

# **Bachelor of Science (Information Technology)**

**PROGRAMME GUIDE**

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## **INTRODUCTION**

Today there is lot of requirement of IT knowledge. Various IT /software companies employ persons with professional knowledge of this field of work for varied positions of higher as well as ingress level positions. High salary package and job security are the main reasons why people opt for this profession. 10+2 pass candidates from any recognized board are eligible to apply for the course. Students can work in industry as System Analyst, Application Programmer.

## **ACADEMIC OBJECTIVES**

- To inculcate among students technical skills like other regular courses.
- To prepare students to design and conduct experiments, analyze and back up data.
- To effectively analyze, design, and implement programming concepts.
- To encourage a sense of professional and ethical responsibilities among students.
- To make students efficient for today's IT emerging needs.

**PROGRAMME CODE: 1123**

### **DURATION OF THE PROGRAMME:**

**Minimum Duration** 3 Years

**Maximum Duration** 6 years

### **MEDIUM OF INSTRUCTION/ EXAMINATION:**

Medium of instruction and Examination shall be **English**.

## Scheme

COURSE CODE	COURSE TITLE	Cr.	CA	ETE(Th.)	ETE(Pr.)
<b>TERM 1</b>					
DENG101	COMMUNICATION SKILLS - I	4	20	80	0
DCAP101	BASIC COMPUTER SKILLS	4	20	60	20
DCAP102	BASIC PROGRAMMING SKILLS	4	20	60	20
DCAP103	PRINCIPLES OF OPERATING SYSTEMS	4	20	80	0
DCAP104	EXPOSURE TO COMPUTER DISCIPLINES	4	20	80	0
<b>TERM 2</b>					
DENG102	COMMUNICATION SKILLS - II	4	20	80	0
DCAP105	WORKSHOP ON COMPUTER HARDWARE AND NETWORK	4	20	0	80
DCAP106	OPERATING SYSTEM TOOLS	4	20	60	20
DCAP107	OBJECT ORIENTED PROGRAMMING	4	20	60	20
DCAP109	GRAPHIC TOOLS	4	20	60	20
<b>TERM 3</b>					
DMTH201	BASIC MATHEMATICS- I	4	20	80	0
DCAP201	FUNDAMENTALS OF DATA STRUCTURES	4	20	60	20
DCAP202	FUNDAMENTALS OF WEB PROGRAMMING	4	20	60	20
DCAP204	MANAGING DATABASE	4	20	60	20
DCAP208	MANAGEMENT SUPPORT SYSTEMS	4	20	80	0
<b>TERM 4</b>					
DMTH202	BASIC MATHEMATICS -II	4	20	80	0
DCAP205	ANALYSIS & DESIGN OF INFORMATION SYSTEMS	4	20	80	0
DCAP207	NETWORKS	4	20	80	0
DCAP209	WEB TECHNOLOGIES-I	4	20	60	20
DCAP211	EVENT DRIVEN PROGRAMMING	4	20	60	20
<b>TERM 5</b>					
DCAP301	MODERN PROGRAMMING TOOLS & TECHNIQUES- III	4	20	60	20
DCAP302	ENTERPRISE RESOURCE PLANNING	4	20	80	0
DCAP303	MULTIMEDIA SYSTEMS	4	20	60	20
DCAP305	PRINCIPLES OF SOFTWARE ENGINEERING	4	20	60	20
DCAP312	WEB TECHNOLOGIES-II	4	20	60	20

<b>TERM 6</b>					
DCAP304	SOFTWARE PROJECT MANAGEMENT	4	20	80	0
DCAP306	E-COMMERCE AND E-BUSINESS	4	20	80	0
DCAP308	OBJECT ORIENTED ANALYSIS AND DESIGN	4	20	60	20
DCAP309	INFORMATION SECURITY & PRIVACY	4	20	80	0
DCAP801	MINOR PROJECT	4	0	0	100
<b>TOTAL CREDITS</b>			<b>120</b>		

Course Code:	<b>D</b>	<b>E</b>	<b>N</b>	<b>G</b>	<b>1</b>	<b>0</b>	<b>1</b>	Course Title:	<b>COMMUNICATION SKILLS-I</b>
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<b>WEIGHTAGE</b>	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>A</b>	<p><b>Speaking Skills</b> ---to enhance the basic speaking skills, one needs apt word and the correct pronunciation.</p> <ul style="list-style-type: none"> <li>• Simple rules of pronunciation and intonation</li> <li>• Theme based vocabulary building</li> <li>• Antonyms/ Synonyms/ Homonyms</li> </ul>
<b>B</b>	<p><b>Listening Skills</b> – to enhance correct understanding of the language being spoken and to give apt responses in return where required.</p> <ul style="list-style-type: none"> <li>• Types of listening and Traits of a good listener</li> <li>• Note taking</li> <li>• Exercises Practising Listening Skills-- talk shows , commentaries, etc., followed by identifying the theme, supporting ideas, or and digressions if any</li> </ul>
<b>C</b>	<p><b>Reading Skills</b>---to enhance independent reading, comprehension and quick reading of any given texts &amp; aesthetic appreciation</p> <ul style="list-style-type: none"> <li>• Comprehension Passages</li> <li>• News / Magazine articles on stereotype topics <b>and / or</b> current topics</li> <li>• Poems – Abu Ben Adhem, The Tiger</li> </ul>
<b>D</b>	<p><b>Writing Skills</b> – to reinforce the grammatical structures</p> <ul style="list-style-type: none"> <li>• <b>Grammar</b> --Kinds of sentences: Positive, negative, statement, interrogative and exclamatory [learn the functional aspects of these sentences—when are they used, how are they structured etc.]</li> <li>• <b>Articles and Nouns</b>—Countable / uncountable , Names with and without THE</li> <li>• <b>Adjectives /Adverbs</b> – [ describing things, adding information, circumstances ]</li> <li>• <b>Prepositions</b> of time/ place/ reason: in , on, at , into , to , for , of, about, with, after etc.</li> </ul>
<b>E</b>	<p><b>Writing skills</b> ----- to enhance formally structured effective official writing</p> <ul style="list-style-type: none"> <li>• Basic cohesive paragraph writing</li> <li>• Note making</li> <li>• Resume writing</li> <li>• Job application writing/ acceptance letter</li> </ul>

**READINGS:** SELF LEARNING MATERIAL.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>1</b>	Course Title:	<b>BASIC COMPUTER SKILLS</b>
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<b>WEIGHTAGE</b>		
<b>CA</b>	<b>ETE (Pr.)</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>20</b>	<b>60</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	<b>Computer Fundamentals.</b> Characteristics & Generation of Computers, Block diagram of Computer <b>Data Representation:</b> Binary Number System, Octal, Hexadecimal and their Conversion.
<b>2.</b>	<b>Memory:</b> Types, Units of memory, RAM, ROM, Secondary storage devices – HDD, Flash Drives, Optical Disks: DVD <b>I/O Devices</b> – Keyboard, Mouse, LCDs, Scanner, Plotter, Printer & Latest I/O devices in market
<b>3.</b>	<b>MS Windows:</b> Desktop, My Computer, Files and folders using windows explorer; Control Panel, Searching Files and folders.
<b>4.</b>	<b>MS Word:</b> Introduction, Environment, Help, Creating & Editing Word Document. Saving Document, Working with Text: Selecting, Formatting, Aligning & Indenting.
<b>5.</b>	<b>MS Word:</b> Finding Replacing Text, Bullets & Numbering, Header & Footer, Working with Tables, Properties Using spell checker, Grammar, AutoCorrect Feature, Synonyms and Thesaurus.
<b>6.</b>	<b>MS Word:</b> Graphics: Inserting Pictures, Clipart, Drawing Objects, Using Word Art. Setting page size and margins; Printing documents. Mail Merge Practical.
<b>7.</b>	<b>MS-Excel:</b> Environment, Creating, Opening, & Saving Workbook. Range of Cells. Formatting Cells, <b>Functions:</b> Mathematical, Logical, Date Time, Auto Sum
<b>8.</b>	<b>MS-Excel:</b> Formulas. Graphs: Charts. Types & Chart Tool Bar. <b>Printing:</b> Page Layout, Header and Footer Tab.
<b>9.</b>	<b>MS PowerPoint:</b> Environment, Creating and Editing presentation, Auto content wizard, using built-in templates <b>MS PowerPoint:</b> Types of Views: Normal, Outline, Slide, Slide Sorter, Slide Show, Creating customized templates; formatting presentations <b>Graphics:</b> AutoShapes, adding multimedia contents, printing slides
<b>10.</b>	<b>Internet:</b> Basic Internet terms: Web Page, Website, Home page, Browser, URL, Hypertext, ISP, Web Server <b>Applications:</b> WWW, e-mail, Instant Messaging, Internet Telephony, Videoconferencing, Web Browser & its environment

**LABORATORY WORK:**

1. Hardware familiarizing with various I/O Peripheral devices, storage devices.

2. Familiarity with DOS, Implementing various internal and external commands in DOS.
3. **MS Windows:** Familiarizing with windows operating system; using built-in accessories; managing files and folders using windows explorer; working with control panel; installing hardware and software.
4. MS-Office (or any other Office Suite), meaning and features , its components.
5. MS-Word (or any other word processor) : Creating Document Files, Saving, Closing Files, Page Settings and Formatting Text. Spell Checking, Thesaurus, Creating Tables, Adding rows, columns. Printing Documents, Setting Print Settings, creating labels and mail merge, taking Print outs
6. Ms-Excel-Working with worksheet, formulas & functions ,Inserting charts, Printing in Excel
7. MS Power Point-Views ,Designing, viewing, presenting & Printing of Slides.
8. Internet: Navigating with Internet Explorer; surfing the net, using search engines; using email facility.

