Scheme & Syllabus of

Bachelor of Science in Information Technology

(B.Sc. IT)

Batch 2019 onwards

By

Board of Study Computer Applications

Department of Academics

IK Gujral Punjab Technical University

Bachelor of Science (Information Technology) B.Sc.(IT):
It is a Under Graduate (UG) Programme of 3 years duration (6 semesters)

Eligibility: All those candidates who have passed the 10+2 or its equivalent examination in any stream conducted by a recognized Board / University / Council.

OR

Those candidates who have passed their Matriculation examination AND have also passed three year Diploma in any Trade from Punjab State Board of Technical Education & Industrial Training, Chandigarh or such Examination from any other recognized State Board of Technical Education, or Sant Longowal Institute of Engineering & Technology, Longowal.

B. Sc. (IT) (Lateral Entry): It is a Under Graduate (UG) Programme of 2 years duration (4 semesters)

Eligibility: All those candidates who have passed Matriculation examination **AND** have also passed 3 Year Diploma in any Trade from Punjab State Board of Technical Education & Industrial Training, Chandigarh or such Examination from any other recognized State Board of Technical Education, or Sant Longowal Institute of Engineering & Technology, Longowal.

OR

10+2 with 1 year Diploma in Computer Application / IT (or equivalent) from a recognized University with Mathematics as course at 10+2 or DIT / DCA level.

I. K. Gujral Punjab Technical University
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PROGRAM OUTCOMES (POs)

Program: B. Sc. (IT)

1. **Basic knowledge:** An ability to apply knowledge of basic mathematics, science and domain knowledge to solve the computational problems.

2. **Discipline knowledge**: An ability to apply discipline –specific knowledge to solve core and/or applied computational problems.

3. **Experiments and practice:** An ability to plan and perform experiments and practices and to use the results to solve computational problems.

4. **Tools Usage**: Apply appropriate technologies and tools with an understanding of limitations.

5. **Profession and society**: Demonstrate knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to professional practice.

6. **Environment and sustainability**: Understand the impact of the computational solutions in societal and environmental contexts, and demonstrate the knowledge and need for sustainable development.

7. **Ethics**: Apply ethical principles and commit to professional ethics and responsibilities and norms of the professional practice.

8. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse/multidisciplinary teams.

9. **Communication:** An ability to communicate effectively.

10. **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the context of technological changes.

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First Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1901	Core Theory	Mathematics	3	1	0	40	60	100	4
UGCA1902	Core Theory	Fundamentals of Computer and IT	3	1	0	40	60	100	4
UGCA1908	Core Theory	Computer System Architecture	3	1	0	40	60	100	4
UGCA1958	Core Practical/Laboratory	Workshop on Multimedia Tools	0	0	4	60	40	100	2
UGCA1912	Core Practical/Laboratory	Computer System Architecture Laboratory	0	0	4	60	40	100	2
UGCA1906	Core Practical/Laboratory	Fundamentals of Computer and IT Laboratory	0	0	4	60	40	100	2
BTHU103/18	Ability Enhancement Compulsory Course (AECC)-I	English	1	0	0	40	60	100	1
BTHU104/18	Ability Enhancement Compulsory Course (AECC)	English Practical/Laboratory	0	0	2	30	20	50	1
HVPE101-18	Ability Enhancement Compulsory Course (AECC)	Human Values, De-addiction and Traffic Rules	3	0	0	40	60	100	3
HVPE102-18	Ability Enhancement Compulsory Course (AECC)	Human Values, De-addiction and Traffic Rules (Lab/ Seminar)	0	0	1	25	0	25	1
BMPD102-18		Mentoring and Professional Development	0	0	1	25	0	25	1
	TOTAL		**13**	**03**	**16**	**460**	**440**	**900**	**25**

The Human Values, De-addiction and Traffic Rules (Lab/ Seminar) and Mentoring and Professional Development course will have internal evaluation only. (See guidelines at the last page of this file**)

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Second Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1922	Core Theory	Database Management Systems	3	1	0	40	60	100	4
UGCA1923	Core Theory	Operating Systems	3	1	0	40	60	100	4
UGCA1909	Core Theory	Object Oriented Programming using C++	3	1	0	40	60	100	4
UGCA1910	Core Practical/Laboratory	Object Oriented Programming using C++ Laboratory	0	0	4	60	40	100	2
UGCA1926	Core Practical/Laboratory	Operating Systems Laboratory	0	0	4	60	40	100	2
UGCA1925	Core Practical/Laboratory	Database Management Systems Laboratory	0	0	4	60	40	100	2
EVS102-18	Ability Enhancement Compulsory Course (AECC) -III	Environmental Science	2	0	0	40	60	100	2
BMPD202-18		Mentoring and Professional Development	0	0	1	25	--	25	1
	TOTAL		**11**	**3**	**13**	**365**	**360**	**725**	**21**

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Third Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1921	Core Theory	Software Engineering	3	1	0	40	60	100	4
UGCA1914	Core Theory	Programming in Python	3	1	0	40	60	100	4
UGCA1915	Core Theory	Data Structures	3	1	0	40	60	100	4
UGCA1924	Core Practical/Laboratory	Software Engineering Laboratory	0	0	4	60	40	100	2
UGCA1917	Core Practical/Laboratory	Programming in Python Laboratory	0	0	4	60	40	100	2
UGCA1918	Core Practical/Laboratory	Data Structures Laboratory	0	0	4	60	40	100	2
UGCA1959	Skill Enhancement Course-I	Internet Tools & Applications	3	0	0	40	60	100	3
UGCA1960	Skill Enhancement Course- Laboratory	Internet Tools & Applications Laboratory	0	0	2	30	20	50	1
BMPD302-18		Mentoring and Professional Development	0	0	1	25	--	25	1
	TOTAL		**12**	**03**	**15**	**395**	**380**	**775**	**23**

Fourth Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1913	Core Theory	Computer Networks	3	1	0	40	60	100	4
UGCA1932	Core Theory	Programming in Java	3	1	0	40	60	100	4
UGCA1961	Core Theory	Basic Accounting	3	1	0	40	60	100	4
UGCA1916	Core Practical/Laboratory	Computer Networks Laboratory	0	0	4	60	40	100	2
UGCA1938	Core Practical/Laboratory	Programming in Java Laboratory	0	0	4	60	40	100	2
UGCA1962	Core Practical/Laboratory	Basic Accounting Laboratory	0	0	4	60	40	100	2
UGCA1927	Skill Enhancement Course-II	Web Designing	3	0	0	40	60	100	3
UGCA1928	Skill Enhancement Course- Laboratory	Web Designing Laboratory	0	0	2	30	20	50	1
BMPD402-18		Mentoring and Professional Development	0	0	1	25	--	25	1
	TOTAL		**12**	**03**	**15**	**395**	**380**	**775**	**23**

Students will undergo 4 weeks Institutional Summer Training* after 4th semester. Examination will be conducted along with 5th semester practical.

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Fifth Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1929	Skill Enhancement Course-III	Programming in PHP	3	0	0	40	60	100	3
UGCA1930	Skill Enhancement Course-Laboratory	Programming in PHP Laboratory	0	0	2	30	20	50	1
	Open Elective-I		3	1	0	40	60	100	4
	Elective-I		3	1	0	40	60	100	4
	Elective-II		3	1	0	40	60	100	4
	Elective-I Laboratory		0	0	4	60	40	100	2
	Elective-II Laboratory		0	0	4	60	40	100	2
	Project	Minor Project	0	0	2	60	40	100	1
	Institutional Summer Training*		0	0	2	60	40	100	1
BMPD502-18		Mentoring and Professional Development	0	0	1	25	--	25	1
	TOTAL		**10**	**03**	**15**	**455**	**420**	**875**	**21**

Elective -I	
Course Code	**Course Title**
UGCA1931	Data Warehouse and Mining
UGCA1963	Mobile Application Development
UGCA1935	Linux Operating System

Elective -II	
Course Code	**Course Title**
UGCA1934	Computer Graphics
UGCA1945	Artificial Intelligence
UGCA1936	Cloud Computing

Elective-I Laboratory	
Course Code	**Course Title**
UGCA1937	Data Warehouse and Mining Laboratory
UGCA1964	Mobile Application Development Laboratory
UGCA1941	Linux Operating System Laboratory

Elective-II Laboratory	
Course Code	**Course Title**
UGCA1940	Computer Graphics Laboratory
UGCA1951	Artificial Intelligence Laboratory
UGCA1942	Cloud Computing Laboratory

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Sixth Semester

Course Code	Course Type	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
			L	T	P	Internal	External		
UGCA1947	Skill Enhancement Course-IV	Digital Marketing	3	0	0	40	60	100	3
UGCA1953	Skill Enhancement Course-Laboratory	Digital Marketing Laboratory	0	0	2	30	20	50	1
	Open Elective-II		3	1	0	40	60	100	4
	Elective-III		3	1	0	40	60	100	4
	Elective-IV		3	1	0	40	60	100	4
	Elective-III Laboratory		0	0	4	60	40	100	2
	Elective-IV Laboratory		0	0	4	60	40	100	2
	Project	Major Project	0	0	6	120	80	200	6
BMPD602-18		Mentoring and Professional Development	0	0	1	25	--	25	1
	TOTAL		**10**	**03**	**17**	**455**	**485**	**875**	**25**

Elective -III	
Course Code	**Course Title**
UGCA1933	Internet of Things
UGCA1946	R Programming
UGCA1965	Latex

Elective -IV	
Course Code	**Course Title**
UGCA1948	Information Security
UGCA1967	Advanced Java
UGCA1950	Machine Learning

Elective -III	
Course Code	**Course Title**
UGCA1939	Internet of Things Laboratory
UGCA1952	R Programming Laboratory
UGCA1966	Latex Laboratory

Elective -IV	
Course Code	**Course Title**
UGCA1954	Information Security Laboratory
UGCA1968	Advanced Java Laboratory
UGCA1956	Machine Learning Laboratory

Open Electives*	
Course Code	**Course Title**
UGCA1902	Fundamentals of Computer and IT
UGCA1903	Problem Solving using C
UGCA1909	Object Oriented Programming using C++
UGCA1913	Computer Networks
UGCA1922	Database Management Systems
UGCA1957	Software Project Management

***The above list of Open Elective Courses is particularly designed to offer to other disciplines such as Physics, Chemistry, Mathematics, Management or any other area of expertise in their Under-Graduate Programs.**

*** In case Open Elective-I and Open Elective-II are not offered by any other discipline/branch in the Institute/College, then student may opt Open Elective courses from given lists of Elective courses (Theory only).**

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Course Code: UGCA1901
Course Name: Mathematics

Program: B.Sc. IT	**L:** 3 **T:** 1 **P:** 0
Branch: Computer Applications	**Credits:** 4
Semester: 1st	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status: core/elective:** Core

Prerequisite: Student must have the knowledge of Basic Mathematics.
Co requisite: NA.
Additional material required in ESE: Minimum two exercises of each concept will be recorded in the file and the file will be submitted in End Semester Examinations.
Course Outcomes: After studying this course, students will be able to:

CO#	Course Outcomes
CO1	Represent data using various mathematical notions.
CO2	Explain different terms used in basic mathematics.
CO3	Describe various operations and formulas used to solve mathematical problems.

Detailed contents	Contact hours
Unit-I Set Introduction, Objectives, Representation of Sets (Roster Method, Set Builder Method), Types of Sets (Null Set, Singleton Set, Finite Set, Infinite Set, Equal Set, Equivalent Set, Disjoint Set, Subset, Proper Subset, Power Set, Universal Set) and Operation with Sets (Union of Set, Intersection of Set, Difference of Set, Symmetric Difference of Set) Universal Sets, Complement of a Set.	12 hours
Unit-II Logic Statement, Connectives, Basic Logic Operations (Conjunction, Disjunction, Negation) Logical Equivalence/Equivalent Statements, Tautologies and Contradictions.	10 hours
Unit -III Matrices Introduction, Types of Matrix (Row Matrix, Column Matrix, Rectangular Matrix, Square Matrix, Diagonal Matrix, Scalar Matrix, Unit Matrix, Null Matrix, Comparable Matrix, Equal Matrix), Scalar Multiplication,	12 hours

Negative of Matrix, Addition of Matrix, Difference of two Matrix, Multiplication of Matrices, Transpose of a Matrix.	
Unit-IV Progressions Introduction, Arithmetic Progression, Sum of Finite number of quantities in A.P, Arithmetic Means, Geometric Progression, Geometric Mean.	10 hours

Text Books:

1. Discrete Mathematics and Its Applications by Kenneth H. Rosen, Mc Graw Hill, 6th Edition.
2. College Mathematics, Schaum's Series, TMH.

Reference Books:

1. Elementary Mathematics, Dr. RD Sharma
2. Comprehensive Mathematics, Parmanand Gupta
3. Elements of Mathematics, ML Bhargava

E Books/ Online learning material

1. www.see.leeds.ac.uk/geo-maths/basic_maths.pdf
2. www.britannica.com/science/matrix-mathematics
3. www.pdfdrive.com/schaums-outline-of-discrete-mathematics-third-edition-schaums-e6841453.html

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Course Code: UGCA1902
Course Name: Fundamentals of Computer and IT

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 1st	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understanding the concept of input and output devices of Computers

CO2	Learn the functional units and classify types of computers, how they process information and how individual computers interact with other computing systems and devices.
CO3	Understand an operating system and its working, and solve common problems related to operating systems
CO4	Learn basic word processing, Spreadsheet and Presentation Graphics Software skills.
CO5	Study to use the Internet safely, legally, and responsibly

Detailed Contents	Contact hours
Unit-I **Human Computer Interface** Concepts of Hardware and Software; Data and Information. **Functional Units of Computer System:** CPU, registers, system bus, main memory unit, cache memory, Inside a computer, SMPS, Motherboard, Ports and Interfaces, expansion cards, ribbon cables, memory chips, processors. **Devices:** Input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, bar code reader, web camera, monitor, printer, plotter. **Memory:** Primary, secondary, auxiliary memory, RAM, ROM, cache memory, hard disks, optical disks. **Data Representation:** Bit, Byte, Binary, Decimal, Hexadecimal, and Octal Systems, Conversions and Binary Arithmetic (Addition/ Subtraction/ Multiplication) Applications of IT.	12
Unit-II **Concept of Computing, Types of Languages:** Machine, assembly and High level Language; Operating system as user interface, utility programs. **Word processing:** Editing features, formatting features, saving, printing, table handling, page settings, spell-checking, macros, mail-merge, equation editors.	10
Unit-III **Spreadsheet:** Workbook, worksheets, data types, operators, cell formats, freeze panes, editing features, formatting features, creating formulas, using	10

formulas, cell references, replication, sorting, filtering, functions, Charts & Graphs. **Presentation Graphics Software:** Templates, views, formatting slide, slides with graphs, animation, using special features, presenting slide shows.	
Unit-IV **The Impact of Computing and Internet on Society** Introduction to Secure Electronic Transaction, Types of Payment System: Digital Cash, Electronic Cheque, Smart Card, Credit/Debit Card E-Money, Bit Coins and Crypto currency, Electronic Fund Transfer (EFT), Unified Payment Interface (UPI), Immediate Payment System (IMPS), Digital Signature and Certification Authority. Concept of Mobile Computing, Cloud Computing, Big Data and Internet of Things (IoT)	12

Text Books:

1. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education
2. Fundamentals of Computers, P. K. Sinha & P. Sinha, 2007, BPB Publishers.
3. IT Tools, R.K. Jain, Khanna Publishing House
4. "Introduction to Information Technology", Satish Jain, Ambrish Rai & Shashi Singh, Paperback Edition, BPB Publications, 2014.

Reference Books:

1. "Introduction to Computers", Peter Norton
2. Computers Today, D. H. Sanders, McGraw Hill.
3. "Computers", Larry long & Nancy long, Twelfth edition, Prentice Hall.
4. Problem Solving Cases in Microsoft Excel, Joseph Brady & Ellen F Monk, Thomson Learning.
5. Computer Fundamentals, A. Goel, 2010, Pearson Education

E Books/ Online learning material

1. www.sakshat.ac.in
2. https://swayam.gov.in/course/4067-computer-fundamentals

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Course Code: UGCA1908
Course Name: Computer System Architecture

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 1st	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: Basics of Information Technology
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Know about the basic functioning of various parts of computer system from hardware point of view and interfacing of various peripheral devices used with the system.
CO2	Learn number system and various types of micro-operations of processor.
CO3	Learn the communication of various components through common bus.
CO4	Learn how to design Combinational & Sequential circuits

Detailed Contents	Contact hours
Unit-I **Logic Gates:** AND, OR, NOT, NAND, NOR, XOR, XNOR, NAND & NOR as Universal Gates, Logic Gates Applications. **Boolean Algebra:** Introduction, Theorems, Simplification of Boolean Expression using Boolean Algebra, SOP & POS Forms, Realization of Boolean Expression using Gates, K-Maps, Simplification of Boolean Expression using K-Maps.	12
Unit-II **Combinational Logic Circuits:** Half Adder & Half Subtractor, Full Adder & Full Subtractor, Parallel Binary Adder, Binary Adder/Subtractor. **Combinational Logic Circuits:** Multiplexers & Demultiplexers, Implementation of Boolean equations using Multiplexer and Demultiplexer, Encoders & Decoders.	12
Unit-III	8

Sequential Logic Circuits: Latch, Flip Flops- R-S Flip-Flop, J-K Flip-Flop, Race Around Condition, Removing Race Around Condition, Master-Slave J-K Flip-Flop, D Flip-Flop, T Flip-Flop, Applications of Flip-Flops.	
Unit-IV **Introduction to Computer Organization:** Introduction to Computer and CPU (Computer Organization, Computer Design and Computer Architecture), Stored Program Concept- Von Neumann Architecture, Harvard Architecture, RISC and CISC Architecture. **Register Transfer and Micro operations**- Introduction to Registers, Instruction Format, Types of Instructions- Memory Reference Instructions, Register Reference Instructions and Input-Output Instructions. **Common Bus System**: Introduction to Common Bus System, Types of Buses (Data Bus, Control Bus, Address Bus), 16-bit Common Bus System--Data Movement among registers using Bus.	12

Text Books:

1. Modern Digital Electronics, R. P. Jain, Fourth Edition, TMH
2. Computer System Architecture, M.M. Mano, Third Edition, PHI
3. Digital Computer Electronics, Malvino, Second Edition, Mc-Graw Hill

Reference Books:

1. Computer Organization and Architecture, Stallings, Eighth Edition, PHI.
2. Computer Organization and Architecture, J.P.Hayes, Third Edition, TMH.
3. Digital and Electronic Circuits, T. C. Bartee, McGraw Hill
4. Digital Fundamentals, Floyd, Ninth Edition, PHI
5. Digital Integrated Electronics, Taub & Schilling, Eighth Edition, Mc-Graw Hill

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Course Code: UGCA1958
Course Name: Workshop on Multimedia Tools

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 1st	**Contact hours:** 2 hours per week
Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks:40	**Duration of end semester exam (ESE):** 3hrs
Total marks:100	**Elective status:** Core

Prerequisite: Basic understanding of computer system and images.

Co requisite: -NA-

Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Define terms related to multimedia technologies.
CO2	Implement basic image editing.

