

UNIVERSITY OF MYSORE
Estd. 1916

Vishwavidyalaya Karyasoudha
Crawford Hall, Mysuru- 570 005

No.AC2(S)/151/2020-21

Dated: 26-10-2021

Notification

Sub:- Syllabus and Examination Pattern of Bachelor of Computer Applications (BCA) with effective from the Academic year 2021-22 as per NEP-2020.

- Ref:-**
1. Decision of Board of Studies in Computer Science (UG) meeting held on 29-09-2021 & 30-09-2021.
 2. Decision of the Faculty of Science & Technology Meeting held on 16-10-2021.
 3. Decision of the Academic Council meeting held on 22-10-2021.

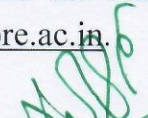
The Board of studies in Computer Science (UG) which met on 29-09-2021 & 30-09-2021 has recommended & approved the syllabus and pattern of Examination of Bachelor of Computer Applications (BCA) with effective from the Academic year 2021-22 as per NEP -2020.

The Faculty of Science & Technology and Academic Council at their meetings held on 16-10-2021 and 22-10-2021 respectively have also approved the above said proposal and it is hereby notified.

The syllabus and Examination pattern is annexed herewith and the contents may be downloaded from the University Website i.e., www.uni-mysore.ac.in.

To:-

1. All the Principal of affiliated Colleges of University of Mysore, Mysore. Those who are running B.Sc Courses.
2. The Registrar (Evaluation), University of Mysore, Mysuru.
3. The Chairman, BOS/DOS, in Computer Sciences, Manasagangothri, Mysore.
4. The Dean, Faculty of Science & Technology, DoS in Psychology, MGM.
5. The Director, Distance Education Programme, Moulya Bhavan, Manasagangothri, Mysuru.
6. The Director, PMEB, Manasagangothri, Mysore.
7. Director, College Development Council , Manasagangothri, Mysore.
8. The Deputy Registrar/Assistant Registrar/Superintendent, Administrative Branch and Examination Branch, University of Mysore, Mysuru.
9. The PA to Vice-Chancellor/ Registrar/ Registrar (Evaluation) University of


26/10/2021
Registrar
Registrar
University of Mysore
Mysore

Annexure: BCA Syllabus

Syllabus for BCA (Basic and Honors) 1st and 2nd Semesters

Semester: I

Course Code: CAC01	Course Title: Fundamentals of Computers
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

- Introduction to computers, classification of computers, anatomy of computer, constituents and architecture, microcontrollers
- Operating systems, functions of operating systems, classification of operating systems, kernel, shell, basics of Unix, shell programming, booting
- Databases, why databases are used, users, SQL, data types in SQL, introduction of queries - select, alter, update, delete, truncate, using where, and or in not in
- Internet basics, features, applications, services, internet service providers, domain name system, browsing, email, searching
- Web Programming basics, introduction of HTML and CSS programming
- Introduction of computers, classification of computers, anatomy of computer, constituents and architecture, microcontrollers.

Course Content

Content	Hours
Unit - 1	
Fundamentals of Computers: Introduction to Computers - Computer Definition, Characteristics of Computers, Evolution and History of Computers, Types of Computers, Basic Organisation of a Digital Computer; Number Systems – different types, conversion from one number system to another; Computer Codes – BCD, Gray Code, ASCII and Unicode; Boolean Algebra – Boolean Operators with Truth Tables; Types of Software – System Software and Utility Software; Computer Languages - Machine Level, Assembly Level & High Level Languages, Translator Programs – Assembler, Interpreter and Compiler; Planning a Computer Program - Algorithm, Flowchart and Pseudo code with Examples. Characteristics of computers, Classification of Digital Computer Systems: Microcomputers, Minicomputers, Mainframes, Super computers.	14

Unit-2

Anatomy of Computer: Introduction, Functions & Components of a Computer, Central Processing Unit, Microprocessor, Storage units, Input and output Devices. How CPU and memory works. Program execution with illustrative examples. Introduction to microcontrollers.

14

Operating System Fundamentals: Operating Systems: Introduction, Functions of an operating System, Classification of Operating Systems, System programs, Application programs, Utilities, The Unix Operating System, Basic Unix commands, Microkernel Based Operating System, Booting.

Unit-3

Introduction to Database Management Systems: Database, DBMS, Why Database -File system vs DBMS, Database applications, Database users, Introduction to SQL, Data types, Classification of SQL-DDL with constraints, DML, DCL, TCL

14

Internet Basics: Introduction, Features of Internet, Internet application, Services of Internet, Logical and physical addresses, Internet Service Providers, Domain Name System.

Web Basics: Introduction to web, web browsers, http/https, URL, HTML5, CSS

Text Books:

1. Pradeep K. Sinha and Priti Sinha: Computer Fundamentals (Sixth Edition), BPB Publication
2. David Riley and Kenny Hunt, Computational thinking for modern solver, Chapman & Hall/CRC,

Reference:

1. J. Glenn Brook shear," Computer Science: An Overview", Addison-Wesley, Twelfth Edition,
2. R.G. Dromey, "How to solve it by Computer", PHI,

Course Code: CAC01P	Course Title: Information Technology Lab
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03

Part A: Hardware

1. Identification of the peripherals of a computer, components in a CPU and their functions.
2. Assembling and disassembling the system hardware components of personal computer.
3. Basic Computer Hardware Trouble shooting.
4. LAN and WiFi Basics.
5. Operating System Installation – Windows OS, UNIX/LINUX, Dual Booting.
6. Installation and Uninstallation of Software – Office Tools, Utility Software (like Anti-Virus, System Maintenance tools); Application Software - Like Photo/Image Editors, Audio Recorders/Editors, Video Editors ...); Freeware, Shareware, Payware and Trial ware; Internet Browsers, Programming IDEs,
7. System Configuration – BIOS Settings, Registry Editor, MS Config, Task Manager, System Maintenance, Third-party System Maintenance Tools (Similar to CCleaner and Jv16 PowerTools ...)

Part B: Software

1. Activities using Word Processor Software
2. Activities using Spreadsheets Software
3. Activities using Presentation Software
4. Activities involving Multimedia Editing (Images, Video, Audio ...)
5. Tasks involving Internet Browsing
6. Flow charts: Installation and using of flowgarithms software for different arithmetic tasks like sum, average, product, difference, quotient and remainder of given numbers, calculate area of Shapes (Square, Rectangle, Circle and Triangle), arrays and recursion.



NOTE: In addition to the ones listed above, universities can include other activities so as for the student to become proficient in using personal computers for multiple purposes for which modern computers can be put to use.

Reference:

1. Computational Thinking for the Modern Problem Solver, By Riley DD, Hunt K.A CRC press, 2014
2. Ferragina P, Luccio F. Computational Thinking: First Algorithms, Then Code. Springer

Web References:

<http://www.flowgorithm.org/documentation/>

Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Activity – 1 from Part A	Write up on the activity/ task	5
	Demonstration of the activity/ task	5
Activity-2 from Part B	Write up on the activity/ task	5
	Demonstration of the activity/ task	5
Viva Voce based on Lab Activities		2
Practical Records		3
Total		25

Course Code: CAC02	Course Title: Programming in C
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Confidently operate Desktop Computers to carry out computational tasks
- Understand working of Hardware and Software and the importance of operating systems
- Understand programming languages, number systems, peripheral devices, networking, multimedia and internet concepts
- Read, understand and trace the execution of programs written in C language
- Write the C code for a given problem
- Perform input and output operations using programs in C
- Write programs that perform operations on arrays

Course Content

Content	Hours
Unit - 1	
Introduction to C Programming: Overview of C; History and Features of C; Structure of a C Program with Examples; Creating and Executing a C Program; Compilation process in C. C Programming Basic Concepts: C Character Set; C tokens - keywords, identifiers, constants, and variables; Data types; Declaration & initialization of variables; Symbolic constants. Input and output with C: Formatted I/O functions - <i>printf</i> and <i>scanf</i>, control stings and escape sequences, output specifications with <i>printf</i> functions; Unformatted I/O functions to read and display single character and a string - <i>getchar</i>, <i>putchar</i>, <i>gets</i> and <i>puts</i> functions. C Operators & Expressions: Arithmetic operators; Relational operators; Logical operators; Assignment operators; Increment & Decrement operators; Bitwise operators; Conditional operator; Special operators; Operator Precedence and Associativity; Evaluation of arithmetic expressions; Type conversion.	14

Unit - 2	
Control Structures: Decision making Statements - <i>Simple if, if_else, nested if_else, else_if ladder, Switch Case, goto, break & continue</i> statements; Looping Statements - Entry controlled and exit controlled statements, <i>while, do-while, for</i> loops, Nested loops. Arrays: One Dimensional arrays - Declaration, Initialization and Memory representation; Two Dimensional arrays - Declaration, Initialization and Memory representation. Strings: Declaring & Initializing string variables; String handling functions - <i>strlen, strcmp, strcpy and strcat</i>; Character handling functions - <i>tolower, toupper, isalpha, isnumeric</i> etc.	14
Unit - 3	
Pointers in C: Understanding pointers - Declaring and initializing pointers, accessing address and value of variables using pointers; Pointers and Arrays; Pointer Arithmetic; Advantages and disadvantages of using pointers; User Defined Functions: Need for user defined functions; Format of C user defined functions; Components of user defined functions - return type, name, parameter list, function body, return statement and function call; Categories of user defined functions - With and without parameters and return type. User defined data types: Structures - Structure Definition, Advantages of Structure, declaring structure variables, accessing structure members, Structure members initialization, comparing structure variables, Array of Structures; Unions - Union definition; difference between Structures and Unions.	14

Text Books:

1. C: The Complete Reference, By Herbert Schildt.
2. M.T Somashekara, D.S Guru and K.S. Manjunatha: Problem solving with C, PHI publication
3. C Programming Language, By Brain W. Kernighan
4. Kernighan & Ritchie: The C Programming Language (PHI)

Reference Books:

1. P. K. Sinha & Priti Sinha: Computer Fundamentals (BPB)
2. E. Balaguruswamy: Programming in ANSI C (TMH)
3. Kamthane: Programming with ANSI and TURBO C (Pearson Education)
4. V. Rajaraman: Programming in C (PHI – EEE)
5. S. Byron Gottfried: Programming with C (TMH)
6. Yashwant Kanitkar: Let us C
7. P.B. Kottur: Programming in C (Sapna Book House)

Course Code: CAC02P	Course Title: C Programming Lab
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks:25
Exam Marks: 25	Exam Duration: 03

Programming Lab

Part A:

1. Program to read radius of a circle and to find area and circumference
2. Program to read three numbers and find the biggest of three
3. Program to demonstrate library functions in math.h
4. Program to check for prime
5. Program to generate n primes
6. Program to read a number, find the sum of the digits, reverse the number and check it for palindrome
7. Program to read numbers from keyboard continuously till the user presses 999 and to find the sum of only positive numbers
8. Program to read percentage of marks and to display appropriate message (Demonstration of else-if ladder)
9. Program to find the roots of quadratic equation (demonstration of switch Case statement)
10. Program to read marks scored by n students and find the average of marks (Demonstration of single dimensional array)
11. Program to remove Duplicate Element in a single dimensional Array
12. Program to perform addition and subtraction of Matrices

Part B:

1. Program to find the length of a string without using built in function
2. Program to demonstrate string functions.
3. Program to demonstrate pointers in C
4. Program to check a number for prime by defining isprime() function
5. Program to read, display and to find the trace of a square matrix
6. Program to read, display and add two m x n matrices using functions
7. Program to read, display and multiply two m x n matrices using functions

8. Program to read a string and to find the number of alphabets, digits, vowels, consonants, spaces and special characters.
9. Program to Reverse a String using Pointer
10. Program to Swap Two Numbers using Pointers
11. Program to demonstrate student structure to read & display records of n students.
12. Program to demonstrate the difference between structure & union.

