

UTKAL UNIVERSITY
B. Sc. (Pass) in Computer Science
CHOICE BASED CREDIT SYSTEM

S E M E S T E R	COURSE OPTED	COURSE NAME	F U L L M A R K S	C R E D I T S
I	Ability Enhancement Course-I	English	100	4
	Core Course-I	Programming using C	100	6
	Core Course-I Practical	Programming using C LAB	50	2
	Core Course-II	Computer Organization	100	4
	Core Course-III	Probability & Statistics	100	6
II	Ability Enhancement Course-II	Environmental Science	50	2
	Core Course-IV	Data Structure	100	6
	Core Course-IV Practical	Data Structure LAB	50	2
	Core Course-V	Programming using C++	100	6
	Core Course-V Practical	Programming using C++ LAB	50	2
III	Core Course-VI	Operating Systems	100	6
	Core Course-VI Practical	Operating Systems LAB	50	2
	Core Course-VII	Database Management System	100	4
	Core Course-VII Practical	Database Management System LAB	50	2
	Skill Enhancement Course-I	HTML Programming	100	4
IV	Core Course-VIII	Computer Network	100	6
	Core Course-VIII Practical	Computer Network LAB	50	2
	Core Course-IX	JAVA Programming	100	6
	Core Course-IX Practical	JAVA Programming LAB	50	2
	Skill Enhancement Course-II	VB .NET	100	4
V	Skill Enhancement Course-III	Android Programming	100	4
	Discipline Specific Elective-I	Internet Technology	100	6
	Discipline Specific Elective-II	Software Engineering	100	6
	Discipline Specific Elective-III	E-Commerce Technologies	100	6
IV	Skill Enhancement Course-IV	PHP Programming	100	4
	Discipline Specific Elective-IV	Cloud Computing	100	6
	Discipline Specific Elective-V	Data Mining	100	6
	Discipline Specific Elective-VI	Project Work	100	6

ENGLISH

UNIT-I

Short Story: Jim Corbett-The Fight between Leopards; Dash Benhur- The Bicycle

Dinanath Pathy- George V High School; Alexander Baron- The Man who knew too much; Will F Jenkins- Uneasy Homecoming

UNIT-II

Prose: C V Raman-Water- The Elixir of Life; Harold Nicolson- An Educated Person; Claire Needell Hollander- No Learning without Feeling; Steven Harvey- The Empty Page; Santosh Desai-Emoji Disruption

UNIT-III

Comprehension of a passage from any of the prescribed pieces and answering the questions

UNIT-IV

Expanding an idea into a paragraph

UNIT-V

Language exercises-test of vocabulary, usage and grammar based on the prescribed pieces

Prescribed Text

The Widening Arc: A Selection of Prose and Stories. Ed. Asim R Parhi, S Deepika and Pulastya Jani. Kitab Bhavan, Bhubaneswar. 2016.

Suggested Reading:

Fluency in English – Part II, OUP, 2006

Communicative English. E. Suresh Kumar and P. Sreehari

PROGRAMMING USING C

UNIT- I

Introduction to Programming Language, Introduction to C Programming , Character Set, C Tokens, Keywords & Identifiers, Constants, Variables, Data Types, Variables , Storage Classes, Operators (Arithmetic, Relational, Logical , Assignment, Increment & Decrement, Conditional , Bitwise), Expressions , Input and Output Operations.

UNIT- II

Decision Making and Branching: Simple IF Statement, IF ELSE Statement, Nesting IF ELSE Statement, ELSE IF Ladder, Switch Statement? Operator, GOTO Statement. Decision Making and Looping: The WHILE Statement, The DO Statement, The FOR Statement, Jumps in LOOPS. Arrays, Character Arrays and Strings.

UNIT- III

User-defined Functions: Need, Elements & Definition, Function Calls, Function Definition, Category of Functions, Recursion. Structures and Unions: Defining, Declaring, Accessing, Initialization Structure, Arrays of Structures, Arrays within Structures, Structures and Functions, Unions.

UNIT- IV

Pointers: Accessing the Address of a Variable, Declaring Pointer Variables, Initializations of Pointer Variable, Accessing a Variable through its Pointer, Chain of Pointers, Pointer Expressions, Pointer Increments and Scale Factor, Pointers and Arrays,, Pointers and Character Strings, Array of Pointers, Pointers as Function Arguments, Functions Returning Pointers, Pointers to Functions, Pointers to Structures, Troubles with Pointers.