Detailed contents	Contact hours
Unit-I Introduction: Objectives – History of Multimedia – Its market – Content copyright – Resources for multimedia developers – Types of produces – Evaluation – Hardware Architecture – OS and Software – Multimedia Architecture – Software library – Drivers.	4
Unit-II Downloading and installing free open source multimedia tool like GIMP, understanding its workspace (toolbox, menus, panels). **Paint Tools**: Common Features, Dynamics, Brush Tools (Pencil, Paintbrush, Airbrush), Bucket Fill, Blend, Pencil, Paintbrush, Eraser, Airbrush, Ink, Clone, Heal, Perspective Clone, Blur/Sharpen, Smudge, Dodge/Burn, applying fills and outlines – creating default fills and outlines – gradient fill – types – custom fill – copy – clone – mesh – gradient mesh	8
Unit-III **Transform Tools**: Common Features, Align, Move, Crop, Rotate, Scale, Shear, Perspective, Flip, The Cage Tool. **Color Tools**: Overview, Color Balance, Hue-Saturation, Colorize, Brightness-Contrast, Threshold, Levels, Curves, Posterize, Desaturate.	5
Unit-IV **Animation**: Text Animation methods, building an animated GIF, Animating a still image, Morphing, re-synthesizer tool. Designing for a webpage: Web Design tools, Variable and fixed sized designs, Optimizing images for web.	5

*** Students can choose multimedia tool of their choice. Recommended tool is GIMP.**

Text Book:

1. A book of GIMP: A guide to nearly everything, Olivier Lecarme, Karine Delvare Published by no starch press, California.
2. Multimedia Technology and Applications – David Hillman-Galgotia Publications pvt. Ltd, 1998.

Course Code: UGCA1912
Course Name: Computer System Architecture Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 1st	**Contact hours:** 4 hours per week
Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: Basic knowledge of Fundamentals of Computer and IT
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	The students will be able to perform number system conversions.
CO2	The students will understand the function of all components of Computer architecture.
CO3	The students will understand various types of basic, combinational & universal logic gates
CO4	The students will learn how to design Combinational circuits like Adder, Subtractor, Decoder, Encoder, Multiplexer, Demultiplexer
CO5	The students will learn how to design Sequential circuits like Flip Flops, Counters

Instructions:

1.	To verify the Truth Table of Basic Logic Gates
2.	To verify the Truth Table of Combinational Logic Gates
3.	To verify the Truth Table of Universal Logic Gates
4.	To verify the Truth Table of Half Adder Combinational Circuit
5.	To verify the Truth Table of Full Adder Combinational Circuit
6.	To verify the Truth Table of Half Subtractor Combinational Circuit
7.	To verify the Truth Table of Full Subtractor Combinational Circuit
8.	To verify the Truth Table of Decoder Combinational Circuit
9.	To verify the Truth Table of Encoder Combinational Circuit
10.	To verify the Truth Table of Multiplexer Combinational Circuit
11.	To verify the Truth Table of De Multiplexer Combinational Circuit

12.	To verify the Truth Table of S-R Flip-Flop
13.	To verify the Truth Table of J-K Flip-Flop
14.	To verify the Truth Table of Master Slave J-K Flip-Flop
15.	To verify the Truth Table of D Flip-Flop
16.	To verify the Truth Table of T Flip-Flop
17.	To verify the working of Asynchronous Up Counter
18.	To verify the working of Asynchronous Down Counter
19.	To verify the working of Asynchronous MOD-N Counter
20.	To verify the working of Synchronous Up Counter
21.	To verify the working of Synchronous Down Counter
22.	To verify the working of Synchronous MOD-N Counter
23.	To verify the working of Asynchronous Bidirectional Counter
24.	To verify the working of Synchronous Bidirectional Counter

Reference Books:

1. Computer Organization and Architecture, Stallings, Eighth Edition, PHI.
2. Modern Digital Electronics, R. P. Jain, Fourth Edition, TMH.
3. Digital Logic & Computer Design, D. Morris Mano, Second Edition, PHI.
4. Digital and Electronic Circuits, T. C. Bartee, McGraw Hill.
5. Digital Fundamentals, Floyd, Ninth Edition, PHI.
6. Digital Integrated Electronics, Taub & Schilling, Eighth Edition, Mc-Graw Hill.

Course Code: UGCA1906
Course Name: Fundamentals of Computer and IT Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 1st	**Contact hours:** 4 hours per week
Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Familiarizing with Open Office (Word processing, Spreadsheets and Presentation).
CO2	To acquire knowledge on editor, spread sheet and presentation software.
CO3	The students will be able to perform documentation and accounting operations.
CO4	Students can learn how to perform presentation skills.

Instructions:

Word Orientation: The instructor needs to give an overview of word processor. Details of the four tasks and features that would be covered Using word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter.	
1.	Using word to create Resume Features to be covered: - Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in Word.
2.	Creating an Assignment Features to be covered: - Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check, Track Changes.
3.	Creating a Newsletter Features to be covered :- Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes and Paragraphs
4.	Creating a Feedback form Features to be covered :- Forms, Text Fields, Inserting objects, Mail Merge in Word.
Excel Orientation: The instructor needs to tell the importance of Excel as a Spreadsheet tool, give the details of the four tasks and features that would be covered Excel – Accessing, overview of toolbars, saving excel files,	
1.	Creating a Scheduler Features to be covered :- Gridlines, Format Cells, Summation, auto fill, Formatting Text
2.	Calculations Features to be covered :- Cell Referencing, Formulae in excel – average, std.deviation, Charts, Renaming and Inserting worksheets, Hyper linking, Count function, LOOKUP/VLOOKUP
3.	Performance Analysis Features to be covered :- Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting
4.	Game (like Cricket, badminton) Score Card Features to be covered :- Pivot Tables, Interactive Buttons, Importing Data, Data Protection, Data Validation
Presentation Orientation:	
1.	Students will be working on basic power point utilities and tools which help them create basic power point presentation. Topic covered includes :- PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows
2.	This session helps students in making their presentations interactive.

	Topics covered includes : Hyperlinks, Inserting –Images, Clip Art, Audio, Video, Objects, Tables and Charts
3.	Concentrating on the in and out of Microsoft power point. Helps them learn best practices in designing and preparing power point presentation. Topics covered includes: - Master Layouts (slide, template, and notes), Types of views (basic, presentation, slide slotter, notes etc), Inserting – Background, textures, Design Templates, Hidden slides. Auto content wizard, Slide Transition, Custom Animation, Auto Rehearsing
4.	Power point test would be conducted. Students will be given model power point presentation which needs to be replicated
Internet and its Applications: The instructor needs to tell the how to configure Web Browser and to use search engines by defining search criteria using Search Engines	
1.	To learn to setup an e-mail account and send and receive e-mails
2.	To learn to subscribe/post on a blog and to use torrents for accelerated downloads
3.	Hands on experience in online banking and Making an online payment for any domestic bill

Reference Books:

1. IT Tools, R.K. Jain, Khanna Publishing House
2. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education
3. Introduction to information technology, Turban, Rainer and Potter, John Wiley and Sons
4. Problem Solving Cases in Microsoft Excel, Joseph Brady & Ellen F Monk, Thomson Learning

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AECC (For UGC courses)
BTHU103-18 English:

Course Outcomes:

- The objective of this course is to introduce students to the theory, fundamentals and tools of communication.
- To help the students become the independent users of English language.
- To develop in them vital communication skills which are integral to their personal, social and professional interactions.
- The syllabus shall address the issues relating to the Language of communication.
- Students will become proficient in professional communication such as interviews, group discussions, office environments, important reading skills as well as writing skills such as report writing, note taking etc.

The recommended readings given at the end are only suggestive; the students and teachers have the freedom to consult other materials on various units/topics given below.

Similarly, the questions in the examination will be aimed towards assessing the skills learnt by the students rather than the textual content of the recommended books.

Detailed Contents:

Unit1- 1 (Introduction)

- Theory of Communication
- Types and modes of Communication

Unit- 2 (Language of Communication)

- Verbal and Non-verbal
- (Spoken and Written)
- Personal, Social and Business
- Barriers and Strategies
- Intra-personal, Inter-personal and Group communication

Unit-3 (Reading and Understanding)

- Close Reading
- Comprehension
- Summary Paraphrasing
- Analysis and Interpretation
- Translation(from Hindi/Punjabi to English and vice-versa)
  OR
  Precis writing /Paraphrasing (for International Students)
- Literary/Knowledge Texts

Unit-4 (Writing Skills)

- Documenting
- Report Writing
- Making notes
- Letter writing

Recommended Readings:

1. *Fluency in English* - Part II, Oxford University Press, 2006.
2. *Business English*, Pearson, 2008.
3. Language, Literature and Creativity, Orient Blackswan, 2013.
4. *Language through Literature* (forthcoming) ed. Dr. Gauri Mishra, Dr Ranjana Kaul, Dr Brati Biswas
5. *On Writing Well*. William Zinsser. Harper Resource Book. 2001
6. *Study Writing.* Liz Hamp-Lyons and Ben Heasly. Cambridge University Press. 2006.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

AECC
BTHU104/18 English Practical/Laboratory
: 0L 0T 2P 1 Credit

Course Outcomes:

- The objective of this course is to introduce students to the theory, fundamentals and tools of communication.
- To help the students become the independent users of English language.
- To develop in them vital communication skills which are integral to personal, social and professional interactions.
- The syllabus shall address the issues relating to the Language of communication.
- Students will become proficient in professional communication such as interviews, group discussions and business office environments, important reading skills as well as writing skills such as report writing, note taking etc.

The recommended readings given at the end are only suggestive; the students and teachers have the freedom to consult other materials on various units/topics given below. Similarly, the questions in the examination will be aimed towards assessing the skills learnt by the students rather than the textual content of the recommended books.

Interactive practice sessions in Language Lab on Oral Communication

- Listening Comprehension
- Self Introduction, Group Discussion and Role Play
- Common Everyday Situations: Conversations and Dialogues
- Communication at Workplace
- Interviews
- Formal Presentations
- Monologue
- Effective Communication/ Mis- Communication
- Public Speaking

Recommended Readings:

1. *Fluency in English* - Part II, Oxford University Press, 2006.
2. *Business English,* Pearson, 2008.
3. Practical English Usage. Michael Swan. OUP. 1995.
4. *Communication Skills*. Sanjay Kumar and Pushp Lata. Oxford University Press. 2011.
5. *Exercises in Spoken English*. Parts. I-III. CIEFL, Hyderabad. Oxford University Press

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I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: HVPE101-18
Course Name: Human Values, De-addiction and Traffic Rules

Program: B.Sc. IT	**L**: 3 **T**: 0 **P**: 0
Branch: Computer Applications	**Credits:** 3
Semester: 1st	**Contact hours:** 33 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Ability Enhancement

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To help the students appreciate the essential complementarily between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.
CO2	To facilitate the development of a Holistic perspective among students towards life, profession and happiness, based on a correct understanding of the Human reality and the rest of Existence. Such a holistic perspective forms the basis of Value based living in a natural way.
CO3	To highlight plausible implications of such a Holistic understanding in terms of ethical human conduct, trustful and mutually satisfying human behavior and mutually enriching interaction with Nature.

Note: This course is intended to provide a much needed orientational input in Value Education to the young enquiring minds.

Detailed Contents	Contact hours
Unit-I **Course Introduction - Need, Basic Guidelines, Content and Process for Value Education** 1. Understanding the need, basic guidelines, content and process for Value Education 2. Self-Exploration–what is it? - its content and process; 'Natural Acceptance' and Experiential Validation- as the mechanism for self-exploration 3. Continuous Happiness and Prosperity- A look at basic Human Aspirations 4. Right understanding, Relationship and Physical Facilities- the basic requirements for fulfillment of aspirations of every human being with their correct priority	8

5. Understanding Happiness and Prosperity correctly- A critical appraisal of the current scenario 6. Method to fulfill the above human aspirations: understanding and living in harmony at various levels	
Unit-II **Understanding Harmony in the Human Being - Harmony in Myself!** 1. Understanding human being as a co-existence of the sentient 'I' and the material 'Body' *2.* Understanding the needs of Self ('I') and 'Body' - *Sukh* and *Suvidha* 3. Understanding the Body as an instrument of 'I' (I being the doer, seer and enjoyer) 4. Understanding the characteristics and activities of 'I' and harmony in 'I' 5. Understanding the harmony of I with the Body: *Sanyam* and *Swasthya*; correct appraisal of Physical needs, meaning of Prosperity in detail 6. Programs to ensure *Sanyam* and *Swasthya* - Practice Exercises and Case Studies will be taken up in Practice Sessions.	8
Unit-III **Understanding Harmony in the Family and Society- Harmony in Human-Human Relationship** 1. Understanding harmony in the Family- the basic unit of human interaction *2.* Understanding values in human-human relationship; meaning of *Nyaya* and program for its fulfillment to ensure *Ubhay-tripti*; Trust (*Vishwas)* and Respect (*Samman)* as the foundational values of relationship 3. Understanding the meaning of *Vishwas*; Difference between intention and competence 4. Understanding the meaning of *Samman*, Difference between respect and differentiation; the other salient values in relationship *5.* Understanding the harmony in the society (society being an extension of family): *Samadhan, Samridhi, Abhay, Sah-astitva* as comprehensive Human Goals 6. Visualizing a universal harmonious order in society- Undivided Society (*Akhand Samaj),* Universal Order (*Sarvabhaum Vyawastha)*- from family to world family! - Practice Exercises and Case Studies will be taken up in Practice Sessions.	8

Unit-IV **Understanding Harmony in the Nature and Existence - Whole existence as Co-existence** *1.* Understanding the harmony in the Nature 2. Interconnectedness and mutual fulfillment among the four orders of nature- recyclability and self-regulation in nature 3. Understanding Existence as Co-existence (*Sah-astitva*) of mutually interacting units in all-pervasive space 4. Holistic perception of harmony at all levels of existence - Practice Exercises and Case Studies will be taken up in Practice Sessions.	4
Unit-V **Implications of the above Holistic Understanding of Harmony on Professional Ethics** 1. Natural acceptance of human values 2. Definitiveness of Ethical Human Conduct 3. Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order 4. Competence in professional ethics: a) Ability to utilize the professional competence for augmenting universal human order, b) Ability to identify the scope and characteristics of people-friendly and eco-friendly production systems, c) Ability to identify and develop appropriate technologies and management patterns for above production systems. 5. Case studies of typical holistic technologies, management models and production systems 6. Strategy for transition from the present state to Universal Human Order: a) At the level of individual: as socially and ecologically responsible engineers, technologists and managers b) At the level of society: as mutually enriching institutions and organizations.	5

Text Book

1. R R Gaur, R Sangal, G P Bagaria, 2009, *A Foundation Course in Value Education*.

Reference Books

1. Ivan Illich, 1974, *Energy & Equity,* The Trinity Press, Worcester, and Harper Collins, USA.
2. E.F. Schumacher, 1973, *Small is Beautiful: a study of economics as if people mattered,* Blond & Briggs, Britain.
3. A Nagraj, 1998, *Jeevan Vidya ek Parichay,* Divya Path Sansthan, Amarkantak.
4. Sussan George, 1976, How *the Other Half Dies,* Penguin Press. Reprinted 1986, 1991.
5. PL Dhar, RR Gaur, 1990, *Science and Humanism*, Common wealth Publishers.
6. A.N. Tripathy, 2003, *Human Values,* New Age International Publishers.
7. Subhas Palekar, 2000, *How to practice Natural Farming,* Pracheen (Vaidik) Krishi Tantra Shodh, Amravati.
8. Donella H. Meadows, Dennis L. Meadows, Jorgen Randers, William W. Behrens III, 1972, *Limits to Growth – Club of Rome's report*, Universe Books.
9. E G Seebauer & Robert L. Berry, 2000, *Fundamentals of Ethics for Scientists & Engineers,* Oxford University Press
10. M Govindrajran, S Natrajan & V.S. Senthil Kumar, *Engineering Ethics (including Human Values)*, Eastern Economy Edition, Prentice Hall of India Ltd.
11. B P Banerjee, 2005, *Foundations of Ethics and Management,* Excel Books.
12. B L Bajpai, 2004, *Indian Ethos and Modern Management*, New Royal Book Co., Lucknow. Reprinted 2008.

Relevant CDs, Movies, Documentaries & Other Literature:

1. Value Education website, *http://uhv.ac.in*
2. Story of Stuff, *http://www.storyofstuff.com*
3. Al Gore, *An Inconvenient Truth*, Paramount Classics, USA
4. Charlie Chaplin, *Modern Times*, United Artists, USA
5. IIT Delhi, *Modern Technology – the Untold Story*

Course Code: HVPE102-18
Course Name: Human Values, De-addiction and Traffic Rules (Lab/ Seminar)

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 1
Branch: Computer Applications	**Credits:** 1
Semester: 1st	**Contact hours:** 1 hour per week
Internal max. marks: 25	**Theory/Practical:** Practical
External max. marks: 0	**Duration of end semester exam (ESE):** 3hrs
Total marks: 25	**Elective status:** Ability Enhancement

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

One each seminar will be organized on Drug De-addiction and Traffic Rules. Eminent scholar and experts of the subject will be called for the Seminar at least once during the semester. It will be binding for all the students to attend the seminar.

Course Code: UGCA1922
Course Name: Database Management Systems

Program: B. Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 2nd	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand the basic concepts of DBMS.
CO2	Formulate, using SQL, solutions to a broad range of query and data update problems.
CO3	Demonstrate an understanding of normalization theory and apply such knowledge to the normalization of a database.
CO4	Understand the concept of Transaction and Query processing in DBMS.

Detailed Contents	Contact hours
Unit-I Introduction of DBMS, Data Modeling for a Database, Three level Architecture of DBMS, Components of a DBMS. Introduction to Data Models, Hierarchical, Network and Relational Model, Comparison of Network, Hierarchical and Relational Model, Entity Relationship Model.	12
Unit-II Relational Database, Relational Algebra and Calculus, SQL Fundamentals, DDL, DML, DCL, PL/SQL Concepts, Cursors, Stored Procedures, Stored Functions, Database Triggers.	12

Unit-III Introduction to Normalization, First, Second, Third Normal Forms, Dependency Preservation, Boyce-Codd Normal Form, Multi-valued Dependencies and Fourth Normal Form, Join Dependencies and Fifth Normal Form, Domain-key normal form (DKNF).	10
Unit-IV Database Recovery, Concurrency Management, Database Security, Integrity and Control. Structure of a Distributed Database, Design of Distributed Databases.	10

Text Books:

1. "An Introduction to Database System", Bipin C. Desai, Galgotia Publications Pvt Ltd-New Delhi, Revised Edition, (2012).

Reference Books:

1. "SQL, PL/SQL The Programming Language of Oracle", Ivan Bayross, BPB Publications, 4th Revised Edition (2009)
2. "An Introduction to Database Systems", C. J. Date, A. Kannan, S. Swamynathan, 8th Edition, Pearson Education, (2006).
3. "Database System Concepts", Abraham Silberschatz, Henry F. Korth, S. Sudharshan, Tata McGraw Hill, 6th Edition, (2013).
4. Database Management Systems, Raghu Ramakrishnan, McGraw-Hill, Third Edition, 2014.

Course Code: UGCA1923
Course Name: Operating Systems

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 2nd	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: Basic understanding of computer system.
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Discuss the evaluation of operating systems.
CO2	Explain different resource managements performed by operating system.
CO3	Describe the architecture in terms of functions performed by different types of operating systems.
CO4	Analyze the performance of different algorithms used in design of operating system components.

