

BCA Part - III

BCA301 : Data Structure (Using C/ C++)

Question Paper pattern for Main University Examination

Max Marks: 100

Part – I (very short answer) consists 10 questions of two marks each with two questions from each unit. Maximum limit for each question is up to 40 words.

Part – II (short answer) consists 5 questions of four marks each with one question from each unit. Maximum limit for each question is up to 80 words.

Part – III (Long answer) consists 5 questions of twelve marks each with one question from each unit with internal choice.

UNIT – I

Introduction to Algorithm Design: Algorithm, its characteristics, efficiency of algorithms, analyzing Algorithms and problems.

Linear Structure: Arrays, records, stack, operation on stack, implementation of stack as an array, queue, types of queues, operations on queue, implementation of queue.

UNIT – II

Linked Structure : List representation, Polish notations, operations on linked list - get node and free node operation, implementing the list operation, inserting into an ordered linked list, deleting, circular linked list, doubly linked list, implementation of stack and queues using linked list.

UNIT – III

Tree Structure : Concept and terminology, Types of trees, Binary search tree, inserting, deleting and searching into binary search tree, implementing the insert, search and delete algorithms, tree traversals , Huffman's algorithm.

UNIT – IV

Graph Structure : Graph representation - Adjacency matrix, adjacency list, Warshall's algorithm , adjacency multilist representation. Orthogonal representation of graph . Graph traversals - bfs and dfs. Shortest path, all pairs of shortest paths, transitive closure, reflexive transitive closure.

UNIT – V

Searching and sorting : Searching - sequential searching, binary searching, hashing.
Sorting - selection sort, bubble sort, quick sort, heap sort, merge sort, and insertion sort, efficiency considerations.

Recommended reference books

1. S. Lipschutz: Data Structures; Mc Graw Hill International Edition,2008.
2. A.V. Aho, J.E. Hopcroft, and J.D. Ullman, Data Structures and Algorithms, 3rd Edition; Pearson Education Asia,2008
3. Salaria R.S.: Data Structure and Algorithms Using C/C++; 4th Edition; Khanna.
4. Jean-Paul Tremblay and Paul G. Sorenson. An Introduction to Data structures with applications TMH Publishing Co Ltd.
5. A. Michael Berman: Data Structures via C++ Oxford University Press.
6. Jean-Paul Tremblay and Paul G. Sorenson, An Introduction to Data Structures with applications, TMH Publishing Co. Ltd.

BCA302 : System Design Concepts

Question Paper pattern for Main University Examination

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UNIT – I

Introduction to Systems Design Environment:

Systems Development Approaches-Function Oriented, Data Oriented, Object Oriented, Development Process, Methodologies, Tools, Modeling Methods, Processing Types and Systems, Batch Processing, Realtime Processing.

System Development Life Cycle, Linear or Waterfall Cycle, Linear cycle phase problem definition, system specification, system design, system development, testing, maintenance Problems with Linear Life Cycle, Iterative Cycles, Spiral model Requirements analysis, Importance of Communication, Identifying Requirements, Data and Fact Gathering Techniques, Feasibility Studies, Introduction to Prototyping, Rapid Prototyping Tools, Benefits of prototyping.

UNIT – II

System Design: Interface design tools, user interface evaluations, Introduction to Process Modeling, Introduction to Data Modeling.

System Design Techniques, Document Flow Diagrams, Documents, Physical Movement of documents, Usefulness of Document Flow diagram, Data Flow Diagrams, DFD notation, Context diagram DFD leveling, Process descriptions structured English, Decision Trees and Decision Tables, Entity Relationship Diagrams, Entities, Attributes, Relationship, Degree, Optionality, Resolving many to many relationship, Exclusive relationship, Structure Charts, Modules, Parameter passing. Execution sequence, Structured Design, Conversion from Data Flow Diagrams to Structure Charts.

UNIT – III

Testing fundamentals: Objectives, principles, testability, Test cases: White box & Black box testing strategies: verification & validation, UNIT test, integration testing, validation, testing, system testing, System Implementation, Maintenance and documentation, Document Configurations Maintaining a Configuration.

UNIT – IV

S/W Project planning Objectives, Decomposition techniques : S/W Sizing, Problem-based estimation, Process based estimation, Cost Estimation Models : COCOMO Model. S/W Design : Objectives, Principles, Concepts, Design methodologies Data design, Architectural design, procedural design, Object oriented concepts.

UNIT – V

An overview of Management Information System Definition & Characteristics Components of MIS. Frame Work for Understanding MIS : Information requirements & Levels of Management, Simon's Model of decision Making, Structured Vs. Unstructured decisions, Formal Vs. Informal systems.

Developing Information Systems: Analysis & Design of Information Systems: Implementation & Evaluation, Pitfalls in MIS Development.