Note: Student has to execute a minimum of 10 programs in each part to complete the Lab course

Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Program – 1 from Part B	Flowchart / Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Program -2 from Part B	Flowchart/Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Viva Voce based on C Programming		02
Practical Record		03
Total		25

Course Code: CAC03(a)	Course Title: Mathematical Foundation
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

- Study and solve problems related to connectives, predicates and quantifiers under different situations.
- Develop basic knowledge of matrices and to solve equations using Cramer's rule.
- Know the concept of Eigen values.
- To develop the knowledge about derivatives and know various applications of differentiation.
- Understand the basic concepts of Mathematical reasoning, set and functions

Content	Hours
Unit - 1	
Basic concepts of set theory: Mathematical logic introduction-statements Connectives-negation, conjunction, disjunction- statement formulas and truth tables- conditional and bi Conditional statements- tautology contradiction- equivalence of formulas-duality law-Predicates and Quantifiers, Arguments.	14
Unit - 2	
Operations on sets: power set- Venn diagram Cartesian product-relations - functions- types of functions - composition of functions. Matrix algebra: Introduction-Types of matrices-matrix operations- transpose of a matrix -determinant of matrix - inverse of a matrix- Cramer's rule	14
Unit - 3	
Matrix: finding rank of a matrix - normal form-echelon form cayley Hamilton theorem-Eigen values Differential calculus: Functions and limits - Simple Differentiation of Algebraic Functions – Evaluation of First and Second Order Derivatives – Maxima and Minima	14

Text Books:

P. R. Vittal-Business Mathematics and Statistics, Margham Publications, Chennai,

Reference Books:

B. S. Vatsa-Discrete Mathematics –New Age International Limited Publishers, New Delhi

Course Code: CAC03(b)	Course Title: Accountancy
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02

Course Outcomes (COs):

- Study and understand Accounting, systems of Book, Branches of accounting advantage and limitations
- Know the concept of accounting, financial accounting process and Journalization
- Maintenance different account book and reconciliations
- Preparations of different bills, and trial balance.
- Understand the basic concepts of Mathematical reasoning, set and functions

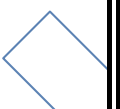
Content	Hours
Unit - 1	
Introduction: History and Development of Accounting, Meaning, Objectives and functions of Accounting, Book keeping V/s Accounting, Users of accounting data, systems of book keeping and accounting, branches of accounting, advantages and limitations of accounting Accounting Concepts and Convention: Meaning, need and classification, accounting standards meaning, need and classification of Indian accounting standards. Accounting principles V/s accounting standard	14
Unit - 2	
Financial Accounting Process: Classification of accounting transactions and accounts, rules of debit and credit as per Double Entry System. Journalization and Ledger posting. Preparation of Different Subsidiary Books: Purchase Day book Sales Day Book, Purchase Returns Day Book, Sales Returns Day Book, Cash Book. Bank Reconciliation Statement: Meaning, Causes of Difference, Advantages, Preparation of Bank Reconciliation Statements.	14
Unit - 3	
Account Procedure: Honor of the Bill, Dishonor of the Bill, Endorsement, Discounting, Renewal, Bill for collection, Retirement of the Bill, Accommodation Bills, Bill Receivable Book and Payable Book. Preparation of Trial Balance: Rectification of errors and Journal Proper Preparation of Final Accounts: Meaning, need and classification, Preparation of Manufacturing, Trading, Profit and loss account and Balance – Sheet of sale-traders and partnership firms	14

Text Books:

1. S. Ramesh, B.S. Chandrashekar, A Text Book of Accountancy.
2. V.A. Patil and J.S. Korihalli, Book – keeping and accounting, (R. Chand and Co. Delhi).
3. R. S. Singhal, Principles of Accountancy, (Nageen Prakash pvt. Lit. Meerut).
4. M. B. Kadkol, Book – Keeping and Accountancy, (Renuka Prakashan, Hubli)
5. Vithal, Sharma:Accounting for Management, Macmillan Publishers, Mumbai.

Reference Books:

1. B.S. Raman, Accountancy, (United Publishers, Mangalore).
2. Tulsian, Accounting and Financial Management – I: Financial Accounting – Person Education.



Semester: II

Course Code: CAC04	Course Title: Data Structures using C
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms
- Describe common applications for arrays, records, linked structures, stacks, queues, trees, and graphs
- Write programs that use arrays, records, linked structures, stacks, queues, trees, and graphs
- Demonstrate different methods for traversing trees
- Compare alternative implementations of data structures with respect to performance
- Describe the concept of recursion, give examples of its use
- Discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing

Course Content

Content	Hours
Unit - 1	
Introduction to data structures: Definition; Types of data structures - Primitive & Non-primitive, Linear and Non-linear; Operations on data structures. Dynamic memory allocation: Static & Dynamic memory allocation; Memory allocation and de-allocation functions - <i>malloc, calloc, realloc</i> and <i>free</i> . Algorithm Specification, Performance Analysis, Performance Measurement Recursion: Definition; Types of recursions; Recursion Technique Examples - GCD, Binomial coefficient nC_r , Towers of Hanoi; Comparison between iterative and recursive functions. Arrays: Basic Concepts – Definition, Declaration, Initialisation, Operations on arrays; Types of arrays; Arrays as abstract data types (ADT); Representation of Linear Arrays in memory.	14

Unit - 2	
Traversing linear arrays; Inserting and deleting elements; Sorting – Selection sort, Bubble sort, Quick sort, Selection sort, Insertion sort; Searching - Sequential Search, Binary search; Iterative and Recursive searching; Multidimensional arrays; Representation of multidimensional arrays; Sparse matrices. Stacks: Basic Concepts – Definition and Representation of stacks; Operations on stacks; Applications of stacks; Infix, postfix and prefix notations; Conversion from infix to postfix using stack; Evaluation of postfix expression using stack; Application of stack in function calls. Queues: Basic Concepts – Definition and Representation of queues; Types of queues - Simple queues, Circular queues, Double ended queues, Priority queues; Operations on Simple queues.	14
Unit - 3	
Linked list: Basic Concepts – Definition and Representation of linked list, Types of linked lists - Singly linked list, Doubly linked list, Header linked list, Circular linked list; Representation of Linked list in Memory Operations on Singly linked lists – Traversing, Searching, Insertion, Deletion; Memory allocation; Garbage collection Trees: Definition; Tree terminologies –node, root node, parent node, ancestors of a node, siblings, terminal & non-terminal nodes, degree of a node, level, edge, path, depth; Binary tree: Type of binary trees - strict binary tree, complete binary tree, binary search tree and heap tree; Array representation of binary tree. Traversal of binary tree; preorder, inorder and postorder traversal	14

Text Books

1. Ellis Horowitz and Sartaj Sahni: Fundamentals of Data Structures

References

1. Tanenbaum: Data structures using C (Pearson Education)
2. Kamathane: Introduction to Data structures (Pearson Education)
3. Y. Kanitkar: Data Structures Using C (BPB)
4. Kottur: Data Structure Using C
5. Padma Reddy: Data Structure Using C
6. Sudipa Mukherjee: Data Structures using C – 1000 Problems and Solutions (McGraw Hill Education, 2007))



Course Code: CAC04P	Course Title: Data Structures Lab
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03 Hours

Programming Lab

Part A:

1. Program to find GCD using recursive function
2. Program to display Pascal Triangle using binomial function
3. Program to generate n Fibonacci numbers using recursive function.
4. Program to implement Towers of Hanoi.
5. Program to implement dynamic array, find smallest and largest element of the array.
6. Program to create two files to store even and odd numbers.
7. Program to create a file to store student records.
8. Program to read the names of cities and arrange them alphabetically.
9. Program to sort the given list using selection sort technique.
10. Program to sort the given list using bubble sort technique.

Part B:

1. Program to sort the given list using insertion sort technique.
2. Program to sort the given list using quick sort technique.
3. Program to sort the given list using merge sort technique.
4. Program to search an element using linear search technique.
5. Program to search an element using recursive binary search technique.
6. Program to implement Stack.
7. Program to convert an infix expression to postfix.
8. Program to implement simple queue.
9. Program to implement linear linked list.
10. Program to display traversal of a tree.

Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Program – 1 from Part A	Flowchart / Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Program -2 from Part B	Flowchart/Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Viva Voce based on C Programming		02
Practical Record		03
Total		25

Course Code: CAC05	Course Title: Object Oriented Programming with JAVA
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Understand the features of Java and the architecture of JVM
- Write, compile, and execute Java programs that may include basic data types and control flow constructs and how type casting is done
- Identify classes, objects, members of a class and relationships among them needed for a specific problem and demonstrate the concepts of polymorphism and inheritance
- The students will be able to demonstrate programs based on interfaces and threads and explain the benefits of JAVA's Exceptional handling mechanism compared to other Programming Language
- Write, compile, execute Java programs that include GUIs and event driven programming and also programs based on files

Course Content

Content	Hours
Unit - 1	
Introduction to Java: Basics of Java programming, Data types, Variables, Operators, Control structures including selection, Looping, Java methods, Overloading, Math class, Arrays in java.	14
Objects and Classes: Basics of objects and classes in java, Constructors, Finalizer, Visibility modifiers, Methods and objects, Inbuilt classes like String, Character, String Buffer, File, this reference.	
Unit - 2	
Inheritance and Polymorphism: Inheritance in java, Super and sub class, Overriding, Object class, Polymorphism, Dynamic binding, Generic programming, Casting objects, Instance of operator, Abstract class, Interface in java, Package in java, UTIL package.	14
Multithreading in java: Thread life cycle and methods, Runnable interface, Thread synchronization, Exception handling with try catch-finally, Collections in java, Introduction to JavaBeans and Network Programming.	

Unit - 3	
Event and GUI programming: Event handling in java, Event types, Mouse and key events, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components like Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, Scroll Bars, Sliders, Windows, Menus, Dialog Box, Applet and its life cycle, Introduction to swing, Exceptional handling mechanism. I/O programming: Text and Binary I/O, Binary I/O classes, Object I/O, Random Access Files.	14

Text Books

1. Programming with Java, By E Balagurusamy – A Primer, Fourth Edition, Tata McGraw Hill Education Private Limited.
2. Core Java Volume I – Fundamentals, By Cay S. Horstmann, Prentice Hall
3. Object Oriented Programming with Java : Somashekara, M.T., Guru, D.S., Manjunatha, K.S

Reference Books:

1. Java 2 - The Complete Reference – McGraw Hill publication.
2. Java - The Complete Reference, 7th Edition, By Herbert Schildt– McGraw Hill publication.



Course Code: CAC05P	Course Title: JAVA Lab
Course Credits: 02	Hours/Week: 04
Total Contact Hours: 52	Formative Assessment Marks: 25
Exam Marks: 25	Exam Duration: 03 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Implement Object Oriented programming concept using basic syntaxes of control Structures
- Identify classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem
- Demonstrates how to achieve reusability using inheritance
- Demonstrate understanding and use of interfaces, packages, different exception handling mechanisms and concept of multithreading for robust faster and efficient application development.
- Identify and describe common user interface components to design GUI in Java using Applet & AWT along with response to events

Practice Lab

1. Program to print the following triangle of numbers
1
1 2
1 2 3
1 2 3 4
1 2 3 4 5
2. Program to simple java application, to print the message, "Welcome to java"
3. Program to display the month of a year. Months of the year should be held in an array.
4. Program to find the area of rectangle.
5. program to demonstrate a division by zero exception
6. Program to create a user defined exception say Pay Out of Bounds.

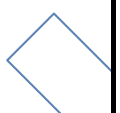
Programming Lab

PART A: Java Fundamentals OOPs in Java

1. Program to assign two integer values to X and Y. Using the 'if' statement the output of the program should display a message whether X is greater than Y.
2. Program to list the factorial of the numbers 1 to 10. To calculate the factorial value, use while loop. (Hint Fact of 4 = 4*3*2*1)
3. Program to add two integers and two float numbers. When no arguments are supplied, give a default value to calculate the sum. Use function overloading.

4. Program to perform mathematical operations. Create a class called AddSub with methods to add and subtract. Create another class called MulDiv that extends from AddSub class to use the member data of the super class. MulDiv should have methods to multiply and divide. A main function should access the methods and perform the mathematical operations.
5. Program with class variable that is available for all instances of a class. Use static variable declaration. Observe the changes that occur in the object's member variable values.
6. Program
 - a. To find the area and circumference of the circle by accepting the radius from the user.
 - b. To accept a number and find whether the number is Prime or not
7. Program to create a student class with following attributes;
Enrollment No: Name, Mark of sub1, Mark of sub2, mark of sub3, Total Marks. Total of the three marks must be calculated only when the student passes in all three subjects. The pass mark for each subject is 50. If a candidate fails in any one of the subjects his total mark must be declared as zero. Using this condition write a constructor for this class. Write separate functions for accepting and displaying student details. In the main method create an array of three student objects and display the details.
8. In a college first year class are having the following attributes Name of the class (BCA, BCom, BSc), Name of the staff No of the students in the class, Array of students in the class
9. Define a class called first year with above attributes and define a suitable constructor. Also write a method called best Student () which process a first-year object and return the student with the highest total mark. In the main method define a first-year object and find the best student of this class
10. Program to define a class called employee with the name and date of appointment. Create ten employee objects as an array and sort them as per their date of appointment. ie, print them as per their seniority.
11. Create a package 'student. Fulltime. BCA' in your current working directory
 - a. Create a default class student in the above package with the following attributes: Name, age, sex.
 - b. Have methods for storing as well as displaying

PART B: Exception Handling & GUI Programming

1. Program to catch Negative Array Size Exception. This exception is caused when the array is initialized to negative values.
 2. Program to handle Null Pointer Exception and use the "finally" method to display a message to the user.
 3. Program which create and displays a message on the window
 4. Program to draw several shapes in the created window
- 

5. Program to create an applet and draw grid lines
6. Program which creates a frame with two buttons father and mother. When we click the father button the name of the father, his age and designation must appear. When we click mother similar details of mother also appear.
7. Create a frame which displays your personal details with respect to a button click
8. Create a simple applet which reveals the personal information of yours.
9. Program to move different shapes according to the arrow key pressed.
10. Program to create a window when we press M or m the window displays Good Morning, A or a the window displays Good After Noon E or e the window displays Good Evening, N or n the window displays Good Night
11. Demonstrate the various mouse handling events using suitable example.
12. Program to create menu bar and pull-down menus.