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. ITL Education Solutions Limited, "Introduction to Information Technology", Pearson Education, New Delhi
2. SAMS Teach Yourself Microsoft Office 2003 by Greg Perry
3. Peter Norton, "Introduction to Computers", Tata McGraw Hill Company, New Delhi.
4. Alexis Leon, Mathews Leon, "Fundamentals of Information Technology", Leon Techworld.



Course Code:	D	C	A	P	1	0	2	Course Title:	<b>BASIC PROGRAMMING SKILLS</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Introduction:</b> ANSI C standard, Overview of Compiler and Interpreters, Structure of C Program, Programming rules, Execution
2.	<b>Basics-The C Declarations:</b> C Character Set, keywords, : Identifiers, data types, operators, constants and variables. <b>Operators &amp; Expressions</b>
3.	<b>Input/ Output in C:</b> Formatting input & output functions.
4.	<b>Decision making statements</b> – if, else if . <b>Control Statements:</b> For, do while, while. Control transfer statements - break, continue.
5.	<b>Arrays and Strings:</b> Defining arrays; I/O of arrays, I/O of string data; built-in library functions to manipulate strings, array of strings
6.	<b>Pointer:</b> Introductions, Features, Declaration, Pointers and Arrays, pointers to pointers, Pointers and strings, Void Pointers
7.	<b>Functions:</b> Defining and accessing a functions, passing arguments – call by value, function prototypes, recursive functions <b>Storage Classes:</b> Storage classes and their usage
8.	<b>Structures &amp; Unions:</b> Defining and processing structures, array of structures, nested structures, Unions & difference from Structures
9.	<b>Files:</b> Opening, reading, writing & Closing file
10.	<b>Additional In C:</b> Dynamic memory allocation, Memory models, Linked List

**LABORATORY WORK:**

1. Implementation of C Programming Concepts (Operators, Data types, Control Statements, Functions, Arrays, Strings, Structures, Union, Pointers, File Handling)

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Ashok N. Kamthane, "Programming with ANSI & Turbo C", Pearson Education, Year of Publication:2008
2. E.Balagurusamy , "Programming in ANSI C ", Tata McGraw Hill Publishing Company Limited, New Delhi.
3. B.W. Kernighan and D.M. Ritchie, "The C Programming Language", Prentice Hall of India, New Delhi
4. Byron Gottfried , "Programming With C", Tata McGraw Hill Publishing Company Limited, New Delhi
5. Behrauz A.Foruzan & Richard F.Gilberg , " Computer science – A structure programming approach Using C ", Thomson Asia , 2001

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>3</b>	Course Title:	<b>PRINCIPLES OF OPERATING SYSTEMS</b>
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WEIGHTAGE	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

Sr. No.	Topics
<b>1.</b>	<b>Introduction:</b> Operating system Meaning, Supervisor & User mode, Meaning of System Calls & Kernel, Operating system operations & Functions, Types of OS: Single-processor system, multiprogramming, Multiprocessing, Multitasking, Parallel, Distributed, RTOS etc.
<b>2.</b>	<b>Process management:</b> Process Concept, PCB, Process Scheduling, Cooperating Processes, Overview of Inter process Communication.
<b>3.</b>	<b>Process Management:</b> Concept of Thread, Multithreading, Context Switching, scheduling criteria, Type of Scheduling: Long term, Short term & Medium term scheduling, scheduling algorithms, Overview of thread scheduling,
<b>4.</b>	<b>Process Management:</b> Concept of critical section, Ways to handle critical section problem, semaphores, Deadlock concept & handling
<b>5.</b>	<b>Memory Management:</b> Logical & Physical Address space, Swapping, Contiguous memory allocation, paging, segmentation, Virtual memory, demand paging, Overview of Page replacement, Thrashing
<b>6.</b>	<b>File Management:</b> File concepts, access methods, directory structure, file sharing, protection, Allocation methods, Free space Mgt., Directory Implementation.
<b>7.</b>	<b>Secondary Storage Structure:</b> disk structure, Disk Scheduling, disk management, swap-space management, Overview of RAID structure.
<b>8.</b>	<b>System Protection:</b> Goals of protection, Access matrix and its implementation, Access control and revocation of access rights, capability-based systems
<b>9.</b>	<b>System Security:</b> Security problem, program threats, system and network threats, cryptography as a security tools, user authentication, implementing security defenses, firewalling to protect systems and networks.
<b>10.</b>	Case study of Windows OS or Linux or any other OS

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Silberschatz, Gagne & Galvin, "Operating System Concepts", John Wiley & Sons, Seventh Edition or Latest.
2. A.S. Tanenbaum : Operating System : Design and Implementation, Prentice Hall of India.
3. Milankovic, Operating system, Tata Macgraw Hill, New Delhi.
4. Stalling, W., "Operating Systems", 2<sup>nd</sup> edition, Prentice Hall.
5. Deitel H. M., "Operating Systems, 2<sup>nd</sup> edition, Addison Wesley.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>4</b>	Course Title:	<b>EXPOSURE TO COMPUTER DISCIPLINES</b>
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WEIGHTAGE	
CA	ETE (Th.)
20	80

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Processing Data:</b> Transforming data into information, How computers represent data, How computers process data, Machine cycles, Memory, Registers, The Bus, Cache Memory
2.	<b>Using Operating Systems:</b> operating system basics, Purpose of the operating system, types of operating system, Providing a user interface, Running Programs, Sharing Information, Managing Hardware, Enhancing an OS with utility software.
3.	<b>Networks:</b> Sharing data anytime anywhere, Uses of a network, Common types of a network, Hybrid Networks, How networks are structured, Network topologies and Protocols, Network Media, Network Hardware
4.	<b>Data Communication:</b> Local and Global reach of the network, Data communication with standard telephone lines and Modems, Using Digital Data Connections, Wireless networks
5.	<b>Graphics and Multimedia:</b> Understanding graphics File Formats, Getting Images into your Computer, Graphics Software, Multimedia Basics
6.	<b>Data Base Management Systems:</b> The Database, The DBMS, Working with a database, Databases at Work, Common Corporate Database Management Systems
7.	<b>Software Programming and Development:</b> What is computer Program, hardware/Software Interaction, Planning a Computer Program, How programs Solve Problems,
8.	<b>Programming Languages and Programming Process:</b> Categories of Programming Languages, Machine and Assembly Language, Higher Level Languages, WWW development languages, The SDLC of Programming
9.	<b>Understanding The Need of Security Measures:</b> Basic Security Concepts, Threats to Users, Threats to Hardware, Threat to Data, Cyber Terrorism.
10.	<b>Taking Protective Measures:</b> Keeping your System Safe, Protecting Yourself, Protecting your Privacy, Managing Cookies, Spyware and other BUGS, Keeping your data secure, Backing Up data, Safeguarding your hardware

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Title: Introduction to Computers, Author: Peter Norton, Publisher: McGraw Hill, Sixth Edition
2. Title: Maran Illustrated Computers Guided Tour, Author: Ruth Maran; Kelleigh Johnson, Publisher: Course Technology PTR
3. Title: Computing Fundamentals, Author: Peter Norton, Publisher: McGraw Hill, Sixth Edition.

Course Code:	<b>D</b>	<b>E</b>	<b>N</b>	<b>G</b>	<b>1</b>	<b>0</b>	<b>2</b>	Course Title:	<b>COMMUNICATION SKILLS-II</b>
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WEIGHTAGE	
CA	ETE (Th.)
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

Sr. No.	Topics
<b>A</b>	<p><b>Speaking Skills--</b> to enhance the fluency/ efficiency and confidence of using a foreign language</p> <ul style="list-style-type: none"> <li>• Conversation building followed by</li> <li>• Dialogue writing based on formal / official situations, informal and regularly occurring situations.</li> </ul> <p><b>Telephone skills--</b> [ how to handle telephone calls, telephone etiquettes, making phone calls, taking incoming calls ]</p>
<b>B</b>	<p><b>Reading Skills ---</b>to enhance independent reading, comprehension and quick reading of any given texts &amp; aesthetic appreciation</p> <p>Poems--- “Stopping by the Woods on a Snowy Evening” &amp; “ Ozymandias”</p>
<b>C</b>	<p><b>Writing Skills --</b>to reinforce the grammatical structures and to enhance formally structured effective official writing</p> <ul style="list-style-type: none"> <li>• <b>Grammar</b> – Tenses: Present tenses – [simple &amp; continuous ] Past tenses [ simple/continuous/ used to would to ] Present Perfect and Past Perfect [ simple/ continuous]</li> <li>Future [ plans/ intentions/ predictions/ going to/ will present simple/ be/ about to / future continuous/ Future Perfect ]</li> <li>• <b>Parts of Speech</b> – common errors in English</li> <li>• <b>Use of Capitals and Basic Punctuations--</b> [ comma, full stop, colon, semi colon, hyphen , inverted commas, apostrophe].</li> </ul>
<b>D</b>	<p><b>Writing Skills --</b>to reinforce the grammatical structures and to enhance formally structured effective official writing</p> <ul style="list-style-type: none"> <li>• Basics of official correspondence-- principles of writing general and official correspondence</li> <li>• Format of Basic Formal letter-- placing order, cancellation, enquiry</li> <li>• Guidelines for writing &amp; Planning effective Business letters</li> <li>• Kinds Of Business Letters-- Specimens + Exercises</li> </ul>

