



॥ सा विद्या या विमुक्तये ॥

# स्वामी रामानंद तीर्थ मराठवाडा विद्यापीठ, नांदेड

“ज्ञानतीर्थ” परिसर, विष्णुपुरी, नांदेड - ४३१६०६ (महाराष्ट्र)

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY NANDED**

“Dnyanteerth”, Vishnupuri, Nanded - 431606 Maharashtra State (INDIA)

Established on 17th September 1994 – Recognized by the UGC U/s 2(f) and 12(B), NAAC Re-accredited with 'A' Grade



## ACADEMIC (1-BOARD OF STUDIES) SECTION

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- |   |                                    |
|---|------------------------------------|
| 1. Agricultural Microbiology                          | 18. Dyes and Drugs                 |
| 2. Agrochemicals & Fertilizers                        | 19. Electronics                    |
| 3. Analytical Chemistry                               | 20. Environmental Science          |
| 4. B.C.A.   | 21. Fishery Science                |
| 5. B.Voc. (Food Processing, Preservation and Storage) | 22. Food Science                   |
| 6. B.Voc. (Web Printing Technology)                   | 23. Geology                        |
| 7. Biochemistry                                       | 24. Horticulture                   |
| 8. Bioinformatics                                     | 25. Industrial Chemistry           |
| 9. Biophysics   | 26. Computer Management (Optional) |
| 10. Biotechnology (Vocational)                        | 27. Mathematics                    |
| 11. Biotechnonology                                   | 28. Microbiology                   |
| 12. Botany  | 29. Network Technology             |
| 13. Chemistry   | 30. Physics                        |
| 14. Computer Application (Optional)                   | 31. Software Engineering           |
| 15. Computer Science (Optional)                       | 32. Statistics                     |
| 16. Computer Science                                  | 33. Zoology                        |
| 17. Dairy Science                                     |                                    |

**Swami Ramanand Teerth Marathwada  
University, Nanded  
(NAAC Re-accredited with 'A' Grade)**



**Syllabus of  
B.Sc. Computer Management (3 years)  
(Revised CBCS CM pattern)**

**Introduced from Academic Year 2023-2024**

# B.Sc. Computer Management

**B.Sc. Computer Management** (3years) program / degree is a specialized program in computer sciences. It builds the student on studies in Computer Science and to become competent in the current race and development of new computational sciences. The duration of the study is of six semesters, which is normally completed in three years.

## **CBCS CM pattern**

**The B.Sc. Computer Management** program as per CBCS CM (Choice based credit system) pattern, in which choices are given to the students under open electives and subject electives. The students can choose open electives from the wide range of options to them.

## **Eligibility and Fees**

The eligibility of a candidate to take admission to **B.Sc. Computer Management** program is as per the eligibility criteria fixed by the University. More details on admission procedure and fee structure can be seen from the prospectus of the college / institution as well as on website of the University.

## **Credit Pattern**

Every course has corresponding grades marked in the syllabus structure. There are 24 credits per semester. A total of 144 credits are essential to complete this program successfully. The Grading pattern to evaluate the performance of a student is as per the University rules.

Every semester has a combination of Theory (core or elective) courses and Lab courses. Each theory course has 04 credits which are split as 03 external credits and 01 internal credit. The university shall conduct the end semester examination for 03 external credits. For theory internal credit, student has to appear for 01 class test (15 marks) and 01 assignment (10 marks). Every lab course has 02 credits which are split as 01 external credit and 01 internal credit. For lab internal credit, the student has to submit Laboratory Book (05 marks) and remaining 20 marks are for the Lab activities carried out by the student throughout the semester. For lab external credit, 20 marks are reserved for the examinational experiment and 05 marks are for the oral / viva examinations.

The open elective has 04 credits which are purely internal. If students are opting for MOOCs as open elective, then, there must be a Faculty designed as MOOCs course coordinator who shall supervise learning through MOOCs. This is intentionally needed as the MOOCs course coordinator shall verify the MOOC details including its duration, starting date, ending date, syllabus contents, mode of conduction, infrastructure feasibility, and financial feasibility during start of each semester. This is precautionary as the offering of the MOOCs through online platforms are time specific and there must be proper synchronization of semester duration with the MOOCs duration. Students must opt for either institutional / college level open elective or a course from University recognized MOOCs platforms as open electives.

The number of hours needed for completion of theory and practical courses as well as the passing rules, grading patterns, question paper pattern, number of students in practical batches, etc shall be as per the recommendations, norms, guidelines and policies of the UGC, State Government and the SRTM University currently operational. The course structure is supplemented with split up in units and minimum numbers of hours needed for completion of the course, wherever possible.

Under the CB.SC CM pattern, students would graduate **B.Sc. Computer Management** with a minimum number of required credits which includes compulsory credits from core courses, openelectives and program specific elective course. All students have to undergo lab / practical activities leading to specific credits and project development activity as a part of professional UG program.

1. **B.Sc. Computer Management** Degree / program would be of 144 Credits. Total credits per semester= 24
2. Each semester shall consist of three core courses, one elective course, one open elective course and two practical courses. Four theory courses ( core+elective) = 16 Credits
3. Two practical / Lab courses= 4 Credits in total ( 02 credits each) , One Open elective= 4 credit
4. One Credit = 25 marks , Two Credits = 50 Marks, Four Credits = 100 Marks

### PEO, PO and CO Mappings

1. **Program Name** : B.Sc.( Computer Science)
2. **Program Educational Objectives:** After completion of this program, the graduates / students would

PEO I :Technical Expertise	Implement fundamental domain knowledge of core courses for developing effective computing solutions by incorporating creativity and logical reasoning.
PEO II : Successful Career	Deliver professional services with updated technologies in <b><u>Computer Management</u></b> based career.
PEO III :Hands on Technology and Professional experience	Develop leadership skills and incorporate ethics, team work with effective communication & time management in the profession.
PEO IV :Interdisciplinary and Life Long Learning	Undergo higher studies, certifications and research programs as per market needs.

3. **Program Outcome(s):** Students / graduates will be able to

**PO1:** Apply knowledge of mathematics, science and algorithm in solving Computer problems.

**PO2:** Generate solutions by conducting experiments and applying techniques to analyze and interpret data

**PO3:** Design component, or processes to meet the needs within realistic constraints.

**PO4:** Identify, formulate, and solve problems using computational temperaments.

**PO5:** Comprehend professional and ethical responsibility in computing profession.

**PO6:** Express effective communication skills.

**PO7:** Recognize the need for interdisciplinary, and an ability to engage in life-long learning.

**PO8:** Actual hands on technology to understand it's working.

**PO9:** Knowledge of contemporary issues and emerging developments in computing profession.

**PO10:** Utilize the techniques, skills and modern tools, for actual development process

**PO11:** Function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary settings in actual development work

**PO12:** Research insights and conduct research in computing environment.

4. **Course Outcome(s):** Every individual course under this program has course objectives and course outcomes (CO). The course objectives rationally match with program educational objectives. The mapping of PEO, PO and CO is as illustrated below

5. **Mapping of PEO& PO and CO**

Program Educational Objectives	Thrust Area	Program Outcome	Course Outcome
PEO I	Technical Expertise	PO1,PO2,PO3,PO6	All core courses
PEO II	Successful Career	PO4,PO5,PO11,	All discipline specific electives courses
PEO III	Hands on Technology and Professional experience	PO8,PO10	All Lab courses
PEO IV	Interdisciplinary and Life Long Learning	PO7,PO9,PO12	All open electives and discipline specific electives

**SWAMI RAMANAND TEERTH MARATHWADA UNIVERSITY, NANDED**  
**CHOICE BASED CREDIT SYSTEM (CBCS CM)**  
**SEMESTER PATTERN**  
**Faculty of Science & Technology**  
**Under Graduate (UG) Programme**  
**Program: B.Sc. Computer Management w.e.f AY 2023-2024**

Year	Semester	Course category	Course Code	Course Title	Credits * *(split up will be given separately)		
<b>First</b>	<b>First</b>	Core Course	B.SC CM-101	Fundamental of IT	04		
		Core Course	B.SC CM-102	HTML and CSS	04		
		Core Course	B.SC CM-103	C Programming	04		
		<b>Chose any one from the below Elective courses</b>					
		Elective Subject	B.SC CM-104 A	Logical Reasoning	04		
			B.SC CM-104 B	Digital Marketing			
		<b>Chose any one Open Elective courses</b>					
		Open Elective	B.SC CM-105 A	University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR	04		
			B.SC CM-105 B	Communication Skills			
		Lab / Practical	B.SC CM-106	HTML and CSS	02		
			B.SC CM-107	C Programming	02		
		<b>Total</b>					<b>24</b>
<b>First</b>	<b>Second</b>	Core Course	B.SC CM-201	OOP's with JAVA	04		
		Core Course	B.SC CM-202	RDBMS through ORACLE	04		
		Core Course	B.SC CM-203	Computer Network	04		
		<b>Chose any one from the below Elective courses</b>					
		Elective Subject	B.SC CM-204A	Numerical Ability	04		
			B.SC CM-204B	8085 Microprocessor			
		<b>Chose any one Open Elective courses</b>					
		Open Elective	B.SC CM-205A	University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR	04		
			B.SC CM-205B	Functional English			
		Lab / Practical	B.SC CM-206	OOP's with JAVA	02		
			B.SC CM-207	RDBMS through ORACLE	02		
		<b>Total</b>					<b>24</b>
For skill enhancement, if any, in all semesters, online course with internal credits is Mandatory							

Year	Semester	Course category	Course Code	Course Title	Credits * *(split up will be given separately)		
Second	Third	Core Course	B.SC CM-301	Advanced Java	04		
		Core Course	B.SC CM-302	Analyzing data with SQL	04		
		Core Course	B.SC CM-303	Data Structure	04		
		<b>Chose any one from the below Elective courses</b>					
		Elective Subject	B.SC CM-304 A	JavaScript	04		
			B.SC CM-304 B	Operating System			
		<b>Chose any one Open Elective courses</b>					
		Open Elective	B.SC CM-305 A	University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR	04		
			B.SC CM-305 B	Software Engineering			
		Lab / Practical	B.SC CM-306	Advanced Java	02		
			B.SC CM-307	Analyzing data with SQL	02		
		<b>Total</b>					<b>24</b>
		Second	Fourth	Core Course	B.SC CM-401	PHP and MySQL	04
Core Course	B.SC CM-402			Hibernate and Spring Framework	04		
Core Course	B.SC CM-403			Software Testing	04		
<b>Chose any one from the below Elective courses</b>							
Elective Subject	B.SC CM-404A			Linux Fundamental	04		
	B.SC CM-404B			Cloud Computing			
<b>Chose any one Open Elective courses</b>							
Open Elective	B.SC CM-405A			University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR	04		
	B.SC CM-405B			Content Management System			
Lab / Practical	B.SC CM-406			PHP and MySQL	02		
	B.SC CM-407			Hibernate and Spring Framework	02		
<b>Total</b>					<b>24</b>		
For skill enhancement, if any, in all semesters, online course with internal credits is mandatory							

Year	Semester	Course category	Course Code	Course Title	Credits * *(split up will be given separately)		
Third	Fifth	Core Course	B.SC CM-501	Python Programming	04		
		Core Course	B.SC CM-502	Data Analysis with PowerBI	04		
		Core Course	B.SC CM-503	Programming in C#	04		
		<b>Chose any one from the below Elective courses</b>					
		Elective Subject	B.SC CM-504 A	Introduction to AI and ML		04	
			B.SC CM-504 B	ReactJS			
		<b>Chose any one Open Elective courses</b>					
		Open Elective	B.SC CM-505 A	University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR		04	
			B.SC CM-505 B	Cyber Security			
		Lab / Practical	B.SC CM-506	Python Programming		02	
			B.SC CM-507	Data Analysis with PowerBI		02	
		<b>Total</b>					<b>24</b>
		Third	Sixth	Core Course	B.SC CM-601	Mobile App Development with Kotlin	04
Core Course	B.SC CM-602			ASP.Net Core	04		
Core Course	B.SC CM-603			Project	04		
<b>Chose any one from the below Elective courses</b>							
Elective Subject	B.SC CM-604A			Python for Data Science		04	
	B.SC CM-604B			Introduction to IOT			
<b>Chose any one Open Elective courses</b>							
Open Elective	B.SC CM-605A			University recognized MOOC (NPTEL / SWAYAM / others) OR Intra / Inter Departmental courses OR		04	
	B.SC CM-605B			MongoDB			
Lab / Practical	B.SC CM-606			Kotlin		02	
	B.SC CM-607			ASP.Net Core		02	
<b>Total</b>					<b>24</b>		
For skill enhancement, if any, in all semesters, online course with internal credits is mandatory							



<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>Fundamentals of IT</b>
<b>Subject Code</b>	<b>B.Sc CM-101</b>
<b>Lectures</b>	<b>50 Lectures</b>

### Course Objectives

Through this paper Student should learn basic principles of computer. The paper is designed to aim at importing basic level of Computer.

### Course Outcome

To learn basic functions of devices like I/O, HDD etc. to understand the fundamental of software and hardware. Understand the concept of operating system and network.