Note: Student has to execute a minimum of 10 programs in each part to complete the Lab course

Evaluation Scheme for Lab Examination

Assessment Criteria		Marks
Program – 1 from Part A	Flowchart / Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Program -2 from Part B	Flowchart/Algorithm	02
	Writing the Program	04
	Execution and Formatting	04
Viva Voce based on C Programming		02
Practical Record		03
Total		25

Course Code: CAC06	Course Title: Discrete Mathematical Structures
Course Credits: 03	Hours/Week: 03
Total Contact Hours: 42	Formative Assessment Marks: 40
Exam Marks: 60	Exam Duration: 02 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- To understand the basic concepts of Mathematical reasoning, set and functions.
- To understand various counting techniques and principle of inclusion and exclusions.
- Understand the concepts of various types of relations, partial ordering and equivalence relations.
- Apply the concepts of generating functions to solve the recurrence relations.
- Familiarize the fundamental concepts of graph theory and shortest path algorithm

Course Content

Content	Hours
Unit - 1	
The Foundations: Logic and proofs: Propositional Logic, Applications of Propositional Logic, Propositional Equivalences, Predicates and Quantifiers, Nested Quantifiers, Rules of Inference, Introduction to Proofs, Proof Methods and Strategy. Basic Structures: Sets, Functions, Sequences, Sums, and Matrices: Sets, set operations, Functions, Sequences and Summations, matrices. Counting: Basics of counting, Pigeonhole principle, Permutation and combination, Binomial Coefficient and Combination, Generating Permutation and Combination.	14
Unit - 2	
Advanced Counting Techniques: Applications of Recurrence Relations, Solving Linear Recurrence, Relations, Divide and Conquer Algorithms and Recurrence Relations, Generating functions, Inclusion-Exclusion, Applications of Inclusion-exclusion Induction and Recursion: Mathematical Induction, Strong Induction and Well-Ordering, Recursive Definitions and Structural Induction, Recursive Algorithms, Program Corrections	14

Unit - 3	
Relation: Properties of relation, Composition of relation, Closer operation on relation, Equivalence relation and partition. Operation on relation, Representing relation. Graphs: Graphs and Graph models, Graph Terminology and Special Types of Graphs, Representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamilton Paths, Shortest-Path Problems, Planar Graphs, Graph Coloring.	14

Text Book:

1. Discrete Mathematics and Its Applications, Kenneth H. Rosen: Seventh Edition, 2012.

References:

2. Discrete Mathematical Structure, Bernard Kolman, Robert C, Busby, Sharon Ross, 2003.
3. Graph Theory with Applications to Engg and Comp. Sci: Narsingh Deo-PHI 1986.
4. Discrete and Combinatorial Mathematics Ralph P. Grimaldi, B. V. Ramatta, Pearson, Education, 5 Edition.
5. Discrete Mathematical Structures, Trembley and Manohar.

Note: The syllabi of the courses of remaining semesters shall be framed in subsequent BoS meetings.



Annexure-BCA Scheme

NEP 2020 CURRICULUM

Bachelor of Computer Applications (BCA)

The objectives of the BCA Program

1. The primary objective of this program is to provide a foundation of computing principles and business practices for effectively using/managing information systems and enterprise software
2. It helps students analyze the requirements for system development and exposes students to business software and information systems
3. This course provides students with options to specialize in legacy application software, system software or mobile applications
4. To produce outstanding IT professionals who can apply the theoretical knowledge into practice in the real world and develop standalone live projects themselves
5. To provide opportunity for the study of modern methods of information processing and its applications.
6. To develop among students the programming techniques and the problem-solving skills through programming
7. To prepare students who wish to go on to further studies in computer science and related subjects.
8. To acquaint students to Work effectively with a range of current, standard, Office Productivity software applications



Program Outcomes: BCA (3 Years) Degree

1. **Discipline knowledge:** Acquiring knowledge on basics of Computer Science and ability to apply to design principles in the development of solutions for problems of varying complexity
2. **Problem Solving:** Improved reasoning with strong mathematical ability to Identify, formulate and analyze problems related to computer science and exhibiting a sound knowledge on data structures and algorithms.
3. **Design and Development of Solutions:** Ability to design and development of algorithmic solutions to real world problems and acquiring a minimum knowledge on statistics and optimization problems. Establishing excellent skills in applying various design strategies for solving complex problems.
4. **Programming a computer:** Exhibiting strong skills required to program a computer for various issues and problems of day-to-day applications with thorough knowledge on programming languages of various levels.
5. **Application Systems Knowledge:** Possessing a sound knowledge on computer application software and ability to design and develop app for applicative problems.
6. **Modern Tool Usage:** Identify, select and use a modern scientific and IT tool or technique for modeling, prediction, data analysis and solving problems in the area of Computer Science and making them mobile based application software.
7. **Communication:** Must have a reasonably good communication knowledge both in oral and writing.
8. **Project Management:** Practicing of existing projects and becoming independent to launch own project by identifying a gap in solutions.
9. **Ethics on Profession, Environment and Society:** Exhibiting professional ethics to maintain the integrality in a working environment and also have concern on societal impacts due to computer-based solutions for problems.
10. **Lifelong Learning:** Should become an independent learner. So, learn to learn ability.
11. **Motivation to take up Higher Studies:** Inspiration to continue educations towards advanced studies on Computer Science.



Additional Program Outcomes: BCA Degree (Hons)

The Bachelor of Computer Application (BCA (Hons)) program enables students to attain following additional attributes besides the afore-mentioned attributes, by the time of graduation:

1. Apply standard Software Engineering practices and strategies in real -time software project development
2. Design and develop computer programs/computer -based systems in the areas related to AI, algorithms, networking, web design, cloud computing, IoT and data analytics.
3. Acquaint with the contemporary trends in industrial/research settings and thereby innovate novel solutions to existing problems
4. The ability to apply the knowledge and understanding noted above to the analysis of a given information handling problem.
5. The ability to work independently on a substantial software project and as an effective team member.



Curriculum for BCA

Sem	Core Courses	Hour / Week		DS Elective Courses	Hous/ Week
		Theory	Lab		
1	i. Fundamentals of Computers ii. Programming in C iii. Mathematical Foundation/ Accountancy iv. LAB: Information Technology v. LAB: C Programming	3 3 3	4 4		
2	i. Discrete Mathematical Structures ii. Data Structures using C iii. Object Oriented Concepts using JAVA iv. LAB: Data Structure v. LAB: JAVA Lab	3 3 3	4 4		
3	i. Data Base Management Systems ii. C# and DOT NET Framework iii. Computer Communication and Networks iv. LAB: DBMS v. LAB: C# and DOT NET Framework	3 3 3	4 4		
4	i. Python Programming ii. Computer Multimedia and Animation iii. Operating Systems Concepts iv. LAB: Multimedia and Animation v. LAB: Python programming	3 3 3	4 4		
5	i. Internet Technologies ii. Statistical Computing and R Programming iii. Software Engineering iv. LAB: R Programming v. LAB: JAVA Script, HTML and CSS vi. Vocational 1	3 3 3 3	4 4	(a) Cyber Law and Cyber Security (b) Cloud Computing (c) Business Intelligence	3 3 3
6	i. Artificial Intelligence and Applications ii. PHP and MySQL iii. LAB: PHP and MySQL iv. PROJECT: v. Vocational 2	3 3 3	4 12	(a) Fundamentals of Data Science (b) Mobile Application Development (c) Embedded Systems	3 3 3
7	i. Analysis and Design of Algorithms ii. Data Mining and Knowledge Management iii. LAB: Algorithms iv. LAB: Data Mining and Knowledge Management v. Vocational 3	3 3	4 4	(a) Data Compression (b) IoT (c) Data Analytics	3 3 3
8	i. Automata Theory and Compiler Design ii. Cryptography and Network Security iii. Compiler Lab iv. LAB: Project v. Vocational 4	3 3 3	4 12	(a) Open-Source Programming (b) Storage Area Networks (c) Pattern Recognition (a) Machine Learning	3 3 3 3

TABLE I: COURSE STRUCTURE FOR BCA.

Semester	Course Code	Title of the Paper	Credit	Total Credit of OE, Languages, CAE, Voc, AECC, SEC	Total Credit
I	CAC01	Fundamentals of Computers	3	13	26
	CAC02	Programming in C	3		
	CAC03(a)/(b)	Mathematical Foundation/ Accountancy	3		
	CAC01P	LAB: Information Technology	2		
	CAC02P	LAB: C Programming	2		
II	CAC04	Data Structures using C	3	13	26
	CAC05	Object Oriented Concepts using JAVA	3		
	CAC06	Discrete Mathematical Structures	3		
	CAC04 P	LAB: Data Structure	2		
	CAC05 P	LAB: JAVA	2		
III	CAC07	Data Base Management Systems	3	13	26
	CAC08	C# and DOT NET Framework	3		
	CAC09	Computer Communication and Networks	3		
	CAC07P	LAB: DBMS	2		
	CAC08P	LAB: C# and DOT NET Framework	2		
IV	CAC10	Python Programming	3	13	26
	CAC11	Computer Multimedia and Animation	3		
	CAC12	Operating System Concepts	3		
	CAC10P	LAB: Python programming	2		
	CAC11P	LAB: Multimedia and Animation	2		
V	CAC13	Internet Technologies	3	10	23
	CAC14	Statistical Computing and R Programming	3		
	CAC15	Software Engineering	3		
	CAC13P	LAB: JAVA Script, HTML and CSS	2		
	CAC14P	LAB: R Programming	2		
VI	CAC16	PHP and MySQL	3	10	23
	CAC17	Artificial Intelligence and Applications	3		
	CAC16P	LAB: PHP and MySQL	2		
	CA-P1	Project Work	5		
VII	CAC18	Analysis and Design of Algorithms	3	11	21
	CAC19	Data Mining and Knowledge Management	3		
	CAC18P	LAB: Algorithms	2		
	CAC19P	LAB: Data Mining	2		
	CAI01	Internship	2		
VIII	CAC20	Automata Theory and Compiler Design	3	6	20
	CAC21	Cryptography and Network Security	3		
	CAC20P	LAB: Compiler Lab	2		
	CAP02	Project Work	6		

TABLE II: CS COURSE DETAILS FOR BCA

Course-Type	Course Code as referred above	Compulsory/ Elective	List of compulsory courses and list of option of elective courses. (A suggestive list)
CA	CAC01, CAC02, CAC03(a)/(b), CAC04, CAC05, CAC06, CAC07, CAC08, CAC09, CAC10, CAC11, CAC12, CAC13, CAC14, CAC15, CAC16, CAC17, CAC18, CAC19, CAC20, CAC21	Compulsory	As Mentioned in Table I
CA E	CAE-1A	Elective	Cyber Law and Cyber Security OR Business Intelligence OR Fundamentals of Data Science
	CAE-2A	Elective	Fundamentals of Data Science OR Mobile Application Development OR Embedded Systems
	CAE-3A	Elective	Data Compression OR Internet of Things (IoT) OR Data Analytics
	CAE-4A	Elective	Open-source Programming OR Storage Area Networks OR Pattern Recognition OR Machine Learning
Vocational	Vocational -1	Elective	DTP, CAD and Multimedia OR Hardware and Server Maintenance OR Web Content Management Systems OR Computer Networking OR Health Care Technologies OR Digital Marketing OR Office Automation
	Vocational -2	Elective	
	Vocational -3	Elective	
	Vocational -4	Elective	
SEC	SEC 1	Compulsory	Health & Wellness/ Social & Emotional Learning
	SEC 2	Compulsory	Sports/NCC/NSS etc
	SEC 3	Compulsory	Ethics & Self Awareness
	SEC 4	Compulsory	Professional Communication
AECC	AECC1	Compulsory	Environmental Studies
	AECC2	Compulsory	Constitution of India
Language 1	L1-1, L1-2, L1-3, L1-4	Compulsory	Kannada/Functional Kannada
Language 2	L2-1, L2-2, L2-3, L4-4	Elective	English/Hindi/French/ Additional English/ etc.

Computer Application Core Courses (CA C) for BCA (Hons)

Sl. No	Course Code	Title of the Paper
1	CAC01	Fundamentals of Computers
2	CAC02	Programming in C
3	CAC03 (a)/(b)	Mathematical Foundation/ Accountancy
4	CAC04	Discrete Mathematical Structures
5	CAC05	Object Oriented Concepts using JAVA
6	CAC06	Data Structures using C
7	CAC07	Data Base Management Systems
8	CAC08	C# and DOT NET Framework
9	CAC09	Computer Communication and Networks
10	CAC10	Python Programming
11	CAC11	Computer Multimedia and Animation
12	CAC12	Operating System Concepts
13	CAC13	Internet Technologies
14	CAC14	Statistical Computing and R Programming
15	CAC15	Software Engineering
16	CAC16	PHP and MySQL
17	CAC17	Artificial Intelligence and Applications
18	CAC18	Analysis and Design of Algorithms
19	CAC19	Data Mining and Knowledge Management
20	CAC20	Automata Theory and Compiler Design
21	CAC21	Cryptography and Network Security



Computer Application Electives (CA E) for BCA (Hons)

Sl. No	Computer Application Electives (CA E)
1	Business Intelligence
2	Cyber Law and Cyber Security
3	Data Analytics
4	Data Compression
5	Embedded Systems
6	Fundamentals of Data Science
7	Internet of Things (IoT)
8	Machine Learning
9	Mobile Application Development
10	Open-source Programming
11	Pattern Recognition
12	Storage Area Networks

Vocational Electives

Sl. No	Vocational Electives
1	DTP, CAD and Multimedia
2	Hardware and Server Maintenance
3	Web Content Management Systems
4	Computer Networking
5	Health Care Technologies
6	Digital Marketing
7	Office Automation



UNIVERSITY OF MYSORE

Question Paper Pattern (NEP 2020 Scheme)

Programme: Bachelor of Computer Applications (BCA)

Time Duration: 2 Hours

Max. Marks: 60

Answer the following questions. Each question carries 15 Marks.

