

Semester – V

BCA-351	Web Designing Fundamentals	80	20	100	35	3hrs
BCA-352	Operating System-I	80	20	100	35	3hrs
BCA-353	Artificial Intelligence	80	20	100	35	3hrs
BCA-354	Computer Networks	80	20	100	35	3hrs
BCA-355	Programming Using Visual Basic	80	20	100	35	3hrs
BCA-356	Multimedia Tools	80	20	100	35	3hrs

Marks for Attendance will be given as under:

1. 91% onwards : 5 Marks
2. 81% to 90% : 4 Marks
3. 75% to 80% : 3 Marks
4. 70% to 75% : 2 Marks* 5.
- 65% to 70% : 1 Mark*

* For students engaged in co-curricular activities of the colleges only/authenticated medical grounds duly approved by the concerned Principal.

NOTE: 1. Practical exam will be conducted annually in two sessions. However the workload will be distributed in both the semesters according to the relevant papers.

BCA-351: Web Designing Fundamentals

Maximum Marks: 100

Minimum Pass Marks: 35

Time: 3 hours

External: 80

Internal: 20

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Introduction to Internet and World Wide Web; Evolution and History of World Wide Web; Basic Features; Web Browsers; Web Servers; Hypertext Transfer Protocol; URLs; Searching and Web-Casting Techniques; Search Engines and Search Tools

UNIT – II

Steps for Developing Website; Choosing the Contents; Home Page; Domain Names; Internet Service Provider; Planning and Designing Web Site; Creating a Website; Web Publishing; Hosting Site;

UNIT-III

Introduction to HTML; Hypertext and HTML; HTML Document Features; HTML Tags; Header, Title, Body, Paragraph, Ordered/Unordered Line, Creating Links; Headers; Text Styles; Text Structuring; Text Colors and Background; Formatting Text; Page layouts; Insertion of Text, Movement of Text

UNIT – IV

Images: Types of Images, Insertion of Image, Movement of Image, Ordered and Unordered lists; Inserting Graphics; Table Handling Functions like Columns, Rows, Width, Colours; Frame Creation and Layouts; Working with Forms and Menus; Working with Buttons like Radio, Check Box;

TEXT BOOKS:

- Bayross Ivan, “Web Enabled Commercial Applications Development using HTML, Javascript, DHTML & PHP”, BPB Publication, 2005
- Powell Thomas, “The Complete Reference HTML & CSS”, Tat Mc-Graw Hill, 2010

REFERENCE BOOKS:

- Wendy Willard, “HTML Beginners Guide”, Tata McGraw-Hill
- Deitel and Goldberg, “Internet and World Wide Web, How to Program”, PHI.

BCA-352: Operating System-I

Maximum Marks: 100

Minimum Pass Marks: 35

Time: 3 hours

External: 80

Internal: 20

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Operating System: Definition, Characteristics, Components, Functions, Examples; Types of Operating System: Single User/Multi User, Classification of Operating System: Batch, Multiprogrammed, Timesharing, Multiprocessing, Parallel, Distributed, Real Time; System Calls and System Programs: Process Control, File Manipulation, Device Manipulation, Information

Maintenance, Communications UNIT – II

Process Management: Process concept, Process states and Process Control Block; Process Scheduling: Scheduling Queues, Schedulers, Context Switch; Operation on Processes: Process Creation, Process Termination; Cooperating Processes, Introduction to Threads, Inter-process Communication; CPU Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms: FCFS, SJF, Priority, Round-Robin, Multilevel Queue, Multilevel Feedback Queue Scheduling

UNIT – III

Deadlocks: System Model, Deadlock Characterization, Methods of Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection and Recovery

Memory Management: Introduction, Swapping, Contiguous Allocation: Single-Partition/Multiple Partition Allocation, External/Internal Fragmentation; Paging: Basic Method, Hardware, Implementation of Page table; Segmentation: Basic Method, Hardware, Implementation of Segment Table, Advantages/Disadvantages of Paging/Segmentation

UNIT – IV

Virtual Memory: Introduction, Demand Paging, Page Replacement, Page Replacement Algorithms: FIFO, Optimal, LRU, Counting; Thrashing and its cause; File Management: File Concepts, File Attributes, File Operations, File Types, File Access/Allocation Methods, File Protection, File Recovery

TEXT BOOKS:

- Silberschatz A., Galvin P.B., and Gagne G., “Operating System Concepts”, John Wiley & Sons, Inc., New York.
- Godbole, A.S., “Operating Systems”, Tata McGraw-Hill Publishing Company, New Delhi.