#### Unit I

- |           |  |                    |
|-----------|--|--------------------|
| <b>1.</b> | <b>Introduction to Computer and History</b>  | <b>15 Lectures</b> |
|           | 1.1 Definition of Computer   |                    |
|           | 1.2 Basic Computer Organization  |                    |
|           | 1.3 Characteristics of Computer  |                    |
|           | 1.4 Generations of Computer  |                    |
|           | 1.5 Types of Computer: - Personal Computer, Microcomputer, Minicomputer, Mainframe Computer, Workstations, Client and Server |                    |

#### Unit II

- |           |  |                    |
|-----------|--|--------------------|
| <b>2.</b> | <b>Computer Peripherals &amp; Memory</b>   | <b>10 Lectures</b> |
|           | 2.1 Input Devices :- Keyboard, Mouse, Trackball, Joystick, Light pen, Speech Recognition Devices |                    |
|           | 2.2 Output Devices :- Monitor, Printer, Projector, Biometric Devices                             |                    |
|           | 2.3 Computer Memory :- RAM, ROM, Cache Memory  |                    |

#### Unit III

- |           |   |                    |
|-----------|---|--------------------|
| <b>3.</b> | <b>Storage Devices and Operating System</b> | <b>15 Lectures</b> |
|           | 3.1 Compact Disk, Digital Versatile Disk    |                    |
|           | 3.2 Hard Disk Drive                         |                    |
|           | 3.3 USB Flash Drive                         |                    |
|           | 3.4 Memory Card                             |                    |
|           | 3.5 Definition of operating System          |                    |
|           | 3.6 Types of Operating System               |                    |
|           | 3.7 Disk Operating System                   |                    |
|           | 3.8 Windows Operating System                |                    |
|           | 3.9 Linux Operating System                  |                    |
|           | 3.10 Android Operating System               |                    |

**4. Introduction to Computer Network & Internet 10 Lectures**

- 4.1 Definition of Network
- 4.2 Types of Network :- LAN,MAN,WAN
- 4.3 Data Transmission Modes
- 4.4 OSI Model
- 4.5 E-Mail
- 4.6 File Transfer Protocol
- 4.7 Web Browser
- 4.8 Types of Web Browser
- 4.9 Internet and Intranet

**References:-**

- 1 Fundamental of Computer –5th& 6th Edition, P.K.Sinha, BPB Publication
- 2 Fundamental of Computer - V. Raja Raman, PHI Publication

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>HTML and CSS</b>
<b>Subject Code</b>	<b>B.Sc CM- 102</b>
<b>Lectures</b>	<b>50 Lectures</b>

### **Objectives:**

To improve the skill to create the static web page.

To develop the ability to create the dynamic web pages.

To enhance the ability of Insert a graphic within a web page.

To improve the skills to Create, validate and publish a web page.

### **Outcome:**

At the end of the course, students should be able to: Design and implement dynamic websites with good aesthetic sense of designing

## **UNIT – I**

### **1. Introduction of HTML Documents**

**15 Lectures**

- 1.1 Overview of HTML and WWW
- 1.2 Concept of Webpage and Website,
- 1.3 Structure of HTML documents
- 1.4 Formatting Tags: Headings Tags, Paragraph Tags, Break, Bold & strong, small, Italic, Underline, subscript, Superscript, strikethrough, center tags.
- 1.5 Types of List tags, HR Tag, FONT Tag,
- 1.6 DIV tag, SPAN tag, ADDRESS tag,
- 1.7 MARQUEE tag.
- 1.8 Meta Tag.

## **UNIT – II**

### **2. Technologies for Web Application**

**10 Lectures**

- 2.1 Web browser, Web server
- 2.2 Web protocols: HTTP, FTP.
- 2.3 Hyperlink (Anchor) Tag & it's all attributes,
- 2.4 Images In HTML.
- 2.5 Tables in HTML.

## **UNIT – III**

### **3. Basic Interactivity and DHTML**

**15**

#### **Lectures**

- 3.1 Frames in HTML:- Rows, Cols,
- 3.2 Iframe:- Embed PDF Document and Google Map in webpage.

- 3.3 Form controls: Text Controls, Password Field, Number, Date and Time Control, Textarea Input,
1. Email, URL, Check Box, Radio Buttons, Select control,
  2. Reset Button, Submit button and Button control.

## UNIT – IV

### 4. CSS and Java Script

**10 Lectures**

- 4.1 Introduction to Cascading Style Sheets
- 4.2 Embedded Styles:- Inline, Internal, External Styles.
- 4.3 Introduction of JAVA Script
- 4.4 Adding script to documents with example. Variables.
- 4.5 Input and Output statements of JAVA Script
- 4.6 Roll Over Button.

#### **Reference Books:**

1. HTML The complete Reference (2nd Edition Thomas A Powel Tata McGraw Hill publication )
2. The complete Reference (HTML & XHTML)- 5th Edition Thomas A Powel Tata McGraw Hill publication

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>C Programming</b>
<b>Subject Code</b>	<b>B.Sc CM-103</b>
<b>Lectures</b>	<b>50 Lectures</b>

### **Course Objective**

- Programming basics and the fundamentals of C
- Data types in C
- Mathematical and logical operations
- Using if statement and loops
- Arranging data in arrays
- Implementing pointers

### **Course Outcome**

- Develop a C program
- Control the sequence of the program and give logical outputs
- Implement strings in your C program
- Store different data types in the same memory

### **Unit I: Basics of C Programming**

- Computer Languages (Low Level, High Level, Language Translators.)
- Algorithm, Flowchart.
- Features and History and Application areas of C Language.
- Tokens, Character set.
- Structure of a 'C' program.
- Variables, Constants, Data Types.
- Operators and Its types, (Operator precedence and Order of evaluation.)
- Formatted input and output (Character, String)

### **Unit II: Control Structures & Functions**

- Control Structures
  - Decision making structures: - if, if-else, else-if ladder, switch -case
  - Loop control structures: - while, do while, for.
  - Use of break and continue.
  - Unconditional branching (goto statement).
- Functions
  - Functions and its advantages
  - declaration, definition, function call, parameter passing (by value), passing by references,
  - return statement.
  - Types of Function.
  - Recursive functions.
  - Scope of variables

### **Unit III Arrays & String**

- Arrays
- Concept of array.
- Types of Arrays – One, Two and Multidimensional array.
- Array Operations - declaration, initialization, accessing array elements.
- String
- Declaration and initialization of String.
- Standard library functions.
- Array of strings.

#### **Unit IV Structure & Pointer**

- Creating structures.
- Accessing structure members (dot Operator)
- Array of structures.
- Pointers and structures.
- What is Pointer?
  
- Pointer declaration,
- initialization Pointer to pointer
- Arrays and pointers
- Functions and pointers

#### **References:**

1. Structured Programming approach using C – Forouzan and Gilberg, Thomson learning publications
2. The C Programming language – Kernighan and Ritchie
3. Complete C Reference – Herbert Schildt
4. Pointer in C – YeshwantKanetkar

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>Logical Reasoning</b>
<b>Subject Code</b>	<b>B. Sc CM-104A</b>
<b>Lectures</b>	<b>50 Lectures</b>

**Objectives:**

- The objectives of the course are to:
- Explore and apply key concepts in logical thinking to business problems.
- Enable students to critically analyze material (information) to order to evaluate evidence, construct reasoned arguments, and communicate inferences and conclusions.
- Solve and devise solutions to a range of elementary real-world problems in mathematics

**Outcomes:**

- Identify and re-construct arguments in articles, news, editorials, advertisements etc.
- Evaluate both deductive and inductive arguments, and identify fallacies in argumentative discourse
- Make sound arguments based on mathematical reasoning and/or careful analysis of data.
- Effectively communicate the substance and meaning of mathematical problems and solutions.

Unit I : Series and Analogy	Hours
A. Series: Types of series, Alphabet series, Number Series, Alpha numeric series, Examples on continues pattern series. B. Analogy: Completing the Analogous Pair, Direct/Simple Analogy, Choosing the Analogous Pair, Double Analogy, Number analogy, Alphabet analogy, Correlation between letters/numbers.	10
Unit II : Coding-Decoding	
A. Coding-Decoding: Letter coding, Direct Letter Coding, Number/Symbol Coding. B. Substitution: Concept of substitution, Problem solving by using substitution. C. Deciphering: Deciphering messages word codes, Deciphering numbers/symbol codes for messages	10
Unit III: Direction Sense Test	6
A. Introduction B. Problems based on angular changes in direction C. Problems on Shadows D. General Problems based on Pythagoras Theorem	
Unit IV: Seating or Placing Arrangement	6
A. Problems based on linear and circular based arrangement.	

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>Digital Marketing</b>
<b>Subject Code</b>	<b>B. Sc CM-104B</b>
<b>Lectures</b>	<b>50 Lectures</b>

Unit. No.	Particulars
1	<p>Introduction to Digital Marketing</p> <ul style="list-style-type: none"> <li>• Digital Marketing: Introduction and meaning,</li> <li>• Advantages of digital marketing,</li> <li>• Difference between digital marketing and traditional marketing</li> <li>• Discussion on E-Commerce</li> <li>• ROI Between Digital and traditional Marketing</li> </ul>
2	<p>E- Marketing</p> <ul style="list-style-type: none"> <li>• E Marketing: Concept of E-marketing</li> <li>• History of E-marketing,</li> <li>• Objectives of E-marketing,</li> <li>• Limitations of E-marketing</li> <li>• What is Website?</li> <li>• Understanding Website</li> <li>• Difference Between Blog, Portal and Website</li> <li>• Difference Between Website either Static or Dynamic</li> </ul>
3	<p>Social Media Marketing</p> <ul style="list-style-type: none"> <li>• Social Media Marketing: Concept of social media</li> <li>• Facebook, Twitter, WhatsApp, Instagram, LinkedIn Marketing</li> <li>• Advantages of social media and uses to business.</li> <li>• Additional Module : E-Mail Marketing, Affiliate Marketing</li> </ul>
4	<p>Methods and Techniques of E-Marketing</p> <ul style="list-style-type: none"> <li>• Methods and Techniques of E-Marketing: Introduction and Objectives</li> <li>• Sponsorship Techniques</li> <li>• Direct Marketing Techniques</li> <li>• Merchandising Techniques</li> <li>• Online Seminar Techniques</li> <li>• Word-of-Mouth Marketing Techniques.</li> </ul>

Reference Books:

1. Digital Marketing- Kamat and Kamat –Himalaya
2. Digital Marketing – S.Gupta McGrew-Hill
3. Marketing Strategies for engaging the Digital Generation, D.Ryan
- 4 Digital Marketing- V.Ahuja, Oxford University Press



<b>Name of Course</b>	<b>Bachelor of Science (Information Technology)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>Communication Skills</b>
<b>Subject Code</b>	<b>B.SC CM-105 B</b>

**Course Objectives:**

1. To develop communicative skills of the learners in listening, speaking, writing and reading.
2. To develop fluency in conversation and efficiency in interactional skills
3. To learn to use grammar communicatively so that they become effective and efficient communicators in English.

**Course Outcomes:**

**By the end of this course students should be able to:**

1. Understand and demonstrate Basic English usages for their different purposes.
2. Clear entrance examination and aptitude tests.
3. Write various letters, reports required for professional life.

**Unit-I- Morphology**

**10 Lectures**

- 1.1 Morphology: Free & Bound Morpheme
- 1.2 Word Formation Processes
- 1.3 Morphological Analysis of words

**Unit- II- A. Grammar in day-to-day use:**

**15 Lectures**

- 2.1 Word Classes: Open and Closed Word Classes
- 2.2 Phrase: Types and functions of the phrases
- 2.3 Basic sentence structures

**Unit-III- Communication**

**10 Lectures**

- 3.1 Concept
- 3.2 Methods (verbal & non-verbal)
- 3.3 Barriers to communication

**Unit-IV- Career Skills**

**10 Lecture**

- 4.1 Group Discussion
- 4.2 Resume Building
- 4.3 Personal Interview

**Reference Books:**

1. Developing of Communication Skills -Krishna Mohan & Meera Banerji
2. A Practical English Grammar A.J. Thomson -Oxford
3. Mastering English Grammar – S.H.Burton
4. Technical Communication- Raman Sharma- Oxford
5. Written Communication in English – Sarah Freeman Orient Longman Pvt. Ltd.
6. A Course in Phonetics & Spoken English -J.Sethi & P.V.Dhamija

<b>Name of Course</b>	<b>Bachelor of Science (Information Technology)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>HTML and CSS (Lab/Practical)</b>
<b>Subject Code</b>	<b>B.SC CM-106</b>

Note - Any 15 practical from the syllabus

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>I</b>
<b>Name of Subject</b>	<b>C Programming (Lab/Practical)</b>
<b>Subject Code</b>	<b>B.Sc CM- 107</b>

Note - Any 15 practical from the syllabus

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>OOPs with JAVA</b>
<b>Subject Code</b>	<b>B.Sc CM-201</b>
<b>Lectures</b>	<b>50 Lectures</b>

### Learning Objectives:

- To understand the basic concepts and fundamentals of platform independent object oriented language.
- To demonstrate skills in writing programs using exception handling techniques and java 8 features.
- To understand streams and efficient user interface design techniques.

### Course Outcomes:

After successful completion of this course, students should be able to:

- Use the syntax and semantics of java programming language and basic concepts of OOP.
- Develop reusable programs using the concepts of inheritance, polymorphism, interfaces and packages
- Apply the concepts of Exception handling to develop efficient and error free codes.
  - i. Use java standard API library to write complex programs

<b>Unit I: Java Fundamentals</b>	Hours
Java History, Java Architecture, Java Vs. C++, Java Program Structure, Command Line Arguments, Data Types, Variables, Operators, Flow Control Statements, Arrays	10
<b>Unit II OOPS</b>	12
Classes and Objects, static members, Constructors, Encapsulation, Inheritance, this and super keyword, Polymorphism, Garbage Collection	
<b>Unit III: Abstraction and Packages</b>	10
Abstract class and Abstract Methods, Interfaces, Final Keyword, System Packages, User defined Packages, static import	
<b>Unit IV Exception Handling and Strings</b>	10
Introduction to Exception Handling, Exception Types, Try and catch block, finally clause, throws and throw clause, user defined exceptions, String and StringBuffer class ArrayList, Generics, Iterator, Comparable, TreeSet, HashSet, HashMap, TreeMap, Introduction to IO streams, Byte Stream Classes, Character Stream Classes, IO operations, Object Serialization	

**References:**

1. Java The Complete Reference 9th Edition, Herbert Schildt, McGraw Hill Education (India) Private Limited, New Delhi.
2. Java How to Program, Sixth Edition, H.M.Dietel and P.J.Dietel, Pearson Education/PHI
3. Introduction to Java programming, By Y.DanielLiang,Pearson Publication
4. An introduction to Java programming and object oriented application development, R. A. Johnson-Thomson
5. Understanding OOP with Java, up dated edition, T.Budd, Pearson education.