(3 x 15 = 45)

Unit-1	
1.	a)
	b)
	c)
OR	
	d)
	e)
	f)
Unit-2	
2.	a)
	b)
	c)
OR	
	d)
	e)
	f)
Unit-3	
3.	a)
	b)
	c)
OR	
	d)
	e)
	f)
4.	Answer any THREE questions from the following. Questions should be asked from each Unit.
	a)
	b)
	c)
	d)
	e)

(3 x 5 = 15)

Note: It is hereby informed that the question paper setter need not mention the Unit Number in the question paper. It is only for the information. Also, the number of sub-questions (a, b, c) can be decided by the paper setter according to the marks allotted to the question.

Deputy Registrar (Academic)
University of Mysore
Mysore-570 005

(Signature)

UNIVERSITY OF MYSORE
Estd. 1916

VishwavidyalayaKaryasoudha
Crawford Hall, Mysuru- 570 005

No.AC2(S)/151/2020-21

Dated: 10.10.2022

Notification

Sub:- Syllabus and Examination Pattern of Computer Science (UG)
(III & IV Semester) with effective from the Academic year
2022-23 as per NEP-2020.

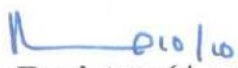
- Ref:-** 1. Decision of Board of Studies in of Computer Science (UG) meeting
held on 26-08-2022.
2. Decision of the Faculty of Science & Technology Meeting
held on 15-09-2022.
3. Decision of the Academic Council meeting held on 23-09-2022.

The Board of Studies in Computer Science (UG) which met on 26-08-2022 has recommended & approved the syllabus and pattern of Examination of Computer Science Course (III & IV Semester) with effective from the Academic year 2022-23 as per NEP -2020.

The Faculty of Science & Technology and Academic Council at their meetings held on 15-09-2022 and 23-09-2022 respectively has also approved the above said syllabus and hence it is hereby notified.

The syllabus and Examination pattern is annexed herewith and the contents may be downloaded from the University Website i.e., www.uni-mysore.ac.in.

Draft Approved by the Registrar


Deputy Registrar (Academic)
University of Mysore
Mysore-570 005

To:-

1. All the Principal of affiliated Colleges of University of Mysore, Mysore.
2. The Registrar (Evaluation), University of Mysore, Mysuru.
3. The Chairman, BOS/DOS, in Computer Science, Manasagangothri, Mysore.
4. The Dean, Faculty of Science & Technology, DoS in Earth Science, MGM.
5. The Director, Distance Education Programme, Moulya Bhavan, Manasagangothri, Mysuru.
6. The Director, PMEB, Manasagangothri, Mysore.
7. Director, College Development Council , Manasagangothri, Mysore.
8. The Deputy Registrar/Assistant Registrar/Superintendent, Administrative Branch and Examination Branch, University of Mysore, Mysuru.
9. The PA to Vice-Chancellor/ Registrar/ Registrar (Evaluation), University of Mysore, Mysuru.
10. Office Copy

Curriculum for BCA

Semester	Core Courses	Hour / Week		DS Elective Courses	Hours/ Week
		Theory	Lab		
III	Database Management Systems	3			
	C# and .NET Technologies	3			
	Computer Networks	3			
	DBMS Lab		4		
	C# and .NET Technologies Lab		4		
IV	Python Programming	3			
	Multimedia Animation	3			
	Operating System Concepts	3			
	Multimedia Animation Lab		4		
	Python Programming Lab		4		

Open Source Tools

(Skill Enhancement Course: SEC for BCA Course)

Semester: III

Course Title: Open Source Tools	Course Credits: 2 (1L+0T+2P)
Semester: III	Duration of SEE: 01 Hour
Total Contact Hours: 13 hours of theory and 26-28 hours of practicals	SEE: 30 Marks IA: 20 Marks

Course Outcomes (COs):

- Recognize the benefits and features of Open Source Technology and to interpret, contrast and compare open source products among themselves
- Use appropriate open source tools based on the nature of the problem
- Write code and compile different open-source software.

Course Content (Open Source Tools)

Module	Details of topic	Duration
Module 1: Open Source Softwares	i. Introduction to Open sources, Need of Open Sources, Open Source –Principles, Standard Requirements, Advantages of Open Sources. ii. Free Software – FOSS iii. Licenses – GPL, LGPL, Copyrights, Patents, Contracts & Licenses and Related Issues iv. Application of Open Sources. Open Source Operating Systems : FEDORA, UBUNTU	06 hours
Module 2: Programming with case studies	i. Usage of design Tools like Argo UML or equivalent ii. Version Control Systems like Git or equivalent iii. Bug Tracking Systems (Trac, BugZilla) iv. BootStrap v. Apache vi. Berkeley Software Distribution vii. Mozilla (Firefox) viii. Wikipedia ix. Joomla x. GNU Compiler Collection xi. Libre Office	07 hours

Text Book:

1. Kailash Vadera, Bhavyesh Gandhi, “Open Source Technology”, Laxmi Publications Pvt. Ltd 2012, 1st Edition.

Reference Book:

1. Fadi P. Deek and James A. M. McHugh, “Open Source: Technology and Policy”, Cambridge Universities Press 2007.

Model Syllabus for BCA (Basic and Honors), Semesters III and IV

Semester: III

Course Title: Database Management Systems	Course code: CAC07
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the various database concepts and the need for database systems.
- Identify and define database objects, enforce integrity constraints on a database using DBMS.
- Demonstrate a Data model and Schemas in RDBMS.
- Identify entities and relationships and draw ER diagram for a given real-world problem.
- Convert an ER diagram to a database schema and deduce it to the desired normal form.
- Formulate queries in Relational Algebra, Structured Query Language (SQL) for database manipulation.
- Explain the transaction processing and concurrency control techniques.

Unit	Description	Hours
1	Database Architecture: Introduction to Database system applications. Characteristics and Purpose of database approach. People associated with Database system. Data models. Database schema. Database architecture. Data independence. Database languages, interfaces, and classification of DBMS. E-R Model: Entity-Relationship modeling: E – R Model Concepts: Entity, Entity types, Entity sets, Attributes, Types of attributes, key attribute, and domain of an attribute. Relationships between the entities. Relationship types, roles and structural constraints, degree and cardinality ratio of a relationship. Weak entity types, E -R diagram.	14
2	Relational Data Model: Relational model concepts. Characteristics of relations. Relational model constraints: Domain constraints, key constraints, primary & foreign key constraints, integrity constraints and null values Relational Algebra: Basic Relational Algebra operations. Set theoretical operations on relations. JOIN operations Aggregate Functions and Grouping. Nested Sub Queries-Views.	14

3	Data Normalization: Anomalies in relational database design. Decomposition. Functional dependencies – Axioms, minima and maxima cover. Normalization. First normal form, Second normal form, Third normal form. Boyce-Codd normal form. Query Processing Transaction Management: Introduction Transaction Processing. Single user & multiuser systems. Transactions: read & write operations. Need of concurrency control: The lost update problem, Dirty read problem. Types of failures. Transaction states. Desirable properties(ACID properties) of Transactions.	14
---	---	----

References:

1. Fundamentals of Database Systems, Ramez Elamassri, Shankant B. Navathe, 7th Edition, Pearson, 2015
2. An Introduction to Database Systems, Bipin Desai, Galgotia Publications, 2010.
3. Introduction to Database System, C J Date, Pearson, 1999.
4. Database Systems Concepts, Abraham Silberschatz, Henry Korth, S.Sudarshan, 6th Edition, McGraw Hill, 2010.
5. Database Management Systems, Raghu Rama Krishnan and Johannes Gehrke, 3rd Edition, McGraw Hill, 2002

Course Title: DBMS Lab	Course code: CAC07P
Total Contact Hours: 52	Hours/week : 04
Formative Assessment Marks: 25	Course Credits: 02
Exam Marks: 25	Duration of Exam: 03 Hours

Course Outcomes (COs):

Student would be able to create tables, execute queries

1. Execute a single line query and group functions.
2. Execute DDL Commands.
3. Execute DML Commands
4. Execute DCL and TCL Commands.
5. Implement the Nested Queries.
6. Implement Join operations in SQL
7. Create views for a particular table
8. Implement Locks for a particular table

Activity 1:

Database: Student (DDL, DML Statements)

Table: Student

Name	RegNo	Class	Major
Smith	17	1	CS
Brown	8	2	CS

Table: Course

CourseName	CourseNumber	CreditHours	Department
Introduction to Computer Science	CS1310	4	CS
Data Structure	CS3320	4	CS
Discrete Mathematics	MATH2410	3	MATH
Database Management Systems	CS3380	3	CS

Table: Section

Section_Identifier	CourseNumber	Year	Instructor
85	MATH2410	98	King
92	CS1310	98	Andreson
102	CS3320	99	Knuth
112	MATH2410	99	Chang
119	CS1310	99	Andreson
135	CS3380	99	Stone

Table: Grade_Report

RegNo	Section_Identifier	Grade
17	112	B
17	119	C
8	85	A
8	92	A
8	102	B
8	135	A

- Create Tables using create statement
- Insert rows to individual tables using insert statement
- Alter table section add new field section and update the records
- Delete brown's grade report
- Drop the table section

Activity 2: (Select clause, Arithmetic Operators)

Database: Employee

Create Following **tables** and insert **tuples** with suitable constraints

Table: Employee

Emp_Id	First_Name	Last_Name	Hire_Date	Address	City
1001	George	Smith	11-May-06	83 first street	Paris
1002	Mary	Jones	25-Feb-08	842 Vine Ave	Losantiville
1012	Sam	Tones	12-Sep-05	33 Elm St.	Paris
1015	Peter	Thompson	19-Dec-06	11 Red Road	Paris
1016	Sarath	Sharma	22-Aug-07	440 MG Road	New Delhi
1020	Monika	Gupta	07-Jun-08	9 Bandra	Mumbai

Table : Empsalary

Emp_Id	Salary	Benefits	Designation
1001	10000	3000	Manager
1002	8000	1200	Salesman
1012	20000	5000	Director
1015	6500	1300	Clerk
1016	6000	1000	Clerk
1020	8000	1200	Salesman

Write queries for the following

1. To display FIRSTNAME, LASTNAME, ADDRESS AND CITY of all employees living in PARIS.
2. To display the content of employee table in descending order of FIRSTNAME
3. Select FIRSTNAME and SALARY of salesman
4. To display the FIRSTNAME, LASTNAME, AND TOTAL SALARY of all employees from the table EMPLOYEE and EMPSALARY. Where TOTAL SALARY is calculated as SALARY+BENEFITS
5. List the Names of employees, who are more than 1 year old in the organization
6. Count number of distinct DESINGATION from EMPSALARY
7. List the employees whose names have exactly 6 characters
8. Add new column PHONE_NO to EMPLOYEE and update the records
9. List employee names, who have joined before 15-Jun-08 and after 16-Jun-07
10. Generate Salary slip with Name, Salary, Benefits, HRA-50%, DA-30%, PF-12%, Calculate gross. Order the result in descending order of the gross.

