping	IOI CA	3244										
Course	Progr	am Out	comes	(Course	Articu	lation N	Aatrix (I	Highly N	Mapped- 3,	Pro	ogram Sp	pecific
Outcomes			Mod	lerate-	2, Low-	-1, Not	related-(0)		Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
CO 1	2	2	3	3	3	2	2	3	3	3	3	3
CO 2	2	2	2	2	2	2	2	2	2	2	1	2
	3	3	2	3	3	2	2	2	3	2	1	3
CO 3	_				_						_	
	3	2	2	1	2	3	2	2	2	1	2	2
Avg												
	2.7	2.3	2.3	2.3	2.7	2.3	2.0	2.3	2.7	2.0	2.0	2.7



SEMESTER 3 Year -2

CA 3301	Title: Programming in Java	L	T	P	C		
		3	2	0	4		
Version No.	1.0						
Course Prerequisites	Nil						
Objective	 To learn the basic concept of Java Programming. To understand how to use programming in day to day applications 						
Expected Outcome	After the completion of this course, the students will be able to devel applications.	op Ja	va				
Unit No.	Unit Title		lo. o Per				
Unit I	Introduction of Java	8					
Abstraction , Encapsulation program , Data types ,Varial Looping(for, while) , Type	vironment & tools like(java, javac, appletviewer, javadoc, jdb), OOIn, Inheritance, Polymorphism, Difference between C++ and JAVA bles, Operators, Keywords, Naming Convention, Decision Making (if, Casting, Array, Creating an array, Types of Array- One Dimensi Arrays, Methods-String Buffer class	,Stru swite	cture h),	e of	javá		
Unit II	Classes and Objects			7			
Multilevel, Interfaces, Abs Method Overriding, Nested	ts, Memory allocation for objects, Constructor, Implementation of I tract classes and methods, Implementation of Polymorphism ,Me and Inner classes. Modifiers and Access Control ,Packages-Packages a Built in packages, java.lang->math, java.util->Random, Date, H	thod Conc	Ove	rloa Crea	ding, ting		
Unit III	Collection		,	7			
	erfaces- Collection- List- Set- SortedSet- Enumeration- Iterator - ListIt List- Vector- HashSet- TreeSet- Hashtable Working with maps, Map in			Лар			
Unit IV	File and Exception Handling		,	7			
defined Exceptions, File Har operations, Creating file, Re	Using try catch and multiple catch, Nested try, throw, throws and fin ndling: Stream, ByteStream Classes, CharacterStream Classes, File IC ading file(character, byte), Writing file (character, byte)				user		
Unit V	Applet, AWT and Swing Programming			7			
Font, AWT: Components Delegation model Swing: In	applet, Applet Life cycle, Creating applet, Applet tag, Applet Classe and container used in AWT, Layout managers, Listeners and Adaptroduction to Swing Component and Container Classes						
Text Books	1. E Balgurusamy "Programming with JAVA" Tata McGraw-Hill						
Reference Books	 Herbert Schildt, "The Complete Reference – JAVA" Tata McC Cay S. Horstmann, Gary Cornell, "Core java –II" Prentice Ha Jim Keogh, "Compete Reference J2EE" Tata McGraw-Hill 		Hill				
Mode of Evaluation	Internal and External Examinations						
Recommended by Board of Studies on	11-07-2020						
Date of Approval by the Academic Council on	13-09-2020						
Academic Council on							



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Student should be able to understand the basics of Java, JDK, JVM, JRE and get to understand the OOPs concepts.	2	S
CO2	Students should be able to create class, object, constructor, packages and polymorphism.	2	Emp
CO3	Students should be able to understand and implement the collection, framework, map, vector.	3	Emp
CO4	Students should be able to understand and implement exception handling and file handling.	3	Emp
CO5	Students should be able to understand Applet, AWT and Swing Programming.	2	S

Course	Pro	gram Ou	tcomes (0	Course A	rticulation	on Matri	x (Highly	у Маррес	l- 3,	Prograi	n Specific	Outcomes
Outcomes			Mode	erate-2, I	Low-1, N	Not relate	ed-0)					
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	_	2	2	_		2	_	2	2	_	2
	2	2	3	2	2	2	3	2	2	2	2	2
CO 2	2	2	2	2	3	3	3	3	3	2	2	2
GO 2		2			3	3	3	,				2
CO 3	3	2	2	2	2	2	3	2	2	3	2	3
CO 4		2	_	2		_	2	_	2	2		2
	3	3	2	3	l	2	2	2	2	3	2	3
CO 5	3	3	2	3	3	2	2	2	3	3	3	3
Avg	2.6	2.4	2.2	2.4	2.2	2.2	2.6	2.2	2.4	2.6	2.2	2.6



CA 3305	Title: Relational Database Management	L 3	T 2	P 0	C 4
Version No.	1.0	I			
Course Prerequisites	Nil				
Objective	The student should be made to distinguish between different mo storing and use of data, to apply specific SQL statement on relat Requirements	ional t	abl	es as	per
Expected Outcome	Upon completion of the course, the student should be able to wo Differentiate between various models.				
Unit No.	Unit Title			of Hi Unit	
Unit I	Introduction- Database And Database Management Systems			7	
objectives of database, advantag	nt Systems, Characteristics of DBMS, Meaning and Definition of less of database and disadvantages of traditional file environment state. Network Data model- and Relational Data models-Database	stems	, D	esign	ning
	Relational Database [RDBMS]	D 1		•	
Definition of Relational Term implementation Primary and For	: The Relational Database Model-Techniques Components of ns- Features of RDBMS CODD 12 rules for a fully RDI reign Keys- Relationships in the relational model Introduction to E y relationship- Examples of Data definition language	BMS.	F	Relat	ional
Unit III	Normalization and SQL			8	
TheoryReview of Normal SQL [DCL- DDL- DML]- Basi Insertion- and Update in SQL.	nefits of normalization- Functional Dependency and Determina Forms-Structured Language Query [SQL]- Characteristics of c queries in SQL Single table- Multi table Retrievals- Nested of the Company of th	f SQL	,.	Гуре Dele	s of
Unit IV	Object Modeling and Database Design			7	
Attributes of Modeling-ER mod of Data modeling- Modeling The Relation [EAR] models- Entity I Unit V Transaction system, Testing of St.	dels (Conceptual Logical and Physical Data modeling)- Model De el- the object-oriented model- record based models- physical data ree Schema Architecture- Entity Relationship [ER] model Entities Relationship Diagrams Transaction and Concurrency Control Techniques serializability, Serializability of schedules. deadlock handling, Corency control, Time stamping protocols for concurrency control	model Attrib	s- Soute	Stages and	d ntrol,
Text Books	1.Korth, Silbertz, Sudarshan, "Database Concepts", 2 Elmasri, Navathe, "Fundamentals Of Database Systems", Ac Edition				Hill y,5th
Reference Books	1. Date C J, "An Introduction To Database System", Pearson, I "An introduction to Database Systems", Galgotia Publication 2. Leon & Leon, "Database Management System", Vikas Publ 3. Majumdar & Bhattacharya, "Database Management System"	ishing	Нс		
Mode of Evaluation	Internal and External Examinations				
Recommended by Board of Studies on	11-07-2020				
Date of Approval by the Academic Council on	13-09-2020				



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to understand about the database, database management system and comparison between DBMS and file oriented.		S
CO2	Students should be able to understand and design about RDBMS, EF Codd rules and mapping of ER diagrams.	2	Emp
CO3	Student should be able understand about database normalization and its working with SQL	2	Emp
CO4	Students should be able to understand about object modelling and database designing.	2	S
CO5	Students should be able to understand about transactions processing and various concurrency control techniques.	2	Emp

Course Outcomes	Prog	ram Outo		ourse Ai	y Mappe	d- 3,	Program Specific Outcomes					
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	2	1	2	3	2	2	2	2	2	2	2
CO 2	3	3	2	2	3	1	3	2	2	3	2	3
CO 3	3	3	3	3	2	2	2	2	3	3	3	3
CO 4	3	3	3	3	2	2	2	3	3	2	2	3
CO 5	2	2	2	2	1	3	3	2	2	2	2	2
Avg	2.6	2.6	2.2	2.4	2.2	2.0	2.4	2.2	2.4	2.4	2.2	2.6



CA 3303	Title:Digital Logic Fundamentals	L 3	T	2	P 0	C 4
Version No.	1.0					
Course Prerequisites	Computer Fundamentals					
Objective	Understand the basic arithmetic operations are automated and use these concepts to automate more complex real studying combinational circuits					
Expected Outcome	Apply concepts of mathematics, computer science and studying code conversions, Formulate and solve simple problems after studying gate level minimization (K-Map)	e ha				
Unit No.	Unit Title		No. (Pe			
Unit I	Number System & Data Representation			10		
Representation: positive, negative, r	ecimal & hexadecimal number system and their interay, ASCII & EBCDIC codes, their advantages and daximum and minimum number representation (related tow, overflow, range and accuracy of numbers.	lisad	vant	ag	es.	Data
Unit II	Binary Arithmetic			10		
compliment, multiplication and div	on using 9's and 10's compliment, binary subtraction rision logic gates: truth table, properties and symbolic r, ex-nor gates. NOR- and NAND gates as a universal gates	Rep				
Unit III	Logic Family	10				
	NAND and NOR gates. Construction and working cept of tri -state logic, comparison of TTL AND CMG ime, power consumption, noise immunity, noise margin, f	OS	LO	GIO	C fa	
Unit IV	Boolean Algebra			9		
	gebra Demorgan,s theorem. Use of Boolean algebra for sin a variable, simplification of SOP AND POS logic expression					
Unit V	Combinational circuits			9		
	dder, half Subtractor, full Subtractor , 4-bit binary r, encoder, parity detector, construction and working wit multivibrator using logic gates.					
Text Books	1. M.Morris Mano, "Digital Design "PHI, New Delhi.					
Reference Books	 Herbert Taub and Donald Schilling. "Digital Integ McGraw Hill. S.K. Bose. "Digital Systems". New Age Internationa 		i El	ect	tron	ics".
Mode of Evaluation	Internal and External Examinations					
Recommended by Board of Studies on	11-07-2020					



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
	Students should be able to understand various Fundamental		
CO1	of Digital Electronics like number systems, inter conversion and binary codes etc.	2	S
CO2	Students should be able to understand the Binary arithmetic ,significance of complements of number, logic gates and NAND NOR implementation		Emp
CO3	Students should be able to understand the working of logic family and their comparison on the basis of power consumption, noise margin, fan in, fan out.		Emp
CO4	Students should be able to understand Boolean algebra Laws, solve k-Map for simplification of Boolean functions and implementation of POS and SOP simplification using logic gates.		S
CO5	Students should be able design various combinational circuits.	2	S

Course	Progr	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific			
Outcomes			Mode	rate- 2, I	∠ow-1, ſ	Not relat	ed-0)				Outcomes	3	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
	_	_											
CO 1													
	3	2	2	3	1	3	2	3	2	2	3	3	
CO 2													
	3	3	3	2	1	2	1	1	3	2	1	2	
CO 3													
	2	3	3	2	2	2	3	2	2	3	2	2	
CO 4													
	3	2	3	1	2	2	2	2	3	3	2	1	
CO 5													
	3	3	3	2	2	2	3	3	3	3	3	2	
Avg													
8	2.8	2.6	2.8	2.0	1.6	2.2	2.2	2.2	2.6	2.6	2.2	2.0	



CA3304	Title: Operating System L T P 3 0 0								
Version No.	1.0	•							
Course Prerequisites	Nil								
Objective	General understanding of structure of modern computers pur functions of operating systems illustration of key OS aspects by				ture and				
Expected Outcome	To make students able to learn different types of operating syst concept of file systems and CPU scheduling algorithms used in								
Unit No.	Unit Title				Hrs Jnit)				
Unit I	Introduction			7					
	m, Evolution of Operating System, Batch, Interactive, Time Sha Operating System Structure: System Components, System S								
Unit II	Process Management			7					
	ss Concept, Principle of Concurrency, Producer / Consumeres, Classical Problems in Concurrency, Inter- Process Commung.								
Unit III	CPU Scheduling			7					
	ance Criteria, Scheduling Algorithms, Multiprocessor Scheduling acterization, Prevention, Avoidance and Detection, Recovery from								
Unit IV	Memory Management			8					
Partition, Multiple Base Regis	onitor, Multiprogramming with Fixed Partition, Multiprogrammeter, Paging, Segmentation, Paged Segmentation, Virtual Memor Replacement Algorithms, Allocation of Frames, Thrashin primance.	у Со	once	pt,	Demand				
Unit V	File Management			7					
	neduling: I/O Devices and Organization of I/O Function, I/O Esues. File System: File Concept, File Organization and Accelementation Issues.								
Text Books	1. Silverschatz, Peterson J, "Operating System Concepts", Wille 2. Milenekovic, "Operating System Concept", McGraw Hill.	ey.							
Reference Books	1. Petersons, "Operating Systems", Addision Wesley. 2. Dietal, "An Introduction to Operating System", Addision Wesley. 3. Tannenbaum, "Operating System Design and Implementation", PHI.								
Mode of Evaluation	Internal and External Examinations								
Recommended by Board of Studies on	11-07-2020								



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Understand about the operating system and types of operating system.	2	S
CO2	understand the concepts of process management with various concurrency control techniques.	2	Emp
CO3	learn and implement the various CPU scheduling algo's and how dead lock occurs and how to prevent it.	3	Emp
CO4	Understand the concepts and implementation of Memory management policies and virtual memory.	2	Emp
CO5	Understand the working of file management how data is stored into memory and how it will transmit from one side to another in computer system.	2	S

Course Outcomes	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	3	2	1	2	3	1	2	2	2	2	2	2
CO 2	2	3	2	3	2	2	3	2	2	2	2	2
CO 3	3	2	1	2	3	2	1	2	2	2	2	2
CO 4	3	3	3	2	1	2	2	2	2	2	2	2
CO 5	2	3	3	2	2	3	2	3	3	3	3	3
Avg	2.6	2.6	2.0	2.2	2.2	2	2.0	2.2	2.2	2.2	2.2	2.2



CA 3340	Title: Programming in Java Lab	L T P C 0 0 2 1					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	Knowledge of object-oriented paradigm in the Java programming language, .The use of Java in a variety of technologies and on different platforms.						
Expected Outcome knowledge of the structure and model of the Java programming language, .use the Java programming language for various programming technologies ,develop software in the Java programming language							
	I to the Community and the						

List of Experiments

- 1. To demonstrate the general structure of java language with its various data types.
- 2. To accept 5 subject marks through command line arguments, find the average and total of the mark. Display the result in various grades as follows.