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>RDBMS through Oracle</b>
<b>Subject Code</b>	<b>B.Sc CM- 202</b>
<b>Lectures</b>	<b>50 Lectures</b>

**Course Objectives:**

1. To understand the features of Relational database.
2. To describe data models and schemas in DBMS.
3. To use SQL- the standard language of relational databases for database operations.
4. To understand the functional dependencies and design of the databases.

**Course Outcome:**

1. To study the basic concepts of relational databases
2. Learn and practice data modeling using the entity-relationship and developing database designs.
3. Understand the use of Structured Query Language (SQL) and learn SQL syntax for writing queries.
4. Apply normalization techniques to normalize the databases.

**Unit – I Introduction and Basic Concepts (Lectures – 7)**

- 1.1 Structure of DBMS
- 1.2 Advantages and Disadvantages of DBMS
- 1.3 Users of DBMS
- 1.4 Relational Database: Entities, Attributes and Domains
- 1.5 Tuples, Relations and their schemes.

**Unit – II SQL Statements & Working with Tables (Lectures – 10)**

- 2.1 What is SQL?
- 2.2 Types of SQL Commands (DDL, DML, DQL, DCL, TCL)
- 2.3 Data types in SQL
- 2.4 Creating Tables tables
- 2.5 WHERE Clause tables, DISTINCT Clause
- 2.6 Column aliasing
- 2.7 Manipulation Table data
- 2.8 Altering Table structure
- 2.9 Data Constraints

**Unit – III. Operators & SQL Functions & Views (Lectures – 7)**

- 3.1 Arithmetic Operators, Relational Operators
- 3.2 Comparison Operators
- 3.3 LOGICAL Operators
- 3.4 SQL Functions: Single Row Functions, Multiple Row Functions
- 3.5 Views

**Unit – IV. Sorting & Grouping Data and Joining Tables & Sub queries in ORACLE (Lectures – 7)**

- 4.1 What is sorting?
- 4.2 ORDER BY & GROUP BY & GROUP BY HAVING Clauses
- 4.3 What is Join? Join Styles: Theta, ANSI, Using clause

- 4.4 Types of Joins: Equi Joins, Non Equi Join, Outer Join: Left, Right, Full, Self-Join, Cross Join
- 4.5 Joining three tables
- 4.6 Sub queries
- 4.7 PL/SQL Overview
- 4.8 Declarations Section
- 4.9 Executable Commands Section
- 4.10 Exception Handling Section

## **References-**

1. "Oracle Database 10g PL/SQL Programming" by Scott Urman , Ron Hardman, MichaleMc Laughlin, Oracle Press, TMH, ISBN-0-07-059779-0.
2. "Oracle Database 10g The Complete Reference" By Kevin Loney, Bob Bryla Oracle
3. SQL, PL/SQL the programming language of ORACLE 4th Edition by Ivan Bayross

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>Computer Network</b>
<b>Subject Code</b>	<b>B. Sc CM-203</b>
<b>Lectures</b>	<b>50 Lectures</b>

Course objective:-

- Introduction fundamental concepts of computer networking.
- Introduce students with various concepts used in network.
- Introduce various technologies and standards.
- Allow the student to gain expertise in areas of networking.

Course outcome:- After completing this course the student get the knowledge and ability to:

- Understand basic computer network technology.
- Students can identify the different types of network topologies and protocols.
- Students can identify the different types of network standards.

### Unit I

#### **Introduction to Computer Networks**

**12 Lectures**

Definition & Applications of Computer Network  
 Network topologies- star, bus, mesh, ring  
 Data Transmission Media  
 Network Types LAN, MAN, WAN  
 Connection Oriented & Connectionless services

### Unit II

#### **Network Models and Devices**

**14 Lectures**

Network Models – OSI/ISO Reference Model & TCP/IP Model  
 Network Devices - NIC Cards, Hub, Switch, Bridges, Gateways, Repeaters Router.  
 Service Primitives - listen, connect, receive, send, disconnect

### Unit III

#### **Multiplexing, Switching and Protocols**

**12 Lectures**

Multiplexing – Time division and Frequency division  
 Switching - Circuit Switching , Packet Switching ,Message Switching  
 Transmission Modes-Parallel Transmission, Serial Transmission – Asynchronous and Synchronous  
 Network Protocols- IP protocol, SMTP, FTP, HTTP

### Unit IV

#### **Internet and Network Standards**

**12 Lectures**

Internet verses Intranet  
 Internet Service Providers  
 E-mail – Architecture



IP-addresses

Network Standards – Ethernet10Base2, 10Base5, 10BaseT

**Reference Books:**

- 1) Andrew S. Tannenbaum, "Computer Networks", (Third Edition), Prentice-Hall of India Pvt.Ltd, New Delhi.
- 2) Data Communication and Networking by Behrouz Forouzan, TATA McGraw Hill.
- 3) Gerd E. Keiser, "Local Area Networks", Tata McGraw Hill Edition, New Delhi.

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>Numerical Ability</b>
<b>Subject Code</b>	<b>B.Sc CM- 204A</b>

**Course Objective: -**

To enhance the problem solving skills, to improve the basic mathematical skills and to help students who are preparing for any type of campus placements and competitive examinations.

**Course Outcomes: -**

1. Solve mathematical problems using analytical methods;
2. Solve mathematical problems using computational methods;

<b>Unit I : Introduction of Number system</b>	<b>Hours</b>
<ol style="list-style-type: none"> <li>1. <b>Numbers:</b> Types of numbers, Divisibility tests of numbers, Formulas for sum of natural numbers, arithmetic progression, Examples for practice.</li> <li>2. <b>HCF and LCM :</b> Methods of calculating highest common factor and greatest common divisor, factorization method, Division method, Finding HCF and LCM more than two numbers, LCM factorization method, Division method, Finding HCF and LCM more than two numbers, LCM and HCF of fractions and decimal numbers, Applications of LCM and HCF.</li> </ol>	10
<b>Unit II : Average &amp; Problem on ages</b>	10
<ol style="list-style-type: none"> <li>1. <b>Average:</b> Definition of average, Formulae and theoretical problem on average.</li> <li>2. <b>Problem on ages:</b> simultaneous equations and their applications, Theoretical problems on ages, Theoretical problems on numbers.</li> </ol>	
<b>Unit III: Percentage, Profit &amp; Loss</b>	10
<ol style="list-style-type: none"> <li>1. <b>Percentage:</b> Concept of percentage, Application of percentage, Results on populations, Result on depreciations, Theoretical problem on percentage.</li> <li>2. <b>Profit and Loss:</b> Definition of cost price, selling price and profit, Formulae of profit and loss, Theoretical problems on profit and loss.</li> </ol>	
<b>Unit IV: Time-Speed-Distance, Problems on Trains</b>	10
<ol style="list-style-type: none"> <li>1. <b>Time and Distance:</b> Concept of time and distance, Formulae of time and distance, Theoretical problems on time and distance.</li> <li>2. <b>Problems on Train:</b> Formulae of problems on train, Theoretical problems on train.</li> </ol>	

3. Students can develop design and analyze numerical techniques to approximate solutions to problems .

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>8085 Microprocessor</b>
<b>Subject Code</b>	<b>B. Sc CM-204B</b>
<b>Lectures</b>	<b>50 Lectures</b>

**COURSE OBJECTIVES:**

1. Outline the history of computing devices.
2. Describe the architecture of 8086 microprocessors.
3. Develop programs for microprocessor and microcontrollers
4. Compare microprocessors and microcontrollers
5. Understand 8051 microcontroller concepts, architecture and programming

**COURSE OUTCOMES:**

1. Define the history of microprocessors
2. Describe the architectures of 8085 and 8086 microprocessors.
3. Draw timing diagram
4. Write programs using 8086 and 8051

**UNIT I**

**Microprocessor Architecture**

**10**

- 1.1 Introduction to 8085 Microprocessor
  - 1.1.1 Features of 8085 Microprocessor
- 1.2 Block diagram of 8085 Microprocessor
  - 1.2.1 ALU
  - 1.2.2 Address/Data Bus
  - 1.2.3 Timing and control unit
  - 1.2.4 Registers
- 1.3 Pin configuration of 8085 Microprocessor
- 1.4 Opcode and Operand
- 1.5 Instruction Formats

**UNIT II**

**Addressing Modes and Instruction Cycle**

**10**

- 2.1 Addressing modes:
  - 2.1.1 Register Addressing
  - 2.1.2 Direct Addressing
  - 2.1.3 Indirect Addressing
  - 2.1.4 Immediate Addressing
  - 2.1.5 Implicit Addressing
- 2.2 Instruction Cycle
  - 2.2.1 Fetch cycle
  - 2.2.2 Execute cycle
  - 2.2.3 Machine cycle

**UNIT III**

**Instruction Set of 8085 Microprocessor**

**15**

- 3.1 Introduction to instruction set of 8085
- 3.2 Data Transfer Group of instruction

- 3.3 Arithmetic Group of instruction
- 3.4 Logical group of instruction
- 3.5 Branch Control Group of instruction
- 3.6 Machine and I/O Control Group of instruction

#### **UNIT IV**

#### **Programming of 8085 Microprocessor**

**15**

- 4.1 Introduction
- 4.2 Assembly Language Programming

#### **References:**

1. Fundamentals of MICROPROCESSOR and Microcomputer -by B. Ram publication 5th Edition

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>Functional English</b>
<b>Subject Code</b>	<b>B.Sc CM- 205 B</b>

**Course Objectives:**

1. To develop communicative skills of the learners in listening, speaking, writing and reading.
2. To develop fluency in conversation and efficiency in interactional skills
3. To learn to use grammar communicatively so that they become effective and efficient communicators in English.

**Course Outcomes:**

**By the end of this course students should be able to:**

1. Understand and demonstrate Basic English usages for their different purposes.
2. Clear entrance examination and aptitude tests.
3. Write various letters, reports required for professional life.

**Unit-I- Day-to-Day-English**

**10 Lectures**

- 1.1 Giving Self-Introduction
- 1.2 Narrating Pictures/events
- 1.3 Giving Opinions- Agreeing and Disagreeing

**Unit-II- Presentation Skills**

**15 Lectures**

- 2.1 Concept
- 2.2 Elements of Presentation
- 2.3 Effective Presentation

**Unit-III- Writing Skills**

**15 Lectures**

- 3.1 Curriculum Vitae
- 3.2 Email Writing
- 3.4 Essay Writing

**Unit-IV- Phonetics**

**10 Lectures**

- 4.1 Phonemes-
- 4.2 English Vowels and Consonants
- 4.3 Phonetic Transcription of the words

**Reference Books:**

- 1) Better English Pronunciation-J. D. O'connor (Cambridge Publication)
- 2) Business Communication-Urmila Rai And S. M. Rai (Himalaya Pub House)
- 3) Business Communication-Dr. V .K .Jain (S Chand Publication)
- 4) English For Practical Purposes- Z .N .Patil (Macmillan India Ltd.)

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>OOPs with Java</b>
<b>Subject Code</b>	<b>B.Sc CM- 206</b>

Note - Any 15 practical from the syllabus

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>II</b>
<b>Name of Subject</b>	<b>RDBMS through ORACLE (Lab/Practical)</b>
<b>Subject Code</b>	<b>B.Sc CM- 207</b>
<b>Note - Any 15 practical from the syllabus</b>	

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>Advanced Java</b>
Subject Code	BSc CM- 301
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Learning Objectives:

- i To Design and build robust and maintainable web applications.
- ii To create dynamic HTML content with Servlets and Java Server Pages, using the JSP Standard Tag Library (JSTL).
- iii To Make Servlets and JSP work together cleanly.

### Course Outcomes:

After successful completion of this course, students should be able to:

- i. Create dynamic and interactive web sites and interaction with client and server.
- ii. Do server side programming with java Servlets and JSP.
- iii. Implement different data structure using collection framework.

<b>Unit I: Multithreading</b>	Hours
Introduction to multithreading, Creating Threads, Thread Life Cycle, Thread Priorities, Thread Synchronization	10
<b>Unit II: Collection Framework</b>	12
Collection interface, ArrayList, Vector, Generics, Iterator, Comparable, TreeSet, HashSet, HashMap, HashTable, TreeMap	
<b>Unit III Java Database Connectivity</b>	8
JDBC Introduction, JDBC Architecture, JDBC Drivers, Establishing Connection, Executing Query and Processing Results, Metadata, Prepared Statement, Callable Statement	
<b>Unit IV Introduction to Servlets</b>	Hours
Introduction to Servlets, Deploying Simple Servlet, Servlet Life Cycle, Get and Post Requests, Request Object	8
<b>Unit V: Handling Form Data</b>	Hours
Accessing Data from HTML Form, Using JDBC in Servlet, Servlet Chaining, Cookies and Sessions	10
<b>Unit VI JSP</b>	Hours
Introduction to JSP, Scripting Elements- Expressions, Scriptlets, Declarations, Directives, Sessions in JSP, Using JDBC in JSP, JavaBeans in JSP	12

### References:

- 1 Java The Complete Reference 9th Edition, Herbert Schildt, McGraw Hill Education
- 2 (India) Private Limited, New Delhi.