UNIT- V

File Management in C: Defining and Opening a File, Closing a File, Input/ Output Operations on Files, Error Handling during I/O Operations, Random Access to Files, Command Line Arguments, Dynamic Memory Allocation.

Recommended Books:

1. E. Balaguruswamy, "Programming in ANSI C",4/e, (TMH)
2. Paul Deitel, Harvey Deitel, "C: How to Program", 8/e, Prentice Hall.
3. J. R. Hanly, "Problem Solving & Program Design in C", 7/e, Pearson
4. B. Kernighan & D.M. Ritchie, "The C Programming Language", 2/e PHI

COMPUTER ORGANIZATION

UNIT-I

Introduction: Organization and Architecture, Structure & Functions.

Number Systems: The Decimal System, Positional Number Systems, The Binary System, Converting Between Binary and Decimal (Integers, Fractions), Hexadecimal Notation.

UNIT-II

Computer Arithmetic: Arithmetic & Logic Unit, Integer Representation (Sign-Magnitude, Twos Complement, Range Extension, Fixed Point Representation), Integer Arithmetic (Negation, Addition and Subtraction, Multiplication, Division), Floating-Point Representation, (Principles, IEEE Standard for Binary Floating-

Point Representation), Floating-Point Arithmetic (Addition and Subtraction, Multiplication and Division, Precision Considerations, IEEE Standard for Binary Floating-Point Arithmetic).

UNIT-III

Computer Evolution and Performance: History of Computers, Design for Performance (Microprocessor Speed, Performance Balance, Improvements in Chip Organization & Architecture), Multicore, MICs, and GPGPUs, Intel x86 Architecture, Embedded Systems and the ARM, Performance Assessment (Clock Speed and Instructions per Second, Benchmarks, Amdahl's Law, Little's Law).

UNIT-IV

Digital Logic: Boolean Algebra, Gates, Combinational Circuits (Implementation of Boolean Functions, Multiplexers, Decoders, Read-Only Memory, Adders), Sequential Circuits (Flip-Flops, Registers, Counters), Programmable Logic Devices (PLA, FPGA).

UNIT-V

Top-Level View of Computer Function and Interconnection: Computer Components, Computer Function (Instruction Fetch and Execute, Interrupts, I/O Function), Interconnection Structures, Bus Interconnection (Bus Structure, Multiple-Bus Hierarchies, Elements of Bus Design), Point-to-Point Interconnect (QPI Physical Layer, Link Layer, Routing Layer, & Protocol Layer), PCI Express (PCI Physical and Logical Architecture, PCIe Physical Layer, PCIe Transaction Layer, PCIe Data Link Layer).

Text Book:

William Stallings: Computer Organization and Architecture. 9/e

PROBABILITY AND STATISTICS

UNIT-I

Probability and Probability Distribution: Events and the Sample Space, Calculating Probabilities using Simple events, Useful counting rules, Probability rules: Addition rule, Conditional probability and multiplication rule, Bayes' rule.

UNIT-II

Probability Distributions: Random Variable, Discrete random variable, Mean and Standard deviation of discrete random variable, Discrete Probability Distributions: Binomial, Poisson and Hypergeometric probability distribution, Continuous Probability distribution: Normal distribution.

UNIT-III

Sampling Distribution: sampling plans and experimental designs, Sampling distribution of a statistic, Central Limit theorem, Sampling distribution of the Sample mean and Proportion.

Large Sample Estimation: Point estimation, Interval estimation, Confidence interval of population mean, Population proportion, difference between two population means, difference between two population proportions.

UNIT-IV

Large Sample Tests of Hypothesis: Test of a Population mean, Test of difference of two population means, Test of hypothesis for a binomial proportion, Test of hypothesis for the difference between two binomial proportions.

Inference from Small Samples: Student's t Distribution, Small Sample inferences concerning a population mean and difference between two population means, Inferences concerning a population variance and difference between two population variances.

UNIT-V

Analysis of Variance: One-way classification, Two-way classification.

Linear regression and Correlation: Method of least squares, Analysis of variance for linear regression, Testing the usefulness of the linear regression model, Estimation and Prediction using the fitted line. Carl Pearson's coefficient of Correlation, Test of hypothesis concerning the Correlation coefficient.