References :

1. Igor Hawryszkiewycz, Introduction to System Analysis and Design, 4th edition, Prentice-Hall.
2. Jeffrey L. Whitten, and Lonnie D. Bentley, Systems analysis and Design Methods 4th edition, Tata McGraw-Hill.
3. Roger, S. Pressman, "Software Engineering-A Practitioner's Approach", Third Edition, McGraw Hill
4. R.E. Fairley, "Software Engineering Concepts", McGraw Hill
5. J. Kanter, "Management/Information Systems". PHI.
6. Jalota "An Integrated Approach to Software Engineering", Narosa Publishing House.
7. Gordon B. Davis & M.H. Olson. " Management Information Systems : Conceptual Foundation, structure & Development."

BCA303 : Networking Technologies

Question Paper pattern for Main University examination

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UNIT-I

Network architecture, configuring network, network strategies, networks types, LAN, MAN and WAN [Basic concepts, Line configuration, topology, transmission mode, identify key components of network, categories of network, differentiating between LAN, MAN, WANS and Internet].

UNIT - II

The OSI model, The physical layer (bandwidth limited signals, transmission media, wireless transmission), the data link layer, error detection and correction, data link protocols, Bridges, the network layer routing algorithm, congestion control algorithm, internet working, the transport layer, the application layer, MAC protocols for high speeds LANs.

UNIT-III

Introduction to TCP/IP [Understand the TCP/IP Protocol Suite, its history and modification processes compare TCP/IP to the Open Systems Interconnection (OSI) reference model, Examine a number of TCP/IP applications such as FTP, Telnet, DNS, DHCP, Boot, etc connectionless Internetworking, IP, IPv6, IP multicasting, Routing protocols: RIP, OSPF, SNMP, SMTP and MIME, HTTP

UNIT-IV

Circuit Switching: Simple switching Network, Circuit Switching Networks, Brief idea of following (detail working) not required:

Circuit Switching Concepts: Space Division switching, Time Division Multiplexing, Routing in circuit switching Networks, Control Signalling, Inchannel & common channel signaling, Brief idea of SS7. Packet Switching: Packet switching principles, Routing, X.25 Data Encoding: Spread Spectrum. Asynchronous and Synchronous transmission, Full and Half duplex, Interfacing, Functional and Procedural aspects of V.24,

UNIT-V

Data Communication Systems, Serial Data formats, encoded data formats, error detection and correction], information about microwave, information about microwave in Communications, Satellite, Geosynchronous Satellites and optical fiber communication [Basic concept of light propagation, Fiber Cables, Optical fiber versus Metallic cable facilities, Light sources, Optical Detectors, Fiber cable losses, SONET, ISDN, DSL

Recommended Books :

1. William Stallings: Data & Communications, Sixth Edition
2. A. S. Tanenbaum : Computer Networks
3. Behrouz A Foruzan, Data Communication and Networking; 3rd Edition; Tata McGraw Hill, 2004

BCA304 : Core Java Programming

Question Paper pattern for Main University Examination

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UNIT – I

Overview of Object Oriented Concepts in Java.

Introduction: getting and installing the Java Development Kit, Java features like security, portability, byte code, java virtual machine, object oriented, robust, multithreading, architectural neutral, distributed and dynamic, Java programming language structure and syntax, control statements (The If statement, Logical Operators, The Conditional Operator, the Switch Statement, Variable Scop, Loops).

UNIT – II

Java arrays, Java Strings, Operations on Strings and String Buffer Objects, Class, Objects, Methods and Problem solving using classes, objects and relationships.

Inheritance, types of Inheritance, packages and interface, exception handling

UNIT - III

Java utilities like java.lang, java.util, java.io, GUI in Java using AWT and Swing, Event Handling Mechanisms, AWT based effective GUI in Java : Detailed overview of AWT classes, Graphics primitives and UI Components, Layout features, Standalone GUI applications, Layout Managers, Implementation of event driven mechanism, Delegation of even model, Listeners and Adapters, Inner classes.

UNIT - IV

Applets : Introduction to Applet coding, Applet life cycle, Graphics facility, Color and Font, Passing – parameters – to – applets, AppletContext, Inter Applet Communication.
Threading in Java : Fundamentals of Multi-threading Java coding with Thread classes, thread Management in Java, Implicit wait, Using Runnable interface, Thread Management in Java, Implicit wait, Using Runnable interface, Thread Synchronization, Inter thread communication.

UNIT - V

Overview of Networking in Java : URL class and its usage through connection, Sockets based connectivity, TCP/IP Sockets and server sockets, Datagram Sockets. Collections in Java-Array List, stack, queue, Hash table, Collection class hierarchy, JDBC and Jar files.