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>Analyzing data with SQL</b>
Subject Code	BSc CM- 302
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### **UNIT I : Retrieving Data Using the SQL SELECT Statement**

- 1.1 Basic SELECT Statement
- 1.2 Selecting All Columns, Selecting Specific Columns
- 1.3 Arithmetic Expressions, Using Arithmetic Operators
- 1.4 Operator Precedence
- 1.5 Defining a Null Value, Null Values in Arithmetic Expressions
- 1.6 Displaying the Table Structure
- 1.7 Using the DESCRIBE Command

### **Unit II: Restricting and Sorting Data**

- 2.1 Limiting Rows Using a Selection, Using the WHERE Clause
- 2.2 Comparison Operators: - BETWEEN Operator, IN Operator, LIKE Operator, Using the NULL Conditions.
- 2.3 Defining Conditions Using the Logical Operators: AND, OR, NOT.
- 2.4 What is sorting
- 2.5 Using the ORDER BY Clause, Sorting
- 2.6 Substitution Variables
- 2.7 Using the DEFINE Command, Using the VERIFY Command.

### **UNIT III: Using Single-Row Functions to Customize Output**

- 3.1 Single Row Function, Character Functions
- 3.2 Case-Conversion Functions, Character-Manipulation Functions
- 3.3 Using the Character-Manipulation Functions, Number Functions
- 3.4 Using the ROUND Function, Using the TRUNC Function
- 3.5 Using the MOD Function
- 3.6 Working with Dates:- RR Date Format, Using the SYSDATE Function
- 3.7 Date-Manipulation Functions, Using Date Functions
- 3.8 Using ROUND and TRUNC Functions with Dates

### **Unit IV: Using Conversion Functions and Conditional Expressions**

- 4.1 Conversion Functions, Implicit Data Type Conversion, Explicit Data Type Conversion
- 4.2 Using the TO\_CHAR Function with Dates
- 4.3 Elements of the Date Format Model,
- 4.4 Using the TO\_CHAR Function with Numbers, Using the TO\_NUMBER and TO\_DATE Functions
- 4.5 General Functions: - NVL Function, Using the NULLIF Function, Using the COALESCE Function
- 4.6 Conditional Expressions, CASE Expression, DECODE Function.

### **UNIT V: Reporting Aggregated Data Using the Group Functions**

- 5.1 What Are Group Functions?
- 5.2 Using the AVG and SUM Functions
- 5.3 Using the MIN and MAX Functions,



- 5.4 Using the COUNT Function
- 5.5 Using the DISTINCT Keyword
- 5.6 Creating Groups of Data: GROUP BY Clause Syntax, Using the GROUP BY Clause on Multiple Columns
- 5.7 Illegal Queries Using Group Functions
- 5.8 Restricting Group Results with the HAVING Clause.

#### **UNIT VI: Retrieving Data by Using Subqueries**

- 6.1 Writing a multiple-column subquery
- 6.2 Multiple-column comparisons involving subqueries can be: Nonpairwise comparisons, Pairwise comparisons
- 6.3 Solving problems with correlated subqueries
- 6.4 Using the EXISTS and NOT EXISTS operators
- 6.5 Using the WITH clause

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>Data Structure</b>
Subject Code	BSc CM- 303
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Course Objectives

- To teach the basic concepts of data structures and algorithms
- To understand concepts about searching and sorting techniques
- To understand basic concepts about stacks, queues, lists, trees and graphs
- To understanding about writing algorithms and step by step approach in solving problems with the help of fundamental data structures

### Course Outcome

- Ability to analyze algorithms and algorithm correctness.
- Ability to summarize searching and sorting techniques
- Ability to describe stack, queue and linked list operation.
- Ability to have knowledge of tree and graphs concepts.

## Unit I

### 1. Introductions and Overview:

- 1.1 Introduction
- 1.2 Basic terminology: elementary data organization
- 1.3 Data structure and its types
- 1.4 Data structure operations
- 1.5 Notation and Concept of algorithm
- 1.6 Complexity, time space tradeoff

## Unit II

### 2. Array, Searching and Sorting:

- 2.1 Linear array

- 2.2 Representation of linear array in memory
- 2.3 Traversing linear array
- 2.4 Inserting and Deleting
- 2.5 Searching methods (Binary and linear search)
- 2.6 Sorting Methods ((Bubble Sort, Selection Sort, and Insertion sort)

### Unit III

#### **3. Linked list:**

- 3.1 Introduction to Linked list
- 3.2 Representation of Linked list in memory
- 3.3 Traversing a linked list ,
- 3.4 Searching a linked list
- 3.5 Memory allocation, Garbage collection
- 3.6 Insertion and deletion in linked list
- 3.7 Two way linked list

### Unit IV

#### **4. Stacks, Recursion:**

##### **Lectures**

- 4.1 Introduction
- 4.2 Stacks
- 4.3 Array representation of stacks
- 4.4 Operations on Stack
- 4.5 Arithmetic expression: Polish Notation
- 4.6 Infix, Prefix and Postfix
- 4.7 Evaluation of postfix expression
- 4.8 Recursion: Factorial, Fibonacci

### Unit V

#### **5. Queue**

- 5.1 Introduction
- 5.2 Queues
- 5.3 Linked Representation of Queue
- 5.4 Insertion & Deletion on Queue

5.5 Dqueue

5.6 Priority Queue.

<b>Unit VI</b>
----------------

**6. Tree and Graph:**

6.1 Introduction

6.2 Terminology of Binary tree

6.3 Types of Binary tree

6.4 Traversing of binary tree

6.5 Header Nodes, Threads

**6.6** General Tree Introduction

**6.7** Graph Theory Terminology

**6.8** Sequential representation of graph

**References:-**

- 1.Data Structure, By Seymour Lipschutz (Schaum's Outline Series Incomputers) – McgrawHill.
- 2.An Introduction To Data Structurewith Application By Jeanpaul, Tremblay Paul, G.Sorenson (Tatamcgraw Hill)

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>JavaScript (Elective)</b>
Subject Code	BSc CM- 304 A
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Course Objectives:

- I. Understand the JavaScript language & the Document Object Model.
- II. Alter, show, hide and move objects on a web page.
- III. Check information inputted into a form.
- IV. Javascript allows programming to be performed without server interaction.
- V. Javascript can respond to events, such as button clicks.
- VI. Javascript can validate data before sending out a request.
- VII. Javascript can adjust an HTML document for special effects.
- VIII. Javascript can create cookies! Cookies can be used to store and retrieve information from the user's computer

### Course Outcomes:

After successful completion of this course, students should be able to:

- I. Students will be a Front-End website developer.
- II. JavaScript ensures student to have a responsive, mobile-first website.
- III. It paces up the development process by offering resources such as templates and themes, which can be customized according to the project needs.

<b>Unit I: Overview to Javascript</b>	Hours
What is JavaScript? The development workflow Selecting the right tools for the job Just enough HTML and CSS Understanding objects Understanding variables Making comparisons Understanding events	10
<b>Unit II Introduction to JavaScript</b>	12
Writing your first script Internal vs. external scripts Using comments in scripts Using the NoScript Creating alert dialogs	

Understanding conditional statements Getting confirmations from users Creating prompts for users Understanding functions Making links smarter Using switch/case statements Handling errors	
<b>Unit III: JavaScript Language Essentials</b>	10
Getting started Creating loops Passing values to functions Detecting objects Reading arrays Returning values from functions Writing arrays Building do and while loops Re-using functions	
<b>Unit IV: Creating Rollovers and More</b>	Hours
Creating a basic image rollover How to write a better rollover Creating a three-state rollover Making rollovers accessible and 508 compliant Making disjointed rollovers Creating slideshows Displaying random images	10
<b>Unit V: Building Smarter Forms</b>	Hours
Getting started Creating jump menus Creating dynamic menus Requiring fields Cross-checking fields Displaying more informative errors Verifying radio button selections Setting one field with another field Verifying email addresses	10
<b>Unit VI: Handling Events and Cookies</b>	Hours
Responding to window events Responding to mouse movements Responding to mouse clicks Responding to onBlur form events Responding to onFocus form events Responding to keyboard events The DOM, Nodes, and Objects Working with Dates and Times	8

### References:

- 1 JavaScript: The Definitive Guide, David Flanagan, O'Reilly Media; 7th edition (14 May 2020), ASIN : B088P9Q6BB.
- 2 Eloquent JavaScript, Marijin Haverbake, 3rd Edition, ISBN-13: 978-1593279509

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>Operating System (Elective)</b>
Subject Code	BSc CM- 304B
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Operating System Objectives

Through this paper Student should learn fundamentals of OS design, including memory, processor, device, and data management with lots of discussion on the pros and cons of design choices and problem/question sets to make the reader think through design alternatives

### Operating System Outcome

To understand the different Concept of Operating System.

#### Unit I Introduction

**14 Lectures**

- 1.1 What operating system do?
  - 1.1.1 User view, System view, defining OS.
- 1.2 An Operating system Resource manager
- 1.3 An Operating system- Process view point
- 1.4 Operating system– Hierarchical And Extended machine view
- 1.5 Multiprocessor Systems
- 1.6 Operating-System Services

#### Unit II: Memory Management

**12 Lectures**

- 2.1 Single Contiguous Allocation
- 2.2 Introduction to Multiprogramming
- 2.3 Partitioned Allocation
- 2.4 Relocatable Partitioned Memory Management
- 2.5 Paged Memory Management
- 2.6 Demand- Paged Memory Management
- 2.7 Segmented Memory management

#### Unit III: Process Management

**12 Lectures**

- 3.1 The Process Concept,
- 3.2 State Model
- 3.3 Job Scheduling
- 3.4 Process Scheduling technique-
  - 3.4.1 FCFS,
  - 3.4.2 SJF,
  - 3.4.3 Priority scheduling,
  - 3.4.4 Round Robin scheduling
- 3.5 Multiprocessor System, Context switch

#### Unit IV: Process Deadlocks

**6 Lectures**

- 4.1 Introduction, Deadlock Characterization, Preemptable and Non-preemptable Resources
- 4.2 Resource – Allocation Graph, Conditions for Deadloc
- 4.3 Handling Deadlocks: Ostrich Algorithm, Deadlock prevention, Deadlock Avoidance,

**Unit V: Device Management**

**6 Lectures**

- 5.1 Techniques for Device Management
- 5.2 Device characteristics- Hardware Consideration
- 5.3 Channels and Control Units
- 5.4 Device Allocation Consideration
- 5.5 I/O Traffic controller, I/O Scheduler, I/O Device Handlers
- 5.6 A Simple File System
- 5.7 General Model of a File System

**Unit VI: File Management**

**6 Lectures**

- 6.1. File Overview: File Naming, File Structure, File Types, File Access, File Attributes, File Operations, Single Level, two Level and Hierarchical Directory Systems, File System Layout.
- 6.2. Implementing Files: Contiguous allocation, Linked List Allocation, Linked List Allocation using Table in Memory, Inodes.
- 6.3. Directory Operations, Path Names, Directory Implementation, Shared Files
- 6.4. Free Space Management: Bitmaps, Linked List

**References:**

- 1. Operating Systems By William Stallings Publication
- 2. Operating Systems By Godbole



Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	<b>Software Engineering (Open Elective)</b>
Subject Code	BSc CM- 305 B
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Course Objectives:

- To develop software engineering skills and testing plans.
- To understand system concepts and its application in Software development.
- To enhance skills of designing and testing software.
- To learn technical skills to assure production of quality software.

### Course Outcomes:

- Ability to learn various methods of software development.
- Ability to apply various software testing techniques.

Unit-I Introduction to Software Engineering	<b>10</b>
<ul style="list-style-type: none"> <li>• The Evolving Role of Software</li> <li>• Software</li> <li>• Software Characteristics</li> <li>• Software Applications</li> <li>• Software Evolution</li> <li>• Software Crisis &amp; Horizon</li> <li>• Software Myths</li> </ul>	
Unit-II Process Of Software	<b>9</b>
<ul style="list-style-type: none"> <li>• Software Engineering</li> <li>• Software Process</li> <li>• The Waterfall Model</li> <li>• Incremental Process Models</li> <li>• Evolutionary Process Models</li> <li>• Spiral Model</li> </ul>	
Unit-III A Generic View of Process	<b>8</b>
<ul style="list-style-type: none"> <li>• Software Engineering – A Layered Technology</li> <li>• Process Framework</li> <li>• Personal and Team Process Models</li> <li>• Personal Software Process (PSP)</li> <li>• Team Software Process (TSP)</li> <li>• Process Technology</li> <li>• Product and process</li> </ul>	
Unit-IV AGILE DEVELOPMENT	<b>9</b>
<ul style="list-style-type: none"> <li>• What Is Agility?</li> <li>• What Is an Agile Process?</li> <li>• The Politics of Agile Development</li> <li>• Agile Process Models</li> <li>• Feature Driven Development (FDD)</li> </ul>	

Unit-V Software Engineering Practice	10
• Software Engineering Practice	
• The Essence of Practice	
• Core Principles	
• Communication Practices	
• Planning Practices	
• Modeling Practices	
• Analysis Modeling Principles	
• Design Modeling Principles	
Unit-VI System Engineering	6
• Computer-Based Systems	
• The System Engineering Hierarchy	
• System Modeling	
• System Simulation	

**References:**

1. Software Engineering -A Practitioner's approach, Sixth Edition, Roger S. Pressman, McGraw-Hill Higher Education; (1 August 2007),ISBN-10: 0077227808
2. Software Engineering -A Practitioner's approach, Fifth Edition, Roger S. Pressman, McGraw-Hill Higher Education; (1 August 2005)
3. Software Engineering 7th / 8th Edition, IAN Sommerville, Pearson Edition

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	Lab 1: Advanced Java
Subject Code	BSc CM- 306
Marks Credit Points	75 Marks
Credit Points	2 Points

### Learning Objectives:

- i. To Design and build robust and maintainable web applications
- ii. To Create dynamic HTML content with Servlets and JavaServer Pages, using the JSP Standard Tag Library (JSTL)
- iii. To Make Servlets and JSP work together cleanly

### Course Outcomes:

After successful completion of this course, students should be able to:

- i. Create dynamic and interactive web sites and interaction with client and server.
- ii. Do server side programming with java Servlets and JSP
- iii. Implement different data structure using collection framework

### Lab Work/ Practical List

Programs for the demonstration of all the concepts in Advanced Java.