Greater than 80 % outstanding

- 60 80 first class
- 50 60 second class
- 40 50 third class

less than 40 Fail.

- 3. Create one single dimensional array type of string and display the text in alphabetical order.
- 4. Generate a multi level inheritance program which used to demonstrate constructor overloading.
- 5. Generate a java program which shows the difference between static, final,, abstract access modifiers.
- 6. Create one object array to store minimum 50 students database.
- 7. Create one interface with all arithmetic operations and implement it to demonstrate Interface implementation.
- 8. Create one package to operate on all arithmetic operations and import those methods in normal java program.
- 9. To do the following operations on the given set of strings.
 a)concatenation. b) Comparison c) Character extraction. d)Length of string.
 use string buffer to generate the list of string operations.(any 7 functions)
- 10. Create a java program to explain multiple try and nested try block statements.
- 11. Create your own exception to handle the exception when the input value is more than 10.
- 12. Generate one single thread. a) using Thread class b) using Runnable Interface.
- 13. To find factorial of list of number reading input as command line argument.
- 14. To find prime series reading N as command line argument.
- 15. To sort list of elements in ascending and descending order and show the exception handling.
- 16. To implement constructor overloading by passing different number of parameter of different types.
- 17. To create student report using applet, read the input using text boxes and display the o/p using buttons.

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	student should be able to write and execute basic programs of java	3	S
CO2	student should be able to write and execute program of threads	3	S
соз	student should be able to write and execute basic program of applets	3	S

Course	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)									Program Specific		
Outcomes			Mode	erate-2,	Low-1,	Not relate	ed-O)			·	Outcomes	S	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
00.1													
CO 1	3	2	3	3	2	3	1	2	3	3	3	2	
CO 2	2	3	2	2	2	3	2	3	3	3	3	3	
CO 3	3	2	2	3	3	1	3	2	2	2	2	2	
Avg	2.7	2.3	2.3	2.7	2.3	2.3	2.0	2.3	2.7	2.7	2.7	2.3	



CA 3341	Title: Relational Database Management Lab	L T P C 0 0 2 1					
Version No.	1.0						
Course Prerequisites	NIL						
Objectives	To provide a sound introduction to the discipline of database manage its own right, rather than as a compendium of techniques and product-to familiarize the participant with the nuances of database environinformation-oriented data-processing oriented frame work, to gi foundation on the relational model of data, to present SQL and processing comprehensively	specific tools. nments towards an ve a good formal					
Expected Outcome	Understand, appreciate and effectively explain the underlying concepts of database technologies, Design and implement a database schema for a given problem-domain, Normalize a database, Populate and query a database using SQL DML/DDL commands.						
List of Evporiments							

List of Experiments

- 1. Study of DBMS, RDBMS and ORDBMS.
- **2.** To study Data Definition language Statements.
- **3.** To study Data Manipulation Statements.
- 4. Study of SELECT command with different clauses.
- 5. Study of SINGLE ROW functions (character, numeric, Data functions).
- **6.** Study of GROUP functions (avg, count, max, min, Sum).
- 7. Study of various type of SET OPERATORS (Union, Intersect, Minus).
- **8.** Study of various type of Integrity Constraints.
- 9. Study of Various type of JOINS.
- **10.** Study of nested queries.
- 11. Study of various integrity constraints.

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	student should be able to write and execute DDL commands	3	s
CO2	student should be able to write and execute DML command	3	S
соз	student should be able to write and execute DCL command	3	S

CO-PO Mapping for	CA 33	41										
Course	Progr	Program Outcomes (Course Articulation Matrix (Highly Mapped-							Program Specific			
Outcomes			3, Mod	erate- 2,	Low-1	, Not re	lated-0)		(Outcome	S
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
COT	3	2	2	3	2	3	3	3	3	1	3	1
CO 2												
	2	3	3	2	2	1	2	3	2	2	2	3
CO 3		1					_					
	3	2	2	3	2	2	3	2	2	3	2	2
Avg	2.7	2.2	2.2	2.7	2.0	2.0	2.7	2.7	2.2	2.0	2.2	2.0
	2.7	2.3	2.3	2.7	2.0	2.0	2.7	2.7	2.3	2.0	2.3	2.0



CA 3342	Title: Python Programming Lab L T P C0 0 4 2					
Version No.	1.0					
Course Prerequisites	NIL					
Objectives	The learning objectives of this course are to understand why I scripting language for developers to design and program Python ap they can implement lists, tuples, and dictionaries in Python program to implementall basic functionalities of python.	plications and how				
Expected Outcome On Completion of this course, students are able to develop skills to impart practical knowledge in real time solution. Understand principle, concept, working and application of new technology and comparison of results with theoretical calculations.						
List of Experiments						

- 1. Python Programming Syntax and Special Data Types with Example.
- 2. Python Program to build calculator to perform basic operations.
- 3. Python Program to demonstrate slicing with all types.
- 4. Write a python program to implement Flow control (if-else/ladder if else).
- 5. Write Python Program to show the working of different types of loops (For, while) also explain the use ofarange().
- 6. Write a python program to check whether a number is palindrome or not.
- 7. Write a Python Program to demonstrate all type of List and dictionary inbuilt functions.
- **8.** Write Python Program to print factorial of number using Function.
- 9. Write Python Program to show the use of function inside function and closure function.
- 10. Write a Python Program to design a GUI Interface using Entry, Label and menu.

Mode of Evaluation	Internal and External Examinations
Recommendation b	11-07-2020
yBoard of Studies on Date of approval by the Academic Council	13-09-2020
Academic Council	



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	understand basic principles of Python programming language	2	s
CO2	Implement object oriented concepts	2	Emp
CO3	Implement database and GUI applications.	2	Emp

Course Outcomes	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1	3	2	3	3	2	3	1	2	3	3	3	2	
CO 2	2	3	2	2	2	3	2	3	3	3	3	3	
CO 3	3	2	2	3	3	1	3	2	2	2	2	2	
Avg	2.7	2.3	2.3	2.7	2.3	2.3	2.0	2.3	2.7	2.7	2.7	2.3	



Detailed Syllabus (Semester wise /course wise) SEMESTER 4 Year -2

CA 3401	Title: Computer Networks	L 3		Γ 2	P 0	C 4		
Version No.	1.0							
Course Prerequisites	Nil							
Objective	The main objective of his course is to introduce the fur computer networks and to demonstrate the TCP/IP and basic functions of individual layers of studied models.							
Expected Outcome	After successful completion of the course students should the requirements for a given organizational structure a appropriate networking architecture and technologies.							
Unit No.	Unit Title				f Hı Unit			
Unit I	Introduction to Computer Networks			10)			
Networking, Network Components, S	and the types, Advantages & Disadvantages of networking revices and Protocols, Network Topologies, Switching Teconce Indicators and Delay Analysis, Physical Transmission N	hniq	ues					
Unit II	Layered Architecture & Data Link Layer			10)			
Comparison, Data link Layer design is	and Information Flow, The OSI Reference Model and Susues, Error Detection and Error Correction Techniques, Flong, Medium Access Techniques, Network Interfaces, ARP &	w C	ont	trol	l (S	liding		
Unit III	Network Layer & its Protocols			9	,			
	rnetworking, IPV4 & IPV6 Protocols, Logical Address Protocols (RIP, OSPF, BGP), Network Address Translat							
Unit IV	Transport Layer & its Protocols			10)			
	sport layer Services(Connection Oriented and Connectionle ques, TCP & UDP Header, Three Way Handshaking I y of Services(QoS).							
Unit V	Application Layer 9							
	ts Services, Security - Cryptography Techniques (Public K on Techniques(Lossy& Lossless Compressions), Domain N ITP and E-mail.							
Text Books	Computer Networks- A Top-Down approach, BehrouzForouzan, McGraw Hill. Computer Networks (4th edition), Andrew Tanenbaum, Prentice Hall.							



BCA Version 2020

Reference Books	Data Communications and Networking (4th edition), BehrouzForouzan, McGraw Hill. Computer Networking- A Top-Down approach, 5th edition, Kurose and Ross, Pearson.
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studies on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to understand the fundamental concepts of computer networking. To master the concepts of protocols, network interfaces, and physical transmission media.	2	S
CO2	Students should be able to understand the terminology and concepts of the OSI reference model and the TCP/IP reference model. Study data link layer concepts, design issues, and protocols.	2	S
соз	Students should be able to understand topological and routing strategies for an IP based networking infrastructure.	2	Emp
CO4	Students should be able to understand the transport layer services and protocols and gain knowledge about connection establishment and termination.		Emp
CO5	Students should be able to understand the use of cryptography and network security.	2	Emp

Course Outcomes	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	3	2	2	2	3	2	3	2	2	2	3	2
CO 2	3	2	2	1	2	2	3	2	2	2	2	2
CO 3	3	2	2	2	2	2	2	2	2	3	2	2
CO 4	2	3	2	2	2	3	2	3	2	2	3	2
CO 5	3	2	2	3	2	1	2	2	2	2	2	3
Avg	2.8	2.2	2.0	2.0	2.2	2.0	2.4	2.2	2.0	2.2	2.4	2.2



CA 3402	Title: Computer Organization	T 2	P 0	C 4							
Version No.	1.0										
Course Prerequisites	ites Nil										
Objective	To understand aspects of computer architecture and program performance, To provide essential understanding of different subsystems of modern computer system and design aspects these subsystems, To understand the stages in instruction life cycle										
Expected Outcome	Ability to identify the basic components and design of a computer, including CPU, memories, and input/output units. Ability to identify the issues involved in the instruction execution and various stages of instruction life stage. Ability to identify the issues related to performance improvement. Ability to distinguish performance tradeoff between different memory units and instruction sets										
Unit No.	Unit Title				No. of Hrs (Per Unit)						
Unit I	Computer Fundamentals & Data Representa	ation			8						
	Bus and Memory Transfers, Bus Architecture, Bus Arithmetic Logic Shift Unit, Booth Multiplication										
Unit II	Control Design				7						
	ster Transfers, performing of arithmetic or logical a word in memory Hardwired Control, Micro prog										
Unit III	Processor Design		7								
Processor Organization: Gen Manipulations	eral register organization, Stack organization, Add	ressing	g mo	de, I	Oata transfer &						
Unit IV	Input-Output Organization				7						
Input-Output Interface, Mode	es Of Transfer, Priority Interrupt, DMA, Input-Out	put Pr	oces	sor ((OP)						
Unit V	Memory Organization			7							
Memory Hierarchy, Main Me	emory, Auxiliary Memory, Associative Memory, C	Cache	Men	nory,	Virtual Memory						
Text Books	 HAMACHER, "Computer Organization", McGraw Hill Education. John P Hayes, "Computer Architecture and Organization", McGrawHill Education. 										
Reference Books	William Stallings, "Computer Organization and Architecture: Designingfor Performance", Library of Congress Cataloging-in-Publication. David A Patterson and John L Hennessy,"Computer Organizationand Design: The Hardware/Software Interface", ARMEdition.										