Activity 3: (Logical, Relational Operators)

Database: Library

Create Following **tables** and insert **tuples** with suitable constraints

Table: Books

Book_Id	Book_Name	Author_Name	Publishers	Price	Type	Quantity
C0001	The Klone and I	Lata Kappor	EPP	355	Novel	5
F0001	The Tears	William Hopkins	First Publ	650	Fiction	20
T0001	My First C++	Brain & Brooke	ERP	350	Text	10
T0002	C++ Brainwork's	A.W.Rossaine	TDH	350	Text	15
F0002	Thunderbolts	Ana Roberts	First Publ.	750	Fiction	50

Table: Issued

Book_Id	Quantity_Issued
T0001	4
C0001	5
F0001	2
T0002	5
F0002	8

Write queries for the following

1. To show Book name, Author name and price of books of **First Publ.** publisher
2. Display Book id, Book name and publisher of books having quantity more than 8 and price less than 500
3. Select Book id, book name, author name of books which is published by other than ERP publishers and price between 300 to 700
4. Generate a Bill with Book_id, Book_name, Publisher, Price, Quantity, 4% of VAT "Total"
5. Display book details with book id's C0001, F0001, T0002, F0002 (Hint: use IN operator)
6. Display Book list other than, type Novel and Fiction
7. Display book details with author name starts with letter 'A'
8. Display book details with author name starts with letter 'T' and ends with 'S'
9. Select Book_Id, Book_Name, Author Name , Quantity Issued where Books.Books_Id = Issued.Book_Id
10. List the book_name, Author_name, Price. In ascending order of Book_name and then on descending order of price

Activity 4: (Date Functions)

Database: Lab

Create Following **table** and insert **tuples** with suitable constraints

Table: Equipment_Details

No.	ItemName	Costperitem	Quantity	Dateofpurchase	Warranty	Operational
1	Computer	30000	9	21/5/07	2	7
2	Printer	5000	3	21/5/06	4	2
3	Scanner	8000	1	29/8/08	3	1
4	Camera	7000	2	13/6/05	1	2
5	UPS	15000	5	21/5/08	1	4
6	Hub	8000	1	31/10/08	2	1
7	Plotter	25000	2	11/1/09	2	2

(Use date functions and aggregate functions)

1. To select the ItemName purchase after 31/10/07
2. Extend the warranty of each item by 6 months
3. Display ItemName , Dateof purchase and number of months between purchase date and present date
4. To list the ItemName in ascending order of the date of purchase where quantity is more than 3.
5. To count the number, average of costperitem of items purchased before 1/1/08
6. To display the minimum warranty , maximum warranty period
7. To Display the day of the date , month , year of purchase in characters
8. To round of the warranty period to month and year format.
9. To display the next Sunday from the date '07-JUN-96'
10. To list the ItemName, which are within the warranty period till present date

Activity 5: (Numeric, character functions)

Use Functions for the following

1. Find the mod of 165,16
2. Find Square Root of 5000
3. Truncate the value 128.3285 to 2 and -1 decimal places
4. Round the value 92.7683 to 2 and -1 decimal places
5. Convert the string 'Department' to uppercase and lowercase
6. Display your address convert the first character of each word to uppercase and rest are in lowercase
7. Combine your first name and last name under the title Full name
8. A) Take a string length maximum of 15 displays your name to the left. The remaining space should be filled with '*'
9. Take a string length maximum of 20 displays your name to the right. The remaining space should be filled with '#'
10. Find the length of the string 'JSS College, Mysore'
11. Display substring 'BASE' from 'DATABASE'
12. Display the position of the first occurrence of character 'o' in Position and Length
13. Replace string Database with Data type
14. Display the ASCII value of ' ' (Space)
15. Display the Character equivalent of 42

Activity 6:**Database: Subject**

Create Following **table** and insert **tuples** with suitable constraints

Table - Physics

Regno	Name	Year	Combination
AJ00325	Ashwin	First	PCM
AJ00225	Swaroop	Second	PMCs
AJ00385	Sarika	Third	PME
AJ00388	Hamsa	First	PMCs

Table – Computer Science

Regno	Name	Year	Combination
AJ00225	Swaroop	Second	PMCs
AJ00296	Tajas	Second	BCA
AJ00112	Geetha	First	BCA
AJ00388	Hamsa	First	PMCs

1. Select all students from physics and Computer Science
2. Select student common in physics and Computer Science
3. Display all student details those are studying in second year
4. Display student those who are studying both physics and computer science in second year
5. Display the students studying only physics
6. Display the students studying only Computer Science
7. select all student having PMCs combination
8. select all student having BCA combination
9. select all student studying in Third year
10. Rename table Computer Science to CS

Activity 7: (views)

Database: Railway Reservation System

Create Following **table** and insert **tuples** with suitable constraints

Table: Train Details

Train_No	Train_Name	Start_Place	Destination
RJD16	Rajdhani Express	Bangalore	Mumbai
UDE04	Udhyan Express	Chennai	Hyderabad
KKE55	Karnataka Express	Bangalore	Chennai
CSE3	Shivaji Express	Coimbatore	Bangalore
JNS8	Janashatabdi	Bangalore	Salem

Table: Availability

Train_No	Class	Start_Place	Destination	No_of_seats
RJD16	Sleeper Class	Bangalore	Mumbai	15
UDE04	First Class	Chennai	Hyderabad	22
KKE55	First Class AC	Bangalore	Chennai	15
CSE3	Second Class	Coimbatore	Bangalore	8
JNS8	Sleeper Class	Bangalore	Salem	18

1. Create view **sleeper** to display train no, start place, destination which have sleeper class and perform the following
 - a. insert new record
 - b. update destination='Manglore' where train no='RJD16'
 - c. delete a record which have train no='KKE55'
2. Create view **details** to display train no, train name, class
3. Create view **total_seats** to display train number, start place, use count function to no of seats , group by start place and perform the following
 - a. insert new record
 - b. update start place='Hubli' where train no='JNS8'
 - c. delete last row of the view
4. Rename view sleeper to class
5. Delete view details

Activity 8 (group by, having clause)

Database: Bank system

Create Following **table** and insert **tuples** with suitable constraints

Table: Account

Account_No	Cust_Name	Brach_ID
AE0012856	Reena	SB002
AE1185698	Akhil	SB001
AE1203996	Daniel	SB004
AE1225889	Roy	SB002
AE8532166	Sowparnika	SB003
AE8552266	Anil	SB003
AE1003996	Saathwik	SB004
AE1100996	Swarna	SB002

Table: Branch

Branch_ID	Branch_Name	Branch_City
SB001	Malleshwaram	Bangalore
SB002	MG Road	Bangalroe
SB003	MG Road	Mysore
SB004	Jainagar	Mysore

Table: Depositor

Account_No	Branch_Id	Balance
AE0012856	SB002	12000
AE1203996	SB004	58900
AE8532166	SB003	40000
AE1225889	SB002	150000

Table: Loan

Account_No	Branch_Id	Balance
AE1185698	SB001	102000
AE8552266	SB003	40000
AE1003996	SB004	15000
AE1100996	SB002	100000

1. Display Total Number of accounts present in each branch
2. Display Total Loan amount in each branch
3. Display Total deposited amount in each branch by descending order
4. Display max , min loan amount present in each city.
5. Display average amount deposited in each branch , each city
6. Display maximum of loan amount in each branch where balance is more than 25000
7. Display Total Number of accounts present in each city
8. Display all customer details in ascending order of brachid
9. Update Balance to 26000 where accno=AE1003996
10. Display Customer Names with their branch Name

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Course Title: C# and .Net Technologies	Course code: CAC08
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Describe Object Oriented Programming concepts like Inheritance and Polymorphism in C# programming language.
- Interpret and Develop Interfaces for real-time applications.
- Build custom collections and generics in C#.

Unit	Description	Hours
1	Introduction to .Net Technologies: Introduction to Web Technologies. HTML Basics, Scripts. Sample Programs. Advantages and Disadvantages of Client-side and Server-side Scripts. Overview of Client-side Technologies and Server-side Technologies. Introduction to C#: Overview of C#, Literals, Variables, Data Types, Operators, Expressions, Control Structures-Methods, Arrays, Strings, Structures, Enumerations.	14
2	OOPS with C#: Classes, Objects, Inheritance, Polymorphism, Interfaces, Operator Overloading Delegates, Events, Errors and Exceptions. Introduction to VB.NET: Introduction VB.NET -IDE – Creating a shortcut to start VB.NET. Maneuvering the Toolbar Auto-hide, Docking and Undocking, Placing and Resizing the Windows, Forms, Properties Window and Solution Explorer. Writing and Event Procedure. Execution Basic Keywords. Data Types. VB.NET statements. Conditional statements: If Else, Select Case, Switch and Choose Loops: Do, For Next, For Each Next, While loop. Arrays.	14
3	Application Development on .NET: C#.NET: Building Windows Applications, VB.NET: Windows Forms. Working with Controls, Timer, Picture-box, Group-box, Combo-box, Horizontal and Vertical Scrollbar, Numeric-up-down, Track-bar, and Progress-bar. Subroutines and Functions in VB.NET. Database applications ADO .NET Connectivity: Introduction to ADO.NET, ADO vs ADO.NET. Architecture: Data reader, Data adapter, Accessing Data with ADO.NET. Programming Web Applications with Web Forms. ASP .NET applications with ADO.NET	14

References:

1. "Programming in C#", E. Balagurusamy, 4th Edition, Tata McGraw-Hill, 2017.
2. "Visual Basic.NET", Shirish Chavan, 3rd Edition, Pearson Education, 2009.
3. "ASP.NET and VB.NET Web Programming", Matt J. Crouch, Edition 2012.
4. "Computing with C# and the .NET Framework", Arthur Gittleman, 2nd Edition, Jones & Bartlett Publishers, 2011

Course Title: C# and .Net Technologies Lab	Course code: CAC08P
Total Contact Hours: 52	Hours/week : 04
Formative Assessment Marks: 25	Course Credits: 02
Exam Marks: 25	Duration of Exam: 03 Hours

Practicals:

1. Develop a C# .NET console application to demonstrate the conditional statements.
2. Develop a C# .NET console application to demonstrate the control statements.
3. Develop an application in C#.NET that demonstrates the windows controls
4. Demonstrate Multithreaded Programming in C#.NET
5. Demonstrate subroutines and functions in C#.NET
6. Develop an application for deploying various built-in functions in VB.NET
7. Develop an MDI application for Employee Pay-roll transactions in VB.NET
8. Construct a console application to demonstrate the OOP Concepts
9. Develop a web application in VB.NET for dynamic Login Processing
10. Develop a Windows application with database connectivity for core-banking transactions

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Course Title: Computer Networks	Course code: CAC09
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the transmission technique of digital data between two or more computers and a computer network that allows computers to exchange data.
- Apply the basics of data communication and various types of computer networks in real world applications.
- Compare the different layers of protocols.
- Compare the key networking protocols and their hierarchical relationship in the conceptual model like TCP/IP and OSI.

Unit	Description	Hours
1	Introduction: Computer Networks and its applications, Network structure, network architecture, Topologies, LAN, WAN, MAN, The OSI reference model, The TCP/IP reference model. The Physical Layer: Transmission Media – Twisted pair, coaxial cable, optical fiber, radio transmission, microwaves and infrared transmission, Switching – message switching, Multiplexing.	14
2	The Data Link Layer: Data Link Layer design issues, Error detection – Single parity checking, Checksum, polynomial codes – CRC, Error correction- Hamming code, Elementary data link protocols, sliding window protocols The Network Layer: Network layer design issues, Routing algorithms – Flooding, Distance vector routing, Hierarchical routing, Link state routing, Congestion, control algorithms – Leaky bucket, token bucket algorithm, admission control, Hop by Hop choke packets.	14
3	The Transport Layer, Presentation Layer and Application Layer: Elements of Transport service, Elements of Transport, protocols, Internet transport protocols (TCP & UDP), Presentation Layer – Introduction, protocol, Application Layer DNS, Electronic Mailing, and World Wide Web.	14

References:

1. Computer Networks, Andrew S. Tanenbaum, 5th Edition, Pearson Education, 2010.
2. Data Communication & Networking, Behrouza A Forouzan, 3rd Edition, Tata McGraw Hill, 2001.
3. Data and Computer Communications, William Stallings, 10th Edition, Pearson Education, 2017.
4. Data Communication and Computer Networks, Brijendra Singh, 3rd Edition, PHI, 2012.
5. Data Communication & Network, Dr. Prasad, Wiley Dreamtech.
6. <http://highered.mheducation.com/sites/0072967757/index.htmls>

Semester: IV

Course Title: Python Programming	Course code: CAC10
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the basic concepts of Python Programming.
- Demonstrate proficiency in the handling of loops and creation of functions.
- Identify the methods to create and manipulate lists, tuples and dictionaries.
- Discover the commonly used operations involving file handling.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Develop the emerging applications of relevant fields using Python.