1. Write a program to create multiple threads.
2. Write a program to demonstrate thread synchronization.
3. Write a java program to represent ArrayList class.
4. Write a program to demonstrate TreeSet.
5. Write a program to store user id and password using HashMap.
6. Write a java program that connects to a database using JDBC and does add, deletes, modify and retrieve operations using Statement.
7. Write a java program that connects to a database using JDBC and does add, deletes, modify and retrieve operations using PreparedStatement.
8. Write a java program that connects to a database using JDBC and does add, deletes, modify and retrieve operations using CallableStatement.
9. Write a JDBC application which will interact with Database and perform the following task.
  - 1) Create a store procedure which will insert one record into employee table.
  - 2) Create a store procedure which will retrieve salary for given employee id.
  - 3) Write a java application which will call the above procedure and display appropriate information on screen.
10. Write a java program that prints the meta-data of a given table.
11. Write down the program for testing the forward action for servlet collaboration.
12. Develop Real Time Login Application using Servlet and JDBC.
13. Create Servlet file which contains following functions: 1. Connect 2. Create Database 3. Create Table 4. Insert Records into respective table 5. Update records of particular table of database 6. Delete Records from table.
14. Write down the program in which input the two numbers in an html file and then display the addition in JSP file.
15. Write down the Program for testing the include action tag in jsp.
16. Develop Student Registration Application using Servlet, JSP and JDBC.
17. Develop Custom CRUD Application using Servlet, JSP and JDBC.

Name of Course	Bachelor of Computer Management
Semester	Third
Name of Subject	Lab 2: Analysing data with SQL
Subject Code	BSc CM- 307
Marks Credit Points	75 Marks
Credit Points	2 Points

**Note:- Any 15 practical's should be provide on given syllabus**

Name of Course	B.Sc. Computer Management
Semester	IV
Name of Subject	PHP and MySQL
Subject Code	B.Sc. IT -401
Marks	75
Lectures	50

### Course Objectives:

- Learn Core-PHP, Server Side Scripting Language.
- Learn to design dynamic and interactive Web pages.
- Learn PHP-Database handling.

### Course Outcomes:

- Able to design dynamic and interactive web pages, websites.
- Able to run PHP scripts on server and retrieve results.
- Able to handle databases like MySQL using PHP in web sites.

## 1. Introduction to PHP 10

- Basic Syntax, Lexical Structure of PHP
- Sending Data to the Web Browser
- Understanding PHP, HTML, and White Space
- Writing Comments, What Are Variables?
- About Constants
- Data types

## 2. Programming with PHP 08

- Creating an HTML Form
- Handling an HTML Form
- Managing Magic Quotes
- Conditionals and Operators
- Validating Form Data
- Looping statements
- What Are Arrays?

## 3 String Manipulation and Regular Expression 08

- Creating and accessing String, Searching & Replacing String
- Formatting, joining and splitting String, String Related Library functions
- Use and advantage of regular expression over Inbuilt function

## 4. Creating Dynamic Web Sites 08

- Including Multiple Files
- Handling HTML Forms with PHP Redux
- Making Sticky Forms
- Creating and Calling Your Own Functions
- Variable Scope
- Date and Time Functions

## **5. Using PHP with MySQL**

**08**

- a) Connecting to MySQL and Selecting the Database
- b) Executing Simple Queries
- c) Retrieving Query Results
- d) Ensuring Secure SQL
- e) Counting Returned Records
- f) Updating Records with PHP

## **6. Cookies and Sessions**

**08**

- a) Using Sessions
- b) Sessions and Cookies
- c) Improving Session Security

### **References:**

1. PHP and MySQL for Dynamic Web Sites: Visual Quickpro Guide Larry Ullman
2. Programming PHP Rasmus Lerdorf, Kevin Tatroe, Peter MacIntyre

Name of Course	Bachelor of Computer Management
Semester	Four
Name of Subject	Hibernate and Spring Framework
Subject Code	BSc CM- 402
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Learning Objectives:

- i. To Access databases with JDBC and Hibernate.
- ii. To Acquire knowledge on creation of software components using Spring Framework.
- iii. To Learn safe and maintainable techniques for programming with AOP.
- iv. To Understand REST, and use Spring MVC to build RESTful services.
- v. To learn the creation of pure Dynamic Web Application using Spring MVC.
- vi. To understand how to build complex UIs using Spring Boot.
- vii. To be familiar with using Spring Boot starters and start.spring.io to easily create new applications.

### Course Outcomes:

After successful completion of this course, students should be able to:

- i. Implement the web based applications using JDBC and Hibernate.
- ii. Implement web based applications using features of Spring Framework.
- iii. Apply the concepts of server side technologies for dynamic web applications using Spring MVC.
- iv. Use the core principles of Spring, and of Dependency Injection (DI) / Inversion of Control.
- v. Integrate Spring MVC with technologies such as Hibernate.
- vi. Learn how to build a simple MVC application using Spring Boot
- vii. Configure database connectivity via Spring Boot

<b>Unit I: ORM and Hibernate</b>	Hours
Introduction to ORM Framework, ORM advantages, Hibernate Introduction, Hibernate Architecture, Hibernate Session, Hibernate SessionFactory, Hibernate Configuration, Mapping, Mapping with Annotations, Hibernate Aggregation, Hibernate Named Queries, Hibernate Native SQL, HQL- Hibernate Query Language	10
<b>Unit II: Working with Hibernate Objects</b>	12
Hibernate Object States, Insert Object, Retrive Object, CURD Operations, Hibernate with annotations, Hibernate Query Language, Criteria Query, Native SQL, Hibernate Mapping	

<b>Unit III Introduction to Spring</b>	8
Spring Features, Spring Architecture, Spring Core, Bean Configuration file, Inversion of Control, Dependency Injection, Auto Wiring	
<b>Unit IV Spring MVC</b>	Hours
MVC Overview, Introduction to Spring MVC, Work flow in Spring MVC, Components of Spring MVC, Spring Annotations, First Spring MVC Application	8
<b>Unit V: Spring MVC and Hibernate</b>	Hours
Spring MVC Form Handling, Spring MVC Application with Form Handling, Spring-Hibernate Application	6
<b>Unit VI Introduction to Spring Boot</b>	Hours
Overview of Spring Boot, Spring Boot Layers, Spring Boot Flow Architecture, Hello World example, Spring Boot Dependency Injection, Singleton Scope, Prototype Scope, Autowiring, Spring Boot Web App, Spring Boot MVC and JPA H2	12

### References:

6. Beginning Hibernate: For Hibernate 5, Fourth Edition, Joseph B. Ottinger Jeff Linwood Dave Minter, APress Publication
7. Spring Framework Cookbook, Java Code Geeks.
8. Introducing Spring Framework, Felipe Gutierrez, APress Publication
9. Spring MVC: A Tutorial, Second Edition, Paul Deck, Brainy Software.
10. Spring MVC Beginner's Guide, Second Edition, Amuthan Ganeshan, Packt Publishing Ltd

Name of Course	Bachelor of Computer Management
Semester	Fourth
Name of Subject	Software Testing
Subject Code	BSc CM- 403
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

#### 1. Course Objectives:

- To learn detection of bugs and performance issues in software.
- Understanding to develop and run test plans.
- Learn testing tools to detecting quickly bugs and error to smarter testing.
- To work with various software testing methods.

#### 2. Course Outcomes:

- Determines the correctness, completeness and quality of software being developed.
- Technical documentation is well organized using testing.



<i>Unit-I Quality concepts</i>	<b>8</b>
<ul style="list-style-type: none"> <li>• Quality</li> <li>• Software Quality</li> <li>• McCall's Quality Factors</li> <li>• ISO 9126 Quality Factors</li> <li>• Targeted Quality Factors</li> <li>• The Cost of Quality</li> <li>• Quality and Security</li> <li>• Quality Control</li> <li>• Quality Assurance</li> </ul>	
<i>Unit-II Software Quality Assurance</i>	<b>8</b>
<ul style="list-style-type: none"> <li>• Software Quality Assurance</li> <li>• Software Reviews</li> <li>• Formal Technical Reviews</li> <li>• Software Reliability</li> <li>• The SQA Plan</li> </ul>	
<i>Unit-III Software Testing Strategies</i>	<b>8</b>
<ul style="list-style-type: none"> <li>• A Strategic Approach to Software Testing</li> <li>• Unit Testing</li> <li>• Integration Testing</li> <li>• Validation Testing</li> <li>• System Testing</li> <li>• The Art Of Debugging</li> </ul>	
<i>Unit-IV TESTING APPLICATION</i>	<b>12</b>
<ul style="list-style-type: none"> <li>• Software Testing Fundamentals</li> <li>• Internal and External Views of Testing</li> <li>• White-Box Testing</li> <li>• Basic Path Testing</li> <li>• Control Structural Testing</li> <li>• Black Box Testing</li> </ul>	
<i>Unit-V Webapps For Testing</i>	<b>10</b>
<ul style="list-style-type: none"> <li>• Testing Concepts for WebApps</li> <li>• The Testing Process-An Overview</li> <li>• Content Testing</li> <li>• User interface Testing</li> <li>• Navigation Testing</li> <li>• Security Testing</li> </ul>	
<i>Unit-VI Product Metrics</i>	<b>5</b>
<ul style="list-style-type: none"> <li>• A frame work for product metrics</li> <li>• Metrics for the requirements model</li> <li>• Metrics for design model</li> <li>• Metrics for source code</li> <li>• Metrics for testing</li> </ul>	

**References:**

1. Software Engineering -A Practitioner's approach, Sixth Edition, Roger S. Pressman, McGraw-Hill Higher Education; (1 August 2007),ISBN-10: 0077227808
2. Software Engineering -A Practitioner's approach, Fifth Edition, Roger S. Pressman, McGraw-Hill Higher Education; (1 August 2005)
3. Software Testing Concepts and Tools NageswaraRoo Dreamtech Publication

Name of Course	Bachelor of Computer Management
Semester	Fourth
Name of Subject	Linux Fundamental ( <b>Elective</b> )
Subject Code	BSc CM- <b>404A</b>
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### **Course Objectives:**

- This course shall build a platform for students to start their own enterprise
- For Making Student Job Ready
- To become familiar with open source software and user interface.
- To securely handle OS without any viruses and malwares.
- For easily use free software available on internet.
- To understand the basic operating system command.
- To understand the basic concept of Linux operating system

### **Course Outcomes:**

- Awareness of existing demanding trends in IT industry in order to get placement & Research in open source market.
- Understand the Linux OS architecture.
- Install and use different types of distributions available in market.
- Understand the different Linux basic commands

### **Unit I – Introduction**

What is Linux, Advantages of Linux, Disadvantages of Linux, Distributions of Linux Functions of Operating system , History and development of Linux, Features of Linux, Installation steps of Linux, Difference between Linux and Windows, Difference between Linux and Unix

### **Unit II – Linux Environment**

Linux standard directories, Hardware requirement for Linux, Basic Commands, Commands for files and directories, File processing commands, Mathematical Commands, Login & Logout, Virtual consoles, Viewing and changing user information.

### **Unit III - Managing Editors and Shell**

Working with Text Editors, Vi editor, features of vi, Working with emacs, Managing user accounts, Managing groups, Using the Shell, Working with permissions.

### **Unit IV- Linux boot process and System Services**

Linux boot process, Boot Loaders (LILO and GRUB), System Initialization, inittab, System services, controlling services with – Text-Based Tool and GUI-Based Tool, top command, ps and kill commands.

### **Unit-V – Backup and Recovery**

Background – Why data loss occurs, Choosing a backup strategy, backup hardware and media, backup and recovery software – tar, cpio, dd, alternative backup software.

### **Unit-VI – Printing with Linux**

Overview of Linux printing, Managing print services, Creating and configuring local printers, Creating and configuring network printers, Using basic printing commands, Introduction to Common Unix Printing System(CUPS).

\*\*\*

#### **Reference Books:-**

- 1) LINUX complete reference by Richard Peterson
- 2) Red Hat Linux 718 by Bill Ball, David Pitts
- 3) Unix concept and applications by Sumitabha Das
- 4) Fedora 7 Unleashed by Andrew Hudson and Paul Hudson (SAMS publication)

Name of Course	Bachelor of Computer Management
Semester	IV
Name of Subject	Cloud Computing
Subject Code	B. Sc IT-404B (Elective)
Lectures	50 Lectures

### Course Objectives:

- To provide students with the fundamentals and essentials of Cloud Computing.
- To provide students a sound foundation of the Cloud Computing so that they are able to start using and adopting Cloud Computing services and tools in their real life scenarios.
- To enable students exploring some important cloud computing driven commercial systems and applications.
- To expose the students to frontier areas of Cloud Computing and information systems, while providing sufficient foundations to enable further study and research.

### Course Outcomes:

- After successful completion of this course, student will be able to
- Explain the core concepts of the cloud computing paradigm: how and why this paradigm shift came, the characteristics, advantages and challenges brought about by the various models and services in cloud computing.
- Apply the fundamental concepts in datacenters
- Identify resource management fundamentals and outline their role in managing infrastructure in cloud computing.
- Analyze various cloud programming models and apply them to solve problems on the cloud.