Mode of Evaluation	Internal and External Examinations
Recommende d by Board of Studies on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Student should be able to understand about the fundamental organization of a computer system	2	S
CO2	Student should be able to understand about Processor Organization Aspects	2	S
CO3	Student should be able to understand about the Instruction flow and functionality of central processing unit.	2	S
CO4	Student should be able to understand about t Input- Output organization	2	S
CO5	The student should able to understand the memory organization components	2	S

Course	Progr	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3,										Program Specific		
Outcomes			Mode	erate- 2,	Low-1, 1	Not relat	ted-0)			Outcomes				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1	3	2	2	2	1	2	1	2	3	3	2	3		
CO 2	3	2	2	1	2	2	3	3	2	3	2	2		
CO 3	3	2	3	3	2	3	2	3	2	2	3	2		
CO 4	3	2	3	2	2	3	3	2	3	3	2	3		
CO 5	2	2	2	3	3	2	1	2	3	3	2	2		
Avg	2.8	2.0	2.4	2.2	2.0	2.4	2.0	2.4	2.6	2.8	2.2	2.4		



CA 3403	Title:Web Technology	L 3	T 2	P 0	4	2			
Version No.	1.0								
Course Prerequisites	Nil								
Objective	To introduce PHP language for server side scripting, To introduce XML and processing of XML Data with Java, To introduce Server side programming with Java Servlets and JSP,To introduce Client side scripting with JavaScript and AJAX.								
Expected Outcome	This module is focused on developing web and mobile applications. By the end of this module the student will have a detailed overview of the different web technologies.								
Unit No.	Unit Title		No. (Per						
Unit I	Introduction to PHP			11					
from web form controls I (MySQL as reference), ex	types, arrays, strings, operators, expressions, control structures, func ike text boxes, radio buttons, lists etc., Handling File Uploads. Confecuting simple queries, handling results, Handling sessions and cooki opening, closing, reading, writing, appending, deleting etc. on text and	nectii es Fi	ng te le H	o da	atat Iling	oase g in			
Unit II	XML			9					
	AL, Defining XML tags, their attributes and values, Document Typet Model, XHTML Parsing XML Data – DOM and SAX Parsers in java		finit	ion,	X	ML			
Unit III	Introduction to Servlets	10							
	ce (CGI), Life cycle of a Servlet, deploying a servlet, The Servlet A alization parameters, Handling Http Request & Responses, Using Cosing JDBC.								
Unit IV	Introduction to JSP			9					
	ge, JSP Processing, Declarations, Directives, Expressions, Code Snippe Using Cookies and session for session tracking, connecting to database			cit (bje	ects,			
Unit V	Client side Scripting			9					
	: Javascript language – declaring variables, scope of variables, function ocument Object Model, Form validation. Simple AJAX application.	ons.	ever	it h	and	llers			
Text Books	1. Web Technologies, Uttam K Roy, Oxford University Press 2. The Complete Reference PHP — Steven Holzner, Tata McGraw-Hill								
Reference Books	1. Web Programming, building internet applications, Chris Bates 2" edition, Wiley Dreamtech 2. Java Server Pages — Hans Bergsten, SPD O'Reilly,								
Mode of Evaluation	Internal and External Examinations								
ecommended by Board Studies on 11-07-2020									



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to understand the fundamentals of PHP.	2	S
CO2	Students should be able to understand various fundamentals of XML.	2	S
CO3	Students should be able to understand and implement the concept of Servlet with JDBC concept.	3	Emp
CO4	Students should be able to understand various fundamentals of JSP.	2	Emp
CO5	Students should be able to understand client side scripting concepts and its implementation.	2	Emp

Course	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3,										Program Specific		
Outcomes			Mode	erate- 2,	Low-1, 1	Not relate	ed-0)			Outcomes				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1	_	_	_	2	_	_	_	2	2	_	_	2		
	2	2	2	3	2	2	2	3	3	2	2	2		
CO 2						_		1						
	3	2	2	3	2	3	2	2	2	2	2	2		
CO 3								_	_			_		
	2	2	2	2	3	2	3	3	3	3	3	3		
CO 4														
	2	3	3	3	2	2	2	2	3	2	2	3		
CO 5														
	2	2	3	2	3	1	3	3	3	3	2	3		
Avg														
	2.2	2.2	2.4	2.6	2.4	2.0	2.4	2.6	2.8	2.4	2.2	2.6		



CA 3405	Title: C# .Net	L T P C							
		3 1 0 4							
Version No.	1.0								
Course Prerequisites	CA 3101								
Objective	With the help of this course students will able to design websites, and understands the working process of social networking sites.								
Expected Outcome	After the completion of this course, the students will be able to design their own websites.								
Unit No.	Unit Title	No. of Hrs (Per Unit)							
Unit I	Web Programming Introduction	7							
Understanding role of web se	et Framework, Different types of application, Web Appli rver and web browser, Brief about HTTP Protocol, How ASP ent Handler Parameters, and Life Cycle of ASP.NET.								
Unit II	Graphical User Interface Concepts	7							
	ing: mouse and keyboard, Labels, Textboxes, Checkboxes, Rate Time Picker, Link Label, Grid View, ComboBox, Multithrea priorities, Exception Handling.								
Unit III	Master Page & Validation Controls	7							
	npare Validator, Range Validator, Regular Expression Validato older and Content tags, URL's in Master Pages, Authentication								
Unit IV	Multimedia and Graphics	8							
-	lia, Graphics & Rendering, 2D & 3D Shapes, Graphic Context lines, rectangles, ovals, Arcs, Displaying and scaling images, a								
Unit V	ADO. Net	7							
	orary database, Connected Architecture, Disconnected Architecture, Add and Retrieve Customer using connected and disconn								
Text Books	 "Application of .Net Technology" Tata McGraw Hill Education Andrew Troelsen; Pro C# And The . Net 3. 5 Platform Dreamtech Press "Beginning Visual C#", Wiley India Publication. 								
Reference Books	1. Joel Murach; Murach's C#, Shroffmurachs								
Mode of Evaluation	Internal and External Examinations								
1.1044 01 2 / 4144 1011	of 11-07-2020								



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should able to explain the web designing and life cycle concepts of ASP.Net	2	S
CO2	Students should able to implements GUI applications	3	Emp
CO3	Students should be able to implement the Master Page & Validation Controls programming with C#.	3	Emp
CO4	Students should be able to understand Multimedia and Graphics application with C#.	3	Emp
CO5	Students should be able for designing and developing database with SQL Server 2008.	2	S

Course Outcomes	Pro	, , , , , , , , , , , , , , , , , , , ,										ram Specific Outcomes	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1	2	3	3	3	2	2	3	3	3	3	3	3	
CO 2	3	3	3	3	3	3	3	3	3	2	3	3	
CO 3	3	2	2	2	3	1	2	2	2	2	3	2	
CO 4	2	3	3	3	2	3	3	3	3	3	2	3	
CO 5	3	3	2	3	3	2	3	2	2	3	3	2	
Avg	2.6	2.8	2.6	2.8	2.6	2.2	2.8	2.6	2.6	2.6	2.8	2.6	



CA 3440	Title: Computer Network Lab L T P C 0 0 2 1						
Version No.	1.0						
Course Prerequisites	Nil						
Objectives		Lab provides a practical approach to Ethernet/Internet networking: networks are assembled, and experiments are made to understand the layered architecture and how do some important protocols work					
Expected Outcome	Understand the structure and organization of computer networks; including the division into network layers, role of each layer, and relationships between the layers. Understand the basic concepts of application layer protocol design; including client/server models, peer to peer models, and network naming						
List of Experiments							

- 1. Study of different 2 Network Cables and Network Interfaces.
- Study & Implementation of IP Addressing & Sub Netting Concept.
- Study & Implementation of Basic Network Commands and Network Configuration Commands.
- Installation of Network Simulator (NS2).
- Installation of Packet Tracer Tool.
- Configure a Network Topology with Packet Tracer Tool.
- 7. Simulate a small Network using Network Simulator (NS2) Tool.
- Write a program to simulate Bit-Stuffing Data Framing Techniques.
- Write a program to simulate Char-Stuffing Data Framing Techniques.
- 10. Write a program to simulate Hamming Code (7-Bit) Error Control Technique

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
	students should be able to Understand computer network	2	S
	basics, IP addressing.		
CO2	students should be able to Acquire knowledge of using	2	S
	simulators for different connections.		
CO3	students should be able to learn about framing techniques.	2	S

Course Outcomes	Pro	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)										Program Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1														
COI	3	2	3	3	2	2	2	3	3	3	3	3		
CO 2	2	3	3	3	2	3	3	3	2	1	3	1		
CO 3	3	2	1	3	2	1	3	2	2	3	2	3		
Avg	2.7	2.3	2.3	3.0	2.0	2.0	2.7	2.7	2.3	2.3	2.7	2.3		



CA 3442	Title: C# .Net Lab L T P C							
		0 0 2 1						
Version No.	1.0	1.0						
Course Prerequisites	Nil							
Objective	With the help of this course students will able to design websites, and understands the working process of social networking sites.							
Expected Outcome After the completion of this course, the students will be able to design theirown websites.								
List of Experiments								

- WAP to design an application using Console Application.
- WAP to design an application using Window Application.
- WAP to design system calculator with some scientific controls.
- Write a step to create setup of any designed application.
- Exercise on all basic controls. 5.
- 6. WAP to design registration page and apply validation control on it.
- WAP to design a master page and different subpages attached to that particular page.
- WAP to add and retrieve student data using connected architecture.
- WAP to add and retrieve student data using disconnected architecture.
- 10. WAP to generate mark sheets of students and display using grid view controls.

Text Books	"Application of .Net Technology" Tata McGraw Hill Education Andrew Troelsen; Pro C# And The . Net 3. 5 Platform Dreamtech Press "Beginning Visual C#", Wiley India Publication.
Reference Books	1. Joel Murach; Murach's C# , Shroffmurachs
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studies on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to Learn about Graphical User Interface concept and its different controls.	2	S
CO2	Students should be able to Understand the different Validation control and master page designing.	2	S
CO3	Students should be able to Learn the database connectivity in detail and concept of array and structure.	2	S

Course	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Program Specific										
Outcomes			Mode	erate- 2,	Low-1,	Not rela	ted-0)				Outcomes	S
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
	2	2	3	3	3	2	2	3	3	3	3	3
CO 2												
	3	3	2	3	3	2	2	2	3	2	1	3
CO 3												
	3	2	2	1	2	3	2	2	2	1	2	2
Avg	_											
	2.7	2.3	2.3	2.3	2.7	2.3	2.0	2.3	2.7	2.0	2.0	2.7



CA 3441	Title: Web Technology Lab	LT PC 0 0 2 1			
Version No.	1.0				
Course Prerequisites	Nil				
Objectives	To provide the basics of internet and various application of internet like e-mail, FTP, Telnet, Newsgroups and video conferencing				
Expected Outcome	Students will be able to design professional web sites and interactive web pages using different technologies like of HTML, XML, CGI, ASP, JSP, Java Scripts				
List of					

List of Experiments

- 1. Configuring computer system to accessinternet
- 2. Managing social networking profile and e-mail account
- 3. Using WWW for accessing relevant information
- 4. To demonstrate the use of TELNET, FTP, IRC
- 5. Creating Web pages using HTML
- 6. Creating web pages using DreamWeaver
- 7. Demonstration of audio-videoconferencing
- 8. Demonstration of e-commerce transaction
- 9. Validation of user queries and responses in the Forms using Java Script or VBscript
- 10. Create a Homepage with frames, animation, background sound andhyperlinks
- 11. Develop hitometer for each client i.e. number of visitors. Visit to asite.
- 12. Designing simple server side program which accept some request from the client andrespond

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
	students should be able to learn about web technology and gain the skills.	2	S
	students should be able to gain the skills and project-based experience needed for entry into web application and development careers.	3	Emp
CO3	students should be able to develop a dynamic webpage.	3	Emp

CO-PO IVIAPL	ning ioi 🕻											
Course	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Program Specific										
Outcomes			Mode	rate- 2,	Low-1, N	lot relate	ed-0)			(Outcomes	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1												
CO 1	3	2	1	2	1	3	3	2	2	2	1	1
CO 2	_		_	_	_		_	_	_	_	_	_
	3	2	3	2	3	1	2	2	3	3	3	3
CO 3					_	_		_	_	_		
	1	3	3	3	2	3	2	3	3	3	3	3
Avg												
	2.3	2.3	2.3	2.3	2.0	2.3	2.3	2.3	2.7	2.7	2.3	2.3