Detailed contents	Contact hours
Unit-I **Fundamentals of Operating system**: Introduction to Operating system, Functions of an operating system. Operating system as a resource manager. Structure of operating system (Role of kernel and Shell). Views of operating system. Evolution and types of operating systems. **Process & Thread Management**: Program vs. Process; PCB, State transition diagram, Scheduling Queues, Types of schedulers, Concept of Thread, Benefits, Types of threads, synchronization issues. **CPU Scheduling**: Need of CPU scheduling, CPU I/O Burst Cycle, Pre-emptive vs. Non-pre-emptive scheduling, Different scheduling criteria's, scheduling algorithms (FCSC, SJF, Round-Robin, Multilevel Queue).	12
Unit-II **Memory Management**: Introduction, address binding, relocation, loading, linking, memory sharing and protection; Paging and segmentation; Virtual memory: basic concepts of demand paging, page replacement algorithms.	11
Unit-III **I/O Device Management**: I/O devices and controllers, device drivers; disk storage. **File Management**: Basic concepts, file operations, access methods, directory structures and management, remote file systems; file protection.	10
Unit-IV **Advanced Operating systems:** Introduction to Distributed Operating system, Characteristics, architecture, Issues, Communication & Synchronization;	11

Introduction Multiprocessor Operating system, Architecture, Structure, Synchronization & Scheduling; Introduction to Real-Time Operating System, Characteristics, Structure & Scheduling.	

Text Books:

1. Operating System Principles by Abraham Silberschatz and Peter Baer Galvin, Seventh Edition, Published by Wiley-India.
2. Principals of Operating System by Naresh Chauhan, Published by OXFORD University Press, India.

Reference Books:

1. Operating Systems by Sibsankar Haldar and Alex A. Aravind, Published by Pearson Education.
2. Operating system by Stalling, W., Sixth Edition, Published by Prentice Hall (India)

Course Code: UGCA1909
Course Name: Object Oriented Programming using C++

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 2nd	**Contact hours:** 44 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To learn programming from real world examples.
CO2	To understand Object oriented approach for finding Solutions to various problems with the help of C++ language.
CO3	To create computer based solutions to various real-world problems using C++
CO4	To learn various concepts of object oriented approach towards problem solving

Detailed Contents	Contact hours
Unit-I **Principles of object oriented programming** Introduction to OOP and its basic features, Basic components of a C++, Program and program structure, Compiling and Executing C++ Program. Difference between Procedure Oriented Language(C) and Object Oriented Language	12
Unit-II **Classes & Objects and Concept of Constructors** Defining classes, Defining member functions, Declaration of objects to class, Access to member variables from objects, Different forms of member functions, Access specifiers (Private, public, protected), Array of objects. Introduction to constructors, Parameterized constructors, Copy Constructor, Multiple constructors in class, Dynamic initialization of objects, Destructors.	10
Unit-III **Inheritance and Operator overloading** Introduction to Inheritance, Types of inheritance: - Single inheritance, Multiple inheritance, Multilevel inheritance, Hierarchical inheritance, Hybrid inheritance, Defining operator overloading, Overloading of Unary and Binary operators, Rules for overloading operators	12
Unit-IV **Polymorphism and File Handling** Early Binding, Late Binding, Virtual Functions, pure virtual functions, Abstract Classes. Opening and Closing File, Reading and Writing a file.	10

Text Books:

1. Object Oriented Programming with C++, E. Balagurusami, Fourth Edition, Tata Mc-Graw Hill.
2. Object Oriented Programming in Turbo C++, Robert Lafore, Fourth Edition Galgotia Publications.
3. Object Oriented Programming Using C++, Salaria, R. S, Fourth Edition, Khanna Book Publishing.

Reference Books:

1. The C++ Programming Language, Bjarna Stroustrup, Third Edition, Addison-Wesley Publishing Company.

Course Code: UGCA1910
Course Name: Object Oriented Programming using C++ Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 2nd	**Contact hours:** 4 hours per week
Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To learn programming from real world examples.
CO2	To understand Object oriented approach for finding Solutions to various problems with the help of C++ language.
CO3	To create computer based solutions to various real-world problems using C++
CO4	To learn various concepts of object oriented approach towards problem solving

Instructions:

1.	Write a program to enter mark of 6 different subjects and find out the total mark (Using cin and cout statement)
2.	Write a function using reference variables as arguments to swap the values of pair of integers.
3.	Write a function to find largest of three numbers.
4.	Write a program to find the factorial of a number.
5.	Define a class to represent a bank account which includes the following members as Data members: a) Name of the depositor b)Account Number c)Withdrawal amount d)Balance amount in the account Member Functions: a) To assign initial values b)To deposit an amount c) To withdraw an amount after checking the balance d) To display name and balance.

6.	Write the above program for handling n number of account holders using array of objects.
7.	Write a C++ program to compute area of right angle triangle, equilateral triangle, isosceles triangle using function overloading concept.
8.	Consider a publishing company that markets both book and audio cassette version to its works. Create a class Publication that stores the title (a string) and price (type float) of a publication. Derive the following two classes from the above Publication class: Book which adds a page count (int) and Tape which adds a playing time in minutes(float). Each class should have get_data() function to get its data from the user at the keyboard. Write the main() function to test the Book and Tape classes by creating instances of them asking the user to fill in data with get_data() and then displaying it using put_data().
9.	Consider an example of declaring the examination result. Design three classes student, exam and result. The student has data members such as rollno ,name. Create the lass exam by inheriting the student class. The exam class adds data members representing the marks scored in 5 subjects. Derive the result from exam-class and it has own data members like total, avg.
10.	Write a program for overloading of Unary ++ operator.
11.	Write a program for overloading of Binary + operator.
12.	Write a program of Virtual Functions.
13.	Write a program of Abstract Classes.
14.	Write a program to read and write from file.

Reference Books:

1. Object Oriented Programming with C++, E. Balagurusami, Fourth Edition, Tata Mc-Graw Hill.
2. Object Oriented Programming in Turbo C++, Robert Lafore, Fourth Edition Galgotia Publications.
3. The C++ Programming Language, Bjarna Stroustrup, Third Edition, Addison-Wesley Publishing Company.
4. Object Oriented Programming Using C++, Salaria, R. S, Fourth Edition, Khanna Book Publishing.

Course Code: UGCA1926
Course Name: Operating Systems Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 2nd	**Contact hours**: 4 hours per week
Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After going through the practical, student will be able to:

CO#	Course outcomes
CO1	Install & configure different operating systems.
CO2	Write programs/ scripts for different scheduling algorithms.

Instructions:

1	Installation of windows OS.
2	Installation of Linux OS.
3	Dual boot installation of Operating systems.
4	Implementation of FCFS Scheduling algorithm
5	Implementation of SJF Scheduling algorithm
6	Implementation of Round-Robin Scheduling algorithm
7	Vi Editor & its commands
8	Shell Commands
9	Shell Scripting- Using variables
10	Shell Scripting- Input & Output
11	Shell Scripting- Data types
12	Shell Scripting- Use of arithmetic operators
13	Shell Scripting- if control statement programs
14	Shell Scripting- while control statement
15	Shell Scripting- for control statement

- Instructor can select programs of their own for implementing different concepts.

Reference Books:

1. Linux: The complete reference by Richard Petersen, Published by Tata McGraw-Hill Publication.
2. Operating System Principles by Abraham Silberschatz and Peter Baer Galvin, Seventh Edition, Published by Wiley-India.

Course Code: UGCA1925
Course Name: Database Management Systems Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 2nd	**Contact hours:** 4 hours per week

I. K. Gujral Punjab Technical University
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Internal max. marks: 60	**Theory/Practical:** Practical
External max. marks:40	**Duration of end semester exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Able to understand various queries and their execution
CO2	Populate and query a database using SQL DML/DDL commands.
CO3	Declare and enforce integrity constraints on a database
CO4	Programming PL/SQL including stored procedures, stored functions, cursors, packages
CO5	Able to design new database and modify existing ones for new applications and reason about the efficiency of the result

Instructions:

1.	Used of CREATE, ALTER, RENAME and DROP statement in the database tables (relations)
2.	Used of INSERT INTO, DELETE and UPDATE statement in the database tables (relations)
3.	Use of simple select statement.
4.	Use of select query on two relations
5.	Use of nesting of queries.
6.	Use of aggregate functions.
7.	Use of substring comparison.
8.	Use of order by statement.
9.	Consider the following schema for a Library Database: BOOK (*Book_id, Title, Publisher_Name, Pub_Year*) BOOK_AUTHORS (Book_id, Author_*Name*) PUBLISHER (*Name, Address, Phone*) BOOK_COPIES (*Book_id, Branch_id, No-of_Copies*) BOOK_LENDING (*Book_id, Branch_id, Card_No, Date_Out, Due_Date*) LIBRARY_BRANCH (*Branch_id, Branch_Name, Address*) Write SQL queries to 1. Retrieve details of all books in the library_id, title, name of publisher, authors, number of copies in each branch, etc. 2. Get the particulars of borrowers who have borrowed more than 3 books between Jan 2018 to Jun 2018 3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation.

	4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query. 5. Create a view of all books and its number of copies that are currently available in the Library.
10.	Consider the following schema for Order Database: SALESMAN (*Salesman_id, Name, City, Commission*) CUSTOMER (*Customer_id, Cust_Name, City, Grade, Salesman_id*) ORDERS (*Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id*) Write SQL queries to 1. Count the customers with grades above Amritsar's average. 2. Find the name and numbers of all salesmen who had more than one customer. 3. List all salesmen and indicate those who have and don't have customers in their cities (Use UNION operation.) 4. Create a view that finds the salesman who has the customer with the highest order of a day. 5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted.
11.	Write a PL/SQL code to add two numbers and display the result. Read the numbers during run time.
12.	Write a PL/SQL code to find sum of first 10 natural numbers using while and for loop.
13.	Write a program to create a trigger which will convert the name of a student to upper case before inserting or updating the name column of student table.
14.	Write a PL/SQL block to count the number of rows affected by an update statement using SQL%ROWCOUNT
15.	Write a PL/SQL block to increase the salary of all doctors by 1000.
16.	Write a PL/SQL code to multiply two numbers using procedure inside the block.
17.	Write a PL/SQL code to calculate factorial of a given number using function.
18.	Create a package that contains function and procedure.
19.	Design database for Student Management System for your college using E-R model and Normalization.
20.	Design and Develop Conceptual Data Model (E-R Diagram) for Library management System with all the necessary entities, attributes, constraints and relationships. Design and build Relational Data Model for application specifying all possible constraints.

Reference Books:

1. "SQL, PL/SQL The Programming Language of Oracle", 4th Revised Edition, Ivan Bayross (2009).
2. "Oracle PL/SQL Programming", 5th Edition, Steven Feuerstein and Bill Pribyl (2009).

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: EVS102-18
Course Name: Environmental Science

Program: B.Sc. IT	**L**: 2 **T**: 0 **P:** 0
Branch: Computer Applications	**Credits:** 2
Semester: 2nd	**Contact hours:** 22 hours
Internal max. marks: 40	**Theory/Practical:** Theory
External max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
Total marks:100	**Elective status:** Ability Enhancement

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Students will enable to understand environmental problems at local and national level through literature and general awareness.
CO2	The students will gain practical knowledge by visiting wildlife areas, environmental institutes and various personalities who have done practical work on various environmental Issues.
CO3	The students will apply interdisciplinary approach to understand key environmental issues and critically analyze them to explore the possibilities to mitigate these problems.
CO4	Reflect critically about their roles and identities as citizens, consumers and environmental actors in a complex, interconnected world

Detailed Contents	Contact hours
Unit-I **Introduction to Environmental Studies** Multidisciplinary nature of Environmental Studies: Scope & Importance Need for Public Awareness.	2
Unit-II **Ecosystems** Concept of an Ecosystem: Structure & functions of an ecosystem (Producers, Consumers & Decomposers) Energy Flow in an ecosystem: Food Chain, Food web and Ecological Pyramids Characteristic features, structure & functions of following Ecosystems: • Forest Ecosystem • Aquatic Ecosystem (Ponds, Lakes, River & Ocean)	4

Unit-III **Natural Resources** Renewable & Non-renewable resources Forest Resources: Their uses, functions & values (Biodiversity conservation, role in climate change, medicines) & threats (Overexploitation, Deforestation, Timber extraction, Agriculture Pressure), Forest Conservation Act Water Resources: Their uses (Agriculture, Domestic & Industrial), functions & values, Overexploitation and Pollution of Ground & Surface water resources (Case study of Punjab), Water Conservation, Rainwater Harvesting, Land Resources: Land as a resource; Land degradation, soil erosion and desertification Energy Resources: Renewable & non-renewable energy resources, use of alternate energy resources (Solar, Wind, Biomass, Thermal), Urban problems related to Energy	4
Unit-IV **Biodiversity & its conservation** Types of Biodiversity: Species, Genetic & Ecosystem India as a mega biodiversity nation, Biodiversity hot spots and biogeographic regions of India Examples of Endangered & Endemic species of India, Red data book	4
Unit-V **Environmental Pollution & Social Issues** Types, Causes, Effects & Control of Air, Water, Soil & Noise Pollution Nuclear hazards and accidents & Health risks Global Climate Change: Global warming, Ozone depletion, Acid rain, Melting of Glaciers & Ice caps, Rising sea levels Environmental disasters: Earthquakes, Floods, Cyclones, Landslides	4
Unit-VI **Field Work** Visit to a National Park, Biosphere Reserve, Wildlife Sanctuary Documentation & preparation of a Biodiversity (flora & fauna) register of campus/river/forest Visit to a local polluted site: Urban/Rural/Industrial/Agricultural Identification & Photography of resident or migratory birds, insects (butterflies)	4

Public hearing on environmental issues in a village	

Text Books:

1. Bharucha, E. Text Book for Environmental Studies. University Grants Commission, New Delhi.
2. Agarwal, K.C. 2001 Environmental Biology, Nidi Publ. Ltd. Bikaner.
3. Bharucha Erach, The Biodiversity of India, Mapin Publishing Pvt. Ltd., Ahmedabad – 380 013, India, Email:mapin@icenet.net (R)
4. Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc. 480p
5. Clark R.S., Marine Pollution, Clanderson Press Oxford (TB)
6. Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumbai, 1196p
7. De A.K., Environmental Chemistry, Wiley Eastern Ltd.
8. Down to Earth, Centre for Science and Environment (R)
9. Gleick, H.P. 1993. Water in crisis, Pacific Institute for Studies in Dev., Environment & Security. Stockholm Env. Institute Oxford Univ. Press. 473p
10. Hawkins R.E., Encyclopedia of Indian Natural History, Bombay Natural History Society, Bombay (R)
11. Heywood, V.H & Waston, R.T. 1995. Global Biodiversity Assessment. Cambridge Univ. Press 1140p.
12. Jadhav, H & Bhosale, V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284 p.
13. Mckinney, M.L. & School, R.M. 1996. Environmental Science systems & Solutions, Web enhanced edition. 639p.
14. Mhaskar A.K., Matter Hazardous, Techno-Science Publication (TB)
15. Miller T.G. Jr. Environmental Science, Wadsworth Publishing Co. (TB)
16. Odum, E.P. 1971. Fundamentals of Ecology. W.B. Saunders Co. USA, 574p
17. Rao M N. & Datta, A.K. 1987. Waste Water treatment. Oxford & IBH Publ. Co. Pvt. Ltd. 345p.
18. Sharma B.K., 2001. Environmental Chemistry. Geol Publ. House, Meerut
19. Survey of the Environment, The Hindu (M)
20. Townsend C., Harper J, and Michael Begon, Essentials of Ecology, Blackwell Science (TB)
21. Trivedi R. K. and P.K. Goel, Introduction to air pollution, Techno-Science Publication (TB)
22. Wanger K.D., 1998 Environmental Management. W.B. Saunders Co. Philadelphia, USA 499p

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I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1921
Course Name: Software Engineering

Program: B.Sc. IT	**L:** 3 **T:**1 **P:** 0
Branch: Computer Applications	**Credits:** 4
Semester: 3rd	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems**:-
Internal max. marks: 40	**Duration of end semester exam (ESE): -**
External max. marks: 60	**Core/Elective status:** core
Total marks: 100	

Prerequisite: -
Co requisite:-
Additional material required in ESE:-
Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Aware about the engineering approach to analysis, design and built the software
CO2	Understand the phases and activities involved in the conventional software life cycle models
CO3	Analyse problems, and identify and define thecomputing requirements appropriate to its solution.
CO4	Apply design and development principles in the construction of software systems of varying complexity
CO5	Apply current techniques, skills, and tools necessary for computing practice.

Detailed contents	Contact hours
Unit 1 The Nature of Software, Need of Software Engineering, Prescriptive Process Models, Specialized Process Models, The Unified Process.	10
Unit 2 Role of a system analyst, SRS, Properties of a good SRS document, functional and non-functional requirements, Decision tree and Decision table, Formal Requirements Specification, Software Cost Estimation.	10
Unit 3 Software design and its activities, Preliminary and detailed design activities, Characteristics of a good software design, Features of a design document, Cohesion and Coupling,	12

Structured Analysis, Function Oriented Design, Object-Oriented Design.	
Unit 4 Testing Fundamentals, Unit Testing, Integration Testing, Validation Testing, System Testing, Maintenance and Reengineering, Measures, Metrics, and Indicators, Software Measurement, Metrics for Requirements Model, Metrics for Design Model, Metrics for Testing, Metrics for Maintenance.	12

Text Books:

1. Software Engineering–A Practitioner's Approach, Roger S.Pressman, Seventh Edition, McGrawHill, 2010.

Reference Books:

1. An Integrated Approach to Software Engineering, Pankaj Jalota, Third Edition, Narosa Publishing House, 2005
2. Software Engineering, Ian Sommerville, Ninth Edition, Addison-Wesley, 2011

Course Code: UGCA1914
Course Name: Programming in Python

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 3rd	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems**: 40%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Core
Total marks: 100	

Prerequisite: -NA-
Co requisite: **-NA-**
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to:

CO#	Course Outcomes
CO1	Familiar with Python environment, data types, operators used in Python.
CO2	Compare and contrast Python with other programming languages.

CO3	Learn the use of control structures and numerous native data types with their methods.
CO4	Design user defined functions, modules, and packages and exception handling methods.
CO5	Create and handle files in Python and learn Object Oriented Programming Concepts.

Detailed Contents	Contact hours
Unit-I **Introduction to Python Programming Language:** Programming Language, History and Origin of Python Language, Features of Python, Limitations, Major Applications of Python, Getting, Installing Python, Setting up Path and Environment Variables, Running Python, First Python Program, Python Interactive Help Feature, Python differences from other languages. **Python Data Types & Input/Output:** Keywords, Identifiers, Python Statement, Indentation, Documentation, Variables, Multiple Assignment, Understanding Data Type, Data Type Conversion, Python Input and Output Functions, Import command. **Operators and Expressions:** Operators in Python, Expressions, Precedence, Associativity of Operators, Non Associative Operators.	12
Unit-II **Control Structures:** Decision making statements, Python loops, Python control statements. **Python Native Data Types:** Numbers, Lists, Tuples, Sets, Dictionary, Functions & Methods of Dictionary, Strings (in detail with their methods and operations).	10
Unit-III **Python Functions:** Functions, Advantages of Functions, Built-in Functions, User defined functions, Anonymous functions, Pass by value Vs. Pass by Reference, Recursion, Scope and Lifetime of Variables. **Python Modules:** Module definition, Need of modules, Creating a module, Importing module, Path Searching of a Module, Module Reloading, Standard Modules, Python Packages.	12

Unit-IV **Exception Handling:** Exceptions, Built-in exceptions, Exception handling, User defined exceptions in Python. **File Management in Python:** Operations on files (opening, modes, attributes, encoding, closing), read() & write() methods, tell() & seek() methods, renaming & deleting files in Python, directories in Python. **Classes and Objects:** The concept of OOPS in Python, Designing classes, Creating objects, Accessing attributes, Editing class attributes, Built-in class attributes, Garbage collection, Destroying objects.	10

Text Books:

1. Programming in Python, Pooja Sharma, BPB Publications, 2017.
2. Core Python Programming, R. Nageswara Rao, 2nd Edition, Dreamtech.