### Unit I

#### Enterprise computing: a retrospective

07 Lectures

Introduction  
Mainframe architecture  
Client-server architecture  
3-tier architectures with TP monitors

### Unit II

#### Internet as a platform and Software as a service

10 Lectures

Internet technology and web-enabled applications  
Web application servers  
Internet of services  
Emergence of software as a service  
Successful SaaS architectures  
Dev 2.0 platforms  
Cloud computing  
Dev 2.0 in the Cloud for Enterprises

### Unit III

#### Cloud computing platforms

08 Lectures

**Unit IV**

**Web services, AJAX and mashups**

**07 Lectures**

Web services: SOAP and REST

SOAP versus REST

AJAX: asynchronous 'rich' interfaces

Mashups: user interface services

**Unit V**

**Web services, AJAX and mashups**

**08 Lectures**

Relational databases

Cloud file systems: GFS and HDFS

BigTable, HBase and Dynamo

Cloud data stores: Datastore and SimpleDB

**Unit VI**

**Dev 2.0 Platforms**

**10 Lectures**

Salesforce.com's Force.Com Platform

TCS InstantApps on Amazon Cloud

More Dev 2.0 platforms & related efforts

Advantages, applicability and limits of Dev 2.0

**Reference Books:**

1. Enterprise Cloud Computing: Technology, Architecture, Application By Gautam Shroff at Cambridge University

Name of Course	Bachelor of Computer Management
Semester	Fourth
Name of Subject	Content Management System
Subject Code	BSc CM- <b>405 B (Open Elective)</b>
Marks Credit Points	75 Marks
Credit Points	4 Points
Lectures	50 Lectures

### Learning Objectives:

- i. Provide the skills to effectively create and operate WordPress sites.

### Course Outcomes:

After successful completion of this course, students should be able to:

- i. Plan website by choosing colour schemes, fonts, layouts, and more.
- ii. Select, install, and activate a theme in word press.
- iii. Design e-commerce site using woo commerce plugin.

<b>Unit I: Website Development using WordPress</b>	NOS	Hours
Installing WordPress, Installing Themes, Creating a Child Theme, Modifying a Theme, Setting Up a WordPress Site, Starting the MRP Theme, The WordPress Loop, Continuing with the Loop,	SSC/ N0503	8
<b>Unit II Customizing Page and Form</b>	NOS	Hours
Splitting the Page into Templates, Creating a Page for Single Posts, Creating Pages, Customizing the Navigation Menu, Customizing the Sidebar, Creating a Custom Page Template, Adding a Contact Form, Uploading a WordPress Site	SSC/ N0503	12
<b>Unit III: Installing plugins</b>	NOS	Hours
What are plugins? Finding plugins, Installing plugins, Activating and deactivating plugins, Editing plugin settings, Deleting plugins,	SSC/ N0501	10
<b>Unit IV: Adding, editing, and deleting users</b>	NOS	Hours
Adding, editing, and deleting users, User roles and permissions, Importing content from another site, Exporting your WordPress data, WordPress General settings.	SSC/ N0501	10
	NOS	Hours
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<b>Unit V: Advanced WordPress Concepts</b>		
Changing the site title and tagline, Changing your URL, Using a different homepage, Updating the admin email address, Changing time zones Date/Time formats	SSC/ N0501	10
<b>Unit VI: Woo Commerce Plugin</b>	NOS	Hours
Introduction to Woo Commerce, Woo Commerce installation, Convert HTML to Woo commerce using [short-code], Recent Products, Featured Products, Variable Products, Woo commerce Settings, Payment Gateway Integration, Moving woo commerce site from Local Server to Live Server	SSC/ N0501	10

### References:

#### Reference Books:

1. Professional WordPress: Design and Development by Brad Williams, David Damstra, Hal Stern
2. WordPress To Go by Sarah McHarry.
3. WooCommerce Explained by Stephen Burge

Name of Course	Bachelor of Computer Management
Semester	Fourth
Name of Subject	Lab 1: PHP and MySQL
Subject Code	BSc CM- 406
Marks Credit Points	75 Marks
Credit Points	2 Points

1. Creating HTML FORM (Registration)
2. Write PHP Code to demonstrate variable in php
3. Write php code to Handling an HTML Form
4. Write php code to study of Operators used in PHP.
5. Write php code to Validating Form Data.
6. Write php code to demonstrate Array php
7. Write php code to demonstrate String Manipulation
8. Write php code to include() and required() function
9. Write php code to demonstrate concept of Forms with PHP Redux
10. Write php code to demonstrate creating Sticky Forms
11. Write php code to demo state Creating and Calling Your Own Functions
12. Write php code to demonstrate Connecting to MySQL and Selecting the Database
13. Write php code to demonstrate Retrieving Query Results
14. Write php code to demonstrate Updating Records with PHP
15. Write php code to demonstrate Cookies
16. Write php code to demonstrate Session



Name of Course	Bachelor of Computer Management
Semester	Fourth
Name of Subject	<b>Lab 2: Hibernate and Spring Framework</b>
Subject Code	BSc CM- <b>407</b>
Marks Credit Points	75 Marks
Credit Points	2 Points

### Learning Objectives:

- i. To Access databases with JDBC and Hibernate.
- ii. To Acquire knowledge on creation of software components using Spring Framework.
- iii. To Learn safe and maintainable techniques for programming with AOP.
- iv. To Understand REST, and use Spring MVC to build RESTful services.
- v. To learn the creation of pure Dynamic Web Application using Spring MVC.
- vi. To understand how to build complex UIs using Spring Boot.
- vii. To be familiar with using Spring Boot starters and start.spring.io to easily create new applications.

### Course Outcomes:

After successful completion of this course, students should be able to:

- i. Implement the web based applications using JDBC and Hibernate.
- ii. Implement web based applications using features of Spring Framework.
- iii. Apply the concepts of server side technologies for dynamic web applications using Spring MVC.
- iv. Use the core principles of Spring, and of Dependency Injection (DI) / Inversion of Control.
- v. Integrate Spring MVC with technologies such as Hibernate.
- vi. Learn how to build a simple MVC application using Spring Boot
- vii. Configure database connectivity via Spring Boot

### Lab Work/ Practical List

Programs for the demonstration of all the concepts in Hibernate and Spring Framework.

1. Write a program to implement inversion of control.
2. Write a program to demonstrate dependency injection.
3. Write a program for the demonstration of auto wiring.
4. Write a program to demonstrate Spring Tag Libraries.
5. Write a program to demonstrate View Resolver.
6. Develop Custom CRUD Application using Spring MVC and JDBC.
7. Develop Login Application using Spring MVC and Hibernate.
8. Write a program for CURD operations using Spring MVC and Hibernate.
9. Develop Spring MVC Application for following operations.  
-Customer Login

- Add Customer
  - Edit Customer Information
  - Delete Customer
  - View Customer List
10. Write a program that demonstrate simple spring boot application.
  11. Write a program for demonstration of auto configuration in spring boot.
  12. Write a program for developing web application using spring boot.
  13. Write a program for demonstration of Spring Data JPA.

**References:**

1. Beginning Hibernate: For Hibernate 5, Fourth Edition, Joseph B. Ottinger Jeff Linwood Dave Minter, APress Publication
2. Spring Framework Cookbook, Java Code Geeks.
3. Introducing Spring Framework, Felipe Gutierrez, APress Publication
4. Spring MVC: A Tutorial, Second Edition, Paul Deck, Brainy Software.
5. Spring MVC Beginner's Guide, Second Edition, Amuthan Ganeshan, Packt Publishing Ltd

<b>Name of Course</b>	<b>Bachelor of Science (Computer Management)</b>
<b>Semester</b>	<b>V</b>
<b>Name of Subject</b>	<b>Python Programming</b>
<b>Subject Code</b>	<b>B.Sc CM-501</b>
<b>Lectures</b>	<b>50 Lectures</b>

**Course Objectives:**

- To develop background knowledge as well as core expertise in Python
- To understand the console based application and provide the knowledge creating web based applications.
- To learn the object oriented concepts.

**Course Outcomes:**

- To impart the knowledge on basics concepts of object oriented programming.
- To outline the various characteristics of Python.
- To provide the familiarity in the concept of developing web based & game application.
- To converse an idea of creating application using Database Handling.
- To convey the idea of Python Machine learning concept.

**UNIT-I Introduction**

- 1.1 Introduction to Python
- 1.2 Features of python
- 1.3 Python Interpreter
- 1.4 Python installation

**UNIT-II Data types and control structures**

- 2.1 Operators (unary, arithmetic, etc.)
- 2.2 Data types, variables, expressions, and statements
- 2.3 Assignment statements
- 2.4 Strings and string operations
- 2.5 Control Structures: loops and decision

**UNIT-III: Modularization and Classes**

- 3.1 Standard modules
- 3.2 Packages 1
- 3.3 Defining Classes
- 3.4 Defining functions
- 3.5 Functions and arguments (signature)

**UNIT-IV: Exceptions and data structures**

- 4.1 Data Structures (array, List, Dictionary)
- 4.2 Exception Raising
- 4.3 Exception Handling
- 4.4 Error processing

**UNIT-V: Object Oriented Design**

- 5.1 Programming types
- 5.2 Object Oriented Programming
- 5.3 Inheritance
- 5.4 Polymorphism

**UNIT-VI:**  
**Database Connectivity and Networking**

- 6.1 Getting MySQL for python
- 6.2 Connecting with database
- 6.3 Passing Query to MySQL
- 6.4 Networking

**References:**

Sr. No Name of Book Writer Publication

1. Starting Out with Python plus, MyProgramming Lab, Tony Gaddis Pearson eText --Access Card Package  
3rd edition
2. Learning Python, Mark Lutz, O'Reilly 5th edition
3. MySQL for Python, Albert Lukaszewski, Packt publication 1st Edition

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>Data Analysis with Power BI</b>
<b>Subject Code</b>	<b>B.Sc CM-502</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

**Course Objectives:**

- To learn the concept of Data Analysis with Power BI.
- To understand the concepts of BI Desktop, Data from Analysis Services and Data Model
- To understand the applications of Power BI.

**Course Outcomes:**

- Learn the distinction between data managing Vs Data Analysis.
- Learn different Data Analysis techniques.

**UNIT I: Introducing Power BI**

Why Use Power BI?, The xVelocity In-Memory Analytics Engine, Setting Up the Power BI Environment, Exploring the Power BI Desktop Interface, Importing Data into Power BI Desktop, Importing Data from Relational Databases, Importing Data from Text Files, Importing Data from a Data Feed, Importing Data from Analysis Services

**UNIT II: Data Munging with Power Query**

Discovering and Importing Data, Transforming, Cleansing, and Filtering Data, Merging Data Appending Data, Splitting Data, Unpivoting Data, Inserting Calculated Columns,

**UNIT III: Data Model**

Creating the Data Model, What Is a Data Model?, Creating Table Relations, Creating a Star Schema, Understanding When to Denormalize the Data, Making a User-Friendly Model

**UNIT IV: Creating Calculations with DAX**

What Is DAX?, Implementing DAX Operators, Working with Text Functions , Using DAX Date and Time Functions, Using Informational and Logical Functions, Getting Data from Related Tables, Using Math, Trig, and Statistical Functions, Tips for Creating Calculations in Power BI, Creating Measures with DAX, Measures vs. Attributes, Creating Common Aggregates, Mastering Data Context, Altering the Query Context, Using Filter Functions, Using Variables in DAX

**UNIT V: Incorporating Time Intelligence**

Date-Based Analysis, Creating a Date Table Time Period–Based Evaluations, Shifting the Date Context, Using Single Date Functions, Creating Semi-additive Measures

## **UNIT VI: Creating Reports with Power BI Desktop**

Creating Tables and Matrices, Constructing Bar, Column, and Pie Charts, Building Line and Scatter Charts, Creating Map-Based Visualizations, Linking Visualizations in Power BI, Drilling Through Visualizations, Publishing Reports and Creating Dashboards in the Power, BI Portal, Publishing Power BI Desktop Files to the Power BI Service, Adding Tiles to a Dashboard, Sharing Dashboards, Refreshing Data in Published Reports

### **Reference:**

1. Mastering Microsoft Power BI: Expert techniques for effective data analytics and business intelligence by Brett Powell, Packt Publishing Ltd

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>Programming in C#</b>
<b>Subject Code</b>	<b>B.SC CM-503</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

#### **Course Objectives:**

- To learn the concept of .NET architecture.
- To understand the concepts of The Common Language Runtime(CLR) & Visual Studio
- To understand the applications of C#.

#### **Course Outcomes:**

- Learn the distinction between programming language Vs .NET.
- Learn different programming representation techniques.