SEMESTER 5 Year -3

	SEIVIESTER 5 Year -3	T								
CA 3501	Title:PHP and MYSQL Programming L T P C 3 0 0 3									
Version No.	1.0	•								
Course Prerequisites	Nil									
Objective	By the completion of the Web Development with PHP/MySQ be able to Understand the usage of PHP and MySQL in dynam									
Expected Outcome	 Students should be able to understand the concept of PHI Loop. Students should be able to understand and implement the various perspective in PHP. Students should be able to understand the array and its in PHP. Students should be able to understand the concept of sess HTML forms and file directories. Students should be able to understand the database connections. 									
Unit No.	Unit Title	No. of Hrs (Per Unit)								
Unit I	Introduction to PHP, Decisions and loop	7								
	ntax, Defining variable and constant, PHP Data type, Operaetitive task with looping, Mixing Decisions and looping with	ator and Expression,								
Unit II	Function	7								
	nction, Call by value and Call by reference, Recursive function, Searching & Replacing String, Formatting String, String Relate									
Unit III	Array									
Anatomy of an Array, Creating index based and Associative array Accessing array, Element Looping with Index based array, Looping with associative array using each () and foreach(), Some useful Library function.										
Unit IV	Session, Cookies and HTML Forms, File Directories	8								
Introduction to Session Control, Session Functionality What is a Cookie, Setting Cookies with PHP. Using Cookies with Sessions, Deleting Cookies, Registering Session variables, Destroying the variables and Session, Capturing Form, Data Dealing with Multi-value filed, and Generating File uploaded form, redirecting a form after submission, Understanding file& directory, Opening and closing, a file, Coping, renaming and deleting a file, working with directories, Creating and deleting folder, File Uploading & Downloading.										
Unit V Database Connectivity with MySql and Exception Handling 7										
Delete, Update, Select), Settin	Introduction to RDBMS, Connection with MySQL Database, Performing basic database operation (DML) (Insert, Delete, Update, Select), Setting query parameter, Executing query Join (Cross joins, Inner joins, Outer Joins, Self joins.) Understanding Exception and error, Try, catch, throw. Error tracking and debugging.									
Text Books 3. "Expert PHP and MySQL" by Andrew Curioso, Ronald Bradford 4. "Web Programming with PHP and MySQL" by Max Bramer										



Reference Books	PHP and MySQL Web Development by Luke Welling, Laura Thomson The Complete Reference 1st Edition
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studies on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)			
CO1	Students should be able to understand the concept of PHD, Decisions and Loop.	2	S			
CO2	Students should be able to understand and implement the function from various perspectives in PHP.	2	Emp			
CO3	Students should be able to understand the array and its implementation in PHP.	3	3 Emp			
CO4	Students should be able to understand the concept of session, cookies and HTML forms and file directories.	2	S			
CO5	Students should be able to understand and implement database connectivity with MySql and understand the concept ot exception handling.	3	Emp			

-														
	Course	Progr	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3,								Program Specific			
	Outcomes			Mode	rate- 2, L	Low-1, N	lot relate	ed-0)			Outcomes			
		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
	CO 1	2	2	1	1	2	2	2	2	2	2	2	1	
		3	2	1	1	3	2	3	2	2	2	3	1	
	CO 2	2	2	2	2	2	2	3	2	3	2	2	1	
	CO 3	2	1	2	3	2	2	2	3	3	3	2	3	
			1		J				3	3	3		3	
	CO 4	3	3	3	2	3	3	2	2	3	2	2	2	
	CO 5	3	2	3	3	2	2	2	2	3	3	2	3	
	Avg	2.6	2.0	2.2	2.2	2.4	2.2	2.4	2.2	2.8	2.4	2.2	2.0	



EE 3503	Title: Mobile Technology	L T P C 3 0 0 3						
Version No.	1.0							
Course Prerequisites	Nil							
Objectives	It covers all the topics that are necessary to learn for repairing a phones.	It covers all the topics that are necessary to learn for repairing and servicing mobile phones.						
Expected Outcome	 Students should be able to understand the fundamentals of Basic Electron and Mobile phone. Students should be able to understand the hardware & materials of mobhandset. Students should be able to repair and diagnose the general problems in Mobile Phone. Students should be able to understand the components of audio section . Students should be able to understand software and its applications. 							
Unit No.	Unit Title	No. of hours (per Unit)						
Unit I	Introduction to Basic Electronics and Mobile Telephony	6						
LTE, WAP, GRS, EDGE	nes, Generations of mobile phones, FHSS networks, Concepts of a UMTS, EVDO, Spread spectrum, CDMA, TDMA & Basic electorks in cell phones, Dual Band(SIM) Handset, Tablets & Smartp	etronics components &						
Unit II	Introduction to Hardware & Materials							
Handset Specific operating systems, Handset features & applications, working principle of mobile handset & Components used in mobile handsets. Usage of Digital Millimeter, Resistors, Capacitors and coils, Diodes & Transistors, Crystal, ICs & SMD's Identification of the different parts ,Learn to understand the parts an functioning								
Unit III	Introduction to Audio Section & Video Section	6						
Components of Audio Section Nomenclature of the Audio components• Study of Mike & Speaker, Vibrator and ringer theory, Functioning of Key pad LEDs Working Principles of Key Pad LED, Trouble shooting of the touch screen mobiles, Handsets assembly& disassembly of cell phone.								
Unit IV	Trouble Shooting &Jumpering Techniques	8						
Network problems, Power failure (dead), Mobile phone hardware troubleshooting (water damage, hanging, charging & keypad problems), Soldering & disordering &SMD rework station, Formatting / unlocking of cell phone, , Remove/replace Component & Mobile phone hardware troubleshooting (Troubleshooting through circuit diagram, transmission, transmitter filter, microphone, reception, Antenna, RF power amplifier, local oscillator, Audio IC, speaker, charger etc.)								

Software and its applications

Virus Applications, Blue Tooth Operations, Breaking of Network Locks, Downloading applications and IMEI

solution with software, basics of Operating Systems and Description.

Unit V

4



Text Books	 Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, Charlie Collins, Michael Galpin and Matthias Kappler, "Android in Practice", DreamTech, James Dovey and Ash Furrow, "Beginning Objective C", Apress, 					
Reference Books	 David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, "Beginning iOS 6 Development: Exploring the iOS SDK", Apress, 2013. 					
Mode of Evaluation	Internal and External Examinations.					
Recommendation by Board of Studies on	11-07-2020					
Date of approval by the Academic Council	13-09-2020					

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to understand the fundamentals of Basic Electronics and Mobile phone.	2	S
CO2	Students should be able to understand the hardware & materials of mobile handset.	2	S
CO3	Students should be able to Repair and Diagnose the general problems in Mobile Phone.	3	S
CO4	Students should be able to understand trouble shooting and jumpering techniques.	3	S
CO5	To understand the software application in mobile phone.	2	S

CO-PO Mapping for EE3503

Course Outcomes	P	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)							Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	2	3	3	2	2	1	2	2	2	2	2
CO 2	2	2	2	2	3	2	2	2	2	2	2	2
CO 3	3	3	2	3	2	3	3	2	3	2	2	3
CO 4	2	1	2	2	2	1	2	2	3	3	3	3
CO 5	3	3	3	3	2	2	3	2	3	3	3	3
Avg	2.4	2.2	2.4	2.6	2.2	2.0	2.2	2.0	2.6	2.4	2.4	2.6



CA 3543	Title: MYSQL and PHP Programming Lab L T 0 0						
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	By the completion of the Web Development with PHP/MySQL course you should be able to Understand the usage of PHP and MySQL in dynamic web development.						
Expected Outcome	 Student should be able to understand of HTML, CSS & JavaScript. Also able to create website using HTML and CSS & JavaScript. Students should be able to change content of web page using Ajax. Students should be able to connect to database and insert data in database. 						

List of Experiments

- 1. Write a program to create menu using HTML and CSS.
- 2. Build PHP MySQL 5 Star rating System using AJAX.
- 3. Write a program to sort an array of associative arrays by value of a given key in PHP.
- 4. Create a Sign Up form using server side form validation in PHP.
- 5. Exercise on to implement File System functions.
- 6. How create CAPTCHA in PHP contact form.
- 7. Write a program to upload multiple files/images in MySQL database.
- 8. Create CRUD Operations with MySQL in PHP.
- 9. Build a Login and User authentication system in PHP.
- 10. Write a program to manage session in PHP.

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Student should be able to understand of HTML, CSS & JavaScript. Also able to create website using HTML and CSS & JavaScript.	2	Emp
CO2	Students should be able to change content of web page using Ajax.	3	Emp
CO3	Students should be able to connect to database and insert data in database.	3	Emp

Course Outcomes	Progra	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)								Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1	3	3	2	2	1	2	2	2	3	3	3	3	
CO 2	2	2	3	3	3	2	3	2	2	2	3	2	
CO 3	3	2	3	3	2	2	2	3	2	1	2	3	
Avg	2.7	2.3	2.7	2.7	2.0	2.0	2.3	2.3	2.3	2.0	2.7	2.7	



EE3547	Title: Lab on Mobile Technology	L T P C 0 0 2 1					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	To perform practical's &understand about basic component used in mobile technology.						
Expected Outcome	 Student should be able to identify different types of mobile cell phocomponents Students should be able to use the correct hardware tools to repair a phones Students should be able to use the disassembling and assembling a phone 	mobile cell					

List of Experiments

- 1. To understand the Basic circuit of Mobile phone (Transmitter, Receiver and Base band control Section)
- 2. To study working of SIM card in GSM handset SIM card detection.
- 3. To Study and observe Transmitted/Received RF signal
- 4. Study and observe Transmitted (I & Q) /Received (I & Q) signals constellations.
- 5. Identification of various electronics & electrical components
- 6. Fabrication of mobile phone power supply using PCB & soldering
- 7. Study of switch faults in User Interface Section of 4G LTE Smart PhoneTechBook
- 8. Study and analyze the Power Management Unit in 4G LTE Smart Phone TechBook

Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Student should be able to identify different types of	2	Emp
	mobile cell phones & their components		
CO2	Students should be able to use the correct hardware	2	S
	tools to repair mobile cell phones		
CO3	Students should be able to use the disassembling and	2	S
	assembling a mobile cell phone		

Course Outcomes	P	Program Outcomes (Course Articulation Matrix (Highly Program Specific							cific			
							Not relat		,	Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	2	1	1	2	1	2	2	3	2	3	2	2
CO 2	3	3	3	3	2	1	3	1	3	3	2	3
CO 3	3	2	3	3	3	3	2	3	1	2	3	1
Avg	2.7	2.0	2.3	2.7	2.0	2.0	2.3	2.3	2.0	2.7	2.3	2.0



CA3544	Title: Advanced Python Lab	L T P C 0 0 2 1					
Version No.	1.0						
Course Prerequisites	NIL						
Objectives	The learning objectives of this course are to understand why Python is a useful scripting language for developers to design and program Python applications and how they can implement lists, tuples, and dictionaries in Python programs. and also able to implement all basic functionalities of python						
Expected Outcome	 Students should be able to understand basic principles of Python programming language Students should be able to Implement object oriented concepts Students should be able to Implement database and GUI applications. 						

- 1. Numpy, Pandas, and matplotlib library basic implementation.
- 2. Write a NumPy program to save a given array to a text file and load it.
- 3. Write a NumPy program to create a 3x3x3 array filled with arbitrary values
- 4. Write a NumPy program to convert a given array into a list and then convert it into a list again.
- 5. Write a NumPy program to create a 10x10 matrix, in which the elements on the borders will be equal to 1, and inside 0.
- 6. Write a NumPy program to compute the x and y coordinates for points on a sine curve and plot the points using matplotlib.
- 7. Write a Pandas program to get the powers of an array values element-wise.

Note: First array elements raised to powers from second array

Sample data: {'X':[78,85,96,80,86], 'Y':[84,94,89,83,86],'Z':[86,97,96,72,83]}

Expected Output:

XYZ

0 78 84 86

1 85 94 97

2 96 89 96

3 80 83 72

4 86 86 83

8. Write a Pandas program to create and display a DataFrame from a specified dictionary data which has the index labels. Sample Python dictionary data and list labels:

exam_data = {'name': ['Anastasia', 'Dima', 'Katherine', 'James', 'Emily', 'Michael', 'Matthew', 'Laura', 'Kevin', 'Jonas'],

'score': [12.5, 9, 16.5, np.nan, 9, 20, 14.5, np.nan, 8, 19],

'attempts': [1, 3, 2, 3, 2, 3, 1, 1, 2, 1],

'qualify': ['yes', 'no', 'yes', 'no', 'no', 'yes', 'yes', 'no', 'no', 'yes']}

labels = ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j']

- 9. Write a Python program to draw a line with suitable label in the x axis, y axis and a title
- 10. Write a Python program to draw a line using given axis values taken from a text file, with suitable label in the x axis, y axis and a title.