Recommended Books:

1. William Mendenhall, Robert J. Beaver, Barbara M. Beaver, "Probability and Statistics" 14/e, CENGAGE Learning.
2. W. W. Hines, D.C. Montgomery, D.M. Goldsman, & C.M. Borror, "Probability & Statistics in Engineering"

ENVIRONMENTAL SCIENCE

UNIT-I

THE ENVIRONMENT: The Atmosphere, Hydrosphere, Lithosphere, Biosphere, Ecology, Ecosystem, Biogeochemical Cycle (Carbon Cycle, Nitrogen Cycle)

UNIT-II

ENVIRONMENT POLLUTION: Air Pollution, Water Pollution, Soil Pollution, Noise Pollution, Thermal Pollution, Radiation Pollution, Natural Disasters and their Management.

UNIT-III

POPULATION ECOLOGY: Individuals, Species, Pollution, Community, Control Methods of Population, Urbanization and its effects on Society, Communicable Diseases and its Transmission, Non-Communicable Diseases.

UNIT-IV

ENVIRONMENTAL MOVEMENTS IN INDIA: Grass-root Environmental Movements in India, Role of Women, Environmental Movements in Odisha, State Pollution Control Board, Central Pollution Control Board.

UNIT-V

NATURAL RESOURCES: Conservation of Natural Resources, Management and Conservation of Wildlife, Soil Erosion and Conservation, Environmental Laws; Water Act: 1974, Air Act: 1981, The Wildlife (Protection) Act: 1972, Environmental Protection: 1986.

References

1. Kumarasamy, K., A. Alagappa Moses and M. Vasanthi, 2004. Environmental Studies, Bharathidasan University pub, 1, Trichy
2. Rajamannar, 2004, Environmental Studies, EVR College pub, Trichy
3. Kalavathy, S. (ed.) 2004, Environmental Studies, Bishop Heber College pub., Trichy

DATA STRUCTURE

UNIT-I

Introduction and Overview: Definitions, Concept of Data Structures, Overview of Data Structures, Implementation of Data Structures. Arrays: Terminology, One-Dimensional Array, Multi-Dimensional Arrays, Pointer Arrays.

UNIT-II

Linked Lists: Single Linked List, Circular Linked List, Double Linked List, Circular Double Linked List, Application of Linked Lists, Memory Representation, Boundary Tag System, De-allocation Strategy, Buddy System, Compaction.

UNIT-III

Stacks: Definition, Representation of Stack (Array, Linked List), Operations on Stacks, Applications of Stack (Evaluation of Arithmetic Expressions, Code Generation, Implementation of Recursion, Factorial Calculation, Quick Sort, Tower of Hanoi, Activation Record Management).

UNIT – IV

Queues: Definition, Representation of Queues (Array, Linked List), Circular Queue, Deque, Priority Queue, Application of Queues (Simulation, CPU Scheduling in Multiprogramming Environment, Round Robin Algorithm).

UNIT – V

Tree: Binary Trees, Properties of Binary Tree, Linear Representation of Binary a Binary Tree, Linked Representation of a Binary Tree, Physical Implementation of Binary Tree in Memory, Operations on Binary Tree (Insertion, Deletion,

Traversal, Merging of two Binary Trees), Types of Binary Trees (Expression Tree, Binary Search Tree, Heap Tree, Threaded Binary Trees, Height Balanced Binary Tree, Weighted Binary Tree, Decision Trees).

Recommended Books:

1. D. Samanta, "Classic Data Structures":, 2/e (PHI).
2. D.S Malik, "Data Structure using C++", 2/e, Cengage Learning, 2010
3. Adam Drozdek, "Data Structures and algorithm in C++", 3/e, Cengage Learning, 2012.
4. Robert L. Kruse, "Data Structures and Program Design in C++", Pearson.

PROGRAMMING USING C++

UNIT- I

Principles of Object-Oriented Programming: Object-Oriented Programming (OOP) Paradigm, Basic Concepts of OOP, Benefits of OOP, Object Oriented Languages, Applications of OOP. Beginning with C++: Applications of C++, C++ statements, Example with Class, Structure of C++ Program, Creating the Source File, Compiling and Linking. Tokens, Expressions and Control Structures: Tokens, Keywords, Identifiers & Constants, Basic Data Types, User-Defined Data Types, Derived Data Types, Symbolic Constants, Type Compatibility, Declaration of Variables, Dynamic Initialization of Variables, Reference Variables, Operators in C++, Scope Resolution Operator, Member Deferencing Operators, Memory Management Operators, Manipulators, Type Cast Operators, Expressions and their Types, Special Assignment Expressions, Implicit Conversions, Operator Overloading, Operator Precedence, Control Structures.