**READINGS: SELF LEARNING MATERIAL.**

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>5</b>	Course Title:	<b>WORKSHOP ON COMPUTER HARDWARE AND NETWORK</b>
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<b>WEIGHTAGE</b>		
<b>CA</b>	<b>ETE (Pr.)</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>	<b>00</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	Introduction of Hardware and Software/components of computer.
<b>2.</b>	Mother boards, Chipsets & Microprocessor concept & latest available in market. Basics & types of Floppy drive/HDD/DVD/RAM /SMPS/ /BIOS etc
<b>3.</b>	Handling & Holding sensitive equipments, Installing Motherboards, Choosing Cabinet & Cooling considerations, Installing CPU.
<b>4.</b>	Assembling of different parts of computers.
<b>5.</b>	Knowing ports, wires attached in the pc. Knowing SATA slots, IDE Slots
<b>6.</b>	CMOS. Setting BIOS configurations.
<b>7.</b>	Installation of OS (Linux/Windows) and application/utility software, Handling Viruses
<b>8.</b>	Networking Basics: Different Wires, Hubs, Connectors. Punching/Crimping Tools. Switches, I/O Sockets
<b>9.</b>	Creation of Cross Wires and Direct Cables.
<b>10.</b>	IP & Setting up a computer on LAN

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Author: Robert Bruce Thompson & Barbara Fritchman Thompson, Title:P C Hardware in a nutshell, Publishers: O'REILLY, Year of Publication: 2004
2. Author: Steve Rackley ,Title:Networking in Easy Steps,Publishers: Wiley,Year of Publication: 2008
3. Author: Peterson: PC Assembling, TMG
4. Concentration shall not be to teach theoretical concepts; rather stress shall be on giving hands on practical exposure to computer H/W and Setting up small wired N/W.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>6</b>	Course Title:	<b>OPERATING SYSTEM TOOLS</b>
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<b>WEIGHTAGE</b>		
<b>CA</b>	<b>ETE (Pr.)</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>20</b>	<b>60</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	<b>INSTALLING LINUX:</b> Preparing for the installation, The installation , Root account configuration
<b>2.</b>	<b>RED HAT LINUX 9 BASICS:</b> Moving around the desktop, Using applications, The file system, hierarchy, Navigating in the file system, Managing Hardware, Configuring the desktop, Managing processes, Managing Users
<b>3.</b>	<b>CONNECTING TO THE INTERNET:</b> Connecting to the Internet, Managing Multiple ISPs and connections, Software and configuration
<b>4.</b>	<b>INSTALLING SOFTWARE:</b> RPM, its benefits, The RPM command line tool
<b>5.</b>	<b>EVERYDAY APPLICATIONS:</b> Office applications, Internet applications, Personal information management
<b>6.</b>	<b>EVERYDAY APPLICATIONS:</b> multimedia applications, System applications
<b>7.</b>	<b>THE SHELL:</b> The Shell as a command line interface, types of shell, Built-in programs and external programs.
<b>8.</b>	<b>THE SHELL:</b> Common Shell commands , Special keys and shortcuts, Command line syntax.
<b>9.</b>	<b>THE FILE SYSTEM:</b> The File System, anatomy of a file, File Search Utilities, locate command, find command, GNOME, Navigating file system
<b>10.</b>	<b>SERVERS:</b> Introduction to DNS, FTP, Apache, DHCP servers.

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Beginning RedHat Linux 9, by sandeep Bhattacharya published by Wiley India Pvt Ltd.
2. Author: Christopher Negus, Title: Fedora 9 & Red Hat Enterprise Linux Bible, Publishers: Wiley, Year of Publication:2004
3. Ellen Siever, Aaron Weber, Stephen Figgins Linux in a NutShell, O Reilly & Associates,
4. Red Hat linux Unleashed
5. Matchtel Garless, Introduction to Linux: A Beginner;s Guide, Fultus Technical Library

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>7</b>	Course Title:	<b>OBJECT ORIENTED PROGRAMMING</b>
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**COURSE CONTENTS:**

<b>WEIGHTAGE</b>		
<b>CA</b>	<b>ETE (Pr.)</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>20</b>	<b>60</b>

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	<b>Review:</b> Review of basic concepts of object-oriented programming & Introduction of OOP Languages, Comparison between procedural programming paradigm and object-oriented programming paradigm.
<b>2.</b>	<b>Beginning with OOP Language:</b> Review of Tokens, Expressions, Operators & Control Structures. Scope Resolution operator, member dereferencing operator, Reference Variables. Review of Functions, Function Overloading, Inline Functions, Default Arguments
<b>3.</b>	<b>Classes &amp; Objects:</b> specifying a class, Defining member functions, creating class objects, accessing class members. Access specifiers – public, private, and protected Classes, its members, objects and memory allocation
<b>4.</b>	Static members, the const keyword and classes, the static objects. Friend Function & its usage Empty classes, nested classes, local classes
<b>5.</b>	<b>Constructors &amp; Destructors:</b> Need for constructors and destructors, copy constructor, dynamic constructors, Destructors, constructors and destructors with static members
<b>6.</b>	<b>Operator Overloading &amp; Type Conversion:</b> Defining operator overloading, rules for overloading operators, Overloading of unary operators and various binary operators with friend functions and member functions. Type conversion – basic type to class type, class type to basic type, class type to another class type.
<b>7.</b>	<b>Inheritance:</b> Introduction, defining derived classes, forms of inheritance, Ambiguity in multiple and multipath inheritance, virtual base class, Overriding member functions, order of execution of constructors and destructors  <b>Virtual functions &amp; Polymorphism:</b> virtual functions, pure virtual functions, abstract classes, introduction to polymorphism
<b>8.</b>	<b>Pointers &amp; Dynamic Memory Management:</b> understanding pointers, Accessing address of a variable, declaring & initializing pointers, Pointer to a pointer, pointer to a function, dynamic memory management - new and delete operators, this pointer
<b>9.</b>	<b>Console I/O:</b> concept of streams, hierarchy of console stream classes, Unformatted I/O Operations, Managing output with manipulators.
<b>10.</b>	<b>Working with Files:</b> Opening, Reading, Writing, Appending, Processing & Closing difference type of files, Command line Arguments

**LABORATORY WORK:**

Sr. No.	Topics
1.	Implementation of Concepts of OOP using C++ covered in the syllabus

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. E. Balagurusamy, "Object Oriented Programming with C++", Tata McGraw Hill
2. Author: Herbert Schildt, Title: Teach Yourself C++, Publishers: Tata Mc Graw Hill, Year of Publication: 2005
3. J Marget A. Ellis and Bjarne Stroustrup, The Annotated C++ reference manual, Addison Wesley New York.
4. Waite Group Lafore R., Object oriented programming in C++, Waite Group Lafore R.
5. Lippman F. B. C++ Primer, Addison Wesley



Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>1</b>	<b>0</b>	<b>9</b>	Course Title:	<b>GRAPHIC TOOLS</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Computer as a Design tool.</b> Types of graphic applications: Web & windows based. <b>Tools available for designing and Desktop publishing:</b> Photoshop, Corel Draw , Brief Explanation of all these tools
2.	<b>Working with Photoshop:</b> Photoshop Program window, Working with Images: Vector and bitmap images, Size, Resolution, Editing, Cropping, colour modes,
3.	<b>Working with Photoshop:</b> Making Selections, Editing Selections, Painting, Drawing and Retouching Tools
4.	<b>Working with Photoshop:</b> Layers, Hiding, Showing, Deleting, repositioning, Flattening, Filters
5.	<b>Working with Corel Draw:</b> CorelDraw Basics, Menus & Toolbar
6.	<b>Working with Corel Draw:</b> Drawing and Selecting, Working with Text, Working with Images, Page Layout and Background, layers, gradients etc. Use of different tools available in the toolbox. Creating Logos and Business cards with Corel Draw.
7.	<b>Web Designing:</b> Document overview, Head elements, Block-Oriented elements, Lists, URLs, Hypertext Links, Images, Tables, Frames, Forms
8.	<b>Dreamweaver:</b> Designer Panels and Toolbars, HTML tables, Table properties, Named Anchor, Frameset
9.	<b>Dreamweaver:</b> Layers and Style Sheets: Single layer, Layer properties, Adding elements into layers, Style Sheets
10.	<b>Dreamweaver:</b> Forms and Media Elements: Inserting form, form objects, Media elements

**LABORATORY WORK:**

S. No.	Description
1.	To give practical exposure of Photoshop, Corel Draw and Dreamweaver for all the topics covered under syllabus.