REFERENCE BOOKS:

Deitel, H.M., “Operating Systems”, Addison- Wesley Publishing Company, New York.

Tanenbaum, A.S., “Operating System- Design and Implementation”, Prentice Hall of India, New Delhi.

BCA-353: Artificial Intelligence

Maximum Marks: 100

Minimum Pass Marks: 35

Time: 3 hours

External: 80

Internal: 20

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Artificial Intelligence : Intelligence, AI Concepts, Various definitions of AI, Knowledge, Knowledge Pyramid, People and Computers: What computers can do better than people, what people can do better than computers; Characteristics of AI Problems, Problem Representation in AI, Components of AI, AI Evolution, Application Areas of AI, History of AI, The Turing Test, The Revised Turing Test

UNIT – II

Expert System: Components of Expert System: Knowledge Base, Inference Engine, User Interface, Features of Expert System, Expert System Life Cycle, Categories of Expert System, Rule Based vs. Model Based Expert Systems, Advantages/Limitations of Expert System, Developing an Expert System: Identification, Conceptualization, Formalization, Implementation, Testing, Using an Expert System, Application Areas of Expert System

UNIT-III

AI and Search Process: Brute Force Search – Depth First/Breadth First Search, Heuristic Search: Hill Climbing, Constraint Satisfaction, Mean End Analysis, Best First Search, A* Algorithm, AO* Algorithm, Beam Search.

UNIT – IV

Natural Language Processing: Introduction, Need, Goal, Fundamental Problems in Natural Language Understanding, How People overcome Natural Language Problems, Speech Recognition: Introduction, Advantages and Approaches, Introduction to Robotics: Parts of a Robot, Controlling a Robot, Intelligent Robots, Mobile Robots

TEXT BOOKS:

Henry C.Mishkoff, “Understanding Artificial Intelligence”

V S Janakiraman, “Foundation of Artificial Intelligence and Expert Systems”

REFERENCE BOOKS:

Dan W. Patterson, “Introduction to Artificial Intelligence and Expert Systems”

BCA-354: Computer Networks

Maximum Marks: 100

Minimum Pass Marks: 35

Time: 3 hours

External: 80

Internal: 20

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Introduction to Data Communication and Computer Networks; Uses of Computer Networks; Types of Computer Networks and their Topologies; Network Hardware Components: Connectors, Transceivers, Repeaters, Hubs, Network Interface Cards and PC Cards, Bridges, Switches, Routers, Gateways; Network Software: Network Design issues and Protocols; Connection-Oriented and Connectionless Services; OSI Reference Model; Networking Models: Distributed Systems, Client/Server Model, Peer-to-Peer Model, Web-Based Model and Emerging File-Sharing Model;

UNIT – II

Analog and Digital data and signals; Bandwidth and Data Rate, Capacity, Baud Rate; Transmission Impairment; Data Rate Limits; Guided Transmission Media; Wireless Transmission ; Communication Satellites; Switching and Multiplexing; Modems and Modulation techniques; ADSL and Cable Modems;

UNIT - III

Data Link Layer Design issues; Error Detection and Correction; Sliding Window Protocols: One-bit, Go Back N and Selective Repeat; Media Access Control: ALOHA, Slotted ALOHA, CSMA, Collision free protocols; Introduction to LAN technologies: Ethernet, Switched Ethernet, Fast Ethernet, Gigabit Ethernet; Token Ring; Introduction to Wireless LANs and Bluetooth; VLANs

UNIT – IV

Routing Algorithms: Flooding, Shortest Path Routing, Distance Vector Routing; Link State Routing, Hierarchical Routing; Congestion Control; Traffic shaping; Choke packets; Load shedding; Elements of Transport Protocols; Network Security Issues: Security attacks; Encryption methods; Digital Signature; Digital Certificate

TEXT BOOKS:

Andrew S. Tanenbaum, “Computer Networks”, Pearson Education.

Michael A. Gallo, William M. Hancock, “Computer Communications and Networking Technologies”, CENGAGE Learning.

REFERENCE BOOKS:

Behrouz A Forouzan, “Data Communications and Networking”, McGraw Hill.