UNIT- II

Functions in C++: The Main Function, Function Prototyping, Call By Reference, Return by Reference, Inline Functions, Default Arguments, Const. Arguments, Function Overloading, Friend & Virtual Functions, Math. Library Functions. Classes and Objects: Specifying a Class, Defining Member Functions, Making an outside Function Inline, Nested Member Functions, Private Member Functions, Arrays within a Class, Memory Allocation for Objects, Static Data Members, Static Member Functions, Arrays of Objects, Objects as Function Arguments, Friendly Functions, Returning Objects, Cons. Member Functions, Pointer to Members, Local Classes.

UNIT- III

Constructors & Destructors: Constructors, Parameterized Constructors, Multiple Constructors in a Class, Constructors with Default Arguments, Dynamic Initialization of Objects, Copy Constructor, Dynamic Constructors, Constructing Two-Dimensional Arrays, Const. Objects, Destructors. Operator Overloading and Type Conversions: Defining Operator Overloading, Overloading Unary

Operators, Overloading Binary Operators, Overloading Binary Operators using Friends, Manipulation of Strings using Operators, Rules for Overloading Operators, Type Conversions.

UNIT- IV

Inheritance : Defining Derived Classes, Single Inheritance, Making a Private Member Inheritance, Multilevel Inheritance, Multiple Inheritance, Hierarchical Inheritance, Hybrid Inheritance, Virtual Base Classes, Abstract Classes, Constructors in Derived Classes, Member Classes, Nesting of Classes. Pointers, Virtual Functions and Polymorphism: Pointers, Pointers to Objects, this Pointer, Pointers to Derived Classes, Virtual Functions, Pure Virtual Functions.

UNIT- V

Managing Console I/O Operations: C++ Streams, C++ Stream Classes, Unformatted I/O Operations, Formatted Console I/O Operations, Managing Output with Manipulators. Files: Classes for File Stream Operations, Opening and Closing a File, Detecting end-of-file, File Modes, File Pointers and their Manipulations, Sequential Input and Output Operations, Updating a File: Random Access, Error Handling during File Operations, Command-line Arguments.

Recommended Books;

1. E. Balgurusamy, Object Oriented Programming with C++:, 4/e (TMH).
2. Paul Deitel, Harvey Deitel, "C++: How to Program",9/e. Prentice Hall.
3. J. Farrell, "Object-Oriented Programming, Cengage Learning
4. Bjarne Stroustrup, "Programming -- Principles and Practice using C++", 2/e, Addison-Wesley 2014

OPERATING SYSTEMS

UNIT- I

Operating System, Computer-System Organization, Computer-System Architecture, Operating-System Structure, Operating-System Operations, Process Management, Memory Management, Storage Management, Protection and Security, Distributed Systems, Special Purpose Systems, Computing Environments, Open-Source Operating Systems. Operating System Services, User Operating System Interface, System Calls, Types of System Calls, System Programs, Operating-System Design and Implementation, Operating System Structure, Virtual Machines, Operating System Debugging, Operating System Generations. System Boot.

UNIT- II

Process: Process Concept, Process Scheduling, Operations on Processes, Inter-Process Communication, Examples of IPC Systems, Communication in Client-Server Systems. Multithreaded Programming: Multithreading Models, Thread Libraries, Threading Issues, Operating-System Examples.

UNIT- III

Process Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms, Thread Scheduling. Multiple-Process Scheduling. Synchronization: The Critical Section Problem, Peterson's Solution, Synchronization Hardware, Semaphores, Classical Problems of Synchronization, Monitors, Synchronization Examples, Atomic Transactions.

UNIT- IV

Deadlocks: System Model, Deadlock Characterization, Methods of Handling Deadlocks, Deadlock Prevention, Deadlock avoidance, Deadlock Detection, Recovery from Deadlock. Memory Management Strategies: Swapping, Contiguous Memory Allocation, Paging, Structure of the Page Table, Segmentation, Example: The Intel Pentium.

UNIT- V

Virtual-Memory Management: Demand Paging, Copy-on-Write, Page Replacement, Allocation of Frames, Thrashing, Memory-Mapped Files, Allocating Kernel Memory. File System: File Concept, Access Methods, Directory and Disk Structure, File-System Mounting, File Sharing, Protection.