Reference Books:

1. Python, The complete Reference, Martin C. Brown, Mc Graw Hill Education.
2. Python in a Nutshell, A. Martelli, A. Ravenscroft, S. Holden, OREILLY.

Course Code: UGCA1915
Course Name: Data Structures

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 3rd	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** --
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Core
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Apply appropriate constructs of Programming language, coding standards for application development

CO2	Use appropriate data structures for problem solving and programming
CO3	Use algorithmic foundations for solving problems and programming
CO4	Apply appropriate searching and/or sorting techniques for application development.
CO5	Develop programming logic and skills.

Detailed Contents	Contact hours
Unit-I **Introduction to Data Structures:** Algorithms and Flowcharts, Basics Analysis on Algorithm, Complexity of Algorithm, Introduction and Definition of Data Structure, Classification of Data, Arrays, Various types of Data Structure, Static and Dynamic Memory Allocation, Function, Recursion. **Arrays, Pointers and Strings:** Introduction to Arrays, Definition, One Dimensional Array and Multi-Dimensional Arrays, Pointer, Pointer to Structure, various Programs for Array and Pointer. Strings. Introduction to Strings, Definition, Library Functions of Strings.	10
Unit-II **Stacks and Queue** Introduction to Stack, Definition, Stack Implementation, Operations of Stack, Applications of Stack and Multiple Stacks. Implementation of Multiple Stack Queues, Introduction to Queue, Definition, Queue Implementation, Operations of Queue, Circular Queue, De-queue and Priority Queue.	8
Unit-III **Linked Lists and Trees** Introduction, Representation and Operations of Linked Lists, Singly Linked List, Doubly Linked List, Circular Linked List, And Circular Doubly Linked List. **Trees** Introduction to Tree, Tree Terminology Binary Tree, Binary Search Tree, Strictly Binary Tree, Complete Binary Tree, Tree Traversal, Threaded Binary Tree, AVL Tree B Tree, B+ Tree.	14
Unit-IV **Graphs, Searching, Sorting and Hashing**	12

Graphs: Introduction, Representation to Graphs, Graph Traversals Shortest Path Algorithms. **Searching and Sorting:** Searching, Types of Searching, Sorting, Types of sorting like quick sort, bubble sort, merge sort, selection sort. **Hashing:** Hash Function, Types of Hash Functions, Collision, Collision Resolution Technique (CRT), Perfect Hashing	

Text Books

1. Brijesh Bakariya. Data Structures and Algorithms Implementation through C, BPB Publications.
2. Kruse R.L. Data Structures and Program Design in C; PHI
3. Aho Alfred V., Hopperoft John E., UIlman Jeffrey D., "Data Structures and Algorithms", AddisonWesley

Reference books

1. Horowitz & Sawhaney: Fundamentals of Data Structures, Galgotia Publishers.
2. Yashwant Kanetkar, Understanding Pointers in C, BPB Publications.
3. Horowitz, S. Sahni, and S. Rajasekaran, Computer Algorithms, Galgotia Pub. Pvt. Ltd., 1998.

Course Code: UGCA1924
Course Name: Software Engineering Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 3rd	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Core
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Elicit, analyze and specify software requirements.
CO2	Analyze and translate a specification into a design

CO3	Realize design practically, using an appropriate software engineering methodology.
CO4	Plan a software engineering process life cycle.
CO5	Use modern engineering tools for specification, design, implementation, and testing

Assignments:

1.	Identify project scope and objective of given problem: *a. College automation system.* *b. Banking Management System.*
2.	Develop software requirements specification for (1 a.) and (1 b.) problem.
3.	Develop UML Use case model for a problem.
4.	Develop Class diagrams
5.	Represent project Scheduling of above-mentioned projects
6.	Use any model for estimating the effort, schedule and cost of software project
7.	Develop DFD model (level-0, level-1 DFD and Data dictionary) of the project
8.	Develop sequence diagram
9.	Develop Structured design for the DFD model developed
10.	Develop the waterfall model, prototype model and spiral model of the product
11.	Explain with reason which model is best suited for the product
12.	Develop a working protocol of any of two problem
13.	Use LOC, FP and Cyclomatic Complexity Metric of above-mentioned problem
14.	Find Maintainability Index and Reusability Index of above-mentioned problem
15.	Using any Case Tool find number of statements, depth and complexity of the prototype

Reference Books:

1. Software Engineering–A Practitioner's Approach, Roger S.Pressman, Seventh Edition, McGrawHill, 2010.
2. The Unified Modeling Language Reference Manual, Grady Booch, Second Edition, Addison Wesley, 2005.
3. An Integrated Approach to Software Engineering, Pankaj Jalota, Third Edition, Narosa Publishing House, 2005.

Course Code: UGCA1917
Course Name: Programming in Python Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**:4
Branch: Computer Applications	**Credits**: 2
Semester: 3rd	**Contact hours**: 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems**: 90%
Internal max. marks: 60	**Duration of end semester exam (ESE)**: 3hrs
External max. marks: 40	**Elective Status :** Core
Total marks: 100	

Prerequisite: -NA-

Co requisite: -NA-

Additional material required in ESE: - Maintain practical note book as per the instructions given by the instructor.

Course Outcomes: Students will be able to :

CO#	Course outcomes
CO1	Solve simple to advanced problems using Python language.
CO2	Develop logic of various programming problems using numerous data types and control structures of Python.
CO3	Implement different data structures.
CO4	Implement modules and functions.
CO5	Design and implement the concept of object oriented programming structures.
CO6	Implement file handling.

List of assignments:

1.	Compute sum, subtraction, multiplication, division and exponent of given variables input by the user.
2.	Compute area of following shapes: circle, rectangle, triangle, square, trapezoid and parallelogram.
3.	Compute volume of following 3D shapes: cube, cylinder, cone and sphere.
4.	Compute and print roots of quadratic equation $ax^2+bx+c=0$, where the values of a, b, and c are input by the user.
5.	Print numbers up to N which are not divisible by 3, 6, 9,, e.g., 1, 2, 4, 5, 7,….
6.	Write a program to determine whether a triangle is isosceles or not?
7.	Print multiplication table of a number input by the user.
8.	Compute sum of natural numbers from one to n number.
9.	Print Fibonacci series up to n numbers e.g. 0 1 1 2 3 5 8 13…..n
10.	Compute factorial of a given number.
11.	Count occurrence of a digit 5 in a given integer number input by the user.
12.	Print Geometric and Harmonic means of a series input by the user.
13.	Evaluate the following expressions: a. $x-x^2/2!+x^3/3!-x^4/4!+\ldots x^n/n!$ b. $x-x^3/3!+x^5/5!-x^7/7!+\ldots x^n/n!$
14.	Print all possible combinations of 4, 5, and 6.
15.	Determine prime numbers within a specific range.
16.	Count number of persons of age above 60 and below 90.
17.	Compute transpose of a matrix.
18.	Perform following operations on two matrices. 1) Addition 2) Subtraction 3) Multiplication
19.	Count occurrence of vowels.

20.	Count total number of vowels in a word.
21.	Determine whether a string is palindrome or not.
22.	Perform following operations on a list of numbers: 1) Insert an element 2) delete an element 3) sort the list 4) delete entire list
23.	Display word after Sorting in alphabetical order.
24.	Perform sequential search on a list of given numbers.
25.	Perform sequential search on ordered list of given numbers.
26.	Maintain practical note book as per their serial numbers in library using Python dictionary.
27.	Perform following operations on dictionary 1) Insert 2) delete 3) change
28.	Check whether a number is in a given range using functions.
29.	Write a Python function that accepts a string and calculates number of upper case letters and lower case letters available in that string.
30.	To find the Max of three numbers using functions.
31.	Multiply all the numbers in a list using functions.
32.	Solve the Fibonacci sequence using recursion.
33.	Get the factorial of a non-negative integer using recursion.
34.	Write a program to create a module of factorial in Python.
35.	Design a Python class named *Rectangle*, constructed by a length & width, also design a method which will compute the area of a rectangle.
36.	Design a Python class named *Circle* constructed by a radius and two methods which will compute the area and the perimeter of a circle.
37.	Design a Python class to reverse a string 'word by word'.
38.	Write a Python program to read an entire *text file*.
39.	Design a Python program to read first n lines of a *text file.*
40.	Construct a Python program to write and append text to a file and display the text.

Text Books:

1. Programming in Python, Pooja Sharma, BPB Publications, 2017.
2. Core Python Programming, R. Nageswara Rao, 2nd Ediiton, Dreamtech.

Reference Books:

1. Python, The complete Reference, Martin C. Brown, Mc Graw Hill Education.
2. Python in a Nutshell, A. Martelli, A. Ravenscroft, S. Holden, OREILLY.

Course Code: UGCA1918
Course Name: Data Structures Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Semester: 3rd	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Core
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: - NA-

Course Outcomes: Student will be able to

CO#	Course outcomes
CO1	Apply appropriate constructs of Programming language, coding standards for application development
CO2	Develop programming skills for solving problems.
CO3	Apply appropriate searching and/or sorting techniques for application development.

Instructions: Programs may be developed in C/C++/Python/Java language.
List of assignments:

1	Program for using Dynamic Functions (malloc(), calloc(), realloc() and free()) functions.
2	Program to insert, delete and traverse an element from an array
3	Program to merge one dimensional arrays
4	Program for addition and subtraction of two matrices.
5	Program for implementing multiplication of two matrices
6	Implement linear search using one and two dimensional array.
7	Program for implementing selection sort.
8	Program for implementing insertion sort.
9	Program for implementing quick sort.
10	Program for implementing merge sort.
11	Program to calculate length of the string using user defined function.
12	Program to concatenate and compare two strings using user defined function.
13	Program for using the concept of pointer to string.
14	Program to reverse a sentence by recursion.
15	Program to delete all repeated words in string.
16	Program to find the number of vowels, consonants, digits and white space in a string.
17	Program to find the length of the longest repeating sequence in a string.
18	Program to find highest and lowest frequency character in a string.
19	Program for implementing Stack using array.
20	Program for implementing Stack using pointer.
21	Program for implementing multiple stack.
22	Program for converting infix to postfix form.
23	Program for implementing Queue using array.
24	Program for dynamic implementation of queue.

25	Program for implementing circular queue.
26	Program for implementing dequeue.
27	Program for implementing priority queue.
28	Program for implementing Singly Linked list.
29	Program for implementing Doubly Linked list.
30	Program for implementing Binary Search Tree.
31	Program for Breadth First Search (BFS) for graph traversal.
32	Program for Depth First Search (DFS) for graph traversal.

Reference Books:

1. Brijesh Bakariya. Data Structures and Algorithms Implementation through C, BPB Publications.
2. Aho Alfred V., Hopperoft John E., UIlman Jeffrey D., "Data Structures and Algorithms", AddisonWesley
3. Horowitz & Sawhaney: Fundamentals of Data Structures, Galgotia Publishers.

Course Code: UGCA1959
Course Name: Internet Tools and Applications

Program: B.Sc. IT	**L**:3 **T**:0 **P**:0
Branch: Computer Applications	**Credits**: 3
Semester: 3rd	**Contact hours:** 33 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Skill Enhancement
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Understand basic concepts of Internet.
CO2	Design a web page.
CO3	Understand various applications of Internet .

Detailed contents	Contact hours
Unit-I **Internet:** Internet, its advantages, disadvantages, internet facilities through WWW and HTML, Internet Protocols, TCP/IP, FTP, newsgroups, remote logins, chat groups etc.	8
Unit-II **WWW:** Client side, Server side, web browsers, web pages, locating information on the web. **E-Mail:** Architecture, various aspects, the user agent, message format, message transfer, e-mail privacy. **Domain Name Server and its working**	9
Unit-III **HTML:** Introduction to HTML, Web structure of HTML document. **Starting an HTML document:** Head element, body element, style element, Script element, Text formatting, using lists to organize information. **Organizing Data with Table:** Basic table Structures, individual cells and headings, vertical controls, database considerations, displaying real data with a table. **Table Layout and Presentation:** Table Syntax, two column layout, staggered body with an index, traditional newspaper layout.	8
Unit-IV **Uniform Resource Locators (URLs):** Absolute URLs, Relative URLs, fragment URLs, Types of URL Schemes- HTTP, mailto, news, FTP, Telnet, File etc. **Using Hyper Links and Anchors:** Uses to Hyper Links, Structure of Hyper Links, Links to specialized contents. **Images:** Adding Images to web page, using images as links, creating menus with image maps, image formats-GIF, JPEG etc.	8

Text Books:

1. Corner, Internetworking with TCP-IP: Principles, Protocols and Architecture, PHI.
2. Stephan Mack, Janan Platt, HTML 4.0 No Experience Required, BPB Publication.
3. Rick Darnell et al, HTML 4 Unleashed, Tech media Publications.

Course Code: UGCA1960
Course Name: Internet Tools and Applications Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 2
Branch: Computer Applications	**Credits**: 1
Semester: 3rd	**Contact hours:** 2 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 30	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 20	**Elective status:** Skill Enhancement
Total marks: 50	

Prerequisite: No pre-requisite
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Understand basic concepts of Internet.
CO2	Design a web page.
CO3	Understand various applications of Internet .

Instructions:

1	Create a web page to show the structure of HTML
2	Show the use of formatting tags in HTML
3	Write HTML code to show the use of absolute and relative URL with Anchor Tag
4	Create a table in which colspan and rowspan elements are used.
5	Create a webpage to show the use of different lists available in HTML
6	Create a webpage to show the use of frame tag in HTML.
7	Create a webpage to show the use of different types of CSS
8	Create admission form for a college
9	Show the use of image tag and show images as buttons
10	Create a web page to show the use of image maps.

Text Books:

1. Corner, Internetworking with TCP-IP: Principles, Protocols and Architecture, PHI.
2. Stephan Mack, Janan Platt, HTML 4.0 No Experience Required, BPB Publication.
3. Rick Darnell et al, HTML 4 Unleashed, Tech media Publications.

Course Code: UGCA1913
Course Name: Computer Networks

Program: B.Sc. IT	**L**: 3 **T**: 1 **P:** 0
Branch: Computer Applications	**Credits:** 4
Semester: 4th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Core
Total marks: 100	

Prerequisite: Information Technology
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	familiar with the different Network Models.
CO2	Understand different network technologies and their application.
CO3	update with different advanced network technologies that can be used to connect different networks
CO4	familiar with various hardware and software that can help run a smooth network

Detailed Contents	Contact hours
Unit-I **Data communications concepts:** Digital and analog transmissions-Modem, parallel and serial transmission, synchronous and asynchronous communication. Modes of communication: Simplex, half duplex, full duplex. **Types of Networks:** LAN, MAN, WAN **Network Topologies:** Bus, Star, Ring, Mesh, Tree, Hybrid **Communication Channels: Wired transmissions:** Telephone lines, leased lines, switch line, coaxial cables-base band, broadband, optical fiber	12

transmission. **Communication Switching Techniques**: Circuit Switching, Message Switching, Packet Switching.	
Unit-II **Network Reference Models**: OSI Reference Model, TCP/IP Reference Model, Comparison of OSI and TCP/IP Reference Models. Transmission impairments – Attenuation, Distortion, Noise. Multiplexing – Frequency division, Time division, Wavelength division. **Data Link Layer Design Issues**: Services provided to the Network Layer, Framing, Error Control (error detection and correction code), Flow Control, Data Link Layer in the Internet (SLIP, PPP)	10
Unit-III **MAC sub layer:** CSMA/CD/CA, IEEE standards (IEEE802.3 Ethernet, Gigabit Ethernet, IEEE 802.4 Token Bus, IEEE 802.5 Token Ring) **Network Layer:** Design Issues, Routing Algorithms: Optimality Principle, Shortest Path Routing, Congestion Control Policies, Leaky bucket and token bucket algorithm, Concept of Internetworking.	12
Unit-IV **Transport Layer**: Design issues, Elements of transport protocols – Addressing, Connection establishment and release, Flow control and buffering, Introduction to TCP/UDP protocols. **Session, Presentation and Application Layers**: Session Layer – Design issues, remote procedure call. Presentation Layer – Design issues, Data compression techniques, Cryptography. Application Layer – Distributed application (client/server, peer to peer, cloud etc.), World Wide Web (WWW), Domain Name System (DNS), E-mail, File Transfer Protocol (FTP), HTTP as an application layer protocol.	10

Text Books:

1. Computer Networks, Tanenbaum, Andrew, Fifth Edition, PHI.
2. Data Communication and Networking, Behrouz A. Forouzan, Fourth Edition.
3. Computer Today, S.K. Basandra, First Edition, Galgotia.

Reference Books:

1. Data Communication System, Black, Ulysse, Third Edition, PHI.
2. Data and Computer Communications, Stalling, Ninth Edition, PHI.
3. James F. Kurose and Keith W. Ross, "Computer Networking", Pearson Education.
4. Douglas E. Comer, "Internetworking with TCP/IP", Volume-I, Prentice Hall, India.

Course Code: UGCA1932
Course Name: Programming in Java

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 4th	**Contact hours**: 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 40%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status**: Elective
Total marks:100	

Prerequisite: Basic knowledge of programming like Programming in C.
Co requisite: - Knowledge of Object Oriented Concepts through any language like C++.
Additional material required in ESE: -NA-

Course Outcomes: Students will be able to

CO#	Course outcomes
CO1	Familiarize with the concept of Object Oriented concepts by implementing Java Programming.
CO2	Learn the concepts of classes & objects with the features of reusability and implementation of the same with various control structures to solve real world problems.
CO3	Understand and design built-in and user defined functions/methods, interfaces and packages etc.
CO4	Handle various types of data using arrays & strings and handling of exceptions occurred in programs.
CO5	Utilize multithreading and applet features of Java for efficient and effective programming.
CO6	Create and handle files in Java.

Detailed Contents	Contact hours
Unit-I	10

Java Programming Fundamentals: Introduction to Java, Stage for Java, Origin, Challenges of Java, Java Features, Java Program Development, Object Oriented Programming. **Java Essentials:** Elements of Java Program, Java API, Variables and Literals, Primitive Data Types, The String class, Variables, Constants, Operators, Scope of Variables & Blocks, Types of Comment in Java.	
Unit-II **Control Statements:** Decision making statements (if, if-else, nested if, else if ladder, switch, conditional operator), Looping statements (while, do-while, for, nested loops), Jumping statements (Break and Continue). **Classes and Objects:** Basic concepts of OOPS, Classes and Objects, Modifiers, Passing arguments, Constructors, Overloaded Constructors, Overloaded Operators, Static Class Members, Garbage Collection. **Inheritance:** Basics of inheritance, Inheriting and Overriding Superclass methods, Calling Superclass Constructor, Polymorphism, Abstract Classes, Final Class.	12
Unit-III **Arrays and Strings:** Introduction to array, Processing Array Contents, Passing array as argument, Returning array from methods, Array of objects, 2D arrays, Array with three or more dimensions. String class, string concatenation, Comparing strings, Substring, Difference between String and String Buffer class, String Tokenizer class. **Interface and Packages:** Basics of interface, Multiple Interfaces, Multiple Inheritance Using Interface, Multilevel Interface, Packages, Create and Access Packages, Static Import and Package Class, Access Specifiers. **Exception Handling:** Introduction, Try and Catch Blocks, Multiple Catch, Nested Try, Finally, Throw Statement, Built-In Exceptions.	10
Unit-IV **Multithreading:** Introduction, Threads in Java, Thread Creation, Lifecycle of Thread, Joining a Thread, Thread Scheduler, Thread Priority, Thread Synchronization. **Applets:** Introduction, Applet Class, Applet Life Cycle, Graphics in Applet, Event-Handling.	12

File and I/O Streams: File Class, Streams, Byte Streams, Filtered Byte Streams, Random Access File Class, Character Streams.	