#### **UNIT I: Introducing C#**

What is c#, Why C# & Evolution of C#, Character tics of C#, How C# differs from C++ & Java, Introduction to .Net Technology & Framework, Exploring Some Key Benefits of the .NET Platform, Understanding the .NET Support Lifecycle, The Common Language Runtime(CLR), Overview of .NET Assemblies, Installing .NET 6, Visual Studio .Net & .Net languages, Integrated Development environment, Building .NET Core Applications with Visual Studio

#### **UNIT II: Languages Basics**

Breaking Down a Simple C# Program, Using the System.Console Class, Working with System, Data Types and Corresponding C# Keywords, Data Types, Operators, Control Statements, Looping Statements, Arrays, Jagged Arrays, Array List class, String class, and String Manipulations, Understanding Method Parameters, Understanding the enum Type, Understanding Value Types and Reference Types, Boxing & Unboxing variable, Understanding C# Nullable Types, Understanding the Structure

#### **UNIT II: Custom Classes and OOPS**

Creating Custom Classes and Objects, Understanding Constructors, Understanding the static Keyword, Understanding C# Access Modifiers, Understanding Partial Classes, Polymorphism, Abstraction class, Interfaces- Creating & using interface, Inheritances, Properties, Indexers, Delegates & Multicast Delegates, Events

#### **UNIT III: Lambda Expressions, Namespace, Exception handling**

Understanding Lambda Expressions, Processing Arguments Within Multiple Statements, Lambda Expressions with Multiple (or Zero) Parameters, Using static with Lambda Expressions, Discards with Lambda Expressions, Creating & using Namespace (DLL library), Exception

## **UNIT IV: Multithreading**

Understanding System. Threading Namespace, Creating & starting Thread, Threading synchronization & Pooling

## **UNIT V: Windows Application**

Event Driven Programming Model, Important classes used in windows application, TextBox & Label Control, Button, CheckBox, RadioButton & GroupBox Control, ListBox & ComboBox control, Month Calendar Control, Docking Control, Tree View Control, Menu & Toolbar control, Dialog Boxes

## **UNIT VI: Database Connectivity, XML & Entity Framework Core**

Advantages of ADO.NET, Managed Data providers, developing a Simple ADO.NET Based Application, Retrieving & Updating Data From Tables, XML, Introducing Entity Framework Core, Object-Relational Mappers, Understanding the Role of the Entity Framework Core, The Building Blocks of the Entity Framework, The DbContext Class, The DbSet<T> Class, The ChangeTracker, Entities, Owned Entity Types, Query Types, Query Execution, Mixed Client-Server Evaluation, Tracking vs. NoTracking Queries, Code First vs. Database First, The EF Core Global Tool CLI Commands, The Migrations Commands, The Database Commands, The DbContext Commands, Creating Records, Querying Data

### **References:**

1. Programming in C#, E Balagurusamy, Mc Graw Hill
2. Visual C#.Net, C Muthu, Mc Graw Hill



<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>Introduction to AI and ML</b>
<b>Subject Code</b>	<b>B.Sc CM – 504 A</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

### **Learning Objectives:**

- To learn the distinction between optimal reasoning Vs. human like reasoning.
- To understand the concepts of state space representation, exhaustive search, heuristic
- To understand the applications of AI, namely game playing, theorem proving, and machine learning.

### **Course Outcomes:**

- Learn the distinction between optimal reasoning Vs human like reasoning and formulate an efficient problem space for a problem expressed in natural language. Also select a search algorithm for a problem and estimate its time and space complexities.
- Apply AI techniques to solve problems of game playing, theorem proving, and machine learning.
- Learn different knowledge representation techniques.

### **UNIT – I: Introduction to AI**

Definitions – Foundation and History of AI, Evolution of AI - Applications of AI, Classification of AI systems with respect to environment. Artificial Intelligence vs Machine learning, Relationship between attributes: Covariance, Correlation Coefficient, Chi Square. Intelligent Agent: Concept of Rationality, nature of environment, structure of agents.

### **UNIT - II: Problem Solving**

Heuristic Search Techniques: Generate-and-Test; Hill Climbing; Properties of A\* algorithm, Bestfirst Search; Problem Reduction. Constraint Satisfaction problem: Interference in CSPs; Back tracking search for CSPs; Local Search for CSPs; structure of CSP Problem. Beyond Classical Search: Local search algorithms and optimization problem, local search in continuous spaces, searching with nondeterministic action and partial observation, online search agent and unknown environments.

### **UNIT - III Knowledge and Reasoning**

Knowledge and Reasoning: Building a Knowledge Base: Propositional logic, first order Logic, situation calculus. Theorem Proving in First Order Logic, Planning, partial order planning. Uncertain Knowledge and Reasoning, Probabilities, Bayesian Networks. Probabilistic reasoning over time: time and uncertainty, hidden Markova models, Kalman filter, dynamic bayesian network, keeping track of many objects.

### **UNIT – IV: Introduction to Machine Learning**

Introduction to Machine Learning, Examples of Machine Learning Applications, Learning Types Supervised Learning -Learning a Class from Examples, Vapnik-Chervonenkis (VC) Dimension, Probably Approximately Correct (PAC) Learning, Noise, Learning Multiple Classes, Regression, Model Selection and Generalization, Dimensions of a Supervised Machine Learning Algorithm Dimensionality Reduction- Introduction, Subset Selection, Principal Components Analysis, Factor Analysis, Multidimensional Scaling, Linear Discriminant Analysis, Isomap, Locally Linear Embedding

### **UNIT – V Linear Methods for Regression**

Introduction, Linear Regression Models and Least Squares, Subset Selection, Shrinkage Methods-Ridge Regression, Lasso Regression, Least Angle Regression, Methods Using Derived Input Directions-Principal Components Regression, Partial Least Squares, A Comparison of the Selection and Shrinkage Methods , Multiple Outcome Shrinkage and Selection, More on the Lasso and Related Path Algorithms, Logistic Regression-Fitting Logistic Regression Models, Quadratic Approximations and Inference, L1 Regularized Logistic Regression

## **UNIT – VI Support Vector Machines and Tree-Based Models**

SVM-Introduction to SVM, The Support Vector Classifier, Support Vector Machines and Kernels- Computing the SVM for Classification, The SVM as a Penalization Method, Function Estimation and Reproducing Kernels, SVMs and the Curse of Dimensionality, A Path Algorithm for the SVM Classifier, Support Vector Machines for Regression, Regression and Kernels. Tree Based Methods-Regression Trees, Classification Trees, Random Forests- Definition of Random Forests, Details of Random Forests- Out of Bag Samples, Variable Importance, Proximity Plots, Random Forests and Overfitting, Analysis of Random Forests-Variance and the De-Correlation Effect, Bias, Adaptive Nearest Neighbors.

### **References:**

- 1) Russell, S. and Norvig, P. 2015. Artificial Intelligence - A Modern Approach, 3rd edition, Prentice Hall
- 2) J. Gabriel, Artificial Intelligence: Artificial Intelligence for Humans (Artificial Intelligence, Machine Learning), Create Space Independent Publishing Platform, First edition , 2016
- 3) Introduction to Machine Learning Edition 2, by Ethem Alpaydin
- 4) The Elements of Statistical Learning. Trevor Hastie, Robert Tibshirani and Jerome Friedman. Second Edition. 2009.
- 5) Machine Learning. Tom Mitchell. First Edition, McGraw- Hill, 1997.

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>ReactJS</b>
<b>Subject Code</b>	<b>B.Sc CM – 504 B</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

**Learning Objectives:**

1. React JS course would enable the students in understanding Basics of front end
2. Design & write the simple web development using React JS programming.
3. Learn how to design forms, web applications.
4. Learn fundamental concepts of React JS such as. State, Props, Operators, conditional and looping statements, Arrays, Arrow functions etc.

**Course Outcomes:**

After successful completion of this course, students should be able to:

1. To design front end applications.
2. To write web application to solve the given problem
3. To design program using java script.

**Unit I: Introduction to JavaScript Hours**

Variables, Arrow functions, Rest and spread, Object and array, destructuring, Template, literals, Classes, Callbacks, Promises, Async/Await ES Modules

**Unit II: Basics of React Concepts Hours**

what is react?, benefits of using react, first react code, creating component classes, working with properties, what is JSX, benefits, understanding JSX, React and JSX gotchas, React component states, working with states, states and properties, stateless components, Hooks

**Unit III: Styling and Hooks**

CSS in React, Inline Styling, SAAS, What is HOOK?, useState, useEffect, useContext, useRef, useReducer, useCallback, useMemo, Custom Hooks

**Unit IV: Working with forms and Menus Hours**

Defining a form and its events, form elements, form validations, Bulding menu with JSX, Bulding menu without JSX.

**Unit V: React Architecture Hours**

Adding webpack to project, React router, router features, React Memo 10

**Unit VI: Redux Hours**

flux data architecture, redux data library, GraphQL 10

**References:**

1. React Quickly- AZAT MARDAN, ISBN 9781617293344, ©2017 by Manning Publications, Edition First.
2. Learning React Functional Web Development with React and Redux, Alex Banks and Eve Porcello First Edition, O'Reilly.

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>Cyber Security</b>
<b>Subject Code</b>	<b>B. Sc CM – 505 B</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

**Objectives:**

1. Exhibit knowledge to secure corrupted systems, protect personal data, and secure computer networks in an Organization.
2. Practice with an expertise in academics to design and implement security solutions.
3. Understand key terms and concepts in Cryptography, Governance and Compliance.
4. Develop cyber security strategies and policies
5. Understand principles of web security and to guarantee a secure network by monitoring and analyzing the nature of attacks through cyber/computer forensics software/tools.

**Outcomes:**

1. Analyze and evaluate the cyber security needs of an organization.
2. Determine and analyze software vulnerabilities and security solutions to reduce the risk of exploitation.
3. Measure the performance and troubleshoot cyber security systems.
4. Implement cyber security solutions and use of cyber security, information assurance, and cyber/computer forensics software/tools.

	<b>Unit - I</b>
	<b>IT Act and Encryption</b>
1.1	Object of the Act
1.2	Scope of the Act
1.3	Symmetric Cryptography
1.4	Asymmetric Cryptography
1.5	RSA Algorithm
1.6	Public Key Encryption
	<b>Unit - II</b>
2.1	Authentication of Electronic records
2.2	Digital Signature
2.3	RSA Digital Signature
2.4	Hash Function
2.5	Working of Digital Signature
2.6	Electronic Governance
	<b>Unit - III</b>
	<b>Certifying Authorities</b>
3.1	Need of Certifying Authorities
3.2	Functioning of Certifying Authorities
3.3	Types of Certificates
3.4	Identification, Authorizing, Transactional certificate
3.5	Appointment of Controller
3.6	Functions of Controller

<b>Unit - IV</b>	
<b>Domain Name Disputes</b>	
4.1	Background of Domain Names
4.2	Where lies the dispute?
4.3	Insertion of Internet Domain Names and the trademark Law
4.4	Classification of Cyber Crime, Target of computer crime
<b>Unit-V</b>	
<b>Cyber Crimes and Computer Virus</b>	
5.1	Damage to computer System: Unauthorized Access, Packet Sniffing, Tempest attack, Password Cracking, Buffer overflow
5.2	Computer virus: Viruses, Logic Bomb, Worms, Trojan Horse Programme, Denial of Service, Tampering with Computer Source Documents.
<b>Unit-VI</b>	
<b>Digital Devices Security , Tools and Technologies for Cyber Security</b>	
6.1	End Point device and Mobile phone security, Password policy, Security patch management, Data backup,
6.2	Downloading and management of third party software, Device security policy, Cyber Security best practices,
6.3	Significance of host firewall and Ant-virus, Management of host firewall and Anti-virus, Wi-Fi security,
6.4	Configuration of basic security policy and permissions.

**References:**

1. Cyber Law in India by Farooq Ahmad – Pioneer Books
2. Hand book of Cyber & E-commerce Laws by P.M. Bakshi & R.K.Suri – Bharat Law house New Delhi
3. The Indian Cyber Law by Suresh T Vishwanathan – Bharat Law house New Delhi.
4. Guide to Cyber Laws by Rodney D. Ryder –Wadhwa and Company Nagpur

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>Lab 1: Python Programming</b>
<b>Subject Code</b>	<b>B. Sc CM – 506</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>
<b>Note: - 15- Practical's Based on Syllabus</b>	

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>V Semester</b>
<b>Name of Subject</b>	<b>2: Data Analysis with Power BI</b>
<b>Subject Code</b>	<b>B. Sc CM – 507</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>
<b>Note: - 15- Practical's Based on Syllabus</b>	

<b>Name of Course</b>	<b>B. Sc. ( Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>Mobile Application Development with Kotlin</b>
<b>Subject Code</b>	<b>B.SC CM – 601</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

## Course Objectives

In this course, student will learn about:

- Creating robust mobile applications and learn how to integrate them with other services
- Creating intuitive, reliable mobile apps using the android services and components
- Create a seamless user interface that works with different mobile screens

## Course Outcome

After completing this course, student will be able to:

- Build enterprise level mobile applications with Kotlin on Android
- Understand both the basic and advanced concepts of Kotlin
- Understand why use Kotlin over Java
- Install and configure Android Studio
- Explain and use key Android programming concepts
- Deploy the application on Google Play
- Become a certified Android developer

## UNIT I. Fundamentals of Kotlin Programming

Introduction to Kotlin and Its Features

Program Structure

Variables, Data Types, Type Conversion, Operators, Input /Output

Control Statements, When Expression

Looping Statements, Break, Continue and Return

Enum, Nullable Non Nullable Types, Smart cast, Unsafe and Safe Cast, Elvis Operator

## UNIT II Functions, Array, String and Object Oriented Programming

Functions

Recursion

Default and Named Arguments

Arrays,

String

Object Oriented Concepts

Classes and Objects

Constructor

Visibility Modifiers.

Inheritance

Abstract Class

Interface

Data Classes

Basic Lambdas

Inline Functions

### **UNIT III Exception Handling and Collections Framework**

- Exception Handling.
- Try Catch
- Multiple Try Block
- Finally, Block
- Kotlin Throw Keyword
- Collections
- List -> ArrayList, Vector, LinkedList
- Set -> HashSet
- Map -> HashMap

### **UNIT IV Introduction to Android Programming**

- Android Its Features, API Levels and Versions
- Android Architecture
- JVM, DVM, ART, DEX
- Creating First Android Application,
- Android Project Structure
- AndroidManifest.XML
- Activity and Activity Life Cycle

### **UNIT V User Interface Design**

- LinearLayout
- RelativeLayout
- ConstraintLayout
- TextView
- EditText
- Button, Switch
- RadioButton, and RadioGroup Views, Progress Bar View
- CheckBox
- ImageView
- Spinner and Adapter
- TimePicker View, DatePicker View
- WebView
- Toast
- ScrollView
- CardView
- List View Custom List View and RecyclerView

### **UNIT VI. Intents, Fragments, Dialog, Menus, and Storage Media**

- Implicit Intent
- Explicit Intents
- Fragments (Navigation Drawer)
- Alert Dialog
- Custom Dialog
- Menus
- Shared Preferences
- Internal Storage
- SQLite Database
- Notifications
- Publishing to the Android Market



**References:**

1. Kotlin in Action Paperback – 19 February 2017 by Dmitry Jemerov (Author), Svetlana Isakova (Author)
2. Kotlin Programming Paperback – 6 September 2018 by Josh Skeen (Author), David Greenhalgh (Author)
3. Head First Kotlin: A Brain-Friendly Guide 1st Edition, Kindle Edition by Dawn Griffiths (Author), David Griffiths (Author)

<b>Name of Course</b>	<b>B. Sc ( Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>ASP.Net Core</b>
<b>Subject Code</b>	<b>B.SC CM – 602</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

### **Course Objectives:**

1. Understand the benefits of MVC design over traditional ASP.NET Web Forms.
2. Acquiring sufficient knowledge on role of Model, View and Controller in integrating them to develop complete web application
3. Understand how Routing API maps requests to action methods in controller.
4. Learn how to reuse code rendering HTML using custom HTML Helper methods and Tag Helpers.
5. Building Custom Model Binders for typical conditions in which built-in default binders are not usable.