Recommended Books:

1. A Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8/e, John Wiley Publications 2008.
2. A.S. Tanenbaum, Modern Operating Systems, 3/e, Pearson Education 2007
3. W. Stallings, "Operating Systems, Internals & Design Principles", 5/e, Prentice Hall of India. 2008

DATABASE MANAGEMENT SYSTEM

UNIT-I

Databases and Database Users, Database System Concepts and Architecture, Data Modelling using the Entity-Relationship(ER) Model, The Enhanced Entity-Relationship (EER) Model.

UNIT-II

Relational Model: The Relational Data Model and Relational Database Constraints, The Relational Algebra and Relational Calculus.

UNIT-III

Relational Database Design by ER- and EER-to-Relational Mapping, SQL-99: Schema Definition, Constraints, Queries, and Views, Introduction to SQL Programming Techniques.

UNIT-IV

Functional Dependencies and Normalization for Relational Databases, Relational Database Algorithms and Further Dependencies, Practical Database Design Methodology and use of UML Diagrams.

UNIT-V

Disk Storage, Basic File Structures, and Hashing, Indexing Structures for Files, Algorithms for Query Processing and Optimization, Physical Database Design and Tuning.

Recommended Books:

1. R. Elmasri, S.B. Navathe, "Fundamentals of Database Systems", 6/e, Pearson Education, 2010
2. A. Silberschatz, H.F. Korth, S. Sudarshan, "Database System Concepts" 6/e, McGraw Hill, 2010
3. R. Ramakrishanan, J. Gehrke, "Database Management Systems", McGraw-Hill
4. C. Coronel, S. Morris, & P. Rob, "Database Principles (Fundamentals of Design, Implementation, and Management), 9/e, Cengage Learning.

HTML Programming

Unit-I:

Introduction: The Basics, The Head, the Body, Colors, Attributes, Lists, ordered and unordered

Unit-II:

Links: Introduction, Relative Links, Absolute Links, Link Attributes, Using the ID Attribute to Link within a Document.

Unit-III:

Images: Putting an Image on a Page, Using Images as Links, Putting an Image in the Background

Unit V:

Tables: Creating a Table , Table Headers, Captions, Spanning Multiple Columns, Styling Table

Unit V:

Forms: Basic Input and Attributes, Other Kinds of Inputs, Styling forms with CSS, Where To Go From Here

Book: Introduction to **HTML** and **CSS** --O'Reilly

COMPUTER NETWORKS

UNIT-I

Introduction: Data Communications, Networks, The Internet, Protocols and Standards. Network Models: Layered Tasks, The OSI Model, Layers in the OSI Model, TCP/ IP Protocol Suite, Addressing.

UNIT-II

Data and Signals: Analog and Digital, Periodic Analog Signals, Digital Signals, Transmission Impairment, Data Rate Limits, Performance. Digital Transmission: Digital-To-Digital Conversion, Analog-To-Digital Conversion, Transmission Modes. Analog Transmission: Digital-To-Analog Conversion, Analog-To-Analog Conversion.

UNIT-III

Multiplexing and Spreading: Multiplexing, Spread Spectrum. Transmission Media: Guided Media, Unguided Media (Wireless). Switching: Circuit Switched, Datagram, Virtual Circuit Networks, Structure of a Switch. Telephone Network, Dial-Up MODEMS, Digital Subscriber Line (DSL), Cable TV Networks, Cable TV for Data Transfer.

UNIT-IV

Error Detection and Correction: Introduction, Block Coding, Linear Block Codes, Cyclic Codes, Checksum. Data Link Control: Framing, Flow and Error Control, Protocols, Noiseless Channels, Noisy Channels, HDLC, Point-To-Point Protocol. Multiple Access: Random Access, Controlled Access, Channelization. Wired LANs: IEEE Standards, Standard Ethernet, Changes in the Standard, Fast Ethernet, Gigabit Ethernet: Wireless LANs: IEEE 802.11, Bluetooth.

UNIT-V

Connecting LANs: Connecting Devices, Backbone Networks, Virtual LANs. Wireless LANs: Cellular Telephony, Satellite Networks. SONET: Architecture, SONET Layers, SONET Frames, STS Multiplexing, SONET Networks, Virtual Tributaries. Virtual-Circuit Networks. Frame Relay, ATM, ATM LANs,

Recommended Books:

1. B. A. Forouzan, "Data Communications and Networking", 4/e, THM ,2007
2. A. S. Tanenbaum, & David J. Wetherall, "Computer Networks", 5/e, Pearson

JAVA PROGRAMMING

UNIT-I

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

UNIT-II

Arrays, Strings and I/O: Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes. Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files. Object-Oriented Programming Overview: Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection.