Text Books:

1. Programming with Java A Primer, 5th Edition, E. Balagurusamy, TMH.
2. Java Programming for Core and Advanced Learners, Sagayaraja, Denis, Karthik, Gajalakshmi, Universities Press.
3. Java Fundamentals, A Comprehensive Introduction, H. Schildt, D. Skrien, TMH.

Reference Books:

1. Java, The complete Reference, H. Schildt, 7th Edition, TMH.

Course Code: UGCA1961
Course Name: Basic Accounting

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 4th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 75%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Core
Total marks:100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Justify the need of accounting books.
CO2	Define various accounting terms.
CO3	Prepare different accounting statements.
CO4	Discuss the role of computer technology in accounting.

Detailed contents	Contact hours
Unit-I Basic Accounting Concepts: Background of Accounting, Introduction, importance and scope, Accounts – Types and classification; basic terms–	10

Capital, Income, Expenditure, Expenses, Assets, Liabilities and application to Problems., Accounting Equation, Double Entry System. Generally accepted accounting principles.	
Unit-II Journal and Ledger- Journal and recording of entries in journal with narration; Ledger –Posting from Journal to respective ledger accounts. Basic concepts of purchase book, sales book and cashbook.	12
Unit-III Trial Balance: Need and objectives; Application of Trial Balance; different types of errors escaped, trial Balance preparation. Final Accounts: Final Accounts without adjustments.	8
Unit-IV Bank Reconciliation Statement: Bank transactions, Preparation of simple bank reconciliation statement. Sources of raising of capital in corporate undertaking: working Capital and Long-term Capital. Application of computers in accounting.	12

Text Books:

1. Managerial Accounting, Jawahar Lal, First Edition, published by Himalya Publishing House.
2. Financial Accounting, R.K. Mittal & M.R. Bansal, First Edition, VK Publication.

Course Code: UGCA1916
Course Name: Computer Networks Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 4th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** --
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Core
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand different network technologies and their application.
CO2	Be updated with different advanced network technologies that can be used to connect different networks
CO3	Be familiar with various hardware and software that can help run a smooth network

List of assignments:

1.	Familiarization with networking components and devices: LAN Adapters, Hubs, Switches, Routers etc
2.	Familiarization with transmission media and tools: Coaxial cable, UTP cable, Crimping tool, Connectors etc
3.	Preparing straight and cross cables
4.	Study of various LAN topologies and their creation using network devices, cables and computers
5.	Configuration of TCP/IP Protocols in Windows and Linux
6.	Implementation of resource sharing (file, printer etc.)
7.	Designing and implementing class A, B and C networks
8.	Subnet planning and its implementation
9.	To configure dynamic IP address for a computer connected to a LAN
10.	Use of commands like ping, ipconfig for trouble shooting network related problems
11.	Develop a program to compute the Hamming Distance between any two code words
12.	Installation of FTP server and client
13.	To configure proxy server
14.	Familiarization with network simulation tools.

Reference Books:

1. Data Communication and Networking, Behrouz A. Forouzan, Fourth Edition.
2. Douglas E. Comer, "Internetworking with TCP/IP", Volume-I, Prentice Hall, India.

Course Code: UGCA1938
Course Name: Programming in Java Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**:4
Branch: Computer Applications	**Credits**: 2
Semester: 4th	**Contact hours**: 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 90%

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Internal max. marks: 60	**Duration of end semester exam (ESE)**: 3hrs
External max. marks: 40	**Elective status:** Core
Total marks: 100	

Prerequisite: - Basic knowledge of Programming language like Programming in C.
Co requisite: - Knowledge of Object Oriented Concepts through any language like C++.
Additional material required in ESE: - Minor Project.

Course Outcomes: Students will be able to

CO#	Course Outcomes
CO1	Implement Core Java concepts.
CO2	Solve computational problems using various operators of Java.
CO3	Design solutions to complex by handling exceptions that may occur in the programs.
CO4	Solve complex and large problems using the concept of multithreading.
CO5	Implement interfaces and design packages.

Instructions: All programs are to be developed in Java programming language.
List of assignments:

1.	Write a program to perform following operations on two numbers input by the user: 1) Addition 2) subtraction 3) multiplication 4) division
2.	Write a Java program to print result of the following operations. 1. -15 +58 * 45 2. (35+8) % 6 3. 24 + -5*3 / 7 4. 15 + 18 / 3 * 2 - 9 % 3
3.	Write a Java program to compute area of: 1) Circle2) rectangle 3) triangle 4) square
4.	Write a program to convert temperature from Fahrenheit to Celsius degree using Java.
5.	Write a program through Java that reads a number in inches, converts it to meters.
6.	Write a program to convert minutes into a number of years and days.
7.	Write a Java program that prints current time in GMT.
8.	Design a program in Java to solve quadratic equations using if, if else
9.	Write a Java program to determine greatest number of three numbers.
10.	Write program that gets a number from the user and generates an integer between 1 and 7 subsequently should display the name of the weekday as per that number.
11.	Construct a Java program to find the number of days in a month.
12.	Write a program to sum values of an Single Dimensional array.
13.	Design & execute a program in Java to sort a numeric array and a string array.
14.	Calculate the average value of array elements through Java Program.
15.	Write a Java program to test if an array contains a specific value.
16.	Find the index of an array element by writing a program in Java.
17.	Write a Java program to remove a specific element from an array.

18.	Design a program to copy an array by iterating the array.
19.	Write a Java program to insert an element (on a specific position) into Multidimensional array.
20.	Write a program to perform following operations on strings: 1) Compare two strings. 2) Count string length. 3) Convert upper case to lower case & vice versa. 4) Concatenate two strings. 5) Print a substring.
21.	Developed Program & design a method to find the smallest number among three numbers.
22.	Compute the average of three numbers through a Java Program.
23.	Write a Program & design a method to count all vowels in a string.
24.	Write a Java method to count all words in a string.
25.	Write a method in Java program to count all words in a string.
26.	Write a Java program to handle following exceptions: 1) Divide by Zero Exception. 2) Array Index Out Of B bound Exception.
27.	To represent the concept of *Multithreading* write a Java program.
28.	To represent the concept of all types of inheritance supported by Java, design a program.
29.	Write a program to implement *Multiple Inheritance* using interface.
30.	Construct a program to design a package in Java.
31.	To write and read a plain text file, write a Java program.
32.	Write a Java program to append text to an existing file.
33.	Design a program in Java to get a list of all file/directory names from the given.
34.	Develop a Java program to check if a file or directory specified by pathname exists or not.
35.	Write a Java program to check if a file or directory has read and write permission.

Text Books:

1. Programming with Java A Primer, 5th Edition, E. Balagurusamy, TMH.
2. Java Programming for Core and Advanced Learners, Sagayaraja, Denis, Karthik, Gajalakshmi, Universities Press.
3. Java Fundamentals, A Comprehensive Introduction, H. Schildt, D. Skrien, TMH.

Reference Books:

1. Java, The complete Reference, H. Schildt, 7th Edition, TMH.
2. Data Analytics using R, Seema Acharya, TMH.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1962
Course Name: Basic Accounting Laboratory

Program: B.Sc. IT	**L** :0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 4th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 100%
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Core
Total marks: 100	

Prerequisite: Basic knowledge of MS Excel.
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Create different accounting statements in MS Excel.
CO2	Implement basic accounting project for small businesses in MS Excel

Instructions:

1.	Create Ledger in Excel *(create different types of ledgers)
2.	Create Trial balance in Excel
3.	Create trading and Profit & Loss account in Excel
4.	Creating day book account entry in Excel
5.	Implement basic accounting formulae using Excel
6.	Implement a project such as school managements system, inventory management system using Excel.

Online Tutorials:

1. Please refer to channel "Learn with purpose" to create different types of books and to create projects in MS Excel".

Text Books:

1. Managerial Accounting, Jawahar Lal, First Edition, published by Himalya Publishing House.
2. Financial Accounting, R.K. Mittal & M.R. Bansal, First Edition, VK Publication.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1927
Course Name: Web Designing

Program: B.Sc. IT	**L**: 3 **T**: 0 **P**: 0
Branch: Computer Applications	**Credits**: 3
Semester: 4th	**Contact hours:** 33 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 80%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Skill Enhancement
Total marks: 100	

Prerequisite: Student must have the basic knowledge of any text editor like notepad, notepad++ and Edit plus etc.
Co requisite: Student must know the background of Markup Language.
Additional material required in ESE:

- Demonstration of the website of college/ specific department/specific cells etc. will be presented by the students during the final practical.
- Developed Website/s must be made online by the student/s.
- Printouts of the Main Page of the website must be arranged on Practical file during daily lab work and must be submitted in the final examinations.

Course Outcomes: The students will be able to:

CO#	Course Outcomes
CO1	Understand the core concepts of Internet and Web Services.
CO2	Describe and differentiate Programming Language and Markup Language.
CO3	List various web pages and web sites together.
CO4	Capture user input from the remote users.
CO5	Learn connectivity concepts of Front End and Back End process.

Detailed Contents	Contact hours
Unit-I **Internet Basics** Basic concepts, communicating on the internet, internet domains, internet server identities, establishing connectivity on the internet client IP address. **Introduction To HTML** Information Files Creation, Web Server, Web Client/Browser, Hyper Text Markup Language (HTML Tags, Paired Tags, Singular Tags), Commonly Used Html Commands (Document Head, Document Body), Title and Footer, Text Formatting (Paragraph Breaks, Line Breaks), Emphasizing Material in a Web Page (Heading Styles, Drawing Lines). Basic Formatting Tags HTML Basic Tags, Text Formatting (Paragraph Breaks, Line Breaks), Emphasizing Material in a Web Page (Heading Styles, Drawing Lines), Text	8

Styles (Bold, Italics, Underline), Other Text Effects (Centering (Text, Images etc.), Spacing (Indenting Text), HTML Color Coding.	
Unit-II **Lists** Type of Lists (Unordered List (Bullets), Ordered Lists (Numbering), Definition Lists. **Adding Graphics To Html Documents** Using The Border Attribute, Using The Width And Height Attribute, Using The Align Attribute, Using The Alt Attribute. **Tables** Introduction (Header, Data rows, The Caption Tag), Using the Width and Border Attribute, Using the Cell padding Attribute, Using the Cell spacing Attribute, Using the BGCOLOR Attribute, Using the COLSPAN and ROWSPAN Attributes **Linking Documents** Links (External Document References, Internal Document References), Image As Hyperlinks. **Frames** Introduction to Frames: The<FRAMESET> tag, The <FRAME> tag, Targeting Named Frames. DHTML: Cascading Style Sheets, Style Tag.	9
Unit-III **Forms Used by a Web Site** The Form Object, The Form Object's Methods (The Text Element, The Password Element, The Button Element, The Submit (Button) Element, The Reset (Button) Element, The Checkbox Element, The Radio Element, The Text Area Element, The Select and Option Element, The Multi Choice Select Lists Element).	8
Unit 4 **Introduction to JavaScript** JS Introduction, Where To, Output, Statements, Syntax, Comments, Variables, Operators, Arithmetic, Assignment, Data Types, Functions, Objects, Events, Strings, String Methods, Numbers, Number Methods, Arrays, Array Methods, Array Sort, Array Iteration, Dates, Date Formats, Date Get Methods, Date Set Methods, Math, Random, Booleans, Comparisons, Conditions, Switch, Loop For, Loop While, Break, Type Conversion, Bitwise, RegExp, Errors, Scope, Hoisting, Strict Mode, JSON, Forms, Forms API JS Functions, Function Definitions, Function Parameters, Function Invocation, Function Call, Function Apply, Function Closures	8

Text Books/Reference Books:

1. Internet for EveryOne: Alexis Leon, 1st Edition, Leon Techworld, Publication, 2009.
2. Greenlaw R; Heppe, "Fundamentals of Internet and WWW", 2nd Edition, Tata McGraw-Hill, 2007.
3. Raj Kamal, "Internet& Web Technologies", edition Tata McGraw-Hill Education.2009.

E-Books/ Online learning material:

1. BayrossIvan, "HTML, DHTML, JavaScript, PERL, CGI", 3rd Edition, BPB Publication,2009.
2. Chris Payne, "Asp in 21 Days", 2nd Edition, Sams Publishing, 2003 PDCA.
3. A Beginner's Guide To Html Http://www.Ncsa.Nine.Edit/General/Internet/www/Html.Prmter
4. https://www.tutorialspoint.com/html/html_tutorial.pdf
5. https://www.w3schools.com/js/
6. https://www.w3schools.com/html/
7. https://www.cs.uct.ac.za/mit_notes/web_programming.html
8. http://www.pagetutor.com/table_tutor/index.html

Course Code: UGCA1928
Course Name: Web Designing Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 2
Branch: Computer Applications	**Credits**: 1
Semester: 4th	**Contact hours:** 2 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 80%
Internal max. marks: 30	**Duration of End Semester Exam (ESE):** 3hrs
External max. marks: 20	**Elective status:** Skill Enhancement
Total marks: 50	

Prerequisite: Students must have the knowledge of editors like Notepad etc.
Co requisite: Knowledge of Networking, Internet, Client Server concepts, Static & Dynamic environment of the websites etc.
Additional material required in ESE:

- Demonstration of the website of college/ specific department/specific cells etc. will be presented by the students during the final practical.
- Developed Website/s must be made online by the student/s.
- Printouts of the Main Page of the website must be arranged on Practical file during daily lab work and must be submitted in the final examinations.

Course Outcomes: After studying this course, students will be able to:

CO#	Course Outcomes
CO1	Implement Static/Dynamic concepts of web designing.
CO2	Develop ability to retrieve data from a database and present it in a web page.
CO3	Design web pages that apply various dynamic effects on the web site.

Instructions: Instructor can increase/decrease the experiments as per the requirement.

1.	Create a simple HTML page to demonstrate the use of different tags.
2.	Design index page of a book on web designing.
3.	Display Letter Head of your college on a web page.
4.	Create a Hyperlink to move around within a single page rather than to load another page.
5.	Display letter using different Text formatting Tags.
6.	Design Time Table of your department and highlights of most important periods.
7.	Use Tables to provide layout to your web page.
8.	Embed Audio and Video into your web page.
9.	Divide a web page vertically and horizontally and display logo of your college in left pane and logo of university in right pane.
10.	Create a student Bio- Data.
11.	Design front page of hospital with different style sheets.
12.	Design a web page and display two different pages at a time.
13.	Write a program to create a login form. On submitting the form, the user should get navigated to a profile page using JavaScript.
14.	Write a code to create a Registration Form. On submitting the form, the user should be asked to login with the new credentials using JavaScript.
15.	Write an HTML code to create your Institute website/Department website/ Tutorial website for specific subject. Also use Java Script for validation.

Reference Books:

1. Greenlaw R; Hepp E, “Fundamentals of Internet and www”, 2nd Edition, Tata. McGraw-Hill, 2007.
2. A Beginner’s Guide to HTML
   http://www.Ncsa.Nine.Edit/General/Internet/www/
   a. html.prmter.

Online Experiment material:

1. https://www.w3schools.com/html/html_examples.asp
2. https://www.cs.uct.ac.za/mit_notes/web_programming.html

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1929
Course Name: Programming in PHP

Program: B.Sc. IT	**L**: 3 **T**: 0 **P**: 0
Branch: Computer Applications	**Credits:** 3
Semester: 5th	**Contact hours:** 33 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 80%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Skill Enhancement
Total marks: 100	

Prerequisite: Students must have basic knowledge of any text editor like notepad++ and Edit plus etc.

Co requisite: Students must know the background of HTML, Front-End, Back-End & concept of Structure Query Language.

Additional material required in ESE:

- Demonstration of the website of college/ specific department/specific cells etc. will be presented by the students during the final practical.
- Developed Website/s must be made online by the student/s.
- Printouts of the Main Page of the website must be arranged on Practical file during daily lab work and must be submitted in the final examinations.

Course Outcomes: After studying this course, students will be able to:

CO#	Course Outcomes
CO1	Learn the environment of Server Side Script.
CO2	Compare and contrast between Client Side Script & Server Side Script.
CO3	Learn the use of control structures and numerous native data types with their methods.
CO4	Make Database connectivity between Front End and Back End.
CO5	Develop Dynamic Website that can interact with different kinds of Database Languages.

Detailed contents	Contact hours
Unit-I **Introduction to PHP** Evolution of PHP & its comparison Interfaces to External systems, Hardware and Software requirements, PHP Scripting. Basic PHP Development, Working of PHP scripts, Basic PHP syntax, PHP data types.	11

Displaying type information: Testing for a specific data type, Changing type with Set type, Operators, Variable manipulation, Dynamic variables and Variable scope.	
Unit-II **Control Statements** if() and elseif() condition Statement, The switch statement, Using the? Operator, Using the while() Loop, The do while statement, Using the for() Loop. **Functions** Function definition, Creation, Returning values, Library Functions, User-defined functions, Dynamic function, default arguments, Passing arguments to a function by value. **String Manipulation** Formatting String for Presentation, Formatting String for Storage, Joining and Splitting String, Comparing String . **Array** Anatomy of an Array, Creating index based and Associative array, Looping array using each() and foreach() loop.	10
Unit-III **Forms** Working with Forms, Super global variables, Super global array, Importing user input, Accessing user input, Combine HTML and PHP code, Using hidden fields, Redirecting the user. **Working with File and Directories** Understanding file & directory, Opening and closing a file, Coping, renaming and deleting a file, Working with directories, File Uploading & Downloading. Generating Images with PHP: Basics computer Graphics, Creating Image.	10
Unit-IV **Database Connectivity with MySql** Introduction to RDBMS, Connection with MySql Database, Performing basic database operation (DML) (Insert, Delete, Update, Select).	2

Text Books:

1. PHP: The Complete Reference, "Steven Holzner" , Tata McGraw Hill.
2. Programming PHP, "Kevin Tetroi" , O' Reilly.
3. Robin Nixon, Learning PHP, MySQL, and JavaScript, Shroff/O'Reilly.

E-Books/ Online learning material:

1. https://www.tutorialspoint.com/php/php_tutorial.pdf
2. https://www.w3schools.com/php/
3. https://education.fsu.edu/wp-content/uploads/2015/04/Learning-PHP-MySQL-JavaScript-and-CSS-2nd-Edition-1.pdf

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Course Code: UGCA1930
Course Name: Programming in PHP Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 2
Branch: Computer Applications	**Credits:** 1
Semester: 5th	**Contact hours:** 2 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 80%
Internal max. marks: 30	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 20	**Elective status:** Skill Enhancement
Total marks: 50	

Prerequisite: Students must have the knowledge of editors like Notepad++ and Edit plus etc.

Co requisite: Students must know the background of Markup Language, Front-End, Back-End & concept of Structure Query Language.

Additional material required in ESE:

- Demonstration of the website of college/ specific department/specific cells etc. will be presented by the students during the final practical.
- Developed Website/s must be made online by the student/s.
- Printouts of the Main Page of the website must be arranged on Practical file during daily lab work and must be submitted in the final examinations.

Course Outcomes: After studying this course, students will be able to:

CO#	Course outcomes
CO1	Solve simple to advanced online problems of Web Pages.
CO2	Develop logics of various programming problems using numerous data types and control structures.
CO4	Client Server concepts, Static & Dynamic environment of the websites etc.
CO5	Design and implement the concept of Database connectivity.