**READINGS: SELF LEARNING MATERIAL.**

## **ADDITIONAL READINGS:**

1. Author: Vikas Gupta, Title: Comdex: Multimedia and Web design, Publishers: Dreamtech
2. Adobe Creative Team, Adobe(R) Photoshop 7.0 Classroom in a Book, Adobe
3. Steve Bain, Corel Draw 12: The Official Guide, Tata McGraw Hill
4. Adobe Creative Team, Adobe(R) Pagemaker(R) 7.0 Classroom in a Book, Adobe
5. Author :Hearn, Donald,Title: Computer Graphics, Publishers: Prentice Hall of India

Course Code:	<b>D</b>	<b>M</b>	<b>T</b>	<b>H</b>	<b>2</b>	<b>0</b>	<b>1</b>	Course Title:	<b>BASIC MATHEMATICS - I</b>
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<b>WEIGHTAGE</b>	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	Trigonometric Functions of Sum and Difference of Two Angles
<b>2.</b>	Allied Angles. Transformation formulae, Inverse Trigonometric Functions.
<b>3.</b>	Matrix, Types of Matrices, Matrix Operations, Addition, Subtraction, Multiplication of Matrices, Transpose of Matrix, Symmetric and Skew Symmetric Matrix.
<b>4.</b>	Adjoint of Matrix, Inverse of a Matrix using Elementary operation and Determinants Method
<b>5.</b>	Minors and co-factors, Determinant, Solution of system of equations, Inverse of Matrix using determinants .
<b>6.</b>	Distance between two points, Slope of a line, Various forms of the equation of a line.
<b>7.</b>	Distance of a Point from a Line, Circle.
<b>8.</b>	Functions, Different types of functions, Limits and Continuity, Rules and Standard Procedures.
<b>9.</b>	Differentiability, Derivatives of Exponential, Logarithmic and Parametric Functions, Logarithmic Differentiation.
<b>10.</b>	Rate of Change, Tangents and Normal, Maxima and Minima.

**READINGS : SELF LEARNING MATERIAL**

**ADDITIONAL READINGS:**

1. A text book in Mathematics for XI, XII of NCERT.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>1</b>	Course Title:	<b>FUNDAMENTALS OF DATA STRUCTURES</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

#### COURSE CONTENTS:

Sr. No.	Topics
1.	<b>Introduction &amp; Overview:</b> Concept of data type, definition and brief description of various data structures
2.	Operations on data structures, algorithm complexity, Big O notation, recursion, some illustrative examples of recursive functions.
3.	<b>Arrays:</b> Linear and multi-dimensional arrays and their representation Pointers, Array Pointers, Records and Record Structures, Representation of Records in Memory; Parallel Arrays
4.	<b>Arrays:</b> operations on arrays, sparse matrices and their storage
5.	<b>Linked Lists:</b> Linear linked list, operations on linear linked list, double linked list
6.	<b>Stacks:</b> Sequential and linked representations, operations on stacks, multi stacks <b>Stacks:</b> application of stacks such as parenthesis checker, evaluation of postfix expressions,
7.	<b>Queues:</b> Sequential representation of queue, linear queue, circular queue, operations and applications, linked representation of a queue.
8.	<b>Introduction to Trees:</b> Binary Tree Representation, Traversal.
9.	<b>Sorting:</b> Insertion Sort, Selection Sort, Merge Sort, Radix Sort, Hashing.
10.	<b>Searching:</b> Linear and Binary Search.

#### LABORATORY WORK:

1. Implementation of Arrays, Linked Lists, Stacks, Queues, Sorting & Searching

#### READINGS: SELF LEARNING MATERIAL.

#### ADDITIONAL READINGS:

1. Seymour Lipschutz, "Schaum Outline Series", Tata McGraw Hill, New Delhi, Year of Publication: 2006
2. Kruse, Data Structures & Program design, Prentice Hall of India, New Delhi.
3. Tenenbaum, Augenstein, & Langsam, Data Structures using C and C++, Prentice Hall of India, New Delhi.
4. Sorenson and Tremblay : An Introduction to Data Structures with Algorithms.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>2</b>	Course Title:	<b>FUNDAMENTALS OF WEB PROGRAMMING</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Internet Basic:</b> Basic Concepts, Communicating on the Internet, Internet Domains, Establishing connectivity to the Internet, Client IP Address, IP Address, TCP/IP
2.	<b>HTML:</b> Introduction, Web Server, Web Client/ Browser, HTML Tags
3.	<b>HTML:</b> Commonly used HTML Commands, Structure of HTML Program, Formatting, Text Styles, Text Effects
4.	<b>HTML:</b> HTML Lists, Types of lists ,Adding graphics to HTML Document
5.	<b>HTML:</b> Creating tables, Linking documents, Frames
6.	<b>Introduction to Javascript:</b> Javascript and Web. <script> Tag and browsers compatibility. Data types: Numeric, Text, Boolean, Type casting, Arrays
7.	<b>Javascript:</b> Operators and expressions in Javascript, Programming Constructs, Conditional and Looping Statements, Functions, User defined functions, Dialog Boxes
8.	<b>DOM Model:</b> Understanding DOM Model, Objects in HTML, Browser Objects , window, history, location, navigator, document object. Handling Events using Javascript
9.	<b>HTML Forms:</b> Properties and Methods, Button, Text, Text Area, Checkboxes, radio buttons, select and option elements ,Built-In objects in Javascript, String Object, Math Object, Date Object, User Defined objects
10.	<b>DHTML:</b> Cascading Style Sheets, Class, External Style Sheets

**LABORATORY WORK:**

1. Internet Applications
2. Implementation of HTML and JavaScript for the topics taught in theory.

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Bayros Ivan, "Web Enabled Commercial Application Development Using HTML, DHTML, JavaScript, PHP", BPB publication, Fourth Revised Edition
2. The Internet Complete Reference, Second edition Tata Mcgraw Hill

3. Beginning JavaScript, by Paul Wilton, Jeremy McPeak, Wrox
4. How the Internet Works - Preston Gralla, Michael Troller, QUE
5. Author: Harson Word, Title: Internet Marketing & E-commerce, Publishers: Thompson
6. Don Jones, Mark Scott & Rick Villars, "E-Commerce for Dummies" Published by Hungry Minds
7. Black Book HTML, Wiley Publications

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>4</b>	Course Title:	<b>MANAGING DATABASE</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

#### COURSE CONTENTS:

Sr. No.	Topics
1.	<b>Introduction to fundamentals of DBMS:</b> Database applications, Purpose of database systems, Views of data, Database languages, Relational Databases, Database Design, Transaction Management
2.	<b>Relational Databases:</b> Relational Model, Structure of Relational databases, fundamental, additional and extended relational algebra operations, Null Values, Modification of database
3.	<b>SQL:</b> Data Definition, datatypes, schema definition, Basic structure of SQL Queries, Creating tables, DML - SELECT, INSERT, DELETE and UPDATE operations, DDL commands
4.	<b>SQL:</b> Set Operations – UNION, INTERSECT, EXCEPT, Aggregate Functions, NULL values, Nested subqueries, Complex queries, Views, Joined relations <b>Advanced SQL:</b> Integrity constraints, Authorization: GRANT, REVOKE
5.	<b>Relational Languages:</b> Tuple Relational calculus, Domain relational calculus, Query by Example, Datalog
6.	<b>Database design and ER model:</b> Overview of Design process, Entity relationship model, constraints, ER Diagrams, ER Design issues, Weak entity sets, extended ER features
7.	<b>Relational Database Design:</b> Features, Atomic Domains and first normal form, Functional dependency theory decomposition using functional dependencies, decomposition using Multivalued dependencies, More normal forms, database design process
8.	<b>Transaction Management:</b> Concept of Transaction, Transaction State, Implementation of atomicity and durability, concurrent execution, Serializability, Recoverability, Implementation of Isolation, testing for Serializability
9.	<b>Concurrency Control:</b> Lock based protocols, Timestamp based protocols, Validation based protocols, Deadlock handling, Insert and Delete operations, Weak levels of consistency
10.	<b>Recovery system:</b> Failure classification, storage structure, recovery and atomicity, log-based recovery, recovery with concurrent transactions, buffer management, failure with loss of non-volatile storage

#### READINGS: SELF LEARNING MATERIAL

#### ADDITIONAL READINGS:

1. Author: H. F. Korth & A. Silberschatz, Title: Database System Concepts, Publishers: Tata McGraw Hill, New Delhi, Year 2006
2. Ivan Bayross, SQL, PL/SQL The Programming Language of Oracle, BPB Publication.
3. Elmasri & Navathe, Fundamentals of Database systems, Addison & Weisely, New Delhi.
4. C. J. Date, Database Systems, Prentice Hall of India, New Delhi.
5. P. Bhatia & G. Singh, Simplified Approach to DBMS, Kalyani Publishers.
6. Martin Gruber, Understanding SQL, BPB Publication, New Delhi.
7. Val Occardi, Relational Database: Theory & Practice, BPB Publication, New Delhi.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>8</b>	Course Title:	<b>MANAGEMENT SUPPORT SYSTEMS</b>
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<b>WEIGHTAGE</b>	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	<b>Support Systems: Changing</b> Business Environment, Managerial Decision Making. Computerised Support. Concept of Decision Support Systems. Major Tools and Techniques for Management Support System.
<b>2.</b>	<b>Decision Support:</b> Decision Making, Introductory and Definitions, Models, Phases of Decision Making
<b>3.</b>	<b>Decision Support Systems:</b> Definition, Configuration, Characteristics, Components of DSS: Dialogue Management, Data Management and Model Management for DSS.
<b>4.</b>	<b>Modelling and Analysis:</b> Modelling for MSS, Static and dynamic models, Certainty, Uncertainty and Risk, MSS Modelling in Spreadsheets, Simulation, Optimization via Mathematical Programming
<b>5.</b>	<b>Data Warehousing</b> Data Warehousing definitions and concepts, Process Overview, architecture, development, administration and security issues
<b>6.</b>	<b>Business Analytics and Data Visualization:</b> Overview, Online Analytical Processing(OLAP), Data Visualization, GIS, Usage, Benefits and success
<b>7.</b>	<b>Data Mining:</b> Concepts and Applications, Tools and Techniques, Text Mining, Web Mining
<b>8.</b>	<b>Neural Networks:</b> Concept, ANN, Applications, development of Neural Network based system
<b>9.</b>	<b>Knowledge Management:</b> Introduction, activities, approaches, information technology, role of people, success
<b>10.</b>	<b>Knowledge-Based Decision Support:</b> Concepts and Definitions of Artificial Intelligence and Expert Systems, Benefits, Problems and limitations, Success factors