UNIT-III

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

UNIT-IV

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

UNIT-V

Applets and Event Handling: Java Applets: Introduction to Applets, Writing Java Applets, Working with Graphics, Incorporating Images & Sounds. Event Handling Mechanisms, Listener Interfaces, Adapter and Inner Classes. The design and Implementation of GUIs using the AWT controls, Swing components of Java Foundation Classes such as labels, buttons, text fields, layout managers, menus,

events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts. Overview of servlets.

Recommended Books:

1. E. Balagurusamy, " Programming with Java", 4/e, TMH
2. Bruce Eckel, "Thinking Java", 8/e, Pearson India, 2010.
3. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2/e, 2004.
4. Cay S. Horstmann, GaryCornell, "Core Java 2 Volume 1 ,9/e,Printice Hall.2012.

PROGRAMMING in VISUAL BASIC

UNIT-I

GUI Environment: Introduction to graphical user interface (GUI), programming language (procedural, object oriented, event driven), the GUI environment, compiling, debugging, and running the programs. **Controls** : Introduction to controls textboxes, frames, check boxes, option buttons, images, setting borders and styles, the shape control, the line control, working with multiple controls and their properties, designing the user interface, keyboard access, tab controls, default & cancel property, coding for controls.

UNIT-II

Operations: Data types, constants, named & intrinsic, declaring variables, scope of variables, val function, arithmetic operations, formatting data. **Decision Making:** If statement, comparing strings, compound conditions (and, or, not), nested if statements, case structure, using if statements with option buttons & check boxes, displaying message in message box, testing whether input is valid or not.

UNIT-III

Modular programming: Menus, sub-procedures and sub-functions defining / creating and modifying a menu, using common dialog box, creating a new sub-procedure, passing variables to procedures, passing argument by value or by reference, writing a function/ procedure. **Forms Handling** : Multiple forms creating, adding, removing forms in project, hide, show method, load, unload statement, me keyword, referring to objects on a different forms.

UNIT-IV

Iteration Handling: Do/loops, for/next loops, using msgbox function, using string function **Arrays and Grouped Data Control:** Arrays - 1-dimension arrays, initializing an array using for each, user-defined data types, accessing information with user-defined data types, using list boxes with array, two dimensional arrays. lists, loops and printing list boxes & combo boxes, filling the list using property window / additem method, clear method, list box properties, removing an item from a list, list box/ combo box operations.

UNIT-V

Database Connectivity: Database connectivity of forms with back end tool like mysql, populating the data in text boxes, list boxes etc. searching of data in database. using forms. Updating/ editing of data based on a criterion.

Books:

Programming in Visual Basic 6.0 by Julia Case Bradley, Anita C. Millispangh (Tata Mcgraw Hill Edition 2000 (Fourteenth Reprint 2004))

ANDROID PROGRAMMING

UNIT-I

Introduction: History of Android, Introduction to Android Operating Systems, Android Development Tools, Android Architecture. Overview of object oriented programming using Java: OOPs Concepts: Inheritance, Polymorphism, Interfaces, Abstract class, Threads, Overloading and Overriding, Java Virtual Machine.

UNIT-II

Development Tools: Installing and using Eclipse with ADT plug-in, Installing Virtual machine for Android sandwich/Jelly bean (Emulator), configuring the installed tools, creating a android project , – Hello Word, run on emulator, Deploy it on USB-connected Android device.

UNIT-III

User Interface Architecture: Application context, intents, Activity life cycle, multiple screen sizes.

UNIT-IV

User Interface Design: Form widgets, Text Fields, Layouts, Button control, toggle buttons, Spinners (Combo boxes), Images, Menu, Dialog.

UNIT-V

Database: Understanding of SQLite database, connecting with the database.

Recommended Books:

1. James C. Sheusi, “Android application Development for Java Programmers”, Cengage Learning, 2013.
2. M. Burton, & D. Felker, “Android Application Development for Dummies”, 2/e, Wiley India.

INTERNET TECHNOLOGY

UNIT-I

Java: Use of Objects, Array and ArrayList class

UNIT-II

JavaScript: Data types, operators, functions, control structures, events and event handling.

UNIT-III

JDBC: JDBC Fundamentals, Establishing Connectivity and working with connection interface, Working with statements, Creating and Executing SQL Statements, Working with Result Set Objects.