CO6	Front-End & Back-End concept of Database System.

Instructions: Instructor can increase/decrease the experiments as per the requirement.

1.	Take values from the user and compute sum, subtraction, multiplication, division and exponent of value of the variables.
2.	Write a program to find area of following shapes: circle, rectangle, triangle, square, trapezoid and parallelogram.
3.	Compute and print roots of quadratic equation.
4.	Write a program to determine whether a triangle is isosceles or not?
5.	Print multiplication table of a number input by the user.
6.	Calculate sum of natural numbers from one to n number.
7.	Print Fibonacci series up to n numbers e.g. 0 1 1 2 3 5 8 13 21…..n
8.	Write a program to find the factorial of any number.
9.	Determine prime numbers within a specific range.
10.	Write a program to compute, the Average and Grade of students marks.
11.	Compute addition, subtraction and multiplication of a matrix.
12.	Count total number of vowels in a word “Develop & Empower Individuals”.
13.	Determine whether a string is palindrome or not?
14.	Display word after Sorting in alphabetical order.
15.	Check whether a number is in a given range using functions.
16.	Write a program accepts a string and calculates number of upper case letters and lower case letters available in that string.
17.	Design a program to reverse a string word by word.
18.	Write a program to create a login form. On submitting the form, the user should navigate to profile page.
19.	Design front page of a college or department using graphics method.
20.	Write a program to upload and download files.

Reference Books:

1. PHP: The Complete Reference, “Steven Holzner” , January 1, 2007. Tata McGraw-Hill Education.
2. Programming PHP, “Kevin Tetroi”, O' Reilly.
3. Published by Wiley Publishing, Inc. 10475 Crosspoint Boulevard Indianapolis, IN 46256

E-Books/ Online learning material:

1. http://cs.petrsu.ru/~musen/php/2013/Books/Beginning%20PHP%205.3%20by%20Matt%20Doyle.pdf
2. https://www.w3schools.com/php/

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1931
Course Name: Data Warehouse and Mining

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 20%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Justify the need of Data Warehousing & Mining
CO2	Differentiate between the Transactional and Analytical data models.
CO3	Identify the real life applications where data mining can be applied.
CO4	Apply different data mining algorithms on wide range of data sets.

Detailed Contents	Contact hours
Unit-I Need for strategic information, difference between operational and Informational data stores Data warehouse definition, characteristics, Data warehouse role and structure, OLAP Operations, Data mart, Different between data mart and data warehouse, Approaches to build a data warehouse, Building a data warehouse, Metadata & its types.	11
Unit-II Data Pre-processing: Need, Data Summarization, Methods. Denormalization, Multidimensional data model, Schemas for multi-dimensional data (Star schema, Snowflake Schema, Fact Constellation Schema, Difference between different schemas. Data warehouse architecture, OLAP servers, Indexing OLAP Data, OLAP query processing, Data cube computation	11
Unit-III Data Mining: Definition, Data Mining process, Data mining methodology, Data mining tasks, Mining various Data types & issues.	12

Attribute-Oriented Induction, Association rule mining, Frequent itemset mining, The Apriori Algorithm, Mining multilevel association rules.	
Unit-IV Overview of classification, Classification process, Decision tree, Decision Tree Induction, Attribute Selection Measures. Overview of classifier's accuracy, Evaluating classifier's accuracy, Techniques for accuracy estimation, Increasing the accuracy of classifier. Introduction to Clustering, Types of clusters, Clustering methods, Data visualization & various data visualization tools	10

Text Books:

1. Data Warehousing, Data Mining & Olap by Berson, Tata Mcgraw- Hill.
2. Han J., Kamber M. and Pei J., Data mining concepts and techniques, Morgan Kaufmann Publishers (2011) 3rd ed.
3. Pudi V., Krishana P.R., Data Mining, Oxford University press, (2009) 1st ed.
4. Adriaans P., Zantinge D., Data mining, Pearson education press (1996), 1st ed.
5. Pooniah P., Data Warehousing Fundamentals, Willey interscience Publication, (2001), 1st ed.

Course Code: UGCA1963
Course Name: Mobile Application Development

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Student should be able to understand the logic behind application development.
CO2	Students should be able to develop various Android based Applications.
CO3	Students should be able to develop various iOS based Applications.

Detailed contents	Contact hours
Unit-I Characteristics of mobile applications, Architecture and working of Android, iOS and Windows phone 8 operating system, User-interface design for mobile applications and Integrating cloud services, networking, OS and hardware into mobile-applications, Addressing enterprise requirements in mobile applications: performance, scalability, modifiability, availability and security	12
Unit-II MobileSoftwareEngineering(DesignPrinciples,Development,Testingmethodologies for mobile applications, Publishing, Deployment, maintenance, and management), Introduction to Android Development Environment, What is Android, Advantages and future of Android, Frameworks, Tools and Android SDK, Installing Java, Android Studio, SDK Manager Components and updating its platforms, AVD Manager, Genymotion Plugin Fastest Virtual devices, Understanding JavaSE and the Dalvik Virtual Machine, The Directory Structure of an Android Project, Common Default Resources Folders, The Values Folder, Leveraging Android XML.	10
Unit-III Application Development in Android: App Components (Intents and Intent Filters, activities, services, Content Providers, AppWidgets, Processes and Threads), App resources, App Manifest and User interface, ActionBar, ContentSharing, Multi-Platform Designs, Animation and graphics, computation, Media and Camera, Location and sensors, Connectivity, Text and Input, DataStorage, Administration and Web Apps.	12
Unit-IV Introduction to IOS application development: Overview of IOS, IOS Development Environment, IOS Layers, Basic of Swift, Building an application for IOS	10

Text Books:

1. Professional Mobile Application Development, JEFFMCWHERTER, SCOTTGOWELL, Wiley.
2. Android Studio Application Development, Belen Cruz, Zapata, Packt Publishing

Reference Books:

1. Professional Android 4 Application Development, Reto Meier, Wrox Publication
2. Beginning iPhone Development with Swift, David Mark, A press Publication

Web Resources:

Safari Textbooks Online: http://library.ohio-state.edu/search/y?SEARCH=Safari
Android Developer Site: http://developer.android.com/index.html
Stack Overflow: http://www.stackoverflow.com

Course Code: UGCA1935
Course Name: Linux Operating System

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 60%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

P**rerequisite**: Operating System
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After completing this course, students will be able to:

CO#	Course outcomes
CO1	Discuss the evolution of Open Source operating systems.
CO2	Operate open source operating system like Linux.
CO3	Create scripts in Linux.
CO4	Implement advanced concepts using open source operating system.

Detailed contents	Contact hours
Unit-I **Introduction to Linux** History of Linux & Unix, Overview of Linux Operating System, structure of Linux Operating system, Installation. Desktops (The X window System, GNOME, KDE), desktop operations. Different types of editors, vi editor and its command.	12
Unit-II **Shells and Utilities**	12

Role of shells in the Linux environment, Different types of shells in Linux Operating system, Shell configuration: Shell initialization & configuration directories & file, Aliases, Filename expansion, Standard Input/ Output & Redirection, Pipes, Managing Jobs. **Shell Scripting:** Different types of statements in shell script, variables in shell, assign values to shell variables, Default shell variables value, Rules for Naming variables, Display the value of shell variables Getting User writing simple shell scripts to accept input from the user and display a message on screen, Shell scripts to implement various control statements.	
Unit-III **Files Systems & Linux Software** Linux Files, File structure, commands for managing files & directories with other commonly used commands, Software Management, Office and Database Applications, Graphics Tools and Multimedia, Internet & Network services, Web, FTP & java Clients.	10
Unit-IV **Linux Administration** Managing users, Superuser Control, System Run levels, Managing File Systems, **Kernel Administration**: Linux kernel sources, rebuilding kernel, installing kernel, Virtualization, backup management.	10

Text Books:

1. Linux: The complete reference by Richard Petersen, Published by Tata McGraw-Hill Publication.
2. Linux in a Nutshell: A Desktop Quick Reference, 6th Edition by Stephen Figgins, Arnold Robbins, Ellen Siever & Robert Love Published by O'Reilly Media.
3. Linux Administration: A Beginner's Guide by Steve Shah & Wale Soyinka, Published by McGraw-Hill Education
4. Unix Shell Programming by Yashavant P. Kanetkar, Published by BPB Publishers.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1934
Course Name: Computer Graphics

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE): 3**hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Let students understand basics of Computer Graphics, Input/output primitive and basic transformations, which can be applied on objects of graphics.
CO2	To develop the logical and reasoning skills of the students.
CO3	Learn graphical primitives and their algorithms

Detailed contents	Contact hours
Unit-I **Introduction to Computer Graphics** Applications of Computer Graphics. Graphs and Types of Graphs **Input Devices:** Light Pens, Graphic Tablets, Joysticks, Track Ball, Data Glove, Digitizers, Image Scanner. **Video Display Devices:** Refresh Cathode Ray Tube, Raster Scan displays, Random Scan displays, Color CRT - monitors and Color generating techniques (Shadow Mask, Beam Penetration), Flat-Panel Displays; 3-D Viewing Devices, Graphics monitors and workstations, Color Models (RGB and CMY), Lookup Table. **Introduction Virtual Reality & Environments:** Applications in Engineering, Architecture, Education, Medicine, Entertainment, Science, Training.	11
Unit-II **Scan-conversions**	11

Process and need of Scan Conversion, Scan conversion algorithms for Line, Circle and Ellipse using direct method, Bresenham's algorithms for line & circle and Midpoint Ellipse Algorithm along with their derivations, Area Filling Techniques, Flood Fill Techniques, Character Generation.	
Unit-III **2 – Dimensional Graphics** Cartesian and need of Homogeneous co-ordinate system, Geometric transformations (Translation, Scaling, Rotation, Reflection, Shearing), Viewing transformation and clipping (line, polygon and text) using Cohen-Sutherland, Sutherland Hodgeman and Liang Barsky algorithm for clipping.	10
Unit-IV **3 – Dimensional Graphics** Introduction to 3-dimensional Graphics: Geometric Transformations (Translation, Scaling, Rotation), Mathematics of Projections (Parallel & Perspective). Color Shading. Introduction to Morphing techniques.	12

Text Books:

1. D. Hearn and M.P. Baker, *Computer Graphics*, PHI New Delhi.
2. J.D. Foley, A.V. Dam, S.K. Feiner, J.F. Hughes,. R.L Phillips, *Computer Graphics Principles & Practices*, Second Edition, Pearson Education, 2007.
3. R.A. Plastock and G. Kalley, *Computer Graphic*, McGraw Hill, 1986.

E Books/ Online learning material

1. www.sakshat.ac.in
2. https://swayam.gov.in

Course Code: UGCA1945
Course Name: Artificial Intelligence

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks:100	

Prerequisite: NA--

Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand the significance and domains of Artificial Intelligence and knowledge representation.
CO2	Examine the useful search techniques; learn their advantages, disadvantages and comparison.
CO3	Understand important concepts like Expert Systems, AI applications.
CO4	Be exposed to the role of AI in different areas like NLP, Pattern Recognition etc.
CO5	Learn the practical applicability of intelligent systems, specifically its applications.

Detailed Contents	Contact hours
Unit-I **Introduction-**What is intelligence? Foundations of artificial intelligence (AI). History of AI. AI problems: Toy Problems, Real World problems- Tic-Tac-Toe, Water Jug, Question-Answering, 8-puzzle, 8-Queens problem. Formulating problems, Searching for Solutions. **Knowledge Representation:** Propositional Logic, Propositional Theorem Proving-Inference and Proofs, Proof by Resolution, Horn Clauses and definite Clauses, Forward and Backward chaining; First order Logic, Inference in First Order Logic.	10
Unit-II **Uncertain Knowledge and Reasoning:** Basic probability, Bayes rule, Belief networks, Default reasoning, Fuzzy sets and fuzzy logic. **Structured Knowledge:** Associative Networks, Frame Structures, Conceptual Dependencies and Scripts.	**10**
Unit-III **Uninformed Search strategies-** Breadth-first search, Uniform-cost search, Depth-first search, Depth-limited search, Iterative deepening depth-first search, Bidirectional search, Comparing uninformed search strategies. **Informed (Heuristic) Search Strategies-** Hill Climbing, Simulated Annealing, Genetic Algorithm, Greedy best-first search, A* and optimal search, Memory-bounded heuristic search.	**12**

Unit-IV **Natural language processing:** Grammars, Parsing. **Pattern Recognition:** Recognition and Classification Process-Decision Theoretic Classification, Syntactic Classification; Learning Classification Patterns, Recognizing and Understanding Speech. **Expert System Architectures:** Characteristics, Rule-Based System Architectures, Nonproduction System Architectures, Knowledge Acquisition and Validation.	12

Text Books:

1. Artificial Intelligence-A Modern Approach, Russel and Norvig, Prentice Hall.
2. Artificial Intelligence, Elaine Rich, Kevin Knight and SB Nair, 3 Ed.,Tata McGraw-Hill.
3. Artificial Intelligence And Expert Systems, D.W.Patterson, Prentice Hall.
4. Artificial Inteligence Structures and Strategies for complex Problem Solving, George F. Luger, Pearson Addison Wesley.

Reference Books:

1. Artificial Intelligence-A New Synthesis, Nils J. Nilsson, Morgan Kaufmann Publishers.

Course Code: UGCA1936
Course Name: Cloud Computing

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 2
Branch: Computer Applications	**Credits:** 4
Semester: 5th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** --
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Ability to understand the basic concept and importance of cloud computing.

CO2	Access the suitability of migrating to a cloud solution for different applications.
CO3	Compare and evaluate the virtualization technologies.
CO4	Ability to monitor and manage the cloud resources, applications and data while addressing the security concerns.
CO5	Use cloud solutions offered by industry leaders for various applications.

Detailed contents	Contact hours
Unit-I **Overview of Computing Paradigm:** Recent trends in Computing -Grid Computing, Cluster Computing, Distributed Computing, Utility Computing, Cloud Computing. **Introduction to Cloud Computing:** Vision of Cloud Computing, Defining a Cloud, Cloud delivery Model, Deployment Model, Characteristics, Benefits of Cloud Computing, Challenges ahead. Cloud computing vs. Cluster computing vs. Grid computing. **Migrating into a Cloud:** Introduction, Broad approaches to Migrating into the Cloud, The Seven-Step Model of Migration Into a Cloud.	12
Unit-II **Virtualization:** Introduction, Characteristics of Virtualized environment, Taxonomy of Virtualization techniques, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Hypervisor Technology Examples- Xen, VMware, Microsoft Hyper-V. **Capacity Planning:** Elasticity vs Scalability, Introduction, Defining Baseline and Metrics-Baseline Measurements, System Metrics, Load Testing, Resource Ceilings, Server and Instance types; Network Capacity, Scaling.	12
Unit-III **SLA Management in Cloud Computing:** Inspiration, Traditional Approaches to SLO Management, Types of SLA, Life Cycle of SLA, SLA management in Cloud. Automated Policy-based management. **Securing Cloud services:** Cloud Security, Securing Data- Brokered Cloud Storage Access, Storage location and tenancy, Encryption, Auditing and compliance. Steps to ensure security over cloud.	10
Unit-IV	

Cloud Platforms in Industry: Amazon Web Services-Compute Services, Storage Services, Communication Services, Additional Services. Google AppEngine-Architecture and Core Concepts, Application Life Cycle. Cost Model. Microsoft Azure-Azure Core Concepts, SQL Azure, Windows Azure Platform Appliance.	10

Text Books:

1. 1.Mastering Cloud Computing, Rajkumar Buyya, Christian Vecchiola, and Thamarai Selvi, Tata McGraw Hill, ISBN-13: 978-1-25-902995-0, New Delhi, India, Feb 2013.
2. Cloud Computing Bible, Barrie Sosinsky, Wiley India Pvt. Ltd, ISBN-13: 978-81-265-2980-3, New Delhi, India, 2011.
3. Cloud Computing: Principles and paradigms, Raj Kumar Buyya, James Broberg, Andrezei M. Goscinski, Wiley India Pvt. Ltd, ISBN-13: 978-81-265-4125-6, New Delhi, India, 2011

Reference Books:

1. 1.Cloud Computing for Dummies, Fern Halper, Hurwitz, Robin Bloor, Marcia Kaufman, Wiley India Pvt. Ltd, ISBN-13: 978-0-47-0597422, New Delhi, India, 2011.
2. Dr. Saurabh Kumar, Cloud Computing: Insights into New-Era Infrastructure, Wiley India Pvt. Ltd, ISBN-13: 978-8-12-6528837, New Delhi, India, 2011.

E Books/ Online learning material

1. P.D. Kaur, I. Chana, Unfolding the distributed computing paradigm, in: Proceedings of the IEEE International Conference on Advances in Computer Engineering, ACE, Bangalore, Karnataka, India, 2010, pp. 339–342.
2. P. Mell and T. Grance, "The NIST definition of cloud computing (draft), NIST Spec. Publ. 800 (2011) 7.

Course Code: UGCA1937
Course Name: Data Warehouse and Mining Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 5th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 90
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: Basic understanding of database concepts.

Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes: After going through this laboratory, student will be able to:

CO#	Course outcomes
CO1	Identify different data mining tools used to analyze data.
CO2	Implement different data mining algorithms to analyze data.
CO3	Use effective visualization for representing data.

Instructions:

1	Introduction to WEKA and R tools.
2	Installation of Weka/ R Tool.
3	Introduction to various components of WEKA/ R tool.
4	Fundamental programming using WEKA/ R tool.
5	Implementing data preprocessing.
6	Implementing apriori algorithm.
7	Implementing classification using decision tree.
8	Implementing classification using decision tree induction.
9	Implementation k-mean clustering
10	Implementing different Data visualization tools.

- Number of practical's can be more than 10 by implementing these algorithms on different data sets. Also, visualization tools can be used simultaneously to represent the outcomes in a better way

Reference Books:

1. Data Mining: Practical Machine Learning Tools and Techniques, 3rd edition by Ian H. Witten, Eibe Frank, Mark A. Hall Published by Morgan Kaufmann.
2. Data analytics using R, 1st edition by Seema Acharya Published by Tata Mcgraw Hill.

E Books/ Online learning material

Students can refer to youtube channel: Data Mining with Weka (WekaMOOC) by University of WAIKATO for reference using the following link: https://www.youtube.com/user/WekaMOOC

Course Code: UGCA1964
Course Name: Mobile Application Development Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 5th	**Contact hours:** 4 hours per week

Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course Outcomes
CO1	Student should be able to understand the logic behind application development.
CO2	Students should be able to develop various Android based Applications.
CO3	Students should be able to develop various iOS based Applications.

Instructions:

1	Installing Java, Eclipse, and Android: Android Studio and Geny motion
2	Developing Android based application using layouts.
3	Developing Android based application to handle navigation.
4	Developing Android based application for data storage
5	Developing Android based application using components available in widgets
6	Developing Android based application using fragments
7	Developing Android based application using camera, sms, tele manager services
8	Creating ordered and un-ordered lists in HTML 5
9	Creating tables in HTML5.Using images as hyperlinks
10	Creating forms and frames in HTML5
11	Designing web page using CSS3
12	Program using if control statement in Java Script
13	Program using loop control statement in Java Script
14	Webpage accepting input from user and handling database connectivity.
15	Webpage Demonstrating input validation and event handling

Text Books:

1. Professional Mobile Application Development, JEFFMCWHERTER, SCOTTGOWELL, Wiley.
2. Android Studio Application Development, Belen Cruz, Zapata, Packt Publishing

Reference Books:

1. Professional Android 4 Application Development, Reto Meier, Wrox Publication
2. Beginning iPhone Development with Swift, David Mark, A press Publication

Web Resources:

Safari Textbooks Online: http://library.ohio-state.edu/search/y?SEARCH=Safari
Android Developer Site: http://developer.android.com/index.html

Stack Overflow: http://www.stackoverflow.com

Course Code: UGCA1941
Course Name: Linux Operating System Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 5th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** 100
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: Operating system
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Installation & administration of Linux operating system
CO2	Implementing various services on Linux operating system.