### **Course Outcomes:**

1. Understanding and applying validation framework for both client and server validations.
2. Access databases and performing CRUD operations using LINQ and Entity Framework
3. Implement security in ASP.Net Core applications.
4. Develop Service Oriented RESTful services using Web API feature of ASP.NET Core.
5. Build and deploy ASP.NET Core application to the production server.

### **UNIT I: Introduction to ASP.NET Core**

Introduction

What is ASP.NET Core?

ASP.NET Core Features

Advantages of ASP.NET Core

MVC Pattern

Understanding ASP.NET Core MVC

ASP.NET Core vs. ASP.NET MVC vs. ASP.NET Web Forms

ASP.NET Core Environment Setup

ASP .NET Core First Application

Project Layout

Understanding Life Cycle of ASP.Net Core Request

### **UNIT II: Controllers Action Methods and View**

Controllers Overview

Action Methods and IActionResult object

Passing data from Controller to View

Understanding Action Selectors

Action Filters

Building Custom Action Filters

Middleware

Asynchronous Action Methods

Introducing Razor View

Advantages of Razor View

- Razor Syntax
- Types of Views
- Partial Views
- Layout Pages
- Special Views
- View Categorization based on Model

### **UNIT III: Helpers and Model Binding**

- Html Helpers
- Built-In Html Helpers
- URL helpers
- Tag Helpers
- Custom Tag Helpers
- Html Form behavior
- Model Binder Overview
- DefaultModelBinder
- Binding to Complex Classes
- IFormCollection Model Binding
- IFormFile Model Binder
- Bind Attribute
- TryUpdateModelAsync

### **UNIT IV: Validations & Data Annotations, State management Techniques**

- Data Annotations and Validations Overview
- Validations with Data Annotation
- Server Side and Client Side Validation
- Custom Server side validation
- Model level validation using IValidatableObject
- Custom unobstrive Client side Validation
- Remote Validation
- Cookies
- Sessions

### **UNIT V: Security, MVC and Entity Framework Core, Web Caching**

- Authentication and Authorization
- Implementing Security using ASP.NET Core Identity
- Basic CRUD Operations using Entity Framework
- Separation of work using BO Classes
- Writing Generic Class / Repository
- Caching in Repository
- Cache Tag Helpers
- Memory Caching Introduction
- In-Memory Caching
- Response Cache
- Distributed Cache

### **UNIT VI: Routing, Module Development, Web API and JQuery Ajax**

- Url Routing Overview
- Custom Routes
- Attribute Routing
- Routing Constraints
- Understanding Areas
- Adding Areas
- Defining Area Routes

- Linking between Areas
- Introduction to Web API
- AJAX implementation using JQuery

## References

1. PROGRAMMING ASP.NET CORE Paperback – 1 January 2019 by Dino Esposito (Author)
2. ASP.NET Core in Action, Second Edition , Andrew Lock, March 2021

<b>Name of Course</b>	<b>B. Sc (Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>Python for Data Science</b>
<b>Subject Code</b>	<b>B.SC CM– 604A</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

### Course Objectives:

1. To learn data collection and preprocessing techniques for data science
2. To Understand and practice analytical methods for solving real life problems.
3. To study data exploration techniques
4. To learn different types of data and its visualization
5. To study different data visualization techniques and tool

### Course Outcomes:

1. Apply data preprocessing methods on open access data and generate quality data for analysis  
Apply and analyze classification and regression data analytical methods for real life problems.  
Implement analytical methods using Python
2. Apply different data visualization techniques to understand the data.
3. Analyze the data using suitable method; visualize using the open source tool.
4. Model multidimensional data and visualize it using appropriate tool

### UNIT I: Introduction to Data Science

Defining data science, Data Science Jobs, Recognizing the different types of data, Gaining insight into the data science process, Data Science Process: Overview, Different steps. Data Preparation, Model Planning, Model Building, Communicating Results, Operationalization

Basic terminologies of Data Science

a. Data science b. Data scientist c. Data set d. Data mining e. Data visualization f. Data modeling g. Data wrangling h. Big data i. Machine learning j. Algorithms k. Deep learning

### UNIT II: Basics of Data Visualization

Introduction to data visualization, challenges of data visualization, Definition of Dashboard, Their type, Evolution of dashboard, dashboard design and principles, display media for dashboard. Types of Data visualization: Basic charts scatter plots, Histogram, advanced visualization Techniques like streamline and statistical measures, Plots, Graphs, Networks, Hierarchies, Reports. Data Science with MS-Excel, Data Science with Google Data Studio.

### UNIT III: Modules and Exception Handling in Python

Importing a Module

Importing an Entire Module

Importing a Module Under an Alias

Importing Specific Module Entities

Reloading a Module

Module Search Path

Module Loading and Compilation

Tricks for Importing Modules

Using import in a Script

Trapping import Statements

Identifying a Module or a Script

Packages

Creating a Module

Standard Modules, Packages, Exception raising, Exception Handling, Error Processing.

#### **UNIT IV: Working with Files**

File Processing

Reading

Writing to a File

Changing Position

Controlling File I / O

File Locking

Getting File Lists

Basic File / Directory Management

Access and Ownership

Checking Access

Getting File Information

Setting File Permissions

Manipulating File Paths

#### **UNIT V: Pandas Data Analysis library [Data Processing]**

Why Pandas? Features of Pandas, Data structures in Pandas a. Series b. DataFrame c. Panel d. Panel4D Series creation a. Using ndarray b. Using dict c. Using scalar values d. Using list, Accessing elements of Series a. Using indexing b. Using slicing c. Using ranging d. Using iloc method e. Using loc method Vectorising operations a. Vector operations using same index values b. Vector operations using different index values, DataFrame creation a. Using list b. Using dict c. Using ndarray d. Using series e. Using DataFrame  $\varpi$  Viewing DataFrame elements a. Using describe function b. Using column name c. Using iloc method d. Using iat method e. Using head() f. Using tail() g. Using index method

#### **UNIT VI: Numpy, Matplotlib**

Handling missing values, Statistical functions in data operations, SQL operations in pandas,

Numpy – Mathematical Computation Why numpy? Powerful properties of numpy  $\varpi$  Types of arrays, Attributes of ndarray , Basic operations, Creating functions for array, Copy and view, Shape manipulation, Matplotlib library, Chart properties, Styling the char, Types of presentation styles, Why and How Data to be distributed?, Types of distribution, Advanced Data Visualization using SEABORN

#### **Reference Books: -**

1. Learning Python-Mark Lutz-O'Reilly 5th edition
2. Data Mining: Concepts and Techniques Jiawei Han, MichelineKamber, Jian Pei Data Science from Scratch Joel Grus O'Reilly Media Inc
3. MySQL for Python-Albert Lukaszewskc-Packet publication 1st edition
4. Django 2 by Example (Build powerful and reliable Python web applications from scratch)-Antonio Mele

<b>Name of Course</b>	<b>B. Sc. (Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>Introduction to IoT</b>
<b>Subject Code</b>	<b>B.SC CM – 604 B</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

### Course Objectives:

To study the fundamentals about IoT

1. To study about IoT Access technologies
2. To study the design methodology and different IoT hardware platforms.
3. To study the basics of IoT supporting services.
4. To study about various IoT case studies and industrial applications.

### Course Outcomes:

After successful completion of this course, students should be able to:

1. Understand the basics of IoT.
2. Implement the state of the Architecture of an IoT.
3. Understand design methodology and hardware platforms involved in IoT.
4. Understand how to analyse and organize the data.
5. Compare IOT Applications in Industrial & real-world.

### Unit I: Basics of IoT Networking

Overview of Internet of Things  
 Wireless Sensor Networks  
 Machine-to-Machine Communications  
 Cyber Physical Systems

### Unit II: Introduction to Internet of Things

Evolution of IoT  
 Enabling IoT and the Complex Interdependence of Technologies  
 IoT Networking Components  
 Addressing Strategies in IoT

### Unit III: IoT Sensors, Actuators and Microcontroller devices

Sensors  
 Sensor Characteristics  
 Sensing Types.  
 Actuators  
 Actuator Characteristics  
 Actuator Types.  
 Arduino  
 Raspberry Pi

## **Unit IV: Processing in IoT**

Data Format

Importance of Processing in IoT

Processing Topologies

IoT Device Design and Selection Considerations

## **Unit V: IoT Connectivity Technologies**

IEEE 802.15.4, Zigbee, RFID, DASH7, NFC, Z-Wave

Cloud Computing

Virtualization

Cloud Models

Sensor-Cloud: Sensors-as-a-Service

Fog Computing and Its Applications

## **Unit VI: Application Areas and Futures of IoT**

Agricultural IoT

Components of an agricultural IoT

Advantages of IoT in agriculture

Smart irrigation management system

Vehicular IoT

Components of vehicular IoT

Advantages of vehicular IoT

Healthcare IoT

Components of healthcare IoT

Advantages and risk of healthcare IoT

Evolution of New IoT Paradigms

Challenges Associated with IoT

Emerging Pillars of IoT

## **References:**

1. Introduction to IoT by Sudip Misra, Anandarup Mukherjee, Arijit Roy | Publication Cambridge University Press | ISBN 9781108842952, ISBN 9781108959742.
1. The Internet of things\_ do-it-yourself projects with Arduino, Raspberry Pi, and BeagleBone Black | ISBN: 978-0-07-183521-3
2. The Internet of Things – Key applications and Protocols, Olivier Hersent, David Boswarthick, Omar Elloumi and Wiley, 2012. | ISBN 978-1-11999435-0



<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>MongoDB</b>
<b>Subject Code</b>	<b>B.SC CM – 605 B</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>

**Learning Objectives:**

1. MongoDB course would enable the students in understanding Basics of NoSQL Databases to design the queries.
2. Learn how to design Queries.
3. Learn fundamental concepts of Mongo DB such as secondary indexes, range queries, sorting, aggregations, and geospatial indexes etc.

**Course Outcomes:**

After successful completion of this course, students should be able to:

1. To covers aspects on Big Data, NOSQL and details on architecture and development on MongoDB.
2. To write Database application to solve the given problem
3. To use sorting, aggregations, geospatial indexes and server-side rendering.
4. To design program using MongoDB.

**UNIT I: Introduction to MongoDB**

Ease of Use,  
Easy Scaling,  
Tons of Features

**UNIT II: Getting Started**

Documents Collections Dynamic Schemas Naming Databases  
Getting and Starting MongoDB Introduction to the MongoDB Shell Running the Shell  
A MongoDB Client  
Basic Operations with the Shell Data Types  
Basic Data Types Dates  
Arrays  
Embedded Documents id and ObjectIds

**UNIT III:**

Creating, Updating, and Deleting Documents  
Inserting and Saving Documents Batch Insert

Insert Validation Removing  
Documents Remove Speed Updating  
Documents Document Replacement  
Using Modifiers Upserts  
Updating Multiple Documents  
Returning Updated Documents

**UNIT IV: Querying**

Introduction to find Specifying Which Keys to Return Limitations  
Query Criteria Query Conditionals OR Queries  
\$not Conditional Semantics Type-Specific Queries null  
Regular Expressions Querying Arrays

Querying on Embedded Documents  
\$where Queries Server-Side Scripting Cursors  
Limits, Skips, and Sorts Avoiding Large Skips  
Advanced Query Options

## **UNIT V: Indexing**

Introduction to Indexing Introduction to Compound Indexes Using Compound Indexes  
How \$-Operators Use Indexes Indexing Objects and Arrays Index Cardinality  
Using explain() and hint() The Query Optimizer When Not to Index  
Types of Indexes  
Unique Indexes  
Sparse Indexes  
Index Administration  
Identifying Indexes Changing Indexes

## **UNIT VI: Aggregation**

The Aggregation Framework Pipeline Operations  
\$match  
\$project  
\$group  
\$unwind  
\$sort  
\$limit  
\$skip  
Using Pipelines MapReduce  
Example 1: Finding All Keys in a Collection Example 2: Categorizing Web Pages MongoDB and  
MapReduce  
Aggregation Commands count  
distinct  
group

### **References:**

1. MongoDB: The Definitive Guide, Second Edition  
by Kristina Chodorow, Published by O'Reilly Media, Inc., isbn=9781449344689.
2. Practical MongoDB: Architecting, Developing, and Administering MongoDB  
Shakuntala Gupta Edward NavinSabharwal, ISBN-13 (pbk): 978-1-4842-0648-5,  
Published by APRESS, First Edition.

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>Lab 1: Kotlin</b>
<b>Subject Code</b>	<b>B. Sc CM – 606</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>
<b>Note: - 15- Practical's Based on Syllabus</b>	

<b>Name of Course</b>	<b>B.Sc (Computer Management)</b>
<b>Semester</b>	<b>VI Semester</b>
<b>Name of Subject</b>	<b>Lab 2: ASP.Net Core</b>
<b>Subject Code</b>	<b>B. Sc CM – 607</b>
<b>Marks</b>	<b>75</b>
<b>Lectures</b>	<b>50</b>
<b>Note: - 15- Practical's Based on Syllabus</b>	