UNIT-IV

JSP: Introduction to Java Server Pages, HTTP and Servlet Basics, The Problem with Servlets, The Anatomy of a JSP Page, JSP Processing, JSP Application Design with MVC, Setting Up the JSP Environment, Implicit JSP Objects, Conditional Processing, Displaying Values, Using an expression to Set an Attribute, Declaring Variables and Methods, Error Handling and Debugging, Sharing Data Between JSP Pages, Requests, and Users, Database Access.

UNIT-V

Java Beans: Java Beans Fundamentals, JAR files, Introspection, Developing a simple Bean, Connecting to DB

Recommended Books:

1. Ivan Bayross, Web Enabled Commercial Application Development Using HTML, DHTML, Javascript, Perl CGI , BPB Publications, 2009.
2. Cay Horstmann, BIG Java, Wiley Publication , 3/e, 2009
3. Herbert Schildt , Java 7, The Complete Reference, , 8/e, 2009.
4. Jim Keogh ,The Complete Reference J2EE, TMH, , 2002

SOFTWARE ENGINEERING

UNIT-I

Professional Software Development, Software Engineering Ethics, Software Processes, Software Process Models, Process Activities, Coping with Change, The Rational Unified Process, Agile Software Development, Agile Methods, Plan-Driven and Agile Development, Extreme Programming, Agile Project Management, Scaling Agile Methods.

UNIT-II

Requirements Engineering, Functional and Non-Functional Requirements, The Software Requirements Document, Requirements Specification, Requirements Engineering Processes, Requirements Elicitation and Analysis, Requirements Validation, Requirements Management, System Modelling, Context Models,

Interaction Models, Structural Models, Behavioural Models, Model-Driven, Engineering, Architectural Design, Architectural Design Decisions, Architectural Views, Architectural Patterns, Application Architectures.

UNIT-III

Design and Implementation: Object-Oriented Design using the UML, Design Patterns, Implementation Issues, Open Source Development, Software Testing: Development Testing, Test-Driven Development, Release Testing, User Testing, Software Evolution: Evolution Processes, Program Evolution Dynamics, Software Maintenance, Legacy System Management, Dependability and Security.

UNIT-IV

Socio-technical Systems: Complex Systems, Systems Engineering, System Procurement, System Development, System Operation. Dependability and Security: Dependability Properties, Availability and Reliability, Safety, Security. Dependability and Security Specification: Risk-Driven Requirements, Specification, Safety Specification, Reliability Specification, Security, Specification, Formal Specification.

UNIT-V

Dependability Engineering: Redundancy and Diversity, Dependable Processes, Dependable Systems Architectures, Dependable Programming. Security Engineering: Security Risk Management, Design for Security, System Survivability. Dependability and Security Assurance: Static Analysis, Reliability Testing, Security Testing, Process Assurance, Safety and Dependability Cases.

Recommended Books:

1. I. Sommerville, "Software Engineering", 9/e, Addison Wesley.
2. R. Mall, "Fundamentals of Software Engineering", 3/e, PHI
3. R.S. Pressman, "Software Engineering", A Practitioner's Approach, 7/e, McGraw-Hill, 2009
4. K.K. Aggarwal and Y. Singh, "Software Engineering", 2/e, New Age International Publishers, 2008

E-COMMERCE TECHNOLOGIES

UNIT-I

An introduction to Electronic commerce: What is E-Commerce (Introduction And Definition), Main activities E-Commerce, Goals of E-Commerce, Technical Components of E-Commerce, Functions of E-Commerce, Advantages and disadvantages of E-Commerce, Scope of E-Commerce, Electronic Commerce Applications, 9 Electronic Commerce and Electronic Business(C2C)(C2G,G2G, B2G, B2P, B2A, P2P, B2A, C2A, B2B, B2C).

UNIT-2

The Internet and WWW: Evolution of Internet, Domain Names and Internet Organization (.edu, .com, .mil, .gov, .net etc.) , Types of Network, Internet Service Provider, World Wide Web, Internet & Extranet, Role of Internet in B2B Application, building own website, Cost, Time, Reach, Registering a Domain Name, Web promotion, Target email, Baner, Exchange, Shopping Bots.

UNIT-III

Internet Security: Secure Transaction, Computer Monitoring, Privacy on Internet, Corporate Email privacy, Computer Crime(Laws , Types of Crimes), Threats, Attack on Computer System, Software Packages for privacy, Hacking, Computer Virus(How it spreads, Virus problem, virus protection, Encryption and Decryption, Secret key Cryptography, DES, Public Key Encryption, RSA, Authorisation and Authentication, Firewall, Digital Signature(How it Works).