**READINGS:** SELF LEARNING MATERIAL.

**ADDITIONAL READINGS:**

1. Turban, Aronson, Liang, Sharda, "Decision Support Systems & Business Intelligence Systems", Pearson Education, Fifth Edition
2. Jean Paul Van Balle, Mike Eccles, Jane Nash, "Discovering Information Systems", for Free Educational Use under "Creative Commons Attribution-NonCommercial-NoDerivs 2.5 Licence
3. Mallach E.G. "Decision Support and Data Warehouse Systems" Tata McGraw-Hill.
4. Gupta U.G. " Management Information Systems: A Managerial Perspective" Galgotia Publications Pvt. Ltd.
5. Marakas G.M. "Decision Support Systems in 21<sup>st</sup> Century" Pearson Education



Course Code:	<b>D</b>	<b>M</b>	<b>T</b>	<b>H</b>	<b>2</b>	<b>0</b>	<b>2</b>	Course Title:	<b>BASIC MATHEMATICS-II</b>
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<b>WEIGHTAGE</b>	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	Integration as inverse process of differentiation ,Integration by substitution
<b>2.</b>	Integration by partial fraction and by parts
<b>3.</b>	Definite integral, evaluation of definite integrals by substitution
<b>4.</b>	Simple properties of definite integral
<b>5.</b>	Application in finding the area under simple curve and within two curves
<b>6.</b>	Formation of differential equation
<b>7.</b>	Solution of differential equation of first order and first degree by separation of variables
<b>8.</b>	Homogeneous equation and linear equation.
<b>9.</b>	Permutation, Combinations
<b>10.</b>	Random Experiments, Event, Axiomatic Approach to Probability.

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. A text book in Mathematics for XI,XII of NCERT.
2. Teaching through course work assignment tests and term paper.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>5</b>	Course Title:	<b>ANALYSIS &amp; DESIGN OF INFORMATION SYSTEMS</b>
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<b>WEIGHTAGE</b>	
<b>CA</b>	<b>ETE (Th.)</b>
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

<b>Sr. No.</b>	<b>Topics</b>
<b>1.</b>	<b>Introduction to information systems development</b> –System Analyst, System Analysis & Design, Categories of Information Systems, System Development Strategies, Implementation and Evaluation
<b>2.</b>	Managing the application development portfolio-Information system Planning, Managing project review & Selection Information Systems & User-groups Committee Methods
<b>3.</b>	<b>Analysis:</b> Preliminary Investigation, Scope of Study, Conducting the investigation, Testing Project Feasibility, Handling infeasible projects
<b>4.</b>	<b>Tools for System Requirements:</b> Requirement Determination, Activities, Types. <b>Fact-finding techniques: Interview, Questionnaire, Record Review, Observation.</b> Tools for documenting Procedures and Decisions: Decision Trees, Decision Tables, Structured English
<b>5.</b>	<b>Structured Analysis Development Strategy:</b> , Features, Data Flow Tools.
<b>6.</b>	<b>Tools for Structured Design:</b> Data Flow Diagrams, Data Dictionaries.
<b>7.</b>	<b>Application Prototypes:</b> Purpose, Steps, Use, Tools. Prototype Example. <b>Computer Aided System Tools:-</b> Role, Categories, CASE Tools.
<b>8.</b>	<b>Analysis To Design transition-</b> Objectives, Features. Element of Design: Output, Files, Database Interaction, Input, Control, Procedures, Program Specifications.
<b>9.</b>	<b>Design of Computer output:</b> Objective, Needs, Types. Design Input and Control: Objectives Capturing input data, Input validation.
<b>10.</b>	Design of Online dialogues & its interface, design of files & Use of Auxiliary storage devices <b>Systems Engineering &amp; Quality Assurance:-</b> Design Objectives, Design of Software & Documentation.

**READINGS:** SELF LEARNING MATERIAL.

**ADDITIONAL READINGS:**

1. Author: James A. Senn, Title: Analysis and Design of Information Systems, Publishers: Tata Mcgraw Hill, Year of Publication: 2004
2. Whitten, Bentley and Barlow, "System Analysis and Design Methods", Tata Mcgraw Hill.
3. Robert J. Thierauf, "System Analysis and Design- A Case Study Approach", CBS.
4. James Rambaugh, Grady Booch, Jacobson, "The Unified Modeling Language Reference Manual", Object Tech Series.
5. Elias M Awadh, "System Analysis & Design", Galgotia Publications

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>7</b>	Course Title:	<b>NETWORKS</b>
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WEIGHTAGE	
CA	ETE (Th.)
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

Sr. No.	Topics
<b>1.</b>	<b>Introduction to Computer Networks:</b> Uses of computer networks, Network Hardware: LAN, WAN, MAN, Wireless, Home networks, Internetworks. <b>Network topologies:</b> STAR, Ring, BUS etc.
<b>2.</b>	<b>Network Software:</b> Layers, Protocols, Reference models: OSI Model, TCP/IP model, comparison of OSI and TCI reference model.
<b>3.</b>	<b>Physical Layer:</b> Guided Transmission Media: Magnetic media, Twisted pair, Coaxial cables-base band, broadband, optical fibre transmission. <b>Wireless Transmission,</b> Satellites, PSTN
<b>4.</b>	<b>Networking Devices:</b> Hub, Router, Switch, Bridge, Gateway <b>Switching Techniques:</b> Circuit Switching, Message switching, packet switching
<b>5.</b>	<b>Multiplexing:</b> Frequency Division, Time Division Multiplexing <b>Modulation Techniques:</b> Amplitude, Frequency, Phase
<b>6.</b>	<b>Data Link Layer:</b> Design Issues - Services provided to the network layer, framing, error control, flow control, <b>Error Detection and Correction:</b> Error Correcting Codes, Error Detecting Codes
<b>7.</b>	<b>Data link protocols:</b> Elementary Data link protocols, Sliding Window protocols, HDLC, Data link layer in Internet
<b>8.</b>	<b>MAC Sublayer:</b> CSMA/CD, <b>Ethernet:</b> Ethernet Cabling, Fast Ethernet.
<b>9.</b>	<b>Network Layer:</b> Design Issues, Routing Algorithms: Optimality principled, shortest path routing, distance vector routing, link state routing <b>Congestion Control Algorithms:</b> General principles, congestion prevention policies
<b>10.</b>	<b>Network Security:</b> Cryptography – Introduction, Substitution ciphers, transposition ciphers

**READINGS: SELF LEARNING MATERIAL**

**ADDITIONAL READINGS:**

1. Author: A.S. Tanenbaum, Title: Computer Networks, Publishers: Pearson Education, Delhi, Fourth Edition or latest:
2. Behnouz A. Forouzan, "Data Communication and networking", 2<sup>nd</sup> Ed. Update, Tata McGraw Hills 2003
3. Black U, "Computer Networks-Protocols, Standards and Interfaces", PHI 1996
4. Comer E. Douglas, "Computer Networks and Internets", 2nd Ed., Pearson, 2000
5. W. Stallings, "Data and Computer Communications", 7th Ed., Pearson, 2002.
6. Laura Chappell (Ed), "Introduction to Cisco Router Configuration", Techmedia, 1999

Course Code	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>2</b>	<b>0</b>	<b>9</b>	Course Title	<b>WEB TECHNOLOGIES - I</b>
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<b>WEIGHTAGE</b>		
<b>CA</b>	<b>ETE(Pr.)</b>	<b>ETE(Th.)</b>
<b>20</b>	<b>20</b>	<b>60</b>