Instructions:

1	Installation of Linux OS.
2	Writing advanced shell programs
3	Installation and management of printers
4	Using gcc compiler to write c programs
5	Configuring mail server
6	Configuring FTP server
7	Connecting to internet
8	Implementing different commands to manage file system
9	Implementation of virtualization
10	Becoming super user and implementing configuration commands
11	Implementing commands to manage users

- Instructor can select the commands, utilities and services to be managed on their own.

Reference Books:

1. Linux: The complete reference by Richard Petersen, Published by Tata McGraw-Hill Publication.

2. Linux in a Nutshell: A Desktop Quick Reference, 6th Edition by Stephen Figgins, Arnold Robbins, Ellen Siever & Robert Love Published by O'Reilly Media.
3. Unix Shell Programming by Yashavant P. Kanetkar, Published by BPB Publishers.

Course Code: UGCA1940
Course Name: Computer Graphics Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 5th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** --
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To equip students with techniques for developing structured computer program.
CO2	Understand basics of computer graphics
CO3	To develop the logical and reasoning skills of the students
CO4	Practical applications of graphics, Program development and basic animations without using graphical software.

Instructions:

1.	Use of basic functions of graphic available like circle, putpixel, rectangle, arc, ellipse, floodfill, setcolor etc.
2.	Design a logo/poster using primitive functions.
3.	Draw a 3 D object using palettes.
4.	Line Drawing Algorithm : Direct method and DDA
5.	Bresenham's Line Drawing Algorithm
6.	Circle Generating Algorithm : Equation and trigonometric function.
7.	Bresenham's Circle Generating Algorithm
8.	Draw an ellipse using Midpoint Algorithm.
9.	Translation transformation on a polygon.
10.	Scaling transformation on a polygon.
11.	Rotation transformation on a polygon.
12.	Reflection transformation on a polygon.

13.	Shearing transformation on a polygon.
14.	Mixed transformation on an object
15.	Minor project (eg Game/ Animation etc.)

Reference Books:

1. D. Hearn and M.P. Baker, *Computer Graphics,* PHI New Delhi.
2. J.D. Foley, A.V. Dam, S.K. Feiner, J.F. Hughes,. R.L Phillips, *Computer Graphics Principles & Practices*, Second Edition, Pearson Education, 2007.
3. R.A. Plastock and G. Kalley, *Computer Graphic*, McGraw Hill, 1986.
4. Mark Lutz, *Learning Python*, O'REILY

Course Code: UGCA1951
Course Name: Artificial Intelligence Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 5th	**Contact hours:** 4 weeks per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: Working Knowledge of Python Programming Language
Co requisite: Installing Python, Installing packages, Loading data
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Developing simple applications using AI tools.
CO2	Attain the capability to represent various real life problem domains using logic based techniques and use this to perform inference or planning.
CO3	Formulate and solve problems with uncertain information using Bayesian approaches.
CO4	Apply concept Natural Language processing to problems leading to understanding of cognitive computing.

Instructions:

1.	Learn the building blocks of Logic Programming in Python.
2.	Python script for comparing mathematical expressions and finding out unknown values.
3.	Use logic programming in Python to check for prime numbers.

4.	Use logic programming in Python parse a family tree and infer the relationships between the family members.
5.	Python script for building a puzzle solver.
6.	Implementation of Naïve Bayes classifier, computing its accuracy and visualizing its performance.
7.	Creation of a fuzzy control system which models how you might choose to tip at a restaurant.
8.	Implementation of uninformed search techniques in Python.
9.	Implementation of heuristic search techniques in Python.
10.	Python script for tokenizing text data.
11.	Extracting the frequency of terms using a Bag of Words model.
12.	Predict the category to which a given piece of text belongs.
13.	Python code for visualizing audio speech signal
14.	Python code for Generating audio signals
15.	Python code for Synthesizing tones to generate music

Reference Books:

1. Artificial Intelligence with Python, Prateek Joshi, Packt Publishing.

Course Code: UGCA1942
Course Name: Cloud Computing Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 5th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** --
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: Working Knowledge of Linux Operating system
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Learn the use of cloud computing tools offered by industry leaders.
CO2	Develop and deploy cloud applications using popular cloud platforms.
CO3	Configuration of the virtual machines on the cloud and building of a private cloud.

Instructions:

1.	Enlist various companies in cloud business and the corresponding services provided by them and tag them under SaaS , PaaS & IaaS.
2.	Create a warehouse application using tools supplied by any SaaS provider.
3.	Implementation of Para-Virtualization using VM Ware‘s Workstation/ Oracle‘s Virtual Box and Guest O.S. Learn creation, migration, cloning and managing of virtual machines.
4.	Using public cloud service providers tools for exploring the usage of IaaS, PaaS and SaaS cloud services.
5.	Setting up a private cloud using open source tools (Eucalyptus/Open Stack etc.).

Course Code: UGCA1947
Course Name: Digital Marketing

Program: B.Sc. IT	**L**: 3 **T**: 0 **P**: 0
Branch: Computer Applications	**Credits:** 3
Semester: 6th	**Contact hours:** 33 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Learn how to use new media such as mobile, search and social networking.
CO2	Understand how and why to use digital marketing for multiple goals within a larger marketing and/or media strategy.
CO3	Understand the major digital marketing channels - online advertising: Digital display, video, mobile, search engine, and social media.
CO4	Learn to develop, evaluate, and execute a comprehensive digital marketing strategy and plan

Detailed Contents	Contact hours
Unit-I **Introduction to Digital Marketing** Difference between Traditional Marketing and Digital Marketing, Benefits of using Digital Media, Inbound and Outbound Marketing, Online marketing	9

POEM: (Paid, Owned, and Earned Media), Components of Online Marketing (Email, Forum, Social network, Banner, Blog), Impact of Online Marketing, Basics of Affiliate Marketing, Viral Marketing, Influencer Marketing, Referral Marketing. **Email Marketing:** Email newsletters, Digests, Dedicated Emails, Lead Nurturing, Sponsorship Emails and Transactional Emails, Drawbacks of Email Marketing **Social Media Marketing (SMM):** Different types of Social Media Marketing like Facebook, LinkedIn, Twitter, Video, Instagram etc.	
Unit –II **Search Engine Optimisation (SEO)** About SEO, Need of an SEO friendly website, Importance of Internet and Search Engines; Role of Keywords in SEO. **On-Page Optimization (Onsite):** Basics of Website Designing / Development; HTML Basics for SEO; Onsite Optimization Basics; Website Structure and Navigation Menu Optimization; SEO Content Writing. Keywords Research and Analysis (eg. SWOT analysis of website, finding appropriate keywords). **Off Page Optimization:** Introduction; Local marketing of websites depending on locations; Promoting Subsequent pages of the website. Introduction to organic SEO vs non-organic SEO; Social Media Optimization Techniques and Page Rank Technology.	**9**
Unit-III **Website Planning & Creation** **Content Marketing Strategy:** Goals and concepts, Strategic building blocks, Content creation & channel distribution, Tools of the trade, Advantages and challenges. **Keywords Research and Analysis:** Introduction to Keyword Research; Business Analysis; Types of Keywords; Keywords Analysis Tools. **Web Presence:** How to increase online presence and drive more traffic for a website, Search result visibility in search engines for chosen keyword and phrases, Using e-mail marketing to drive traffic for a website, Posting social media content for lead generation, Tools to create and manage content, Use of Blogging as content strategy.	**9**

Creating content: Writing and posting content on the web and in social networks, blog and video; Create, manage and implement a content marketing strategy; Monitoring and recording results to improve content marketing campaigns; Successful content marketing strategies and case studies.	
Unit-IV **Online Advertising, Mobile Marketing and Web analytics** Introduction to Online Advertising and its advantages, Paid versus Organic, Pay Per Click (PPC) Model. Basic concepts Cost per Click (CPC), CPM, CTR, CR etc. About Mobile Marketing, Objectives of Mobile Advertising, Creating a Mobile Marketing Strategy, Introduction to SMS Marketing. About Web Analytics, Types of Web Analytics (On-site, Off-site), Importance of Web Analytics	**6**

Text Books:

1. Puneet Singh Bhatia, Fundamentals of Digital Marketing First Edition, Publication Pearson.
2. Vandana Ahuja, Digital Marketing 1st Edition, Publication Oxford
3. Shivani Karwal, "Digital Marketing Handbook: A Guide to search Engine Optimization, Pay Per Click Marketing, Email Marketing and Content Marketing", CreateSpace Independent Publishing Platform, 1st edition.

Reference Books:

1. Ian Dodson, The Art of Digital Marketing: The Definitive Guide to Creating Strategic, Targeted and Measurable Online Campaigns, Publication Wiley India Pvt Ltd.
2. Philip Kotler, Hermawan Kartajaya, Iwan Setiawan, Marketing 4.0: Moving from Traditional to Digital, Publication Wiley India Pvt Ltd.
3. Venakataramana Rolla, "Digital Marketing Practice guide for SMB: SEO, SEM and SMM", CreateSpace Independent Publishing Platform, First edition.
4. Enge, E., Spencer, S., Stricchiola, J., & Fishkin, R. (2012). The art of SEO. " O'Reilly Media, Inc.".

E Books/ Online learning material:

1. www.sakshat.ac.in
2. https://swayam.gov.in
3. https://www.edx.org/course/online-marketing-strategies-curtinx- mkt5x
4. https://www.emarketinginstitute. org/free-courses/ eMarketing Institute

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I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1953
Course Name: Digital Marketing Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 6th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 30	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 20	**Elective status:** Elective
Total marks: 50	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Familiarizing with the key elements of a digital marketing strategy.
CO2	The students will be able to perform practical skills in common digital marketing tools such as SEO, Social media and Blogs.
CO3	Learn to manage the major digital marketing channels - online advertising: Digital display, video, mobile, search engine, and social media
CO4	Learn to develop, evaluate, and execute a comprehensive digital marketing strategy and plan

Instructions:

The instructor needs to give an overview of digital marketing with case studies	
1.	Explore Facebook, LinkedIn, Twitter, Video, Instagram, blog etc
2.	Explore Online Display Advertising, Ecommerce Marketing, Mobile Web and Content marketing.
3.	Explore Email Marketing; Google AdWords and Google Analytics
The instructor needs to discuss a case study using Search Engine Optimisation (SEO). Case Study – I : Student will plan and create a webpage will display Web presence	
4.	How to increase online presence and drive more traffic for a website.
5.	Search result visibility in Google for chosen keyword and phrases.
6.	Using e-mail marketing to drive traffic for a website.
7.	Posting social media content for lead generation.
8.	Tools to create and manage content.
9.	Use of Blogging as content strategy
Case Study – II : Student will plan and create a commercial website	
10.	Show results for Search Engine Algorithms & Page Rank Technology
11.	How to promote home page, SWOT Analysis of Website & finding right appropriate keywords.
12.	Monitoring and recording results to improve content marketing campaigns

13.	Writing and posting content on the web and in social networks.
Case Study – III : Student will identify an activity for Email/ Mobile/ Social Media Marketing	
14.	Create a Video/ YouTuber
15.	Manage a Video/ YouTuber platform and enhance viewership.

Texts Books:

1. Puneet Singh Bhatia, Fundamentals of Digital Marketing First Edition, Publication Pearson.
2. Vandana Ahuja, Digital Marketing 1st Edition, Publication Oxford
3. Shivani Karwal, "Digital Marketing Handbook: A Guide to search Engine Optimization, Pay Per Click Marketing, Email Marketing and Content Marketing", CreateSpace Independent Publishing Platform, 1st edition.

Reference Books:

1. Ian Dodson, The Art of Digital Marketing: The Definitive Guide to Creating Strategic, Targeted and Measurable Online Campaigns, Publication Wiley India Pvt Ltd.
2. Philip Kotler, Hermawan Kartajaya, Iwan Setiawan, Marketing 4.0: Moving from Traditional to Digital, Publication Wiley India Pvt Ltd.
3. Venakataramana Rolla, "Digital Marketing Practice guide for SMB: SEO, SEM and SMM", CreateSpace Independent Publishing Platform, First edition.
4. Enge, E., Spencer, S., Stricchiola, J., & Fishkin, R. (2012). The art of SEO. " O'Reilly Media, Inc.".

Course Code: UGCA1965
Course Name: Latex

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**:4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Skill Enhancement
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To create understanding of the LaTeX
CO2	To understand the fundamentals of LaTeX and Utilization

Detailed contents	Contact hours
Unit-I **Introduction to LaTeX** Installation of the software LaTeX; **Simple typesetting:** Spaces, Quotes, Dashes, Accents, Special symbols, Text positioning; **Fonts:** Type Style, Type Size. **Understanding Latex compilation:** Basic Syntax, Writing equations, Matrix, Tables	12
Unit-II **Document and Page Layout** **The Document:** Document class, Font and Paper size, Page formats; **Page style:** Heading declarations, Page numbering, Formatting Lengths; **Page Layout –** Titles, Abstract Chapters, Sections, Subsections, References, Equation references, Footnotes and Endnotes. citation;	10
Unit-III **List making environments** Bulleted, Numbered, Descriptions and Definitions; **Using Tabs:** Rows and Columns; Creating tables Table of contents, Generating new commands, Figure handling numbering, List of figures, List of tables, Generating index.	12
Unit-IV **Packages:** Geometry, Hyperref, amsmath, amssymb, algorithms, algorithmic graphic, color.	10

Classes: article, book, report, beamer, slides. IEEtran	

Text Books:

1. E. Krishnan. LATEX Tutorials A PRIMER. Indian TEX Users Group, Trivandrum, India, 2003
2. L. Lamport. LATEX: A Document Preparation System, User's Guide and ReferenceManual. Addison-Wesley, New York, second edition, 1994.
3. LaTeX Companion – Leslie Lamport, PHI/Pearson

Course Code: UGCA1966
Course Name: Latex Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 6th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Skill Enhancement
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To create understanding of the LaTeX
CO2	To understand the fundamentals of LaTeX and Utilization

Instructions:

The instructor needs to give an overview of LaTeX. Installation of the software LaTeX. Using Latex	
1.	Create equations
2.	Create matrix
3.	Create tables
4.	Creating a Resume
5.	Create an Article Features to be covered:- Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in Word.

6.	Creating a Newsletter Features to be covered :- Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes and Paragraphs
7.	Create page layout for a book Features to be covered :- Titles, Abstract Chapters, Sections, References, Equation references, citation
8.	Create Book (3 chapters of 2 pages each) Table of contents, Generating new commands, Figure handling numbering, List of figures, List of tables, Generating index.
9.	Creating an Assignment
10.	Prepare a Presentation using beamer

Text Books:

1. E. Krishnan. LATEX Tutorials A PRIMER. Indian TEX Users Group, Trivandrum, India, 2003
2. L. Lamport. LATEX: A Document Preparation System, User's Guide and ReferenceManual. Addison-Wesley, New York, second edition, 1994.
3. LaTeX Companion – Leslie Lamport, PHI/Pearson

Course Code: UGCA1933
Course Name: Internet of Things

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To introduce the terminology, technology and applications of IoT
CO2	To use the concept of M2M (machine to machine) with necessary protocols
CO3	To implement data and knowledge management and use of devices in IoT Technology
CO4	To introduce the Raspberry PI platform, that is widely used in IoT applications

Detailed Contents	Contact hours
Unit-I Definition and Need of IoT, Characteristics of IoT, Physical Design of IoT – IoT Protocols, Logical Design of IoT, IoT Enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big Data Analytics, Communication Protocols, Embedded Systems, IoT Levels and Templates.	11
Unit-II Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry, health and Lifestyle. M2M Applications, Software Defined Networks, Network Function Virtualization.	11
Unit-III Need for IoT System Management, Simple Network Management Protocol, Network Operator Requirements, NETCONF, YANG, IoT System Management with NETCOZF-YANG, IoT Design Methodology.	11
Unit-IV Introduction to Raspberry PI-Interfaces (serial, SPI, I2C), Introduction to Cloud Storage Models and Communication APIs Webserver – Web Server for IoT, Cloud for IoT, Security Management in an IoT System.	11

Text Books:

1. Internet of Things – A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, First Edition, 2015, University Press.

Reference Books:

1. The Internet of Things-Enabling Technologies, Platforms, and Use Cases, Pethuru Raj & Anupama C. Raman, CRC Press, 2017.
2. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014
3. The Definitive Guide to the Internet of Things for Business, Syed Zaeem Hosain, Aeris Communications, 2016, 2nd edition.
4. Internet of Things: Architecture and Design Principals, Raj Kamal, McGraw-Hill, 2017.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1946
Course Name: R Programming

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact Hours**: 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems**: 40%
Internal max. marks: 40	**Duration of end semester exam (ESE)**: 3hrs
External max. marks: 60	**Elective status**: Elective
Total marks:100	

Prerequisite: Logics of basic programming terminologies.
Co requisite: Simulation study.
Additional material required in ESE: **-NA-**

Course Outcomes:

CO#	Course Outcomes
CO1	Familiarization with the concept of R programming and its application in Data Science.
CO2	Understand and learn the difference between vectors and arrays and their implementation to solve real world problems.
CO3	Utilize the concept of data frames, lists, factors, tables and R structures and to implement the same.
CO4	Able to solve problems using Object Oriented features of R programming and handling different sorts of data using strings.
CO5	Applying simulation and produce the results in graphical form for better understanding of output/results.

Detailed Contents	Contact hours
Unit-I **R Programming Fundamentals:** Introduction to R, Installing R, Windows/Linux/Mac Installation, Setting up Path, Using Packages, and Running R: Interactive Mode, Batch Mode, Getting Help, Startup and Shut Down. **Vectors:** Scalars, Vectors, Arrays and Matrices, Declarations, Recycling, Common Vector Operations, Using all() and any(), Na and Null Values, Filtering, ifelse() Function. **Matrices and Arrays:** Creating Matrices, General Matrix Operations, Applying Functions to Matrix Rows and Columns, Adding & Deleting Matrix Rows and Columns, Difference Between Matrix and Vector.	11

Unit-II **Lists:** Creating Lists, General List Operations, Accessing List Components and Values, Applying Functions to Lists, Recursive Lists. **Data Frames:** Creating Data Frames, Merging Data Frames, Applying Functions to Data Frames. **Factors and Tables:** Introduction, Common Functions use with Factors, Working with Tables. **R Programming Structures:** Control Statements, Arithmetic and Boolean Operators, Default Values for Arguments, Return Values, Recursion.	11
Unit-III **Object Oriented Programming:** Concept of Classes, S3 Classes, S4 Classes, S3 Versus S4 Classes, Managing Objects. **Input/Output:** Accessing Keyboard and Monitor, Reading and Writing Files, Accessing the Internet. **String Manipulation:** Overview of String Manipulation Functions [grep(), nchar(), paste(), sprintf(), substr(), strsplit(), regexpr(), gregexpr(), Regular expression].	12
Unit-IV **Graphics:** Creating Graphs, Customizing Graphs, Saving Graphs to Files, Creating 3D Plots. **Debugging:** Principles of Debugging, Use of Debugging Tool, ~~Using~~ R Programming Debugging Facilities. **Simulation:** Generating Random Numbers, Setting the Random Number Seed, Simulating ~~a~~ Linear Model, Random Sampling.	10

Text Books:

1. The ART of R Programming, Norman Matloff, No Starch Press.
2. R Programming for Data Science, Roger D. Peng, Lean Publishing.
3. R Programming for Beginners, S. Rakshit, TMH.