References

1. Patrick Naughton, Herbert Schildt ; Java, The Complete Reference : 7th Edition.
2. E. Balagurusamy: Programming with Java- Tata McGrawHill Publishers, II Edition.
3. Khalid A. Mughal, Rolf W. Rasmussen; A Programmer's Guide to Java Certification (2nd Edn.).
4. Cay. S Horstmann, Gary Cornell; Core Java Vol I & II; The Sun Micro Systems Press.
5. Ken Arnold, James Gosling: Core Java Fundamentals(Volume I and Volume 2). 2nd Edition-, Addison Wesley.
6. Kathy Sierra, Head first Java, 2nd Edition, Orielly.
7. Bruce Eckel: Thinking in Java, 4th Edition.

Part – I (very short answer) consists 10 questions of two marks each with two questions from each unit. Maximum limit for each question is up to 40 words.

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UNIT – I

Introduction to Electronic Commerce : Definition of Electronic Commerce, The scope of Electronic Commerce.

Business Strategy in an Electronic Commerce : The value chain, Competitive advantage, Business strategy.

Business to Business Electronic Commerce : Inter-organizational transactions, Electronic markets, Electronic data interchange (EDI), EDI: the nuts and bolts, EDI and Business Inter organizational E-Commerce.

UNIT – II

Designing (Technical, Detailed, High Level): Introduction to Technical Design and Construction. A Client Server Model of E-Commerce, Understanding Technical Design, Construction. Introduction to Detail Design, High-Level Design, Performing High-Level Design, High Level design of Business transactions, Applying High-Level design with example.

UNIT – III

Testing & Implementation: Introduction to Testing, Understanding Testing, Applying Testing. Challenges and Opportunities in Applying Verification and Validation.

Implementation : Understanding Implementation. Applying Implementation Planning with example, Challenges and Opportunities of Implementation Planning.

UNIT – IV

Electronic Payment Systems: Special features required in payment systems, Types of E-payment systems, E-Cash, E-cheque, credit card, Smart Card, Electronic Purses, E-Marketing, E-Customer Relationship Management, E Supply Chain Management.

Security Issues in E-Commerce: Security risk of E-Commerce, Types of threats, Security tools and risk management approach. Cyber laws, Business Ethics.

UNIT V

Introduction to e-banking: Definition, Transaction websites components, E-Banking support services, Wireless Banking.

E-Banking Risk: Transaction/Operation Risk, Credit Risk, Liquidity/Internet Risk, Price Risk, Strategic Risk, Reputation Risk.

Introduction to M-Commerce: Business using smart devices (Mobile, e-wallet, online shopping and payment system via mobile, security and privacy features), Mobile delivery technology, applications of M Commerce. M Wallet, Mobile Shopping.

References

1. P.T. Joseph, E-Commerce: A Managerial Perspective, PHI, 2002.
2. Ravi Kalakota & A.B. Whinston, Frontiers of electronic Commerce Pearson Education,
3. Ravi Kalakota & A.B. Whinston, electronic Commerce-A Manager's Guide, Pearson Education,
4. Agarwala Kamlesh, N and Agarwala Deeksha, Business on the Net, introduction to the E-com, Macmillan India.
5. Bharat Bhaskar , Electronic Commerce Framework Technologies and Application Tata Mc Graw Hill

BCA306 (A): Advance Technologies of Programming through ASP.NET

Question Paper pattern for Main University Examination

Max

Marks: 100

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UNIT-I

Introduction to .Net framework: Managed Code and the CLR Intermediate Language, Metadata and JIT Compilation Automatic Memory Management

The Framework Class Library: .Net objects- ASP .NET, NET web services, Windows Forms.

Elements : Variable and constants data types, declaration. Operators, types precedence, Expressions Program flow, Decision statements, properties, delegate, indexer, attributes , Loop statements.

UNIT-II

Types: Structures, Enumerations, Reference data types, arrays.

Windows Programming: Creating windows forms windows controls, Button, Check box, Combo box, Label, List box Radio Button, Text box, Events, Click, close deactivate, Load, mousemove, mousedown, mouseup.

Menus and Dialog Boxes : Creating menus, menu items, context menu, Using dialog boxes, show dialog() method.

UNIT - III

ADO.NET : Architecture of ADO.NET, ADO.NET providers, Connection, Command, Data Adapter, Dataset, Connecting to Data Source, Accessing Data with Data set and Data reader, Create an ADO.NET application, Using Stored Procedures.

UNIT-IV

ASP.NET Features: Application of States and Structure; Change the Home Directory in IIS- Add a Virtual Directory in IIS- Set a Default Document for IIS – Change Log File Properties for IIS-Stop, Start, or Pause a Web Site. Server security and application security issues.

UNIT-V

Creating Web Controls: Web Controls, HTML Controls, Using Internist Control, Using Input Validation Controls, Selecting Controls for Applications, Data Controls and Adding web controls to a page

Creating Web Forms: Server Controls, Types of Server Controls, state management- Types and applications, Adding ASP.NET Code to a page.