### **COURSE CONTENTS:**

<b>S. No.</b>	<b>Topics</b>
<b>1.</b>	<b>Introduction to PHP:</b> What Does PHP Do, A Brief History of PHP, Installing PHP, A Walk Through PHP
<b>2.</b>	<b>Language Basics:</b> Lexical Structure, Data Types, Variables, Expressions and Operators, Flow-Control Statements, Including Code, Embedding PHP in Web Pages
<b>3.</b>	<b>Functions:</b> Calling a Function, Defining a Function, Variable Scope, Function Parameters, Return Values, Variable Functions
<b>4.</b>	<b>Strings:</b> Quoting String Constants, Printing Strings, Accessing Individual Characters, Cleaning Strings, Encoding and Escaping, Comparing Strings, Manipulating and Searching Strings, Regular Expressions
<b>5.</b>	<b>Arrays:</b> Indexed Versus Associative Arrays, Identifying Elements of an Array, Storing Data in Arrays, Multidimensional Arrays, Extracting Multiple Values, Converting Between Arrays and Variables, Traversing Arrays, Sorting, Acting on Entire Arrays, Using Arrays
<b>6.</b>	<b>Objects:</b> Terminology, Creating an Object, Accessing Properties and Methods, Declaring a Class, Introspection, Serialization
<b>7.</b>	<b>Web Techniques:</b> HTTP Basics, Variables, Server Information, Processing Forms, Setting Response Headers, Maintaining State, SSL
<b>8.</b>	<b>Databases:</b> Using PHP to Access a Database, Relational Databases and SQL, PEAR DB Basics, Advanced Database Techniques
<b>9.</b>	<b>Graphics:</b> Embedding an Image in a Page, The GD Extension, Basic Graphics Concepts, Creating and Drawing Images, Images with Text, Dynamically Generated Buttons, Scaling Images, Color Handling
<b>10.</b>	<b>PDF:</b> PDF Extensions, Documents and Pages, Text, Images and Graphics, Navigation
<b>11.</b>	<b>XML:</b> Lightning Guide to XML, Generating XML, Parsing XML, Transforming XML with XSLT, Web Services
<b>12.</b>	<b>Security:</b> Global Variables and Form Data, Filenames, File Uploads, File Permissions, PHP Code, Shell Commands

### **LABORATORY WORK:**

1. How to Install PHP on windows and set configuration
2. Running some basic queries through MySQL.
3. Creation of basic programs through PHP.

4. Programs in PHP covering functions, Arrays, Strings.
5. Programs in PHP covering image creation, file uploading

**READINGS: SELF LEARNING MATERIAL**

**ADDITIONAL READINGS:**

1. Programming PHP By, Kevin Tatroe Publisher: O'Reilly Media  
Released: March 2002

Course Code:	D	C	A	P	2	1	1	Course Title:	<b>EVENT DRIVEN PROGRAMMING</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Integrated Development Environment:</b> Features and applications of VB – concept of integrated development environment (IDE) – project application like standard Exe, Active X EXE, Data reports ,methods and events, event procedures
2.	<b>Understanding controls and control Events:</b> Design aspects of VB forms, Elements of user Interface, properties of controls–textbox, label, command button, check box and list box. Combo box, frames, option button, picture box. Forms properties and Form load event
3.	<b>VB Programming fundamentals: Datatypes,Variables,</b> variable declaration, fixed length vs variable length string, implicit and explicit variable declaration, variable scope and lifetime. Operators-math operator, concatenation operator, logical operator.
4.	<b>Control structures and Arrays:</b> if-else ,do-while ,while-went ,for-next, select-case. Defining Array, using redim and preserve function in array and control arrays.
5.	<b>Understanding Functions and Procedures:</b> Procedures and functions. Modules
6.	<b>Menus and Dialog boxes :</b> designing menus using menu editor, assigning access keys and shortcut keys, separating menu items. creating popup menus, controlling menus at runtime-enabling, disabling, invisible menu commands. Modal and Modales dialog boxes and predefined dialog boxes.
7.	<b>Data Base Fundamentals and Connectivity Options:</b> Data Control and Data bound control, creating database using visual database manager, connectivity of vb with ms- access, sql server
8.	<b>Data Base Access using ADO Data Control :</b> using Ado control –Adodc and Adodb-recordset properties , connectionstring properties, displaying data from database in grids and data bound controls.
9.	<b>Working with Reports:</b> data environment, creating various types data report using grid and data bound controls.
10.	<b>Buliding small Application:</b> Using Splash Screens,Timers,Images.

**READINGS:** SELF LEARNING MATERIAL.

**ADDITIONAL READINGS:**

1. Deitel & Deitel, T.R.Nieto, “Visual Basic 6, How to program”, Prentice Hall of India, 1999
2. G.Cornell, Tata McGraw-Hill, 1998.
3. Mastering VB, by Evangelous Petroustos BPB Publications, New Delhi
4. Teach Yourself VB by Techmedia Publications, New Delhi
5. Microsoft VB Manual by MS Press
6. Visual Basic & .Net by Null Dale, Michael Mc Millan, Chip Weems, Mark Headigton, Narosa Publishing House pvt Ltd, Darya Ganj, New Delhi 110 002.

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>3</b>	<b>0</b>	<b>1</b>	Course Title:	<b>MODERN PROGRAMMING TOOLS &amp; TECHNIQUES - III</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
<b>20</b>	<b>20</b>	<b>60</b>

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Introduction:</b> What is VB.NET, Characteristics of VB.NET, VB.NET as a language in .NET Framework.
2.	<b>Variables and Data Types:</b> Variables and Data Types. Decision Making and Looping: If, If else if. While, do while, for loop, Declaring Arrays. System. Array class
3.	<b>In Built Functions:</b> String Class, Conversion functions, other Miscellaneous Functions, Subroutines and Functions
4.	<b>Classes &amp; Object in VB.NET:</b> Using Classes, object, methods. Constructors. Creating Properties and indexers. Using Inheritance in classes.
5.	<b>Namespaces:</b> Meaning and its working. Using System Namespace and Object class. Exception Handling: Using Try and Catch blocks, The Finally Section
6.	<b>Using System. Collections:</b> Array List, Stack, Queue, Sorted List etc.
7.	<b>Windows Programming:</b> Using Controls- textboxes, listbox, buttons, datetime picker, comboboxes etc.
8.	<b>Common Dialog Boxes:</b> OpenFileDialog, SaveFileDialog, ColorDialog, MessageBox Class and DialogResult Class.
9.	<b>File Input Output:</b> Working with Files and Directories. System.IO.
10.	<b>ADO.NET:</b> Accessing Database with ADO.NET. Executing Insertion, deletion, updation and select command with databases. XML Basics: What is XML? Data Representation through XML. Working with XMLReader and XMLWriter Classes.

**LABORATORY WORK:**

1. Implementation of Basic concepts like Control Statements, Arrays, Procedures etc.
2. Working with inbuilt functions by using various classes like Math, String, DateTime, Convert etc.
3. Creation of classes & object, implementing constructors & other OOP concepts
4. Knowing 'Object' Class and 'System' Namespace
5. Creation of Namespaces and its usage
6. Working with System.Collections : ArrayList, HashTable, SortedList, Queue, Stack, Enumerators
7. Creating Windows Applications: TextBox, Buttons, RadioButton, CheckBoxes, Listboxes, ComboBoxes
8. Use of Common Dialog Boxes with SDI and MDI Concepts.
9. Input/Output with System.IO namespaces: Files and Directories

10. Data Bases with ADO.NET: Sytem.Data, System.Data.Oledb, System.Data.ODBC, Connection Class, Command, DataAdapter, Dataset, DataTable etc.
11. XML: Meaning and Usage. Mapping XML to Databases and Vice Versa

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Mackenzie, Sharkey, "SAMS Teach Yourself Visual Basic.Net in 21 Days", Techmedia
2. VB.NET 2005 Unleashed, Pearson Education
3. VB.Net Black Book, Wiley



Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>3</b>	<b>0</b>	<b>2</b>	Course Title:	<b>ENTERPRISE RESOURCE PLANNING</b>
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WEIGHTAGE	
CA	ETE (Th.)
<b>20</b>	<b>80</b>

#### COURSE CONTENTS:

Sr. No.	Topics
1.	<b>Tools to understand the course:</b> Awareness of ERP softwares SAP / CRM. <b>ERP overview:</b> Introduction, Business Function and Business Processes, Integrated Management Information, Business modelling ,Integrated Data Model, Common ERP Myths, History, Advantages, The Future of ERP packages
2.	<b>Risks and Benefits Of ERP:</b> Risks Factors of ERP implementation, Technological Issues ,Implementation Issues ,Benefits of ERP
3.	<b>ERP and Related Technologies:</b> Business Process Reengineering, Management Information system, Decision Support System, Executive Information System. <b>Databases:</b> Data Warehousing, Data Mining, On-Line Analytical Processing, Supply chain Management, Customer Relationship Management
4.	<b>ERP Marketplace and Functional Modules:</b> The changing ERP market, Functional Modules of ERP software, Integration of ERP,SCM and CRM
5.	<b>ERP Implementation:</b> Basics, Technological, Operational, Business Reasons for ERP implementation, ERP Implementation Life Cycle, Objectives, Phases.
6.	<b>ERP Transition strategies:</b> Transition Strategies, Big Bang Strategy, Phased, Parallel Implementation, Process Line Transition strategy, Hybrid Transition strategy.
7.	<b>ERP Project Teams:</b> Organization of the Implementation team <b>ERP Vendors, Consultants &amp; Users:</b> Pro & Cons of In-house Implementation ,vendors, consultants, Employees and Employ Resistance, Reasons for resistance, Contract with vendors, consultants and employees.
8.	<b>ERP Future Directions:</b> New Markets, New Channels, Faster Implementation Methodologies, Application Platforms, New Business Segments, Web Enabling & Snapshot.
9.	<b>ERP and eBusiness:</b> eBusiness-SCM, Process Model, ERP, Internet and WWW-ERP II
10.	<b>ERP-A Manufacturing Perspective:</b> ERP,CAD/CAM,MRP,BOM,MTO,MTS,ATO,ETO,CTO <b>Case Studies:</b> SAP at TATA Steel, J D Edwards At HP