UNIT-IV

Electronic Data Exchange: Introduction, Concepts of EDI and Limitation, Applications of EDI, Disadvantages of EDI, EDI Model, Electronic Payment System: Introduction, Types of Electronic Payment System, Payment Types, Value Exchange System, Credit Card System, Electronic Fund Transfer, Paperless bill, Modern Payment Cash, Electronic Cash.

UNIT-V

Planning for Electronic Commerce: Planning Electronic Commerce initiates, Linking objectives to business strategies, Measuring cost objectives, Comparing benefits to Costs, Strategies for developing electronic commerce web sites.

Books

1. E-Commerce Concepts, Models, Strategies:- G.S.V.Murthy Himalaya Publishing House
2. E- Commerce:- Kamlesh K Bajaj and Debjani Nag
3. Electronic commerce:- Gray P. Schneider
4. E-Commerce, Fundamentals & Applications: Chand (Wiley) Web and E-Commerce

PHP PROGRAMMING

UNIT-I Introduction to PHP: PHP introduction, inventions and versions, important tools and software requirements (like Web Server, Database, Editors etc.), PHP with other, technologies, scope of PHP, Basic Syntax, PHP variables and constants, Types of data in PHP , Expressions, scopes of a variable (local, global), PHP Operators : Arithmetic, Assignment, Relational , Logical operators, Bitwise , ternary and MOD operator. PHP operator Precedence and associativity

UNIT-II: Handling HTML form with PHP: Capturing Form Data, GET and POST form methods

Dealing with multi value fields, Redirecting a form after submission. **PHP conditional events and Loops:** PHP IF Else conditional statements (Nested IF and Else), Switch case, while ,For and Do While Loop, Goto , Break ,Continue and exit

UNIT-III PHP Functions: Function, Need of Function , declaration and calling of a function, PHP Function with arguments, Default Arguments in Function, Function argument with call by value, call by reference, Scope of Function Global and Local

UNIT-IV String Manipulation and Regular Expression: Creating and accessing String , Searching & Replacing String, Formatting, joining and splitting String , String Related Library functions, Use and advantage of regular expression over inbuilt function, Use of preg_match(), preg_replace(), preg_split() functions in regular expression.

UNIT-V Array: Anatomy of an Array ,Creating index based and Associative array ,Accessing array, Looping with Index based array, with associative array using each() and foreach(), Some useful Library function.

CLOUD COMPUTING

UNIT-I

Overview of Computing Paradigm: Recent trends in Computing : Grid Computing, Cluster Computing, Distributed Computing, Utility Computing, Cloud Computing. Introduction to Cloud Computing: Introduction to Cloud Computing, History of Cloud Computing, Cloud service providers, Benefits and limitations of Cloud Computing.

UNIT-II

Cloud Computing Architecture: Comparison with traditional computing architecture (client/server), Services provided at various levels, Service Models- Infrastructure as a Service(IaaS), Platform as a Service(PaaS), Software as a Service(SaaS), How Cloud Computing Works, Deployment , Models- Public cloud, Private cloud, Hybrid cloud, Community cloud, Case study of NIST architecture.

UNIT-III

Case Studies: Case Study of Service, Model using Google App Engine, Microsoft Azure, Amazon EC2, Eucalyptus.

UNIT-IV

Service Management in Cloud Computing, Service Level Agreements (SLAs), Billing & Accounting, Comparing Scaling Hardware: Traditional vs. Cloud, Economics of Scaling.

UNIT-V

Cloud Security: Infrastructure Security- Network level security, Host level security, Application level security, Data security and Storage- Data privacy and security Issues, Jurisdictional issues raised by Data location, Authentication in Cloud Computing.

Recommended Books:

1. Barrie Sosinsky, "Cloud Computing Bible", Wiley-India, 2010
2. Rajkumar Buyya, James Broberg, Andrzej, M. Goscinski, "Cloud Computing Principles & Paradigms", Wiley-2011.
3. Nikos Antonopoulos, Lee Gillam, "Cloud Computing: Principles, Systems and Applications", Springer, 2012.
4. Ronald L. Krutz, Russell Dean Vines, "Cloud Security: A Comprehensive Guide to Secure Cloud Computing", *Wiley-India*, 2010.
5. Toby Velte, Anthony Velte, Robert Elsenpeter, "*Cloud Computing, A Practical Approach*", McGraw Hills, 2010.
6. Dimitris N. Chorafas, "*Cloud Computing Strategies*", CRC Press, 2010