Test Data:

test.txt

12

2 4

3 1

Mode of Evaluation	Internal and External Examinations
---------------------------	------------------------------------



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to Write, Test and Debug Python Programs	2	S
CO2	Students should be able to Implement Conditionals and Loops for Python Programs	3	S
CO3	Students should be able to Use functions and represent Compound data using Lists, Tuples and Dictionaries		Emp

Course Outcomes	Progra	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)									Program Specific Outcomes				
	PO1							PSO1	PSO2	PSO3					
CO 1	2	3	2	2	3	3	2	2	1	3	2	3			
CO 2	3	2	3	2	2	3	2	2	3	2	2	3			
CO 3	2	2	2	3	3	2	3	2	2	2	3	2			
Avg	2.3	2.3	2.3	2.3	2.7	2.7	2.3	2.0	2.0	2.3	2.3	2.7			



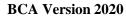
Semester 6 Year 3

CA3601	Title: Intelligent Data Analytics	L 4	T 0	P 0							
Version No.	1.0										
Course Prerequisites	Nil										
Objective	Intelligent Data Analytics is the science of analyzing data to convert information into useful knowledge. This knowledge could help us to understand our world better and in many context enable us to make better decision.										
Expected Outcome	 Students should be able to identify Big Data and business Implications along with different data categorization and Multidimensional Data Model. Students should be able to understand and analyze Data Analysis Techniques with Level of Measurement & Data Management and Indexing Students should be able to learn and demonstrate various Basic Statististical Analysis Techniques. Students should be able to learn and analyze Data Analysis Technique using Machine Learning. Students should be able understand reinforcement learning. 										
Unit No.	Unit Title No. of Hrs (Per Unit)										
Unit I	Introduction to intelligent data analytics				7						
Elements, variable and data	ta Analytics, Size of Data, Growth of Data, Source of Data, D categorization, NOIR Topology, Properties of Data, Nomed Ration Scale, Multidimensional Data Model.										
Unit II	Data Defination and Analysis Techniques				7						
	xing ,Introduction to Statistical Learning and R programmin ation of Dispersions, Practice and Analysis with R.	g, N	Mea	sure	of C	entral					
Unit III	Basic Analysis Technique				7						
Basic Analysis Techniques:S Variance,Correlation Analysis	tatistical Hypothesis Generation and Testing ,Chi-Square Tes s, Maximum Likelihood Test	t , '	Г-Т	est ,	Analy	sis of					
Unit IV	Data Analysis Technique using Machine Learning 8										
	gression & classification, Support Vector Machine, Ensemble eural Network, clustering, Associative Rule Mining, Challer										
Unit V	Prescriptive Analytics 7										
	Through Designed Experiments, Creating data for Analytics the Understanding Business Scenarios, scalable and parallel Comp										



Text Books	1.Probability and Statistics for Engineers and Scientist(9th edition),Ronald E.Walpole, Raymond H.Myers, Sharon L.Myers. 2.Mining Massive Data Sets, A.Rajaraman, and J.Ullman, Cambridge University Press, 2012 3.Data Mining And Analysis, Mohammed J.Zaki, Wagner Meira, Cambridge
Reference Books	1. Hadoop: The Definitive Guide(2 nd edition) By Tom White ,O'Reilly , 2014 2. Biginning R: The Statistical Programming Language ,Mark Gardener, Wiley
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studied on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Students should be able to identify Big Data and business Implications along with different data categorization and Multidimensional Data Model.		S
CO2	Students should be able to understand and analyze Data Analysis Techniques with Level of Measurement & Data Management and Indexing		S
CO3	Students should be able to learn and demonstrate various Basic Statististical Analysis Techniques.	3	S
CO4	Students should be able to learn and analyze Data Analysis Technique using Machine Learning.	3	S
CO5	In this students should be able to learn about HDFS Concepts and Interfacing with HDFS & Role of Prescriptive Analytics		S





Course	Pro	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3,									gram Spec	ific	
Outcomes		_	Mod	erate- 2,	Low-1, N	Not relate	ed-0)			Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1													
	2	2	2	2	3	2	2	3	2	2	2	2	
CO 2													
	3	2	2	2	2	2	3	2	3	3	3	3	
CO 3	_		_	_	_	_	_	_	_		_		
	2	3	3	3	2	2	3	2	2	2	3	2	
CO 4	_	_	_	_		_	_	_		_	_	_	
	3	3	2	2	1	2	2	2	1	3	3	3	
CO 5													
	2	3	2	2	3	2	2	2	2	2	2	2	
Avg													
	2.4	2.6	2.2	2.2	2.2	2.0	2.4	2.2	2.0	2.4	2.6	2.4	

BCA Version 2020

MA3603	Title: Mathematics	L 3	T 0	P 0	C 3			
Version No.	1.0							
Course Prerequisites	Nil							
Objective	To introduce the theoretical concepts of ordinary differential equations, matrix and statistics.							
Expected Outcome	 To introduce the theoretical concepts of ordinary differential equations, matrix and statistics. Students will able the understand the concepts of differentiation and integration. Students will able the understand the concepts of correlation and regression. Students will able the understand the concepts of second order differential equations with constant coefficient. Students will able the understand the concepts of time series. 							
Unit No.	Unit Title				hours Unit)			
Unit I	Matrix				8			
	nverse of a matrix. Row rank and column rank of a matriley Hamilton theorem and its application.	x . Ra	ınk o	of m	atrix, Eigen			
Unit II	First Order Differential Equations				6			
	differential Equations of First degree and Higher degree.				<u> </u>			
Unit III	Second Order differential Equations with Constant Coefficient			,	7			
Introduction, Complementary Function	on and Particular Integral, Solution of equations							
Unit IV	Correlation and Regression			,	7			
Concept of correlation, positive & ne Two regression equations, Regression	egative correlation, Karl Pearson's Coefficient of correlation	on, m	nean	ing	of regression,			
Unit V	Time series				5			
Introduction to time series, Objective	s of time series, Identification of trend, Components of time	ne ser	ies,	Var	iations in			
Text Books	ysis and Choosing appropriate forecasting model. 1. M.D Raisinghania, Ordinary and partial differential equations, S. Chand Publication. 2. Shanti Narayan, A Text Books of Matrices. 3.Gupta, S.C., Kapoor, V.K., "Fundamentals of Mathematical Statistics", Sultan publication.							
Reference Books	Robert V. Hogg, Joseph W. McKean and Allen T. Craig, Introduction to Mathematical Statistics, Pearson Education, Asia. R.K Jain and S R K Iyengar, Advanced Engineering Mathematics, MANarosa publication							
Mode of Evaluation	Internal and External Examinations							
Recommended by Board of Studied on	11-07-2020							
Date of Approval by the Academic Council on	13-09-2020							



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	To introduce the theoretical concepts of ordinary differential equations, matrix and statistics.	2	S
CO2	Students will able the understand the concepts of differentiation and integration.	2	S
CO3	Students will able the understand the concepts of correlation andregression.	2	S
CO4	Students will able the understand the concepts of second orderdifferential equations with constant coefficient.	2	S
CO5	Students will able the understand the concepts of time series	2	S

Course Outcomes	Pro	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)									Program Specific Outcomes			
Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1	2	2	1	2	1	2	2	1	2	2	2	2		
CO 2	3	2	2	2	2	2	3	2	3	3	3	3		
CO 3	2	3	3	2	2	3	3	2	2	2	3	3		
CO 4	3	3	3	2	3	2	2	2	2	3	2	3		
CO 5	2	2	2	2	2	2	2	3	2	2	2	2		
Avg	2.4	2.4	2.2	2.0	2.0	2.2	2.4	2.0	2.2	2.4	2.4	2.6		



PROGRAM ELECTIVES

	T NOGRAMI ELECTIVES	T					
CA 3503	Title:Multimedia and Animation	L T P C 3 0 0 3					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	To understand the different components, different file formats and various tools of multimedia system 2. To gain knowledge in Animation and images						
Expected Outcome	After the completion of this course, the students will be able to dapplications.	levelop					
Unit No.	Unit Title	No. of hours (per Unit)					
Unit I	Multimedia	8					
- Text - Graphics - Audio - Fr COMPUTER GRAPHICS: 2D Basic Sound Concept - Audio	re Multimedia – Advantages Of Interactive Multimedia – Where Tilm – Video. UNDERSTANDING TEXT: Typeface or Fonts – Tyle Computer Graphics – 3D Computer Graphics API. UNDERSTAI Formats and Quality Levels – AIF Format – AU Format – EA For RSTANDING VIDEO: Digital Vs Analog Video	pes of Fonts. NDING SOUND:					
Unit II	Photoshop	7					
Painting Tools – Erasing – Fill	s – Resolution – Models and Colour Spaces – Layers. PAINTING s – Type. SELECTION AND ALLIED OPERATIONS: Marquee Paths – Combining and Transforming Selections.						
Unit III	Adjustments And Retouching	7					
	ljustments – Retouching By Hand. EFFECTS AND FILTERS: Blund Distortion – Layer Effects and Layer Styles	urring and					
Unit IV	Flash	7					
Brushes - Selection - Train	Basic Concepts – Drawing – Lines and Shapes – Strokes and nsformation and Reshaping – Importing Artwork and Mare Frame at a Time – Motion Tweening – Symbols and Instances –	nipulating Images.					
Unit V	Actions	7					
Buttons – Button action – Frame Action – Action and Movie Clip Symbols – Actions – Browsers and Networks – Beyond the Basic Actions. FLASH MX275: Interface Elements – Panels – Tools – Layer Folders – Accessibility – Video – 47 FSH (BCA) COMPUTER APPLICATIONS - 2015-2016 Components – User Interface Components – Changing the Appearance of Components.							
Text Books	1. Vishnu PriyaSingh, "A Text Book of Multimedia", 1st Ed., Computech Pub. L New Delhi 2. Nigel Chapman and Jenny Chapman, "Practical Multimedia", Wiley – Drea Tech Pvt. Ltd.						
Reference Books	3. Thiagharajan and Anbumani, "Flash MX 2004", Tata McGraw Hill, New Delhi. 4.Laurie Ulrich Fuller and Robert C. Fuller, "Photoshop CS3 Bible", Willey India Pvt. Ltd.						



Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	understand the characteristics of different media; understand the representations of different multimedia data; understand different data formats .Also gain understanding about Computer Graphics.	2	S
CO2	gain understanding about photo-shop fundamentals using various tools and techniques.	2	s
CO3	use various adjustments And retouching tools and techniques to produce Special Effects such as Blurring, Sharpening, Layer Effects and Layer Styles.	2	Emp
CO4	the fundamental skills to produce basic animations and motion graphics using various tools and techniques.	2	Emp
CO5	gain understanding about Flash Software and its related components to produce advance animations and graphics.		Emp

Course	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)											
Outcomes			3, Mod	lerate- 2	, Low-1	, Not re	lated-0)				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
CO 1	3	2	2	2	3	2	3	2	2	2	3	2
CO 2	3	2	2	1	2	2	3	2	2	2	2	2
CO 3	3	2	2	2	2	2	2	2	2	3	2	2
CO 4	2	3	2	2	2	3	2	3	2	2	3	2
CO 5	3	2	2	3	2	1	2	2	2	2	2	3
Avg	2.8	2.2	2.0	2.0	2.2	2.0	2.4	2.2	2.0	2.2	2.4	2.2



CA 3504	Title:IT Infrastructure Management	L T P C 3 0 0 3										
Version No.	1.0											
Course Prerequisites	Nil											
Objectives	Today Networks and IT infrastructure components are the nerves information flow both within and outside the organizations. Prog have always faced challenges while managing and designing IT i which will meet the business needs. Emerging technologies such communications, enterprise wide networks, and next generation is	ressive enterprises infrastructure, as unified										
Expected Outcome	Comprehensive, theory based understanding of the underpinning natural and physical and the engineering fundamentals applicable to the engineering disciplin In-depth understanding of specialist bodies of knowledge within the engineering discipline.											
Unit No.	Unit Title	No. of hours										
Unit I	Introduction	7										
Information Technology, Computer Hardware, Computer Software, Network and Internet, Computing Resources, IT INFRASTRUCTURE- Design Issues, Requirements, IT System Management Process, Service Management Process, Information System Design, IT Infrastructure Library												
		Vianagement										
		7										
Process, Information System D Unit II	Service Delivery Process rice Level Management, Financial Management, Service Management	7										
Unit II Service Delivery Process, Serv	Service Delivery Process rice Level Management, Financial Management, Service Management	7										
Unit II Service Delivery Process, Serv Management, Availability Mar Unit III Service Support Process, Confi Management, Release Manage	Service Delivery Process ice Level Management, Financial Management, Service Management	7 ent, Capacity 8 ent, Change & Retrieve,										
Unit II Service Delivery Process, Serv Management, Availability Mar Unit III Service Support Process, Confi Management, Release Manage Disaster Recovery, Space Man	Service Delivery Process ice Level Management, Financial Management, Service Management Service Support Process iguration Management, Incident Management, Problem Management, STORAGE MANAGEMENT- Backup & Storage, Archive	7 ent, Capacity 8 ent, Change & Retrieve,										
Unit II Service Delivery Process, Serv Management, Availability Mar Unit III Service Support Process, Confi Management, Release Manage Disaster Recovery, Space Man Retention. Unit IV	Service Delivery Process Tice Level Management, Financial Management, Service Management Service Support Process Tiguration Management, Incident Management, Problem Management, STORAGE MANAGEMENT- Backup & Storage, Archive agement, Database & Application Protection, Bare Machine Recovery Management Security Management et Security, Physical Security, Identity Management, Access Management, Problem Management	7 ent, Capacity 8 ent, Change & Retrieve, very, Data 7										
Unit II Service Delivery Process, Serv Management, Availability Mar Unit III Service Support Process, Confi Management, Release Manage Disaster Recovery, Space Man Retention. Unit IV Security, Computer and internet	Service Delivery Process Tice Level Management, Financial Management, Service Management Service Support Process Tiguration Management, Incident Management, Problem Management, STORAGE MANAGEMENT- Backup & Storage, Archive agement, Database & Application Protection, Bare Machine Recovery Management Security Management et Security, Physical Security, Identity Management, Access Management, Problem Management	7 ent, Capacity 8 ent, Change & Retrieve, very, Data 7										
Unit II Service Delivery Process, Serv Management, Availability Mar Unit III Service Support Process, Confi Management, Release Manage Disaster Recovery, Space Man Retention. Unit IV Security, Computer and interned Detection, Security Information Unit V Introduction to Cyber Ethics,	Service Delivery Process ice Level Management, Financial Management, Service Management Service Support Process iguration Management, Incident Management, Problem Management, STORAGE MANAGEMENT- Backup & Storage, Archive agement, Database & Application Protection, Bare Machine Recovered Security, Physical Security, Identity Management, Access Management Management. IT Ethics Intellectual Property, Privacy and Law, Computer Forensics, ETRENDS in IT- Electronics Commerce, Electronic Data In	7 ent, Capacity 8 ent, Change & Retrieve, very, Data 7 gement. Intrusion 7										