**READINGS:** SELF LEARNING MATERIAL.

#### ADDITIONAL READINGS:

1. Author: Alexis Leon Title: Enterprise Resource Planning ,Second Edition, Tata McGraw Hill Year:2008
2. Author: Jyotindra Zaveri Title: Enterprise Resource Planning Publication: Himalaya Publishing House.
3. Author: Gestion D'Entreprise Title: ERP Open Resource Publication: Wiley.
4. Author: Jones, Gareth Title: Contemporart Management Publication: Tata McGraw Hill

Course Code:	D	C	A	P	3	0	3	Course Title:	<b>MULTIMEDIA SYSTEMS</b>
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**COURSE CONTENTS:**

WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

Sr. No.	Topics
1.	<b>Multimedia:</b> Meaning and its usage, Stages of a Multimedia Project & Multimedia Skills required in a team
2.	<b>Text:</b> Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext.
3.	<b>Sound:</b> Multimedia System Sounds, Digital Audio, MIDI Audio, Audio File Formats, MIDI vs Digital Audio, Audio CD Playback. Audio Recording. Voice Recognition & Response.
4.	<b>Images:</b> Still Images – Bitmaps, Vector Drawing, 3D Drawing & rendering, Natural Light & Colors, Computerized Colors, Color Palletes, Image File Formats, Macintosh & Windows Formats, Cross – Platform format.
5.	<b>Animation:</b> Principle of Animations. Animation Techniques, Animation File Formats.
6.	<b>Video:</b> How Video Works, Broadcast Video Standards: NTSC, PAL, SECAM, ATSC DTV, Analog Video, Digital Video, Digital Video Standards – ATSC, DVB, ISDB, Video recording & Shooting Videos, Video Editing, Optimizing Video files for CD-ROM, Digital display standards.
7.	<b>Hardware:</b> Macintosh versus Windows, Connections: IDE, SCSI, UIDE, ATA, USB, Firewire etc. Storage devices, Input , Output devices for Multimedia Projects
8.	<b>Multimedia Software Tools:</b> Text Editing & Word processing tools, OCR S/W, Painting & Drawing Tools, 3D Modelling & Animation Tools, Image editing tools, Sound Editing tools, Animation, Video & Digital movie tools, Overview of various types of Multimedia Authoring tools.
9.	<b>Compression:</b> CODEC, Types of Compression & redundancies, GIF, JPEG & MPEG Standards Overview, Fractals
10.	<b>Multimedia tools for WWW &amp; Designing for WWW:</b> Plug Ins, Text, Images, Sound & Animation for the Web.

**READINGS:** SELF LEARNING MATERIAL.

**ADDITIONAL READINGS:**

1. Tay Vaughan, "Multimedia: Making it work", TMH, 1999
2. Ranjan Parekh, "Principles of Multimedia", Tata McGraw Hill Author:Vikas Gupta, Title:Coundex DTP Course KIT, Publishers: Wiley, Year of Publication: 2008
3. Keyes, "Multimedia Handbook", TMH, 2000.
4. Ralf Steinmetz and Klara Naharstedt, "Multimedia: Computing, Communications Applications", Pearson, 2001.
5. Steve Rimmer, "Advanced Multimedia Programming", MHI, 2000.
6. K. Andleigh and K. Thakkar, "Multimedia System Design", PHI, PTR, 2000.

Course Code:	D	C	A	P	3	0	5	Course Title:	<b>PRINCIPLES OF SOFTWARE ENGINEERING</b>
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7.

WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Introduction:</b> Concept of Software Engineering. Software Engineering Challenges & Approach.
2.	<b>Software Processes &amp; models:</b> Processes and Models, Characteristics of Software Model, Waterfall, Prototype, Iterative, Time Boxing. Comparison.
3.	<b>Software Requirements:</b> Problem Analysis, DataFlow, Object Oriented Modelling, Prototyping. <b>Software Requirement Specification Document: SRS,</b> Characteristics, Components, Specification Language, Structure of Document.
4.	<b>Introduction to Validation, Metrics:</b> Function Point & Quality Metrics. Software Architecture: Architecture Views, Architecture Styles:Client/Server, Shared Data.
5.	<b>Software Project Planning:</b> Process Planning, Effort Estimation, COCOMO Model, Project Scheduling and Staffing Intro to Software Configuration Management: Quality Plan, Risk Management, Project Monitoring.
6.	<b>Functional Design:</b> Principles, Abstraction, Modularity, Top Down, Bottom Up Approach. Coupling, Cohesion. Structure Charts, Data Flow Diagrams, Design Heuristics.
7.	Intro to Verification: Meaning, Metrics: Network, Stability, Information Flow.
8.	Detailed Design: Process Design Language. Logic/Algorithm Design. Verification of Logic/Algorithm Design. Metrics: Cyclomatic Complexity, Data Bindings, Cohesion Metric.
9.	<b>Coding:</b> Common Errors, Structured Programming, Programming Practices, Coding standards. Coding Process: Incremental, Test Driven, Pair Programming. Refactoring: Meaning and Example. Verification, Metrics: Size & Complexity
10.	<b>Testing:</b> Fundamentals, Error, Fault, Failure, Test Oracles, Test Cases & Criteria. Black Box: Equivalence Class Partitioning, Boundary Value Analysis. White Box: Control Flow Based, Data Flow Based <b>Testing Process:</b> Levels of Testing, Test Plan, Test Case Specifications, Execution and Analysis. Logging and Tracking. Metrics: Failure Data and Parameter Estimation.

**LABORATORY WORK:**

Sr. No.	Topics
1.	Various Tools available for CASE (Computer Aided Software Engineering).
2.	Practical to show how to create an information gathering document.
3.	Finalizing the SRS Document based upon the information gathered and analysis of the same.
4.	How to Create Use Cases.
5.	How to Create ER Diagrams.
6.	Developing Test Cases and Test Plan.

**READINGS: SELF LEARNING MATERIAL.****ADDITIONAL READINGS:**

1. P. Jalote, "An Integrated approach to Software Engineering", Narosa, 1991.
2. R. Fairley, "Software Engineering Concepts", Tata McGraw Hill, 1997.
3. Author: R.S. Pressman, Title: Software Engineering – A Practitioner’s Approach  
Publishers: McGraw Hill
4. Software Engineering by Ian Sommerville, Pearson Education.

Course code	D	C	A	P	3	1	2	Course Title	WEB TECHNOLOGIES -II
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WEIGHTAGE		
CA	ETE(Pr.)	ETE(Th.)
20	20	60

**COURSE CONTENTS:**

S. No.	Topics
1.	<b>Making Sense of .NET &amp; Anatomy of an ASP.NET Page:</b> The Microsoft .NET Vision, ASP in .NET, Introduction to C#, A Simple Web Page, Adding a Web Control, Introduction to In-Line Script, The Page Class.
2.	<b>Server Controls:</b> Postback, Data Binding, Web Server Controls.
3.	<b>Server Controls:</b> HTML Server Controls, Validation Controls.
4.	<b>Database Access:</b> Error Handling, Database Access Using ADO.NET, Connection, Command, DataAdapter, and DataSet, DataReader, Connection Pooling.
5.	<b>Creating More Advanced ASP.NET Pages:</b> Communicating with the Browser, Web.Config.
6.	<b>Creating More Advanced ASP.NET Pages:</b> Page Sub-classing, User Controls, More Advanced Data Binding.
7.	<b>Applying What We've Learned So Far:</b> The Database Model, Creating a Basic Object Model, Creating the User Interface.
8.	<b>Web Services:</b> XML Web Services, Uses for Web Services, Web Services in Visual Studio .NET, Creating Web Services, Expanding Web Application with Web Services.
9.	<b>Security and Membership:</b> IIS Security, ASP.NET Authentication. <b>Adding E-Commerce Essentials:</b> XML Tools, Freight Calculations, Email.
10.	<b>Debugging and Optimization:</b> Debugging in an ASP.NET Application, Optimization, Optimizing Using Caching, Optimizing via Performance Profiling.