Bhushan Trivedi, “Computer Networks”, Oxford

BCA-355: Programming Using Visual Basic

Maximum Marks: 100

Minimum Pass Marks: 35

Time: 3 hours

External: 80

Internal: 20

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Introduction to VB: Visual & Non-Visual programming, Procedural, Object-Oriented, Object-Based and Event-Driven Programming Languages, VB as Event-Driven and Object-Based Language, VB Environment: Menu bar, Toolbar, Project explorer, Toolbox, Properties Window, Form Designer, Form Layout, Immediate window, Default Controls in Tool Box Visual Development and Event Driven programming

UNIT – II

Basics of Programming: Variables: Declaring Variables, Types of variables, Converting Variables Types, User Defined Data Types, Forcing Variable Declaration, Scope & Lifetime of Variables. Constants: Named & Intrinsic, Operators: Arithmetic, Relational & Logical operators, Input/output in VB: Various Controls for I/O, Message box, Input Box, Print statement.

UNIT – III

Decision Statements in VB - if statement, if-then-else, select-case; Looping Statements in VB: do-loop, for-next, while-wend; Exit statement, Nested Control Structure; Arrays: Declaring and using Arrays, One-dimensional, Two-dimensional and Multi-dimensional Arrays, Static and Dynamic arrays, Array of Arrays.

UNIT – IV

Procedures: General & Event Procedures, Subroutines, Functions, Calling Procedures, Arguments - Passing Mechanisms, Optional Arguments, Named Arguments, Functions Returning Custom Data Types

Simple Program Development in VB such as Sum of Numbers, Greatest among Numbers, Checking Even/Odd Number, HCF of Two Numbers, Generate Prime Numbers, Generate Fibonacci Series, Factorial of a Number, Searching, Sorting, etc.

TEXT BOOKS:

Steven Holzner, “Visual Basic 6 Programming: Black Book”, Dreamtech Press.

Evangelos Petroustos, “Mastering Visual Basic 6”, BPB Publications.

Julia Case Bradley & Anita C. Millspaugh, “Programming in Visual Basic 6.0”, Tata McGraw- Hill Edition

REFERENCE BOOKS:

Michael Halvorson, “Step by Step Microsoft Visual Basic 6.0 Professional”, PHI

“Visual basic 6 Complete”, BPB Publications.

Scott Warner, “Teach Yourself Visual basic 6”, Tata McGraw-Hill Edition

Brian Siler and Jeff Spotts, “Using Visual Basic 6”, Special Edition, PHI.

BCA-356: Multimedia Tools

Maximum Marks: 100

80

Minimum Pass Marks: 35

20

External:

Internal:

Time: 3 hours

Note: Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit. All questions will carry equal marks.

UNIT – I

Multimedia: Basic Concept, Definition, Components & Applications of Multimedia; Hypermedia and Multimedia; Multimedia Hardware and Software; Multimedia Software Tools; Presentation Tools; Multimedia Authoring: Introduction, Features, Types of Authoring Tools: Card or Page-Based, Icon- Based, Time-Based, Object-Oriented; VRML: History, Features

UNIT – II

Images: Graphics/Image Data Types, File Formats; Color Models in Images and Video; Video: Introduction, Types of Video Signals; Analog and Digital Video; Analog Video Standards: NTSC, PAL, SECA; Digital Video Standards: Chroma Subsampling, CCIR Standards, HDTV

UNIT – III

Digital Audio: Basic Concepts, Analog vs. Digital Audio, Digitization of Sound; Digital Audio File Formats, MIDI

Quantization and Transmission of Audio: Coding of Audio; Pulse Code Modulation; Differential Coding of Audio; Lossless Predictive Coding; DPCM; DM; ADPCM

UNIT – IV

Compression Techniques: Introduction, Types of Data Compression, Run-Length Coding, Variable- Length Coding, Dictionary-Based Coding, Transform Coding

Image and Video Compression Techniques: JPEG Standard for Image Compression; JPEG Mode, Video Compression Techniques: H.261, H.263, MPEG

TEXT BOOKS:

Ze-Nian Li, Mark S. Drew, “Fundamentals of Multimedia”, Pearson Education.

Tay Vaughan, “Multimedia Making It Work”, Tata McGraw- Hill.

REFERENCE BOOKS:

Ramesh Bangia, “Multimedia and Web Technology”, Firewall Media.

John F. Koegel Buford, “ Multimedia Systems”, Addison Wesley, Pearson Education.

Ana Weston Solomon, “Introduction to Multimedia”, Tata McGraw-Hill.