Reference Books	1.IT Infrastructure Management ,Anita Sengar,S K Kataria and Sons
Mode of Evaluation	Internal and External Examinations
Recommendation by Board of Studies on	11-07-2020
Date of approval by the Academic Council	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	IT Infrastructure Management	2	Emp
CO2	Service Delivery Process	2	S
CO3	Service Support Process	2	S
CO4	Security Management	2	Emp
CO5	IT Ethics	2	Emp

Course Outcomes	Pro	gram Ou	itcomes (Course A erate- 2,				y Mapped	1-3,		Program Specific Outcomes				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3			
CO 1	3	2	2	3	1	3	2	3	2	2	3	3			
CO 2	3	3	3	2	1	2	1	1	3	2	1	2			
CO 3	2	3	3	2	2	2	3	2	2	3	2	2			
CO 4	3	2	3	1	2	2	2	2	3	3	2	1			
CO 5	3	3	3	2	2	2	3	3	3	3	3	2			
Avg	2.8	2.6	2.8	2.0	1.6	2.2	2.2	2.2	2.6	2.6	2.2	2.0			



CA3507	Title: Data Compression Techniques & Algorithms	L 3	T 0	P 0	C 3					
Version No.	1.0									
Course Prerequisites	Nil									
Objective	Gain a fundamental understanding of data compression images, and video, and related issues in the storage, accesdata sets. illustrate the concept of various algorithms for audio, image and video information.	ss, an	d us	e of	large					
Expected Outcome	 To gain a fundamental understanding of data compression methods for text images, and video. To understand related issues in the storage, access and use of large data sets. To illustrate the concept of various algorithms for compressing text, audio image and video information. Understand the structural basis for and performance metrics for commonly used lossy compression techniques. Understand conceptual basis for commonly used lossy compression techniques. 									
Unit No.	Unit Title		No. c (Per							
Unit I	Compression Techniques			8						
coding, Mathematical Preliminaries for	Compression Techniques: Loss less compression, Lossy Compression, Measures of performance, Modeling and coding, Mathematical Preliminaries for Lossless compression: A brief introduction to information theory, Models: Physical models, Probability models, Markov models, composite source model,									
Unit II	Compression Algorithms		-	6						
Encoding procedure, Decoding proce coding: Loss less image compression, Tunit III Coding a sequence, Generating a bina image compression-The JBIG standa	mum variance Huffman codes, Adaptive Huffman coding: dure. Golomb codes, Rice codes, Tunstall codes, Applic Text compression, Audio Compression. Coding Algorithm ary code, Comparison of Binary and Huffman coding, Aprd, JBIG2, Image compression. Dictionary Techniques: Dictionary. The LZ77 Approach, The LZ78 Approach	ations plicat	s of	Hof 6 : Bi	-level					
Unit IV	Applications			6						
File Compression-UNIX compress, Im Modems: V.42 bits, Predictive Codin	age Compression: The Graphics Interchange Format (GIF), g: Prediction with Partial match (ppm): The basic algorit exclusion Principle, The Burrows-Wheeler Transform: Mo	hm, T	npres The -fron	sion ESC	CAPE					
		uontiz			ntivo					
Quantization, Non uniform Quantization	1 /	uantiZ	ω,	ruc	ipuve					
Text Books	Khalid Sayood, Introduction to Data Compression, Morgan Kaufmann Publishers Elements of Data Compression, Drozdek, Cengage Learning Introduction to Data Compression, Second Edition, KhalidSayood, The Morgan aufmannSeries									
Reference Books	1.Data Compression: The Complete Reference 4th Edition Springer 2.Text Compression1st Edition by Timothy C. Bell Prentice	-		Salo	mon,					
Mode of Evaluation	Internal and External Examinations									
Recommended by Board of Studied on	11-07-2020									
Date of Approval	13-09-2020									
Date of Addroval										



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	To gain a fundamental understanding of data compression methods for text, images, and video.	2	Emp
CO2	To understand related issues in the storage, access and use of large data sets.	2	Emp
(()3	To illustrate the concept of various algorithms for compressing text, audio, image and video.	2	S
0.04	Understand the structural basis for and performance metrics for commonly used lossy techniques.	2	Emp
	Understand conceptual basis for commonly used lossy compression techniques.	1	S

CO-FO Mapping for CA350/																	
Course	Prog	ram Oı	utcome	s (Cou	rse Art	iculatio	n Matr	ix (High	hly Ma	pped-3	, Mod	erate-	Program Specific				
Outcomes		2, Low-1, Not related-0)												Outcomes			
	РО	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PS	PS	PS	PSO4	
	1	2	3	4	5	6	7	8	9	10	11	12	O1	O2	O3		
CO 1	2	2	1	2	3	2	2	2	2	2	2	2	2	2	1	2	
CO 2	3	3	2	2	3	1	3	2	2	3	2	3	3	3	2	2	
CO 3	3	3	3	3	2	2	2	2	3	3	3	3	3	3	3	3	
CO 4	3	3	3	3	2	2	2	3	3	2	2	3	3	3	3	3	
CO 5	2	2	2	2	1	3	3	2	2	2	2	2	2	2	2	2	
Avg	2.6	2.6	2.2	2.4	2.2	2.0	2.4	2.2	2.4	2.4	2.2	2.6	2.6	2.6	2.2	2.4	



CA 3505	Title: Machine Learning Concepts	L T P C									
Version No.	1.0	3 0 0 3									
Course Prerequisites	Nil										
Objective	To discover patterns in the user data and then make predictions b patterns for answering business questions and solving business prhelps in analysing the data as well as identifying trends.										
Expected Outcome	 Students will able the understand the concepts of machine learning Students will able the understand the concepts various machine learning algorithm. Students will able the understand the concepts of Bayesian learning. Students will able the understand the concepts of instance based learning. Students will able the understand the concepts of genetic algorithm and its uses. 										
Unit No.	Unit Title	No. of Hrs (Per Unit)									
Unit I	Introduction of Machine Learning	8									
CONCEPT LEAR	rning problems, Designing a Learning System, Issues in Macl NING TASK - General-to-specific ordering of hypotheses, Find-S tte elimination algorithm, Inductive bias										
Unit II	Machine Learning Algorithm	7									
Artificial Neural N	rning - Decision tree learning algorithm-Inductive bias- Issues in letworks – Perceptrons, Gradient descent and the Delta rule, Adalin propagation rule Back propagation Algorithm Convergence, Genera	e, Multilayer networks,									
Unit III	Evaluating Hypotheses	7									
	eses Accuracy, Basics of sampling Theory, Comparing Learning corem, Concept learning, Bayes Optimal Classifier, Naïve Bayes classifier,										
Unit IV	Computational Learning Theory	7									
Mistake Bound Mo	ty for Finite Hypothesis spaces, Sample Complexity for Infinite odel of Learning; INSTANCE-BASED LEARNING – k-Nearest Neon, Radial basis function networks, Case-based learning										
Unit V	Genetic Algorithm	7									
	mple, Hypothesis space search, Genetic Programming, Models of I rules-sequential covering algorithms- General to specific beam sear										
Text Books	1.Tom M. Mitchell, Machine Learning, McGraw-Hill Education 2.Ethem Alpaydin, Introduction to Machine Learning (Adamachine Learning), The MIT Press										
Reference Books	1.Stephen Marsland, Machine Learning: An Algorithmic Perspect 2.Bishop, C., Pattern Recognition and Machine Learning. Berlin										



Mode of Evaluation	Internal and External Examination
Recommended by Board of Studied on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	about Machine Learning	2	S
CO2	Machine Learning Algorithm	3	Emp
CO3	Evaluating Hypotheses	2	Emp
CO4	Computational Learning Theory	2	Emp
CO5	Genetic Algorithm	3	Emp

Course Outcomes	3, Moderate- 2, Low-1, Not related-0) Out										gram Spe Outcomes	ram Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1	2	2	3	2	2	2	3	2	2	2	2	2		
CO 2	2	2	2	2	3	3	3	3	3	2	2	2		
CO 3	3	2	2	2	2	2	3	2	2	3	2	3		
CO 4	3	3	2	3	1	2	2	2	2	3	2	3		
CO 5	3	3	2	3	3	2	2	2	3	3	3	3		
Avg	2.6	2.4	2.2	2.4	2.2	2.2	2.6	2.2	2.4	2.6	2.2	2.6		



CA 3506	Title:Cloud Computing Foundation L T P 3 0 0 0 0											
Version No.	1.0											
Course Prerequisites	Nil											
Objective	To provide students with the fundamentals and essentials of Cloud Computing and also a sound foundation of the Cloud Computing so that they are able to stausing and adopting Cloud Computing services and tools in their real list scenarios. To expose the students to frontier areas of Cloud Computing a information systems, while providing sufficient foundations to enable furth study and research.											
Expected Outcome	Explain the core concepts of the cloud computing paradigm: h paradigm shift came about, the characteristics, advantages and about by the various models and services in cloud computing. fundamental concepts in datacenters to understand the tradeoff efficiency and cost.	chall Appl	lenge y the	es br								
Unit No.	Unit Title		No. ((Per									
Unit I	What the cloud is and why it's a technological and business game changer.			4								
	Traditional architecture, Services models (IaaS, PaaS, Sacloud platform) console, install and configure Cloud SDK, Goog oud console mobile app.											
Unit II	Use GCP to Build Your Apps			6								
	, Exploring IaaS with Compute Engine, Configuring elastic apne, Event driven programs with cloud functions, Containerizingine.											
Unit III	Structured and Unstructured Storage models	nd Unstructured Storage models 5										
Storage, SQL managed services	ructured and unstructured storage in the cloud, Unstructured s, Exploring Cloud SQL, Cloud Spanner as a managed service, a NoSQL document store, Cloud Bigtable as a NoSQL											
Unit IV	Cloud APIs & Cloud Security			5								
Cloud Pub/Sub, Introduction to s	adpoints, Using Apigee Edge, Managed message services, Expecurity in the cloud, The shared security model, Encryption option, Identify Best Practices for Authorization using Cloud IAM.											
Unit V Cloud networking, automation and management tools 6												
	ne cloud, Defining a Virtual Private Cloud, Public and private											
Google's network architecture, clouds using VPNs, interconne	Routes and firewall rules in the cloud, Multiple VPC networking, and direct peering, Different options for load balancing ployment Manager, Public and private IP address basics.	-		_	-							



Reference Books 1. Erl T, Mahmood Z and Martinez J W, Cloud Computing: Concepts Technology & Architecture, Prentice Hall. 2. Stallings W, Foundations of Modern Networking, Pearson.					
Mode of Evaluation	Internal and External Examinations				
Recommended by Board of Studied on	11-07-2020				
Date of Approval by the Academic Council on	13-09-2020				

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	understand the use of Cloud Computing Concepts.	2	S
CO2	solve real world application development problems using Google app engine, GKE.	3	Emp
CO3	understand the need of Google cloud storage options	2	Emp
CO4	understand the use of networking and management tools.	2	Emp
CO5	machine learning applications over the cloud.	2	Emp

Course											gram Specific		
Outcomes			Mod	lerate- 2,	Low-1, 1	Not relate	ed-0)			Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
00.1													
CO 1	2	2	2	3	2	2	2	3	2	2	2	2	
CO 2													
002	2	1	2	1	3	3	2	2	2	2	2	2	
CO 3													
	2	2	2	3	2	1	2	2	2	3	3	2	
CO 4													
	2	3	3	2	2	2	2	3	2	2	2	2	
CO 5													
	3	3	3	2	2	2	3	2	3	3	3	3	
Avg													
	2.2	2.2	2.4	2.2	2.2	2	2.2	2.4	2.2	2.4	2.4	2.2	