**READINGS: SELF LEARNING MATERIAL**

**ADDITIONAL READINGS:**

1. Author: Hank Meyne, Scott Davis: Developing Web Applications with ASP.NET and C#, Publishers: WILEY
2. Cristian Darie, Wyatt Barnett, "Build Your Own ASP.net 3.5 website using C# & VB", SITEPOINT
3. George Shepherd, "ASP.net 4.0 step by step", Microsoft
4. Matthew MacDonald, "BEGINNING ASP.net 4 IN C# 2010", APRESS.
5. Scott Mitchell, "ASP.net in 24 Hours",SAMS
6. Dan Clark, "Beginning CSharp Object Oriented Programming", APRESS

Course Code:	<b>D</b>	<b>C</b>	<b>A</b>	<b>P</b>	<b>3</b>	<b>0</b>	<b>4</b>	Course Title:	<b>SOFTWARE PROJECT MANAGEMENT</b>
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WEIGHTAGE	
CA	ETE (Th.)
<b>20</b>	<b>80</b>

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Introduction to Software Project Management:-</b> What is project? Software Project Vs. Other Types. Activities by Software Project Mgt. Plans, Methods and Methodologies. Problems with Software Projects.
2.	<b>Step Wise Project Planning:</b> Project Scope, Objectives, Infrastructure, Characteristics, Effort Estimation, Risk Identification.
3.	<b>Programme Management &amp; Project Evaluation:</b> Meaning, Managing Allocation of resources. Creating Programme. Individual Projects. Technical Assessment, Cost Benefit Analysis & Risk Evaluation.
4.	<b>Project Approach:</b> Intro. Technical Plan, Choice Of Process Models: Waterfall, V-Process, Spiral. Prototyping. Incremental Delivery.
5.	<b>Effort Estimation:</b> Meaning, Problems with Estimation, Basis, Estimation Techniques. Albrecht Function Point Analysis. Functions Mark II. COCOMO Model.
6.	<b>Activity Planning:</b> Objectives, Project Schedule, Network Planning Model. Time Dimension. Identifying Critical Path.
7.	<b>Risk Management:</b> Categories of Risk. Identification. Assessment. Schedule Risk. Applying PERT Technique.
8.	<b>Resource Allocation:</b> Identifying Resource Requirements. Scheduling Resources. Publishing the Resource Schedule & Cost Schedule. Scheduling Sequence.
9.	<b>Monitoring &amp; Control:</b> Creating Frameworks. Data collection. Visualising Progress. Cost Monitoring. Change Control.
10.	<b>Software Quality:</b> Introduction, Defining Software Quality. ISO9126. Software Measures. Product Vs. Process Quality Management. External Standards. <b>Small Projects:-</b> Introduction, Problems with Student Projects, Content of project plan

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. Bob Hughes and Mike Cotterell; Software Project Management, Fourth edition, Tata McGraw Hill Publishing Company Ltd., New Delhi.
2. Software Project Management, by Walker Royce, published by Pearson Education.
3. S. Humphrey; Winning with Software - An Executive Strategy, Pearson Education Asia.
4. Software Project Management in Practice by Pankaj Jalote, Pearson Education.
5. A Discipline to Software Engineering by Watts S. Humphrey Pearson Education.
6. Software Project Management Readings and Cases by Chris Kemerer.

Course Code	D	C	A	P	3	0	6	Course Title	E-COMMERCE & E-BUSINESS
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WEIGHTAGE	
CA	ETE (Th.)
20	80

**COURSE CONTENTS:**

Sr. No.	Topics
1.	<b>Introduction: E-Commerce, E-Business.</b> Meaning & Concept, E-Commerce vs Traditional Commerce, Media Convergence Business applications & Need for E-Commerce, E-Business. Basics of E-Commerce: Network and electronic transactions today
2.	The internet environment for E- Commerce, B2B, B2C transactions, providers and vendors
3.	Electronic Data Interchange to E-Commerce: EDI, UN/EDIFACT Standard
4.	The internet & Extranet for E-Commerce, Identification & Tracking tools for E-Commerce, Overview of Internet Bandwidth & Technology Issues
5.	Security Concerns, Security Solutions – Symmetric & Asymmetric Cryptosystems, Digital Signatures, PKCS, Protocol for Secure messaging, key management, X.509 Certificates, SET protocols, E-Cash over the Internet.
6.	Business Process Reengineering: BPR Approach, Strategic Alignment Model, BPR methodology, Rapid Re Methodology & PRLC
7.	Legal issues – Paper Document vs. Electronic Document, technology for authenticating electronic document, Laws for E-Commerce, EDI interchange agreement, Legal issues for internet Commerce, Cyber Security, Cyber Crimes
8.	Management of Change, E-commerce in India
9.	<b>Case Study:</b> Designing and building E-Commerce web site. Managing Products, Database, Shopping cart applications, Integrating mobile E-Commerce, Payment Gateways, Tracking Orders. Eg: Amazon.com, eBay.com.
10.	Computer Emergency response team –CERT in objectives, functions, role , CERT –In Activities

**READINGS: SELF LEARNING MATERIAL.**

**ADDITIONAL READINGS:**

1. K. Bajaj, "E-Commerce", Tata Mcgraw Hill, 1999
2. Sartaj Singh & Sandeep Kaur, E-Commerce E-Business: ABS
3. Jaynice Reynold & Roya Mofajali, "The Complete E-Commerce Book : Design, Build & Maintain a Successful Web-based Business"
4. Don Jones, Mark Scott & rick Villars, "E-Commerce for Dummies" Published by Hungry Minds
5. Ravi Kala Kota and Marcia Robinson : E-Business-Roadmap for Success; Pearson Education
6. Keneth C Laudon, Carol G Travor, "E-Commerce: business. technology. Society"

Course Code: <b>D C A P 3 0 8</b>	Course Title : <b>OBJECT ORIENTED ANALYSIS AND DESIGN</b>
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WEIGHTAGE		
CA	ETE (Pr.)	ETE (Th.)
20	20	60

### COURSE CONTENTS:

Sr. No.	Topics
1.	<b>Introduction:</b> object orientation, OO development, OO themes, Evidence for usefulness of OO development
2.	<b>Modelling concepts:</b> Definition, Abstraction, Three models. <b>Class Modelling:</b> Object and class concepts, Link and association concepts, Generalization and inheritance, sample class model, Navigation of class models
3.	<b>Advance Class modelling:</b> Advance object and class concepts, Association Ends, N-ary associations, aggregation, Abstract classes, Constraints, Derived data, packages.
4.	<b>State Modelling:</b> Events, States, Transition and conditions, state diagrams, state diagram behaviour.
5.	<b>Interaction Modelling:</b> Use case models, Sequence models, Activity models.
6.	<b>Advance Interaction Modelling:</b> Use case Relationships, Procedural Sequence models, Special constructs for activity models
7.	<b>Analysis and design:</b> process overview, development life cycle <b>System conception:</b> devising, Elaboration, Preparing a problem statement
8.	<b>Doman Analysis:</b> Domain class model, Domain state model, domain interaction model.
9.	<b>System design:</b> overview, reuse plan, concurrency, allocation, software control strategy, boundary conditions
10.	<b>Class design:</b> Designing algorithms, Refactoring, design optimization, adjustment of inheritance, organizing class design.

**READINGS:** SELF LEARNING MATERIAL.

### ADDITIONAL READINGS:

1. Author: Michael Blaha, JamesRum baugh, Title:Object oriented modeling and design with UML: Pearson Education, second edition. Delhi, Year of Publication: 2007
2. Meilir Page Jones, 'Fundamentals of Object Oriented Design in UML', Addison Wesley, 1999.
3. The Elements of UML(TM) 2.0 Style, Cambridge University Press (May 9, 2005)
4. UML 2 and the Unified Process: Practical Object-Oriented Analysis and Design , Addison-Wesley Professional; 2 edition (June 27, 2005)
5. Real Time UML Workshop for Embedded Systems, Newnes; Pap/Cdr edition (September 20, 2006)
6. UML 2 Toolkit, by Wiley; Bk&CD-Rom edition (October 13, 2003)
7. Ian Sommerville, 'Software Engineering Sixth Edition' 2003.



Course Code:	D	C	A	P	3	0	9	Course Title:	<b>INFORMATION SECURITY &amp; PRIVACY</b>
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WEIGHTAGE	
CA	ETE (Th.)
20	80

#### COURSE CONTENTS:

Sr. No.	Topics
1.	<b>Information Systems:</b> Meaning, importance, basics, changing nature and global information systems.
2.	<b>Threats:</b> New Technologies Open Door Threats, information Level Threats Vs Network Level Threats, information system security, Computer Viruses, Classifications of Threats and Assessing Damages and protecting information system security
3.	<b>Building Blocks of Information Security:</b> Basic Principles, Security related Terms, Three Pillars of Information Security. Information Classification, criteria for information and classification, data obfuscation
4.	<b>Information security Risk Analysis:</b> Introduction, Risk Management & Risk Analysis. Approaches and Considerations.
5.	<b>Physical Security:</b> Need, Meaning, Natural Disasters and control, basic tenets of physical security of information systems resources, physical entry controls.
6.	<b>Biometrics Controls for Security: Introduction,</b> Access Control, User Identification & Authentication. Meaning, Nature of Biometric identification/Authentication techniques, Biometric Techniques. Key Success factors and benefits.
7.	<b>Network security:</b> Need, Basic concepts, network security dimensions, establishing security perimeter for network protection. <b>Cryptography &amp; Encryption:</b> Meaning, Applications of Cryptography, Digital Signature, Cryptographic Algorithms.
8.	<b>Databases Security:</b> Introduction, Need, federated databases, securing the contents of mobile databases, data integrity as a parameter for database security, database security policy.
9.	<b>Security Models &amp; Frameworks:</b> Intro, Terminology. Methodologies for Information System Security
10.	<b>Privacy:</b> Meaning, direct marketing and impact on privacy, privacy invasion through data mining, privacy in outsourcing, privacy challenges in test environment. <b>Privacy Technological Impacts:</b> Implications of RFID. Use with Bio-Metrics. Smart Card Applications.

**READINGS:** SELF LEARNING MATERIAL.

#### ADDITIONAL READINGS:

1. Information Systems Security By: Nina Godbole: Wiley Publications
2. Information Security, 1/e: Principles and Practices By: Mark Merkow: Pearson Education
3. Network Security: The Complete Reference By: Bragg, Roberta: TataMcgraw Hill
4. Cryptography & Network Security By: Atul Kahate : TataMcgraw Hill