Unit	Description	Hours
1	Introduction to Features and Applications of Python; Python Versions; Installation of Python; Python Command Line mode and Python IDEs; Simple Python Program. Python Basics: Identifiers; Keywords; Statements and Expressions; Variables; Operators; Precedence and Association; Data Types; Indentation; Comments; Built-in Functions- Console Input and Console Output, Type Conversions; Python Libraries; Importing Libraries with Examples. Python Control Flow: Types of Control Flow; Control Flow Statements- if, else, elif, while loop, break, continue statements, for loop Statement; range () and exit () functions. Exception Handling: Types of Errors; Exceptions; Exception Handling using try, except and finally. Python Functions: Types of Functions; Function Definition- Syntax, Function Calling, Passing Parameters/arguments, the return statement; Default Parameters; Command line Arguments; Key Word Arguments; Recursive Functions; Scope and Lifetime of Variables in Functions.	14
2	Strings: Creating and Storing Strings; Accessing String Characters; the str() function; Operations on Strings- Concatenation, Comparison, Slicing and Joining, Traversing; Format Specifiers; Escape Sequences; Raw and Unicode Strings; Python String Methods. Lists: Creating Lists; Operations on Lists; Built-in Functions on Lists; Implementation of Stacks and Queues using Lists; Nested Lists. Dictionaries: Creating Dictionaries; Operations on Dictionaries; Built-in Functions on Dictionaries; Dictionary Methods; Populating and Traversing Dictionaries. Tuples and Sets: Creating Tuples; Operations on Tuples; Built-in Functions on Tuples; Tuple Methods; Creating Sets; Operations on Sets; Built-in Functions on Sets; Set Methods	14 15

	File Handling: File Types; Operations on Files– Create, Open, Read, Write, Close Files; File Names and Paths; Format Operator.	
3	Object Oriented Programming: Classes and Objects; Creating Classes and Objects; Constructor Method; Classes with Multiple Objects; Objects as Arguments; Objects as Return Values; Inheritance- Single and Multiple Inheritance, Multilevel and Multipath Inheritance; Encapsulation- Definition, Private Instance Variables; Polymorphism- Definition, Operator Overloading. GU Interface: The tkinter Module; Window and Widgets; Layout Management- pack, grid and place. Python SQLite: The SQLite3 module; SQLite Methods- connect, cursor, execute, close; Connect to Database; Create Table; Operations on Tables- Insert, Select, Update. Delete and Drop Records. Data Analysis: NumPy- Introduction to NumPy, Array Creation using NumPy, Operations on Arrays; Pandas- Introduction to Pandas, Series and DataFrames, Creating DataFrames from Excel Sheet and .csv file, Dictionary and Tuples. Operations on DataFrames. Data Visualisation: Introduction to Data Visualisation; Matplotlib Library; Different Types of Charts using Pyplot- Line chart, Bar chart and Histogram and Pie chart.	14
References: 1. Think Python How to Think Like a Computer Scientist, Allen Downey et al., 2nd Edition, Green Tea Press. Freely available online @ https://www.greenteapress.com/thinkpython/thinkCSpy.pdf, 2015. 2. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019. 3. Python Data Analytics: Data Analysis and Science Using Pandas, matplotlib, and the Python Programming Language, Fabio Nelli, Apress®, 2015 4. Advance Core Python Programming, MeenuKohli, BPB Publications, 2021. 5. Core PYTHON Applications Programming, Wesley J. Chun, 3rd Edition, Prentice Hall, 2012. 6. Automate the Boring Stuff, Al Sweigart, No Starch Press, Inc, 2015. 7. Data Structures and Program Design Using Python, D Malhotra et al., Mercury Learning and Information LLC, 2021. 8. http://www.ibiblio.org/g2swap/byteofpython/read/ 9. https://docs.python.org/3/tutorial/index.html		

Course Title: Python Programming Lab	Course code: CAC10P
Total Contact Hours: 52	Hours/week : 04
Formative Assessment Marks: 25	Course Credits: 02
Exam Marks: 25	Duration of Exam: 03 Hours

Programs for Practical Component:

Part-A

1. Check if a number belongs to the Fibonacci Sequence
2. Solve Quadratic Equations
3. Find the sum of n natural numbers
4. Display Multiplication Tables
5. Check if a given number is a Prime Number or not
6. Implement a sequential search
7. Create a calculator program
8. Explore string functions
9. Implement Selection Sort
10. Implement Stack
11. Read and write into a file

Part-B

1. Demonstrate usage of basic regular expression
2. Demonstrate use of advanced regular expressions for data validation.
3. Demonstrate use of List
4. Demonstrate use of Dictionaries
5. Create SQLite Database and Perform Operations on Tables
6. Create a GUI using Tkinter module
7. Demonstrate Exceptions in Python
8. Drawing Line chart and Bar chart using Matplotlib
9. Drawing Histogram and Pie chart using Matplotlib
10. Create Array using NumPy and Perform Operations on Array
11. Create DataFrame from Excel sheet using Pandas and Perform Operations on DataFrames

Note: A minimum of 10 Programs should be done in each Part.

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Course Title: Multimedia Animation	Course code: CAC11
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Write a well-designed, interactive Web site with respect to current standards and practices.
- Demonstrate in-depth knowledge of an industry-standard multimedia development tool and its associated scripting language.
- Determine the appropriate use of interactive versus standalone Web applications.

Unit	Description	Hours
1	Web Design: Origins and evolution of HTML, Basic syntax, Basic text markup, Images, Lists, Tables, Forms, Frame, Overview and features of HTML5. CSS: Introduction, Levels of style sheets, Style specification formats, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, The and <div> tags; Overview and features of CSS3. JavaScript: Object orientation and JavaScript; General syntactic characteristics; Primitives, operations, and expressions; Screen output and keyboard input. Introduction to Animation: Definition, The Start and End States, Interpolation, Animations in HTML.	14
2	CSS Animations, Creating a Simple Animation, CSS Animation Property, Keyframes, Declaring Multiple Animations, Wrap-up. CSS Transitions, Adding a Transition, Transitions in Detail, The Longhand Properties, Longhand Properties vs. Shorthand Properties, Working with Multiple Transitions. HTML5 – SVG: Viewing SVG Files, Embedding SVG in HTML5, HTML5 – SVG Circle, HTML5 – SVG Rectangle, HTML5 – SVG Line, HTML5 – SVG Ellipse, HTML5 – SVG Polygon, HTML5 – SVG Polyline, HTML5 – SVG Gradients, HTML5 – SVG Star.	14
3	HTML5 – CANVAS: The Rendering Context, Browser Support, HTML5 Canvas Examples, Canvas - Drawing Rectangles, Canvas - Drawing Paths, Canvas - Drawing Lines, Canvas - Drawing Bezier Curves, Canvas - Drawing Quadratic Curves, Canvas - Using Images, Canvas - Create Gradients, HTML5 - Styles and Colors, Canvas - Text and Fonts, Canvas - Pattern and Shadow, Canvas - Save and Restore States, Canvas - Translation, Canvas - Rotation, Canvas - Scaling, Canvas - Transforms, HTML5 Canvas - Composition, Canvas – Animations.	14

References:

1. The Complete Reference HTML and CSS, 5th Edition, Thomas A Powell, 2017
2. Animation in HTML, CSS, and JavaScript, Kirupa Chinnathambi, Createspace Independent Pub, 2013.
3. <https://www.w3.org/Style/CSS/current-work#CSS3>
4. <http://bedford-computing.co.uk/learning/cascading-style-sheets-css/>

Course Title: Multimedia Animation Lab	Course code: CAC11P
Total Contact Hours: 52	Course Credits: 02
Formative Assessment Marks: 25	Duration of SEE/Exam: 03 Hours
Summative Assessment Marks: 25	

List of Lab programs

Part-A

1. Write an HTML program to create and display navigation menus using list tags and anchor tag
2. Write an HTML program to display Multi-media data (text, images, audios, videos, gifs, etc) on a webpage
3. Write an HTML program to create student Registrations form on submitting the form check whether fields are empty or not using JavaScript. If any fields are empty display an error message
4. Write an HTML program to create bio-data (CV or Resume) and to change the following CSS properties
 - Font
 - Text
 - Background
5. Write an HTML program to create div and apply the following CSS properties on created div
 - Margin
 - Padding
 - Border
 - Box shadow
6. Write an HTML program to create a box and using CSS transform and transition properties move the box to the center of the web page on loading web-page
7. Write an HTML program to create a circle and create an animation of bouncing of the circle for 10 sec
8. Write an HTML program to create page loading animations

Part-B

1. Write an HTML program to draw line, polyline and rectangle and fill rectangle with red color using svg tag.
2. Write an HTML program to draw star and multiple circle and with different color using svg tag. Write an HTML program to create logo with linear gradient properties using svg tag.
3. Write an HTML program to draw Square and Rectangle using canvas tag and JavaScript
4. Write an HTML program to draw bezier curve using canvas tag and JavaScript
5. Write an HTML Program to import an external image into a canvas and then to draw on that image
6. Write an HTML program to draw a rectangle box using canvas and to change background color to red, scale of the rectangle to 2 on move-over (hover) properties.
7. Write an html program to draw a circle using canvas and to apply the rotations animations on loading the page

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Course Title: Operating System Concepts	Course code: CAC12
Total Contact Hours: 42	Course Credits: 03
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the fundamentals of the operating system.
- Comprehend multithreaded programming, process management, process synchronization, memory management and storage management.
- Compare the performance of Scheduling Algorithms
- Identify the features of I/O and File handling methods.

Unit	Description	Hours
1	Introduction to Operating System: Definition, History and Examples of Operating System; Computer System organization; Types of Operating Systems; Functions of Operating System; Systems Calls; Operating System Structure. Process Management: Process Concept- Process Definition, Process State, Process Control Block, Threads; Process scheduling- Multiprogramming, Scheduling Queues, CPU Scheduling, Context Switch; Operations on Processes- Creation and Termination of Processes; Inter process communication (IPC)- Definition and Need for Inter process Communication; IPC Implementation Methods- Shared Memory and Message Passing; CPU Scheduling: Basic concepts; Scheduling Criteria; Scheduling Algorithms; Multiple-processor scheduling; Thread scheduling; Multiprocessor Scheduling; Real-Time CPU Scheduling.	14
2	Multithreaded Programming: Introduction to Threads; Types of Threads; Multithreading- Definition, Advantages; Multithreading Models; Thread Libraries; Threading Issues. Process Synchronization: Introduction; Race Condition; Critical Section Problem and Peterson's Solution; Synchronization Hardware, Semaphores; Classic Problems of Synchronization- Readers and Writers Problem, Dining Philosophers Problem; Monitors. Deadlocks: System Model; Deadlocks Characterization; Methods for Handling Deadlocks; Deadlock Prevention; Deadlock Avoidance; Deadlock Detection; and Recovery from Deadlock.	14

3	Memory Management: Logical and Physical Address Space; Swapping; Contiguous Allocation; Paging; Segmentation; Segmentation with Paging. Virtual Memory: Introduction to Virtual Memory; Demand Paging; Page Replacement; Page Replacement Algorithms; Allocation of frames, Thrashing. File System: File Concepts- Attributes, Operations and Types of Files; File System; File Access methods; Directory Structure; Protection; File System Implementation- File System Structure, Allocation Methods, Free Space Management	14
---	--	----

References:

1. Operating System Concepts, Silberschatz' et al., 10th Edition, Wiley, 2018.
2. Operating System Concepts - Engineering Handbook, Ghosh PK, 2019.
3. Understanding Operating Systems, McHoes A et al., 7th Edition, Cengage Learning, 2014.
4. Operating Systems - Internals and Design Principles, William Stallings, 9th Edition, Pearson.
5. Operating Systems – A Concept Based Approach, Dhamdhare, 3rd Edition, McGraw Hill Education India.
6. Modern Operating Systems, Andrew S Tanenbaum, 4th Edition, Pearson.

Model Curriculum Structure (B.Sc. Schema)

Program: B.Sc. (Basic and Honors)

Subject: Computer Science

- 1. Computer Science as MAJOR with another Subject as MINOR (Table IIA of Model Curriculum)**
- 2. Computer Science as MAJOR with another Subject also as MAJOR (Table IIIA of Model Curriculum)**
- 3. Computer Science as MINOR with another Subject as MAJOR (As per Table IIA of Model Curriculum)**

Sem	Discipline Specific Core Courses(DSC)	Hour / Week		DS Elective Courses	Hours/ Week
		Theory	Lab		
III	DSC-3: Object Oriented Programming in JAVA	4			
	DSC-3 Lab: JAVA Programming Lab		4		
IV	DSC-4: Database Management Systems	4			
	DSC-4 Lab: DBMS Lab		4		

Model Syllabus for B.Sc. (Basic and Honors), Semesters III and IV

Semester: III

Course Title: Object Oriented Programming in Java	Course code: DSC3
Total Contact Hours: 52	Course Credits: 04
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the object-oriented concepts and JAVA.
- Write JAVA programs using OOP concepts like Abstraction, Encapsulation, Inheritance and Polymorphism.
- Implement Classes and multithreading using JAVA.
- Demonstrate the basic principles of creating Java applications with GUI.

Unit	Description	Hours
1	Introduction to Java: Basic OOPs concepts, Basics of Java programming, Data types, Variables, Operators, Control structures including selection, Looping, Java methods, Overloading, Math class, Arrays in java. Objects and Classes: Basics of objects and classes in java, Constructors, Finalizer, Visibility modifiers.	13
2	Methods and objects, Inbuilt classes like String, Character, String Buffer, File, this reference. Inheritance and Polymorphism: Inheritance in java, Super and sub class, Overriding, Object class, Polymorphism, Dynamic binding, Generic programming, Casting objects, Instance of operator, Abstract class, Interface in java, Package in java, UTIL package.	13
3	Event and GUI programming: Event handling in java, Event types, Mouse and key events, GUI Basics, Panels, Frames, Layout Managers: Flow Layout, Border Layout, Grid Layout, GUI components like Buttons, Check Boxes, Radio Buttons, Labels, Text Fields, Text Areas, Combo Boxes, Lists, Scroll Bars, Sliders, Windows, Menus, Dialog Box, Applet and its life cycle, Exception handling mechanism.	13
4	I/O programming: Text and Binary I/O, Binary I/O classes, Object I/O, Random Access Files. Multithreading in java: Thread life cycle and methods, Runnable interface, Thread synchronization, Exception handling with try catch-finally, Collections in java, Network Programming	13

References:

1. Object Oriented Programming with Java: Somashekara M.T., Guru, D.S., Manjunatha K.S, 1st Edition, PHI Learning 2017.
2. Programming with Java, By E Balagurusamy – A Primer, 4th Edition, McGraw Hill Publication.
3. Core Java Volume I – Fundamentals, By Cay S. Horstmann, Prentice Hall.
4. Java 2 - The Complete Reference, Herbert Schildt, 5th Edition, McGraw Hill Publication, 2017.
5. Java - The Complete Reference, Herbert Schildt, 7th Edition, McGraw Hill Publication, 2017.