CA3508	Title: IT Application Security & Privacy	L 3	,	T P	C 3		
Version No.	1.0	3		0 0			
Course Prerequisites	Nil						
Objective An introductory course about understanding Web Application Securit importance and vulnerability in the industry							
Understand modern web application development, Web Security Is Be able to apply design and security principles to new problems. Analyze and solve real world problems by exploring a web development framework as an implementation example. Create dynamically generated web site complete with user account Create page level security, modular design using css and them data driven content							
Unit No.	Unit Title			of Hr Unit			
Unit I	The Owasp Project			8			
	rity, threats and OWASP principles, introduction to secure attacks (DOS, ARP cache poisoning, DNS cache poison				al		
Unit II	Internet E-Mail			8			
Architecture and infrastructure, func spoofing, DKIM, SPF, Introduction to	tions, agents and standards, MIME and PGP, phishing email forensics	g, spa	am	nming	and		
Unit III	Browser			8			
	wsers war, browsers comparison ,configuration (cookies, c cking/profiling (third party cookies, supercookies, cookie t etc.) and secure browsing						
Unit IV	Web Server			6			
Introduction to a secure set-up of Apa	che ,Firewalling a web server						
Unit V	Privacy Preserving			6			
Attacks to privacy (spyware and back, Anonymity	cdoors, browser, email etc.) ,Identity theft ,Advanced brov	vser c	con	ıfigura	ıtion		
1. Web Application Security, A Beginner's Guide 1st Edition, by Br Sullivan, Vincent Liu (Author) 2. The Web Application Hacker's Handbook: Finding and Exploi Security Flaws, by Dafydd Stuttard, Marcus Pinto (Author)							
Reference Books 1. Mastering Modern Web Penetration Testing, Prakhar Prasad (Auth							
Mode of Evaluation	Internal and External Examinations						
Recommended by Board of Studied on	11-07-2020						
Date of Approval by the Academic Council on	13-09-2020						



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	Understand modern web application development, Web Security Issues	2	Emp
CO2	Apply design and security principles to new problems.	2	Emp
CO3	Analyze and solve real world problems by exploring a web development framework as an implementation example	2	S
CO4	Create dynamically generated web site complete with user accounts	2	Emp
CO5	Create page level security, modular design using css and themes and data driven content	1	Emp

Course Outcomes	Prog	Program Outcomes (Course Articulation Matrix (Highly Mapped-								Program Specific			
			3, Mo	derate- 2	2, Low-1	l, Not re	elated-0)		Outcomes			
	PO	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO	PSO	PSO	
	1									1	2	3	
CO 1	2	2	2	2	3	3	3	2	3	2	2	2	
CO 2	2	3	3	3	1	2	3	3	2	2	2	2	
CO 3	3	3	3	3	2	2	3	2	3	3	1	3	
CO 4	3	2	2	2	3	3	2	3	3	2	3	3	
CO 5	3	3	3	3	2	2	3	2	2	3	3	3	
Avg	2.6	2.6	2.6	2.6	2.2	2.4	2.8	2.4	2.6	2.4	2.2	2.6	



CS 3602	Title: E-Commerce	L T P C 3 0 0 3					
Version No.	1.0						
Course Prerequisites	Nil						
Objectives	To develop an understanding of scope of E-Commerce. To develops an understanding of business and market place. To develop an understanding of business.						
Expected Outcome Students would be able to analyze the concept of electronic market and market pla Students would be able to understand the business models. Students would be able understand the business standards							
Unit No.	Unit Title	No. of hours (per Unit)					
Unit 1	Overview of Electronic Commerce	7					
	merce, Broad Goals of E-Commerce, E-Commerce technical Components, Fur Ecommerce, Lessons from E-commerce Evolution, Scope of E-commerce.	nctions of E-					
Unit II	E- Commerce Strategies	7					
	chitecture, E-commerce Essentials, Ecommerce applications, Foundation of E Advantages of E-Commerce, Disadvantages of E-commerce, progress of E-cor						
Unit III	Reference Models	7					
E-commerce opportunity F	Revolution. E-commerce Activities, Matrix of E-commerce models, B2C, B2B Frame work, Developing an E-commerce Strategy, International E-commerce, elopment, Dotcom Companies.						
Unit IV	Electronic Market	7					
	Purchasing, Electronic Market, Three models of Electronic Market, Markets canne-to—one Marketing, Permission Marketing, pull and push technologies, B2E ange.						
Unit V	Electronic Business	8					
Business, Evolution of Ele	ations Emerging applications, Electronic Business Architecture, AMR Model ectronic Business, Application, Dotcom companies, The Indian scenario for Enentations, B2B E-commerce, B2C E-commerce, B2B Market Place.						
Text Books 1. E-Commerce Concepts. Models, Strategies C.S.V Murthy, Himalaya Publishing Hou 2. The Complete E-Commerce Book: Design, Build & Maintain a Successful Web-base Business by Janice Reynolds							
Reference Books	Reference Books 1.E-Commerce: Fundamentals and Applications by Henry Chan, Raymond Lee, Thara Dillon, Elizabeth Chang						
Mode of Evaluation	Internal and External Examinations						
Recommendation by Board of Studies on	11-07-2020						



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	understand about Electronic Commerce	2	S
CO2	understand about Electronic Commerce strategies	2	S
CO3	understand about Reference Models	2	Emp
CO4	understand about Electronic Market	2	Emp
CO5	understand about Electronic Business	2	Emp

Course Outcomes	Progr	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0) Program Outcomes (Program Spectrum) Outcomes										
Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
	101	102	103	104	103	100	107	100	10)	1301	1502	1303
CO 1	2	2	1	1	2	3	2	2	2	2	2	3
CO 2	2	1	2	1	3	2	1	3	2	1	3	1
CO 3	2	2	2	2	1	3	3	2	2	2	2	2
CO 4	3	3	3	2	2	2	2	2	3	3	2	3
CO 5	3	3	3	3	3	2	3	2	3	3	2	3
Avg	2.4	2.2	2.2	1.8	2.2	2.4	2.2	2.2	2.4	2.2	2.2	2.4



CA3603	Title: Cryptography and Network Security	L T P C 3 0 0 3							
Version No.	1.0								
Course Prerequisites	Nil								
Objective	To know the methods of conventional encryption .To underst key encryption and number theory. To know about Techniq								
Expected Outcome	 Students should be able to learn about the Cryptogralong with different IT/cyber laws to combat cyber or Students should be able to understand and analyze halgorithms and hashing techniques secure data and ersecurity Students should be able to understand about variou threats over internet. Students should be able to learn about firewalls an techniques. Students should be able to learn about techniques of 	ow different cryptographic nsure CIA triad of network s forms of malicious virus d other intrusion detection							
Unit No.	Unit Title	No. of Hrs (Per Unit)							
Unit I	Overview	8							
Asymmetric Cryptography,	y Objectives, OSI Security Architecture, Introduction to Cryp Steganography, Symmetric Encryption Model, Introduction titution ciphers and Transposition ciphers. Stream Ciphers and	to Group, Conventional							
Unit II	Block Ciphers & Public Key Cryptography	7							
Data Encryption Standard (I	ck Ciphers - Components, Shannon's theory of Confusion and I DES): Working, Round Functions and Key Generation, Key Private key and Public key, RSA algorithm, Key Manager	distribution, Principles of							
Unit III	Hash Functions and Digital Signatures	7							
Message Authentication and Hash Function: Authentication Requirements, Authentication Functions, Message Digest Code (MDC), Hash Functions, MD5 Message Digest Algorithm, Set Hash Algorithm (SHA). Digital Signatures: Digital Signature Standards (DSS).									
Unit IV	Network & System Security 7								
Key Exchange, Key Distribution, Authentication Applications: Kerberos Operation, Kerberos Servers, X. Certificates, Electronic Mail Security- Pretty Good \Privacy (PGP), S/MIME, TCP/IP, HTTP. System Security- Intruders – Intrusion Detection System (IDS), Viruses and Related Threats, Firewall – Types of Firewall.									
Unit V	IP & Web Security 7								
IP Security: Architecture, Authentication header, Encapsulating security payloads (ESP), Key Management – Internet Key Exchange. Web Security: Secure socket layer and transport layer security, secure electronic transaction (SET).									



BCA Version 2020

Text Books	William Stallings, "Cryptography And Network Security – Principles and Practices", Pearson Education Behrouz A. Ferouzan, "Cryptography and Network Security", Tata McGraw-Hill,
Reference Books	1. Bruce Schneier, "Applied Cryptography", John Wiley & Sons, New York
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studied on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to learn about the Cryptography & Network security, along with different IT/cyber laws to combat cyber crime	2	Emp
CO2	Students should be able to understand and analyze how different cryptographic algorithms and hashing techniques secure data and ensure CIA triad of network security	2	Emp
CO3	Students should be able to understand about various forms of malicious virus threats over internet.	2	S
CO4	Students should be able to learn about firewalls and other intrusion detection techniques.	2	Emp
CO5	Students should be able to learn about Basics, setting of VPN configuration and concepts of exchanging keys, modifying security policy.	2	Етр

Course	Progra	m Outc	omes (C	ourse A	rticulati	on Matri	ix (High	ıly Mapı	ped- 3,	Program Specific			
Outcomes			Moder		Outcomes								
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3	
CO 1	2	2	2	2	2	2	1	2	3	3	3	2	
CO 2	3	3	3	2	3	2	2	3	1	2	2	2	
CO 3	2	2	2	3	2	3	3	1	2	3	3	2	
CO 4	2	3	2	2	2	3	3	2	2	1	2	3	
CO 5	3	2	2	3	2	2	3	3	3	2	3	2	
Avg	2.4	2.4	2.2	2.4	2.2	2.4	2.4	2.2	2.2	2.2	2.6	2.2	



	BCA Version 2020								
CA3606	Title: Digital Image Processing & Analysis	L T P C 3 0 0 3							
Version No.	1.0	- L							
Course Prerequisites	None								
Objective	To study the image fundamentals and mathematical transfor image processing. To study the image enhancement to study image restoration procedures. To study the image coprocedures.	echniques. To							
 Review the fundamental concepts of a digital image system. Analyze images in the frequency domain using various Evaluate the techniques for image enhancement restoration. Categorize various compression techniques. CO5: Intecompression standards. Interpret image segmentation and representation techniques. 									
Unit No.	Unit Title	No. of Hrs (Per Unit)							
Unit I	Introduction and Fundamentals	8							
Perception, A Simple Image Mode Introduction; Basic Gray Level Fund Histogram Specification; Histogram	ons, Components of Image Processing System, Element of Yel, Sampling and Quantization.Image Enhancement in ctions – Piecewise- Linear Transformation Functions: C Equalization; Local Enhancement; Enhancement using ge Averaging; Basics of Spatial Filtering; Smoothing - M	Spatial Domain: ontrast Stretching; Arithmetic/Logic							
Unit II	Image Enhancement in Frequency Domain	7							
Fourier Transform and the Frequency pass; Correspondence Between Filterin	Domain, Basis of Filtering in Frequency Domain, Filters – Ing in Spatial and Frequency Domain; Smoothing Frequency								
Filtering.Image Restoration: A Model	Frequency Domain Filters – Gaussian High pass Filters; H of Restoration Process, Noise Models, Restoration in the pr Arithmetic Mean filter, Geometric Mean Filter, Order Statistical Restoration of the Process of the	omomorphic resence of Noise							
Filtering.Image Restoration: A Model only-Spatial Filtering – Mean Filters: A Median Filter, Max and Min filters; Pe	of Restoration Process, Noise Models, Restoration in the pr Arithmetic Mean filter, Geometric Mean Filter, Order Statis criodic Noise Red	omomorphic resence of Noise stic Filters –							
Filtering.Image Restoration: A Model only-Spatial Filtering – Mean Filters: A Median Filter, Max and Min filters; Pe Unit III Color Fundamentals, Color Models, C Sharpening, Color Segmentation. M Binary Images, Dilation and Erosion	of Restoration Process, Noise Models, Restoration in the processing Arithmetic Mean filter, Geometric Mean Filter, Order Statisteriodic Noise Red Color Image Processing Converting Colors to different models, Color Transformation orphological Image Processing: Introduction, Logic Opp., Opening and Closing, Morphological Algorithms — Bo	omomorphic resence of Noise stic Filters – 7 on, Smoothing and erations involving							
Filtering.Image Restoration: A Model only-Spatial Filtering – Mean Filters: A Median Filter, Max and Min filters; Pe Unit III Color Fundamentals, Color Models, C Sharpening, Color Segmentation. M	of Restoration Process, Noise Models, Restoration in the processing Arithmetic Mean filter, Geometric Mean Filter, Order Statisteriodic Noise Red Color Image Processing Converting Colors to different models, Color Transformation orphological Image Processing: Introduction, Logic Opp., Opening and Closing, Morphological Algorithms — Bo	omomorphic resence of Noise stic Filters – 7 on, Smoothing and erations involving							

Algorithms to Establish Correspondence, Algorithms to Recover Depth

Introduction, Region Extraction, Pixel-Based Approach, Multi-level Thresholding,

Local Thresholding, Region-based Approach, Edge and Line Detection: Edge Detection, Edge Operators, Pattern Fitting Approach, Edge Linking and Edge Following.