Web Services and WCF: Introduction to Web Services protocol and standards WSDL Documents-Visual Studio.NET Architecture of WCF, WCF Client

Reference Books:

1. Mathew Mac Donald: Beginning ASP.NET 4.0 in C# 2010, 3rd Edition, A Pres.
2. Bill Evjen Scott Hanselman, Devin Rader: Professional ASP.NET4, 2010, Willey.
3. George Shepherd: Microsoft ASP.NET Step by step, 2010 Microsoft Press.
4. Imar Spaanjaars: Beginning ASP.NET 4: in C# and VB (Wrox Programming to Programmer) , 2010 Wiley Publishing.
5. Steven Holzner; ASP.NET 4.0 (Cover C# & VB) Black Book; Dreamtech Press
6. Steven Holzner; .NET Programming Black Book, Dreamtech Press

BCA306 (B): Advance Technologies of Programming through PHP

Question Paper pattern for Main University Examination

Max Marks: 100

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UNIT - I

Introduction to PHP: Server side Scripting Vs Client Side Scripting, Evaluation of PHP, Features of Php, Basic Syntax, Variable and constant, Data types, Operators and Expressions.

UNIT - II

Decision Making: If, Multiple Ifs, Nested Ifs, Loops (while, do...while, for loop, foreach), Nested Loops, Jumping Statement.

Arrays: Numeric, Associative and Multidimensional Arrays

UNIT-III

Strings: Creating and accessing String, Searching & Replacing String, Formatting String, String Related Library function, Pattern matching, Replacing text, Splitting a string with a Regular Expression

Functions: Defining a Function, Calling a Function, Parameter passing, Returning value from function

UNIT-IV

Form Data Handling: \$_GET, \$_POST, \$_REQUEST Variables, Cookies handling, Session Management, URL encryption and security functions.

Exception Handling: Understanding Exception and error, Try, catch, throw

UNIT-V

File Handling: Opening and closing a file, Copying, renaming and deleting a file

Database Handling: Connection with MySql Database or ODBC, Performing basic database, operation (Insert, Delete, Update, Select), Setting query parameter.

References

1. PHP, The CompleteReference, Steven Holzner, TMH
2. Beginning PHP 5.3, Matt Doyle, John Wiley & Sons

BCA306 (C): Linux and Shell Programming

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UNIT-I

The Operating System: Linux history, Linux features, Linux distributions, Linux's relationship to Unix, Overview of Linux architecture, Installation, Booting, Login and Shutdown Process, Start up scripts, controlling processes, system processes (an overview, Types of users, the powers of Root, managing users (adding and deleting); using the command line. Introduction to Linux Security.

UNIT-II

The Linux File System; Basic Principals, Pathnames, Mounting and Un-mounting File Systems, Different File Types, File permissions, Disk Usage Limits, Directory Structure, Check and Repair File Systems Security and file permissions. Shells in Linux.

UNIT-III

Filter-The grep family, advanced filters-sed and awk vi editor: General startup of vi editor and it modes, Creating and editing files, features of vi, screen movement, cursor movement insertion, deletion searching, submitting operations, yank put, delete commands reading & writing files.

UNIT - IV

Shell: meaning and purpose of shell, introduction to types of shell. the command line, standard input and standard output, redirection pipes, filters special characters for searching files and pathnames.

UNIT-V

Shell programming shell Meta character local and global shell variables- interactive shell scripts - shell script arguments- looping and making choice- for loop, case, while and until, shell functions eval.

Recommended reference/Text Books:

1. Beginning Linux Programming N, Mathew, R. Stones, Wrox, Wiley India Ed.
2. Peterson Richard, " The Complete Reference Linux " Tata McGraw Hill.
3. Simitabha Das, "Unix/Linux Concepts & Applications". Tata McGraw Hill
4. Yshavant P, Kanetkar, Shell Programming
5. Linux System Programming, Robert Love, O" Reilly SPD.
6. Vijay Shekhar, Red hat Linux study guide firewall media
7. Richard Petersen. The Complete Reference ; Linux; TMH

BCA 307: Networking Laboratory

Practical Lab Exercises based on Theory Paper BCA -303

BCA 308: Core Java Laboratory

Practical Lab Exercises based on Theory Paper BCA- 304

Elective Laboratory (Any one from BCA-309)

BCA309(A): ASP.NET

Practical Lab Exercises based on Theory Paper BCA -309(A)

BCA309(B):PHP

Practical Lab Exercises based on Theory Paper BCA- 309(B)

BCA309(C):Linux OS and Shell Programming

Practical Lab Exercises based on Theory Paper BCA- 309(C)

BCA-310: Project

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