Course Title: Java Programming Lab	Course code: DSC3 Lab
Total Contact Hours: 52	Hours/week : 04
Formative Assessment Marks: 25	Course Credits: 02
Exam Marks: 25	Duration of Exam: 03 Hours

Course Outcomes (COs):

After completing this course satisfactorily, a student will be able to:

- Implement Object Oriented programming concept using basic syntaxes of control Structures
- Identify classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem
- Demonstrates how to achieve reusability using inheritance
- Demonstrate understanding and use of interfaces, packages, different exception handling mechanisms and concept of multithreading for robust faster and efficient application development.
- Identify and describe common user interface components to design GUI in Java using Applet & AWT along with response to events

Java Programming Lab

PART A: Fundamentals of OOPs in Java

1. Program to assign two integer values to X and Y. Using the 'if' statement the output of the program should display a message whether X is greater than Y.
2. Program to list the factorial of the numbers 1 to 10. To calculate the factorial value, use while loop. (Hint Fact of 4 = 4*3*2*1)
3. Program to add two integers and two float numbers. When no arguments are supplied, give a default value to calculate the sum. Use function overloading.
4. Program to perform mathematical operations. Create a class called AddSub with methods to add and subtract. Create another class called MulDiv that extends from AddSub class to use the member data of the super class. MulDiv should have methods to multiply and divide A main function should access the methods and perform the mathematical operations.
5. Program with class variable that is available for all instances of a class. Use static variable declaration. Observe the changes that occur in the object's member variable values.
6. Program
 - a. To find the area and circumference of the circle by accepting the radius from the user.
 - b. To accept a number and find whether the number is Prime or not
7. Program to create a student class with following attributes; Enrollment No: Name, Mark3of sub1, Mark of sub2, mark of sub3, Total Marks. Total of the three marks must be calculated only when the

student passes in all three subjects. The pass mark for each subject is 50. If a candidate fails in any one of the subjects his total mark must be declared as zero. Using this condition write a constructor for this class. Write separate functions for accepting and displaying student details. In the main method create an array of three student objects and display the details.

8. In a college first year class are having the following attributes Name of the class (BCA, BCom, BSc), Name of the staff No of the students in the class, Array of students in the class

9. Define a class called first year with above attributes and define a suitable constructor. Also write a method called best Student () which process a first-year object and return the student with the highest total mark. In the main method define a first-year object and find the best student of this class

10. Program to define a class called employee with the name and date of appointment. Create ten employee objects as an array and sort them as per their date of appointment. ie, print them as per their seniority.

PART B: Exception Handling & GUI Programming

1. Program to catch Negative Array Size Exception. This exception is caused when the array is initialized to negative values.

2. Program to handle Null Pointer Exception and use the “finally” method to display a message to the user.

3. Program which create and displays a message on the window

4. Program to draw several shapes in the created window

5. Program to create an applet and draw grid lines

6. Program which creates a frame with two buttons father and mother. When we click the father button the name of the father, his age and designation must appear. When we click mother similar details of mother also appear.

7. Create a frame which displays your personal details with respect to a button click

8. Create a simple applet which reveals the personal information of yours.

9. Program to move different shapes according to the arrow key pressed.

10. Demonstrate the various mouse handling events using suitable example.

Note: Student has to execute a minimum of 8 programs in each part to complete the Lab course.

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Semester: IV

Course Title: Database Management System	Course code: DSC4
Total Contact Hours: 52	Course Credits: 04
Formative Assessment Marks: 40	Duration of SEE/Exam: 02 Hours
Summative Assessment Marks: 60	

Course Outcomes (COs):

At the end of the course, students will be able to:

- Explain the various database concepts and the need for database systems.
- Identify and define database objects, enforce integrity constraints on a database using DBMS.
- Demonstrate a Data model and Schemas in RDBMS.
- Identify entities and relationships and draw ER diagram for a given real-world problem.
- Convert an ER diagram to a database schema and deduce it to the desired normal form.
- Formulate queries in Relational Algebra, Structured Query Language (SQL) for database manipulation.
- Explain the transaction processing and concurrency control techniques.

Unit	Description	Hours
1	Database Architecture: Introduction to Database system applications. Characteristics and Purpose of database approach. People associated with Database system. Data models. Database schema. Database architecture. Data independence. Database languages, interfaces, and classification of DBMS. E-R Model: Entity-Relationship modeling: E – R Model Concepts: Entity, Entity types, Entity sets, Attributes, Types of attributes, key attribute, and domain of an attribute.	13
2	Relationships between the entities. Relationship types, roles and structural constraints, degree and cardinality ratio of a relationship. Weak entity types, E-R diagram. Relational Data Model: Relational model concepts. Characteristics of relations. Relational model constraints: Domain constraints, key constraints, primary & foreign key constraints, integrity constraints and null values. Relational Algebra: Basic Relational Algebra operations. Set theoretical operations on relations. JOIN operations Aggregate Functions and Grouping. Nested Sub Queries-Views.	13

3	Data Normalization: Anomalies in relational database design. Decomposition. Functional dependencies - Axioms, Minima and Maxima covers. Normalization. First normal form, Second normal form, Third normal form. Boyce-Codd normal form.	13
4	Query Processing Transaction Management: Introduction Transaction Processing. Single user & multiuser systems. Transactions: read & write operations. Need of concurrency control: The lost update problem, Dirty read problem. Types of failures. Transaction states. Desirable properties(ACID properties) of Transactions.	13

References:

1. Fundamentals of Database Systems, Ramez Elamassri, Shankant B. Navathe, 7th Edition, Pearson, 2015
2. An Introduction to Database Systems, Bipin Desai, Galgotia Publications, 2010.
3. Introduction to Database System, C J Date, Pearson, 1999.
4. Database Systems Concepts, Abraham Silberschatz, Henry Korth, S.Sudarshan, 6th Edition, McGraw Hill, 2010.
5. Database Management Systems, Raghu Rama Krishnan and Johannes Gehrke, 3rd Edition, McGraw Hill, 2002.

Course Title: DBMS Lab	Course code: DSC4 Lab
Total Contact Hours: 52	Hours/week : 04
Formative Assessment Marks: 25	Course Credits: 02
Exam Marks: 25	Duration of Exam: 03 Hours

Course Outcomes (COs):

Student would be able to create tables, execute queries

1. Execute a single line query and group functions.
2. Execute DDL Commands.
3. Execute DML Commands
4. Execute DCL and TCL Commands.
5. Implement the Nested Queries.
6. Implement Join operations in SQL
7. Create views for a particular table
8. Implement Locks for a particular table

Activity 1:

Database: Student (DDL, DML Statements)

Table: Student

Name	Reg. No	Class	Major
Smith	17	1	CS
Brown	8	2	CS

Table: Course

Course Name	Course Number	Credit Hours	Department
Introduction to Computer Science	CS1310	4	CS
Data Structure	CS3320	4	CS
Discrete Mathematics	MATH2410	3	MATH
Database Management System	CS3380	3	CS

Table: Section

Section Identifier	Course Number	Year	Instructor
85	MATH2410	98	King
92	CS1310	98	Andreson
102	CS3320	99	Knuth
112	MATH2410	99	Chang
119	CS1310	99	Andreson
135	CS3380	99	Stone

Table: Grade_Report

Reg. No	Section_Identifier	Grade
17	112	B
17	119	C
8	85	A
8	92	A
8	102	B
8	135	A

- Create Tables using create statement
- Insert rows to individual tables using insert statement
- Alter table section add new field section and update the records
- Delete brown's grade report
- Drop the table section

Activity 2: (Select clause, Arithmetic Operators)

Database: Employee

Create Following **tables** and insert **tuples** with suitable constraints

Table: EMPLOYEE

EMPID	FIRSTNAME	LASTNAME	Hire_Date	ADDRESS	CITY
1001	George	Smith	11-May-06	83 first street	Paris
1002	Mary	Jones	25-Feb-08	842 Vine Ave	Losantiville
1012	Sam	Tones	12-Sep-05	33 Elm St.	Paris
1015	Peter	Thompson	19-Dec-06	11 Red Road	Paris
1016	Sarath	Sharma	22-Aug-07	440 MG Road	New Delhi
1020	Monika	Gupta	07-Jun-08	9 Bandra	Mumbai

Table: EMPSALARY

EMPID	SALARY	BENEFITS	DESIGNATION
1001	10000	3000	Manager
1002	8000	1200	Salesman
1012	20000	5000	Director
1015	6500	1300	Clerk
1016	6000	1000	Clerk
1020	8000	1200	Salesman

Write queries for the following

1. To display FIRSTNAME, LASTNAME, ADDRESS AND CITY of all employees living in PARIS.
2. To display the content of employee table in descending order of FIRSTNAME
3. Select FIRSTNAME and SALARY of salesman
4. To display the FIRSTNAME, LASTNAME, AND TOTAL SALARY of all employees from the table EMPLOYEE and EMPSALARY. Where TOTAL SALARY is calculated as SALARY+BENEFITS
5. List the Names of employees, who are more than 1 year old in the organization
6. Count number of distinct DESINGATION from EMPSALARY
7. List the employees whose names have exactly 6 characters
8. Add new column PHONE_NO to EMPLOYEE and update the records
9. List employee names, who have joined before 15-Jun-08 and after 16-Jun-07
10. Generate Salary slip with Name, Salary, Benefits, HRA-50%, DA-30%, PF-12%, Calculate gross. Order the result in descending order of the gross.

Activity 3: (Logical, Relational Operators)

Database: Library

Create Following **tables** and insert **tuples** with suitable constraints

Table: Books

Book_Id	Book_name	Author_Name	Publishers	Price	Type	Quantity
C0001	The Klone and I	Lata Kappor	EPP	355	Novel	5
F0001	The Tears	William Hopkins	First Publ	650	Fiction	20
T0001	My First C++	Brain & Brooke	ERP	350	Text	10
T0002	C++ Brainwork's	A.W.Rossaine	TDH	350	Text	15
F0002	Thunderbolts	Ana Roberts	First Publ.	750	Fiction	50

Table: Issued

Book_Id	Quantity_Issued
T0001	4
C0001	5
F0001	2
T0002	5
F0002	8

Write queries for the following

1. To show Book name, Author name and price of books of **First Publ.** publisher
2. Display Book id, Book name and publisher of books having quantity more than 8 and price less than 500
3. Select Book id, book name, author name of books which is published by other than ERP publishers and price between 300 to 700
4. Generate a Bill with Book_id, Book_name, Publisher, Price, Quantity, 4% of VAT "Total"
5. Display book details with book id's C0001, F0001, T0002, F0002 (Hint: use IN operator)
6. Display Book list other than, type Novel and Fiction
7. Display book details with author name starts with letter 'A'
8. Display book details with author name starts with letter 'T' and ends with 'S'
9. Select Book_Id, Book_Name, Author Name , Quantity Issued where Books.Books_Id = Issued.Book_Id
10. List the book_name, Author_name, Price. In ascending order of Book_name and then on descending order of price

Activity 4: (Date Functions)

Database: Lab

Create Following **table** and insert **tuples** with suitable constraints

Table: Equipment_Details

No.	ItemName	Costperitem	Quantity	Dateofpurchase	Warranty	Operational
1	Computer	30000	9	21/5/07	2	7
2	Printer	5000	3	21/5/06	4	2
3	Scanner	8000	1	29/8/08	3	1
4	Camera	7000	2	13/6/05	1	2
5	UPS	15000	5	21/5/08	1	4
6	Hub	8000	1	31/10/08	2	1
7	Plotter	25000	2	11/1/09	2	2

(Use date functions and aggregate functions)

1. To select the ItemName purchase after 31/10/07
2. Extend the warranty of each item by 6 months
3. Display ItemName , Dateof purchase and number of months between purchase date and present date
4. To list the ItemName in ascending order of the date of purchase where quantity is more than 3.
5. To count the number, average of costperitem of items purchased before 1/1/08
6. To display the minimum warranty , maximum warranty period
7. To Display the day of the date , month , year of purchase in characters
8. To round of the warranty period to month and year format.
9. To display the next Sunday from the date '07-JUN-96'
10. To list the ItemName, which are within the warranty period till present date

Activity 5: (Numeric, character functions)

Use Functions for the following

1. Find the mod of 165,16
2. Find Square Root of 5000
3. Truncate the value 128.3285 to 2 and -1 decimal places
4. Round the value 92.7683 to 2 and -1 decimal places
5. Convert the string 'Department' to uppercase and lowercase
6. Display your address convert the first character of each word to uppercase and rest are in lowercase
7. Combine your first name and last name under the title Full name
8. A) Take a string length maximum of 15 displays your name to the left. The remaining space should be filled with '*'
9. Take a string length maximum of 20 displays your name to the right. The remaining space should be filled with '#'
10. Find the length of the string 'JSS College, Mysore'
11. Display substring 'BASE' from 'DATABASE'
12. Display the position of the first occurrence of character 'o' in Position and Length
13. Replace string Database with Data type
14. Display the ASCII value of ' ' (Space)
15. Display the Character equivalent of 42