Feature Extraction Unit V

Representation, Topological Attributes, Geometric Attributes, Description: Boundary-based Description, Regionbased Description, Relationship. Object Recognition: Deterministic Methods, Clustering, Statistical Classification, Syntactic Recognition, Tree Search, Graph Matching

	1. Rafael C. Gonzalvez and Richard E. Woods, Digital Image Processing
Text Books	2nd Edition,.; PHI.
	2. B. Chanda, D.D. Majumder, "Digital Image Processing & Analysis", PHI



Reference Books	R.J. Schalkoff; Digital Image Processing and Computer Vision, John Wiley and Sons, NY A.K. Jain; Fundamentals of Digital Image Processing, Prentice Hall, Upper Saddle River, NJ.
Mode of Evaluation	Internal and External Examinations
Recommended by Board of	11-07-2020
Studied on	
Date of Approval by the Academic	13-09-2020
Council on	

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students would be able to develop Mathematical background required for Machine learning architecture algorithmic/	2	Emp
	Programming based on real life application using text and		
	speech		
CO2	Students would be able to develop the syntax and architecture of word and sentence architecture with its basic copra of Natural Language		Emp
CO3	Students would be able to develop model and parsing the text for language modeling and limitations of these models also explored		S
CO4	Students would be able to apply applications of advanced NLP with Deep learning and machine learning framework are developed.		Ent
CO5	Students would be able to Find out the future direction and limitation of AI	1	S



Course Outcomes	Progr	ram Out	tcomes	(Course	Articul	ation M	atrix (H	ighly Ma	apped-	P	Program Specific			
		3, Moderate- 2, Low-1, Not related-0)									Outcomes			
	PO	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO	PSO	PSO3		
	1									1	2			
CO 1	_	_	_	_	2	4	_	_	_	_	_	2		
	2	3	2	2	3	1	2	2	3	2	3	2		
CO 2	3	2	3	2	1	3	2	3	2	3	2	2		
CO 3		_	_	_		_	_	_	_	_	_	_		
	2	2	3	3	2	2	2	2	2	2	2	2		
CO 4	2	3	2	2	3	3	2	3	3	2	3	2		
CO 5	2	2	1	3	2	2	2	2	2	3	2	3		
Avg	2.2	2.4	2.2	2.4	2.2	2.2	2	2.4	2.4	2.4	2.4	2.2		



CA 3604	Title: Introduction to Cyber Laws & Crime	L 3			P 0	C 3						
Version No.	1.0	•										
Course Prerequisites	Nil											
Objective	To recognize the developing trends in Cyber law and the legislation impacting cyberspace in the current situation. To generate better awareness to battle the latest kinds of cybercrimes impacting all investors in the digital and mobile network. To recognize the areas for stakeholders of digital and mobile network where Cyber law needs to be further evolved.											
Expected Outcome	Make Learner Conversant With the Social and Intellectual, Property Issues Emerging From 'Cyberspace. Explore the Legal And Policy Developments In Various Countries To Regulate Cyberspace. Make Study On Various Case Studies On Real Time Crimes.											
Unit No.	Unit Title		. of l er U									
Unit I	Introduction to Computer security	8										
Controls, Computer security e	Government requirements, Need of cyber Law, Information offorts, Standards, Computer Security mandates and ence at International and Indian Level.											
Unit II	Cyber Law	7										
Budapest Convention on Cybero	& International Telecommunication Union (ITU) Initiative crime, Asia- Pacific Economic Cooperation (APEC), Orga (OECD), World Bank, Commonwealth of Nations.											
Unit III	Cyber Crime	7										
	Viruses, Virus Attacks, Pornography, Software Piracy, In Technology, Social Engineering, Mail Bombs, Bug Ex											
Unit IV	Investigating Cybercrime	7										
Surveillance Information Warf	gital Evidence and Computer Forensics, Interception, Seare, Cyber terrorism, and Hacktivism, Terrorism, Radicalization Conomic Espionage, National Security											
Unit V	Organizational and Human Security	7										
Adoption of Information Securit security professionals.	y Management Standards, Human Factors in Security- Rol	e of info	orma	tio	n							
Text Books	 Debby Russell and Sr. G.T Gangemi, "Computer Secu (Paperback)", 2nd Edition, O' Reilly Media. Thomas R. Peltier, "Information Security policies and Practitioner's Reference", 2nd Edition PrenticeHall. 			A								





Reference Books	Kenneth J. Knapp, "Cyber Security and Global InformationAssurance: Threat Analysis and Response Solutions", IGI Global. Jonathan Rosenoer, "Cyber law: the Law of theInternet", Springerverlag.
Mode of Evaluation	Internal and External Examination
Recommended by Board of Studied on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	understand about Computer security	2	S
CO2	understand about Cyber Law	2	Emp
CO3	understand about Cyber Crime	2	Emp
CO4	understand about Investigating Cybercrime	2	Emp
CO5	understand about Organizational and Human Security	2	S

Course Outcomes	Progra	Program Outcomes (Course Articulation Matrix (Highly Mapped- 3, Moderate- 2, Low-1, Not related-0)									Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3		
CO 1	3	2	2	2	2	2	3	3	1	3	3	2		
CO 2	1	2	3	2	3	2	2	1	3	2	2	2		
CO 3	2	2	2	3	2	3	3	3	2	1	3	2		
CO 4	2	3	2	2	2	3	2	3	3	3	3	3		
CO 5	3	2	3	3	2	2	2	2	3	2	2	2		
Avg	2.2	2.2	2.4	2.4	2.2	2.4	2.4	2.4	2.4	2.2	2.6	2.2		



CA3605	Title: Introduction to Mobile Application Development.	L 3	T 0	P 0	C 3
Version No.	1.0	-			
Course Prerequisites	Nil				
Objective	To understand the basic principles of Mobile application development applications.	To d	evel	op n	nobile
Expected Outcome	 Students should be able to understand about to mobile appli Students should be able to understand concepts of mollanguage and practices. Students should be able to understand about to recognize the stakeholders of digital and mobile network. Students should be able to understand concepts of mobile a environment. Students should be able to understand concepts of mobile seems. 	oile p e area pp tes	orogr as for	amn r	
Unit No.	Unit Title		No. o Per		
Unit I	Mobile Application Principles		8	3	

Mobile Application Development Paradigm - What is an application? Mobile Application - Programming rules and Challenges - Mobile Programming Tools - Mobile Application Evolution - Thin Client - Fat Client - Future of Mobile App Development - Mobile Client Server App Architecture - Introduction to Client-Server Architecture - Distributed Client-Server Architecture - Role of Client-Server - Adaptation Techniques - Extended Client-Server Architecture - Mobile Data

Unit II	Mobile Programming Language And Practices	7
---------	---	---

Mobile App Programming in Java - Introduction to Java - Java Compiler - Java Interpreter - Advantages of Java - Disadvantages of Java - Programming Methodology - Mobile App Programming in C++ - Introduction to C++ - Symbian C++ - Microsoft embedded VC++ - Mobile Programming best practices - User Analysis - Organizational Analysis.

Unit III	Mobile Platform and Mobile Services	7
----------	-------------------------------------	---

Mobile Applications: What is Web App? - Context of Mobile Applications - Pros and Cons of Mobile Web App Evolution of Mobile Services - Types of Mobile Services - Personal Services - CommModuley Services - Introduction to Consumer Services - Various Consumer Services . Overview and Features of Mobile Services.

Unit IV Interlocution to Android Mobile Application 7

Introduction to Android- Android- Background & Architecture, Setting up development environment- configuring Android Studio, Dalvik Virtual Machine & .apk file,Emulator-Android Virtual Device- Launching emulator, Editing emulator settings, Emulator shortcuts, Logcat usage, Application Fundamentals:Basic Building blocks - Activities,Services,Broadcast Receivers & Content providers

Unit V Developing Android Application	Unit V Developing Android Application	7
---------------------------------------	---------------------------------------	---

Application Structure- AndroidManifest.xml, uses-permission & uses-sdk, Resources & R.java, Layouts & Drawable ResourcesActivities and Activity lifecycleFirst sample Application, UI Components -, Form widget, Text Fields, Layouts, Time and Date, Images and media, AlertDialogs & Toast, Conceps of Intents- Explicit Intents,Implicit intents, Android Menus- Option menu, Context menuSub menu, menu from xml, menu via code

Text Books	1. Jeff McWherter, Scott Gowell , "Professional Mobile Application Development".
------------	--



Reference Books	Reza, Mobile Computing Principles: "Designing and Developing Mobile Applications". Applications". Murphy Mark, L. "The Busy Coder's Guide to Advanced Android Development"
Mode of Evaluation	Internal and External Examinations
Recommended by Board of Studied on	11-07-2020
Date of Approval by the Academic Council on	13-09-2020

Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use, for more than One)
CO1	Students should be able to learn how to design and develop mobile apps for iphone, ipad and ipod as well as mobile devices types.	2	S
CO2	Students should be able to learn about basic knowledge of mobile application development in C# language and modern mobile operating systems	2	Emp
CO3	Students should be able to understand about data transmission standards	2	Emp
CO4	Students should be able to learn about systems for mobile application distribution	2	Emp
CO5	Students should be able to learn about mobile application development	3	Emp

Course	Prog	gram Ou	Program Specific									
Outcomes			Outcomes									
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO2	PSO3
00.1												
CO 1	3	3	3	2	3	2	3	2	3	2	2	3
CO 2												
CO 2	3	3	3	3	2	3	2	2	2	3	2	1
CO 3												
002	3	3	2	3	2	2	3	3	3	3	2	2
CO 4												_
	2	2	3	2	2	3	3	2	3	2	3	2
CO 5			_	_	_	_	_		_	_	_	_
	3	2	3	3	1	1	3	2	3	3	2	3
Avg					_							
_	2.8	2.6	2.8	2.6	2	2.2	2.8	2.2	2.8	2.6	2.2	2.2



CA3607	Title: Introduction to Computer Vision L T P C 3 0 0 3							
¥7 • ¥7	10	3 0 0 3						
Version No.	1.0							
Course Prerequisites	None							
Objective	To introduce students the fundamentals of image formation; To introduce students the major ideas, methods, and techniques of computer vision and pattern recognition; To develop an appreciation for various issues in the design of computer vision and object recognition systems; and To provide the student with programming experience from implementing computer vision and object recognition applications.							
Expected Outcome	 identify basic concepts, terminology, theories, models and methods in the field of computer vision, describe known principles of human visual system, describe basic methods of computer vision related to multi-scale representation, edge detection and detection of other primitives, stereo, motion and object recognition, suggest a design of a computer vision system for a specific problem 							
Unit No.	Unit Title No. of Hrs (Per Unit)							
Unit I	Image Formation Models 8							
Monocular imaging system, Orthograph imaging systems	nic& Perspective Projection, Camera model and Camera cal	ibration, Binocular						
Unit II	Image Processing and Feature Extraction	7						
:Image representations (continuous and								
Unit III	Motion Estimation	7						
	tion, Stereo Vision, Motion estimation, Structure from motio	n						
Unit IV	Shape Representation and Segmentation	7						
	s and active contours, Level set representations, Fourier and	wavelet						
Unit V	Object recognition	7						
·	ect recognition methods, Shape correspondence and shape ma	atching Principal						
Component analysis, Shape priors for re								
Text Books	1. Ballard D., Brown C., Computer Vision, Prentice Hall							
Reference Books	Sonka M., Hlavac V., Boyle R., Image Processing Analysis and Machine Design. PWS Publishers							
Mode of Evaluation	Internal and External Examinations							
Recommended by Board of Studied on	11-07-2020							
Date of Approval by the Academic Council on	13-09-2020							



Unit-wise Course Outcome	Descriptions	BL Level	Employability (Emp)/ Skill(S)/ Entrepreneurship (Ent)/ None (Use , for more than One)
CO1	To introduce students the fundamentals of image formation; To introduce students the major ideas, methods,	2	Emp
CO2	To introduce students the major ideas, methods, and techniques of computer vision and pattern recognition;	2	Emp
CO3	To develop an appreciation for various issues in the design of computer vision and object recognition systems;	2	Emp
CO4	To provide the student with programming experience from implementing computer vision and object recognition applications.	2	Emp
CO5	The Students should be able to build image processing applications	2	Emp

Course Outcomes	P	Program Outcomes (Course Articulation Matrix (Highly									Program Specific			
		Mapped- 3, Moderate- 2, Low-1, Not related-0)									Outcomes			
	PO	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PSO1	PSO	PSO		
	1										2	3		
CO 1	3	2	1	2	3	3	3	2	2	2	2	2		
CO 2	2	3	2	3	2	2	2	2	2	2	2	2		
CO 3	3	2	1	2	3	2	1	2	2	2	2	2		
CO 4	3	3	3	2	1	2	2	2	2	2	2	2		
CO 5	2	3	3	2	2	3	2	3	3	3	3	3		
Avg	2.6	2.6	2	2.2	2.2	2.4	2.0	2.2	2.2	2.2	2.2	2.2		