Activity 6: Database: subject

Create Following **table** and insert **tuples** with suitable constraints

Table - Physics

RegNo	Name	Year	Combination
AJ00325	Ashwin	First	PCM
AJ00225	Swaroop	Second	PMCs
AJ00385	Sarika	Third	PME
AJ00388	Hamsa	First	PMCs

Table – Computer Science

RegNo	Name	Year	Combination
AJ00225	Swaroop	Second	PMCs
AJ00296	Tajas	Second	BCA
AJ00112	Geetha	First	BCA
AJ00388	Hamsa	First	PMCs

1. Select all students from physics and Computer Science
2. Select student common in physics and Computer Science
3. Display all student details those are studying in second year
4. Display student those who are studying both physics and computer science in second year
5. Display the students studying only physics
6. Display the students studying only Computer Science
7. select all student having PMCs combination
8. select all student having BCA combination
9. select all student studying in Third year
10. Rename table Computer Science to CS

Activity 7: (views)

Database: Railway Reservation System

Create Following **table** and insert **tuples** with suitable constraints

Table: Train Details

Train_No	Train_Name	Start_Place	Destination
RJD16	Rajdhani Express	Bangalore	Mumbai
UDE04	Udhyan Express	Chennai	Hyderabad
KKE55	Karnataka Express	Bangalore	Chennai
CSE3	Shivaji Express	Coimbatore	Bangalore
JNS8	Janashatabdi	Bangalore	Salem

Table: Availability

Train_No	Class	Start_Place	Destination	No_of_Seats
RJD16	Sleeper Class	Bangalore	Mumbai	15
UDE04	First Class	Chennai	Hyderabad	22
KKE55	First Class AC	Bangalore	Chennai	15
CSE3	Second Class	Coimbatore	Bangalore	8
JNS8	Sleeper Class	Bangalore	Salem	18

1. Create view **sleeper** to display train no, start place, destination which have sleeper class and perform the following
 - a. insert new record
 - b. update destination='Manglore' where train no='RJD16'
 - c. delete a record which have train no='KKE55'
2. Create view **details** to display train no, train name, class
3. Create view **total_seats** to display train number, start place, use count function to no of seats , group by start place and perform the following
 - a. insert new record
 - b. update start place='Hubli' where train no='JNS8'
 - c. delete last row of the view
4. Rename view sleeper to class
5. Delete view details

Activity 8 (group by, having clause)

Database: Bank system

Create Following **table** and insert **tuples** with suitable constraints

Table: Account

Account_No	Cust_Name	Brach_ID
AE0012856	Reena	SB002
AE1185698	Akhil	SB001
AE1203996	Daniel	SB004
AE1225889	Roy	SB002
AE8532166	Sowparnika	SB003
AE8552266	Anil	SB003
AE1003996	Saathwik	SB004
AE1100996	Swarna	SB002

Table: Branch

Branch_ID	Branch_Name	Branch_City
SB001	Malleshwaram	Bangalore
SB002	MG Road	Bangalroe
SB003	MG Road	Mysore
SB004	Jainagar	Mysore

Table: Depositor

Account_No	Branch_Id	Balance
AE0012856	SB002	12000
AE1203996	SB004	58900
AE8532166	SB003	40000
AE1225889	SB002	150000

Table: Loan

Account_No	Branch_Id	Balance
AE1185698	SB001	102000
AE8552266	SB003	40000
AE1003996	SB004	15000
AE1100996	SB002	100000

1. Display Total Number of accounts present in each branch
2. Display Total Loan amount in each branch
3. Display Total deposited amount in each branch by descending order
4. Display max , min loan amount present in each city.
5. Display average amount deposited in each branch , each city
6. Display maximum of loan amount in each branch where balance is more than 25000
7. Display Total Number of accounts present in each city
8. Display all customer details in ascending order of brachid
9. Update Balance to 26000 where accno=AE1003996
10. Display Customer Names with their branch Name

Evaluation Scheme for Lab Examination:

Assessment Criteria	Marks
Writing 2 Programs	10
Execution of 1 Program	10
Viva and Record	05
Total	25

Skill Enhancement Course: SEC for B.Sc. & other Subject Students

SEC Model-2

Semester: III/IV

Course Title: Artificial Intelligence	Course Credits: 2
Total Contact Hours: 13 hours of theory and 26 hours of practical	Duration of ESA: 01 Hour
Formative Assessment Marks: 25 marks	Summative Assessment Marks: 25 marks

Course Outcomes (COs):

At the end of the course, students will be able to:

- Appraise the theory of Artificial intelligence and list the significance of AI.
- Discuss the various components that are involved in solving an AI problem.
- Illustrate the working of AI Algorithms in the given contrast.
- Analyze the various knowledge representation schemes, Reasoning and Learning techniques of AI.
- Apply the AI concepts to build an expert system to solve the real-world problems.

Course Content

Unit - 1	
Overview of AI: Definition of Artificial Intelligence, Philosophy of AI, Goals of AI, Elements of AI system, Programming a computer without and with AI, AI Techniques, History of AI. Intelligent Systems: Definition and understanding of Intelligence, Types of Intelligence, Human Intelligence vs Machine Intelligence.	06
Unit – 2	
AI Applications: Virtual assistance, Travel and Navigation, Education and Healthcare, optical character recognition, E-commerce and mobile payment systems, Image based search and photo editing. AI Examples in daily life: Installation of AI apps and instructions to use AI apps. Introduction to Robotics.	07

Laboratory Activities:

- **Amazon Alexa:**
<https://play.google.com/store/apps/details?id=com.amazon.dee.app&hl=en&app=gl=US>
- **Google Lens:**
<https://play.google.com/store/search?q=google+lens&c=apps&hl=en&gl=US>
- **Image to Text to Speech ML OCR:**
https://play.google.com/store/apps/details?id=com.mlscanner.image.text.speech&hl=en_IN&gl=US
- **Google Pay:**
https://play.google.com/store/apps/details?id=com.google.android.apps.nbu.paisa.user&hl=en_IN&gl=US

26

1

- | | |
|--|--|
| <ul style="list-style-type: none"> ❑ Grammarly:
https://play.google.com/store/search?q=grammarly&c=apps&hl=en_IN&gl= ❑ Google Map:
https://play.google.com/store/search?q=google+maps&c=apps&hl=en&gl=US ❑ FaceApp:
https://play.google.com/store/apps/details?id=io.faceapp&hl=en_IN&gl=US ❑ Socratic:
https://play.google.com/store/apps/details?id=com.google.socratic&hl=en_IN&gl=US ❑ Google Fit: Activity Tracking:
https://play.google.com/store/apps/details?id=com.google.android.apps.fitness&hl=en_IN&gl=US ❑ SwiftKey Keyboard:
https://swiftkey-keyboard.en.uptodown.com/android ❑ E-commerce App:
https://play.google.com/store/apps/details?id=com.jpl.jiomart&hl=en_IN&gl=US | |
|--|--|

Text Books:

1. Wolfgang Ertel, "Introduction to Artificial Intelligence", 2nd Edition, Springer International Publishing 2017.
2. Michael Negnevitsky, "Artificial Intelligence A Guide to Intelligent Systems", 2nd Edition, Pearson Education Limited 2005.

References:

1. https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_tutorial.pdf
2. Kevin Knight, Elaine Rich, Shivashankar B. Nair, "Artificial Intelligence", 3rd Edition, July 2017.

Reference Links:

1. Voice Assistant: <https://alan.app/blog/voiceassistant-2/>
2. Browse with image: <https://www.pocket-lint.com/apps/news/google/141075-what-is-google-lens-and-how-does-it-work-and-which-devices-have-it>
3. OCR: <https://aws.amazon.com/what-is/ocr/>
4. Mobile Payment system: <https://gocardless.com/en-us/guides/posts/how-do-mobile-payment-systems-work/>
5. Grammarly: <https://techjury.net/blog/how-to-use-grammarly/#gref>
6. Travel & Navigation: <https://blog.google/products/maps/google-maps-101-ai-power-new-features-io-2021/>
7. AI in photo editing: <https://digital-photography-school.com/artificial-intelligence-changed-photo-editing/>
8. AI in education: <https://www.makeuseof.com/what-is-google-socratic-how-does-it-work/>
9. AI in health and fitness: <https://cubettech.com/resources/blog/implementing-machine-learning-and-ai-in-health-and-fitness/>
10. E-commerce and online shopping: <https://medium.com/@nyxonedigital/importance2-of-e-commerce-and-online-shopping-and-why-to-sell-online-5a3fd8e6f416>

Open Elective for III & IV Semester

Python Programming Concepts

Course Title: Python Programming Concepts	Course Credits: 3 (3L+0T+0P)
Semester: III/IV	Duration of SEE: 02 Hour
Total Contact Hours: 42	SEE: 60 Marks IA: 40 Marks

Course Outcomes (COs):

- Explain the fundamentals of Computers.
- Explain the basic concepts of Python Programming.
- Demonstrate proficiency in the handling of loops and the creation of functions.
- Identify the methods to create and store strings.

Unit I Fundamentals of Computers

14 Hrs

Introduction to Computers - Computer Definition, Characteristics of Computers, Evolution and History of Computers, Types of Computers, Basic Organization of a Digital Computer; Number Systems – different types, conversion from one number system to another; Computer Codes – BCD, Gray Code, ASCII and Unicode; Boolean Algebra – Boolean Operators with Truth Tables; Types of Software – System Software and Utility Software; Computer Languages - Machine Level, Assembly Level & High Level Languages, Translator Programs – Assembler, Interpreter and Compiler; Planning a Computer Program - Algorithm, Flowchart and Pseudo code with Examples.

Python Basics: - Introduction to Features and Applications of Python; Python Versions; Installation of Python; Python Command Line mode and Python IDEs; Simple Python Program. Identifiers; Keywords; Statements and Expressions; Variables; Operators; Precedence and Association;

Unit II Data types and control structure

14 Hrs

Data Types; Indentation; Comments; Built-in Functions- Console Input and Console Output, Type Conversions; Python Libraries; Importing Libraries with Examples; Illustrative programs.

Python Control Flow: Types of Control Flow; Control Flow Statements- if, else, elif, while loop, break, continue statements, for loop Statement; range() and exit () functions; Illustrative programs.

Unit III Functions and Strings

14 Hrs

Python Functions: Types of Functions; Function Definition- Syntax, Function Calling, Passing Parameters/arguments, the return statement; Default Parameters; Command line Arguments; Key Word Arguments; Illustrative programs.

Strings: Creating and Storing Strings; Accessing String Characters; the str() function; Operations on Strings- Concatenation, Comparison, Slicing and Joining, Traversing; Format Specifiers; Escape Sequences; Raw and Unicode Strings; Python String Methods; Illustrative programs.

References

1. Computer Fundamentals (BPB), P. K. Sinha & Priti Sinha
2. Think Python How to Think Like a Computer Scientist, Allen Downey et al., 2nd Edition, Green Tea Press. Freely available online 2015.
@<https://www.greenteapress.com/thinkpython/thinkCSpy.pdf>
3. Introduction to Python Programming, Gowrishankar S et al., CRC Press, 2019.
4. <http://www.ibiblio.org/g2swap/byteofpython/read/>
5. http://scipy-lectures.org/intro/language/python_language.html
6. <https://docs.python.org/3/tutorial/index.html>

Fundamentals of Multimedia

Course Title: Fundamentals of Multimedia	Course Credits: 3 (3L+0T+0P)
Semester: III/IV	Duration of SEE: 02 Hour
Total Contact Hours: 42	SEE: 60 Marks IA: 40 Marks

Course Outcomes (COs):

- Students will learn about multimedia, which is a field concerned with the computer controlled integration of text, graphics, drawings, still and moving images(video), animation, audio and any other media where every type of information can be represented, stored, transmitted and processed digitally.

Unit I Introduction to Multimedia 14 Hrs

Concepts of Multimedia, Multimedia applications, Advantage of Digital Multimedia, Multimedia system Architecture, Objects of Multimedia. Introduction to Compression and Decompression Techniques and its types. File format standards- RTF, TIFF, RIFF, MIDI, JPEG, AVI, JPEG, TWAIN Architecture.

Unit II Multimedia input and output technologies 14 Hrs

Key Technology Issues, Pen Input, Video and Image Display Systems, Print Output Technologies, Image Scanners, Digital Voice and Audio, Video Images and Animation, Full Motion Video.

Unit III Secured Multimedia and Authentication: 14 Hrs

Secured Multimedia, Digital Rights Management Systems, and Technical Trends - Multimedia encryption - Digital Watermarking – Security Attacks. Multimedia Authentication - Pattern, Speaker and Behavior Recognition – Speaker Recognition - Face Recognition

References

- Wenjun Zeng, Heather Yu and Ching – Yung Lin, “Multimedia Security technologies for Digital rights Management”, Elsevier Inc 2006.
- Chun-Shien Lu, “Multimedia Security : Steganography and Digital Watermarking techniques for Protection of Intellectual Property”, Springer Inc 2007.
- Andleigh PK and Thakrar K, “Multimedia Systems”, Addison Wesley Longman, 1999.
- Fred Halsall, “Multimedia Communications”, Addison Wesley, 2000.
- https://www.tutorialspoint.com/multimedia/multimedia_introduction.html
- https://www.tutorialspoint.com/multimedia/multimedia_images_graphics.html