Reference Books:

1. Data Analytics using R, Seema Acharya, TMH.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1948
Course Name: Information Security

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Acquire a practical overview of the issues involved in the field of information security.
CO2	Demonstrate a basic understanding of the practice of information security.
CO3	To understand the information security risks across diverse settings including the Internet and WWW based commerce systems.
CO4	Explore the idea that in Information Security answers are not always known, and proposed solutions could give rise to new, equally complex problems.
CO5	Student will be able to develop the understating about information security

Detailed Contents	Contact hours
Unit –I **The Security Problem in Computing:** The meaning of computer Security, Computer Criminals, Methods of Defense, Elementary Cryptography: Substitution Ciphers, Transpositions, Making "Good" Encryption algorithms, Secure Architecture of an open System. DES and RSA Algorithm, Asymmetric and symmetric Key Cryptography, Role based Security, Digital Signatures, The Data Encryption Standard, The AES Encryption Algorithms, Public Key Encryptions, Uses of Encryption.	11
Unit-II **Security in Program and Operating System:** Secure Programs, Non malicious Program Errors, viruses and other malicious code, Targeted Malicious code, controls Against Program Threats, Protection	11

in General- Purpose operating system protected objects and methods of protection memory and addmens protection, File protection Mechanisms, User Authentication Designing Trusted. **Operating System:** Security polices, models of security, trusted Operating System design, Assurance in trusted Operating System Implementation examples.	
Unit-III **Database and Network Security:** Database Integration and Secrecy, Inferential Control, Sensitive data, Inference, multilevel database, proposals for multilevel security. Security in Network: Threats in Network, Network Security Controls, Firewalls, Intrusion Detection Systems,Secure E-Mail	11
Unit-IV **Administering Security:** Security Planning, Risk Analysis, Organizational Security policies, Physical Security. Legal Privacy and Ethical Issues in Computer Security: Protecting Programs and data, Information and the law, Rights of Employees and Employers, Software failures, Computer Crime, Praia, Ethical issues in Computer Security, Case Studies of Corporate Security.	11

Text Books

1. Charles P.Pfleeger, Shari Lawrence. Security in Computing, Pfleeger. PHI.
2. Jason Andress. The Basics of Information Security, Syngress
3. Mark Stamp. Information Security: Principles and Practice, Wiley.
4. A. Kahate, Cryptography and Network Security, TMH.

Course Code: UGCA1967
Course Name: Advanced Java

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: Familiarity with core Java programming.

Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Students will become familiar with the use of input, output and stream objects and will use them for file processing as well as client/server communications tasks.
CO2	Students will develop sophisticated, interactive user interfaces using the Java Swing class and appropriate layout managers and Event Handling.
CO3	Student will be able to develop web application using Java Servlet and Java Server Pages technology.
CO4	Student will learn to interact with databases using JDBC.

Detailed contents	Contact hours
Unit-I **Networking:** Networking Basics, The Networking Classes and Interfaces, InetAddress, Inet4Address, Inet6Address, TCP/IP Client Sockets, URL, URL Connection, HttpURLConnection, The URI Class, Cookies, TCP/IP Server Sockets, Datagrams. **Event Handling:** Two Event Handling Mechanisms, The Delegation Event Model, Event Classes, The KeyEvent Class.	12
Unit-II **Introducing the AWT:** AWT Classes, Window Fundamentals-Component, Container, Panel, Window, Frame, Canvas, Working with Frame Windows-Setting the Window's dimensions, Hiding and showing a window, Setting a window's title, closing a frame window, the Paint() method, Displaying a String, Setting the foreground and background colors, Requesting repainting, Creating a Frame-based Application. Using AWT Controls, Layout Managers and Menus: AWT Control Fundamentals, Labels, Using Buttons, Applying Check Boxes, CheckboxGroup, Choice controls, Using Lists, Managing Scroll Bars, Using a TextField, using a TextArea, Understanding layout managers, Menu Bars and Menus, Dialog Boxes.	12
Unit-III **Introducing Swing:** Origin, Features, The MVC Connection, Components and Containers, The Swing Packages, A Simple Swing Application, Event Handling, Painting in Swing.	10

Exploring Swing: Jlabel and ImageIcon, JtextField,The Swing Buttons, JTabbedPane, JList, JComboBox,Trees,JTable , Introducing Swing Menus-Menu Basics, An Overview of JMenuBar, JMenu and JMenuItem, Create a Main Menu, Add Mnemonics, Accelerators, Images and Tooltips to Menu Items, Use JRadioButtonMenuItem and JCheckBoxMenuItem, Create a Popup Menu, Create a Toolbar, Use Actions. **Introducing JavaFX GUI Programming:** JavaFX basic Concepts, A JavaFX Application skeleton, Compiling and Running a JavaFX Program. **Exploring JavaFX Controls:** Using Image and Image View, Toggle Button, Radio Button, Check Box, List View, Combo Box, Text field, Scroll Pane, Tree View.	
Unit-IV **Java Beans:** Introduction, Advantages, Introspection, Bound and Constrained Properties, Persistence, Customizers, The Java Beans API Introducing Servlets: Background, Life Cycle of a Servlet, Servlet Development options, Using Tomcat, A Simple Servlet-Creation and Compilation of Servlet Source Code, Starting Tomcat, Start a web browser and Request the Servlet. The Servlet API, The javax.servlet package, Reading Servlet parameters, The javax.servlet.http Package, Handling HTTP requests and responses, Using Cookies, Session Tracking. **JDBC:** Database Programming, Connecting to the Database, Creating a SQL Query, Getting the Results, Updating Database Data.	10

Text Books:

1. Java-The Complete Reference, Herbert Schildt, Tenth Edition, Tata McGraw Hill.
2. Core Java- An Integrated Approach, R. Nageswara Rao, DreamTech Press.

Reference Books:

1. Core Java 2 Volume 1-Fundamentals, Cay S. Horstmann and Gary Cornell, Sun Microsystems Press, Pearson.
2. Java Server Programming, Java EE6 (J2EE 1.7), Black Book, Dreamtech

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I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1950
Course Name: Machine Learning

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact hours**: 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems:** 40%
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status**: Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Know about the Learning methodologies of Artificial Neural Networks.
CO2	Learn the concept of clustering
CO3	Differentiate supervised and unsupervised learning
CO4	Understand the concept of Reinforcement learning

Detailed Contents	Contact hours
Unit-I **Introduction** What is Machine Learning, Unsupervised Learning, Reinforcement Learning Machine Learning Use-Cases, Machine Learning Process Flow, Machine Learning Categories, Linear regression and Gradient descent.	8
Unit-II **Supervised Learning** Classification and its use cases, Decision Tree, Algorithm for Decision Tree Induction Creating a Perfect Decision Tree, Confusion Matrix, Random Forest. What is Naïve Bayes, How Naïve Bayes works, Implementing Naïve Bayes Classifier, Support Vector Machine, Illustration how Support Vector Machine works, Hyper parameter Optimization, Grid Search Vs Random Search, Implementation of Support Vector Machine for Classification.	12
Unit-III **Clustering**	12

What is Clustering & its Use Cases, K-means Clustering, How does K-means algorithm work, C-means Clustering, Hierarchical Clustering, How Hierarchical Clustering works.	
Unit-IV Why Reinforcement Learning, Elements of Reinforcement Learning, Exploration vs Exploitation dilemma, Epsilon Greedy Algorithm, Markov Decision Process (MDP) Q values and V values, Q – Learning, α values.	12

Text Books:

1. Pattern Reorganization and Machine learning by Christopher M. Bishop.
2. The elements of Statistical learning by Jeromeh. Friedman, Robert Tivshirani and Trevorhaspie.
3. Introduction to Machine Learning by Ethem Alpaydin. PHI Publisher.
4. Machine Learning, A practical approach on the statistical learinging theory by Rodrigo fernandes de Mello and Moacir Antonelli Ponti.
5. Machine Learning A probabilistic prospective by Kevin P. Murphy

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Course Code: UGCA1939
Course Name: Internet of Things Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits:** 2
Semester: 6th	**Contact hours:** 4 hours a week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand the concepts of Internet of Things
CO2	Understand and analyzing sensor generated data
CO3	To Implement Data and Knowledge Management and use of Devices in IoT Technology.
CO4	Build small IoT applications

Instructions:

1	Interfacing Light Emitting Diode (LED) for Blinking LED
2	Interfacing Button and LED for LED blinking when button is pressed
3	Interfacing Light Dependent Resistor (LDR) and LED for displaying automatic night lamp
4	Interfacing Temperature Sensor (LM35) and/or humidity sensor (e.g. DHT11)
5	Interfacing Liquid Crystal Display (LCD) to display data generated by sensor on LCD
6	Interfacing Air Quality Sensor-pollution (e.g. MQ135) to display data on LCD , switch on LED when data sensed is higher than specified value.
7	Interfacing Bluetooth module (e.g. HC05) for receiving data from mobile phone on Arduino and display on LCD
8	Interfacing Relay module to demonstrate Bluetooth based home automation application. (using Bluetooth and relay).

Reference Books:

1. Internet of Things – A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, First Edition, 2015, Universities Press.
2. Arduino Projects for Engineers, Neerparaj Rai, First Edition, 2016, BPB Publications.
3. 21 Internet of Things (IOT) Experiments, Yashavant Kanetkar, Shrirang Korde, First Edition, 2015, BPB Publications.

List of components:

1. One kit for 3-4 students: Arduino Uno, sensors (Bluetooth module (HC05), MQ135, DHT11, breadboard, LCD, 2-relay module etc.)
2. Consumables: LED, button, connecting wires, LDR, LM35, battery, etc

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Course Code: UGCA1952
Course Name: R Programming Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**:4
Branch: Computer Applications	**Credits**: 2
Semester: 6th	**Contact hours**: 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems**: --
Internal max. marks: 60	**Duration of End Semester Exam (ESE)**: 3hrs
External max. marks: 40	**Elective Status:** Elective
Total marks: 100	

Prerequisite: - Logics of basic programming terminologies.
Co requisite: - Simulation study.

Additional material required in ESE: - Record the *Simulation Results* on practical file.

Course Outcomes: Students will be able to

CO#	Course Outcomes
CO1	Solve basic to advanced problems using R programming.
CO2	Implement arrays and matrices.
CO3	Solve problems with data frames and lists.
CO4	Design and implement vectors and distinguish arrays from vectors.
CO5	Implement factors.

Instructions: All programs are to be developed in R Programming Language.

1.	Design a program to take input from the user (name and age) and display the values through R Programming.
2.	Write a program to get the details of the objects in memory using R Programming.
3.	Create a sequence of numbers from 20 to 50 and find the mean of numbers from 20 to 60 and sum of numbers from 51 to 91 using R Programming.
4.	Create a vector which contains 10 random integer values between -50 and +50 using R Programming.
5.	Demonstrate through a program to display the details of the objects in memory.
6.	Write a R program to get the first 10 Fibonacci numbers.
7.	Show all prime numbers up to a given number usingh R rogramming..
8.	Design a R program to find the factors of a given number.
9.	Write a R program to find the maximum and the minimum value of a given vector.
10.	Write a program to get the unique elements of a given string and unique numbers of vector.
11.	Convert a given matrix to a 1 dimensional array through R programming.
12.	Write a R program to create an array of two 3x3 matrices each with 3 rows and 3 columns from the given two vectors.
13.	Create a 3 dimensional array of 24 elements using dim() function.
14.	Write a R program to create an array using four given columns, three given rows and two given tables, also display the contents of the array.
15.	To convert a given matrix to 1 dimensional array design a R program.
16.	Write a R program to concatenate two given factor in a single factor.
17.	Write a R program to create an 3 dimensional array of 24 elements using the dim() function.
18.	Construct a R program to create an array of two 3x3 matrices each with 3 rows and 3 columns from the given two vectors. Print the second row of the second matrix of the array and the element in the 3rd row and 3rd column of the 1st matrix.
19.	Write a R program to create a data frame from four given vectors.
20.	Write a program to get the structure of a given data frame.
21.	Design a R program to get the statistical summary and nature of the data of a given data frame.

22.	Write a R program to extract specific column from a data frame using column name.
23.	Design a R program to create a data frame from four given vectors.
24.	Demonstrate a R program to get the structure of a given data frame.
25.	Write a R program to get the statistical summary and nature of the data of a given data frame.
26.	Design a R program to extract specific column from a data frame using column name.
27.	Demonstrate a R program to create a data frame from four given vectors.
28.	Write a R program to create a matrix taking a given vector of numbers as input. Display the matrix.
29.	Construct a R program to create a matrix taking a given vector of numbers as input and define the column and row names. Display the matrix.
30.	Write a R program to access the element at 3rd column and 2nd row, only the 3rd row and only the 4th column of a given matrix.
31.	Develop a R program to create a vector of a specified type and length. Create vector of numeric, complex, logical and character types of length 6.
32.	Write a R program to add two vectors of integers type and length.
33.	Design a R program to append value to a given empty vector
34.	Write a R program to multiply two vectors of integers type and length.
35.	Design a R program to create a list containing strings, numbers, vectors and a logical values.
36.	Write a R program to list containing a vector, a matrix and a list and give names to the elements in the list.
37.	Demonstrate a R program to find the levels of factor of a given vector.
38.	Write a R program to change the first level of a factor with another level of a given factor.
39.	Design a R program to create an ordered factor from data consisting of the names of months.
40.	Construct graphical output & display the results of any five tasks using simulator.

Text Books:

1. The ART of R Programming, Norman Matloff, No Starch Press.
2. R Programming for Data Science, Roger D. Peng, Lean Publishing.
3. R Programming for Beginners, S. Rakshit, TMH.

Reference Books:

1. Data Analytics using R, Seema Acharya, TMH.

Course Code: UGCA1954
Course Name: Information Security Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Semester: 6th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems: --**
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Acquire a practical overview of the issues involved in the field of information security.
CO2	Demonstrate a basic understanding of the practice of information security.
CO3	Explore the idea that in Information Security answers are not always known, and proposed solutions could give rise to new, equally complex problems.
CO4	Student will be able to develop the understating about information security

Instructions:

1	Study of System threat attacks - Denial of Services.
2	Study of Sniffing and Spoofing attacks.
3	Study of Techniques uses for Web Based Password Capturing.
4	Study of Different attacks causes by Virus and Trojans.
5	Study of Anti-Intrusion Technique – Honey pot.
6	Study of Symmetric Encryption Scheme – RC4.
7	Implementation of S-DES algorithm for data encryption
8	Implementation of Asymmetric Encryption Scheme – RSA.
9	Study of IP based Authentication.
10	Study of Cryptography Techniques
11	Study of Encryption algorithms
12	Study of Security polices
13	Study of Network Security Fundamentals, Ethical Hacking and Social Engineering

Reference Books:

1. Charles P.Pfleeger, Shari Lawrence. Security in Computing, Pfleeger. PHI.
2. Jason Andress. The Basics of Information Security, Syngress
3. Mark Stamp. Information Security: Principles and Practice, Wiley.
4. A. Kahate, Cryptography and Network Security, TMH.

I. K. Gujral Punjab Technical University
Bachelor of Science in Information Technology (B.Sc. IT)

Course Code: UGCA1968
Course Name: Advanced Java Laboratory

Program: B.Sc. IT	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 6th	**Contact hours:** 4 hours per week
Theory/Practical: Practical	**Percentage of numerical/design problems:** --
Internal max. marks: 60	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 40	**Elective status:** Elective
Total marks: 100	

Prerequisite: Working Knowledge of Linux Operating system
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Students will become familiar with the use of input, output and stream objects and will use them for file processing as well as client/server communications tasks.
CO2	Students will develop sophisticated, interactive user interfaces using the Java Swing class and appropriate layout managers and Event Handling.
CO3	Student will be able to develop web application using Java Servlet and Java Server Pages technology.
CO4	Student will learn to interact with databases using JDBC.

Instructions:

1.	Implement TCP Server programming in which client can connect and communicate with server for sending the number and server returns nth Fibonacci number to client.
2.	Create client and server chat application using TCP or UDP.
3.	Write a Program that displays two textboxes for entering a students' Roll-no and Name with appropriate labels and buttons.
4.	To check whether the given user id and password is correct or not.
5.	Create an application that displays a frame with a menu bar. When a user selects any menu or menu item, the corresponding selection is displayed on a text area in the center of the frame .
6.	Develop an application for a Transport Co. that wants to calculate amount based on distance and weight of goods. The charges (Amount) to be calculated as per rates given below.

Distance	Weight	Charges per Km.
>=500 Km	>=100 kg.	Rs. 5/-
	>=10 and <100 kg.	Rs. 6/-
	< 10 kg.	Rs. 7/-
<500 Km	>=100 Kg.	Rs.8/-

		<100 Kg.	Rs.5/-
7.	Create swing program that toggles the "OK" button after clicking on it as "KO".		
8.	Write a Java program to implement Calculator using Swing technology.		
9.	Write a Java program to implement Swing components namely Buttons, JLabels, Checkboxes, Radio Buttons, JScrollPane, JList, JComboBox, Trees, Tables Scroll pane Menus and Toolbars to design interactive GUI.		
10.	Write a program to create a window with four text fields for the name, street, city and pincode with suitable labels. Also, window contains a button MyInfo. After the user types his name, street, city and pincode in textboxes and clicks the button, the typed details must appear in Arial Font with Size 32, Italics.		
11.	Write a program to create GUI component of Online Shopping site using swing.		
12.	Create a simple Java bean having bound and constrained properties.		
13.	Write a program to perform state management using HttpSession using servlet.		
14.	Write a program to set the cookie information using servlet.		
15.	Write a program to perform following functions: a) Connect b) Create Database c) Create Table d) Insert Records into respective table e) Select records of particular table of database f) Delete Records from table.		
16.	Develop a small web program using Servlets, JSPs with Database connectivity.		
17.	Write the code to insert three records into student table using PreparedStatement (assume student table with user id and user name).		

Course Code: UGCA1956
Course Name: Machine Learning Laboratory

Program: BSc(IT)	**L**: 0 **T**: 0 **P**: 4
Branch: Computer Applications	**Credits**: 2
Semester: 6th	**Contact hours:** 4 hours per week
Internal max. marks: 70	**Theory/Practical**: Practical
External max. marks: 30	**Duration of End Semester Exam (ESE):** 3hrs
Total marks: 100	**Elective status:** Core

Prerequisite: Students must have the knowledge of editors like Notepad etc. and basic understanding of Scripting Language/s.
Co requisite: Knowledge of Networking, Internet, Client Server concepts, Static & Dynamic environment of the websites etc.
Additional material required in ESE:
Course Outcomes: After studying this course, students will be able to:

CO#	Course Outcomes

CO1	Understand the concepts of Machine Learning.
CO2	Design Python/Java programs for various Learning algorithms.
CO3	To implement basic algorithms in clustering & classification applied to text & numeric data
CO4	Identify and apply Machine Learning algorithms to solve real world problems.

Instructions: Instructor can increase/decrease the experiments as per the requirement.

Assignments:

1.	Read the numeric data from .CSV file and use some basic operation on it.
2.	Write a program to demonstrate the working of the decision tree algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.
3.	Write a program to demonstrate the working of the Random Forest algorithm.
4.	Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
5.	Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
6.	Write a program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.
7.	Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.
8.	Write a program to demonstrate the working of the K-means clustering algorithm.
9.	Write a program to demonstrate the working of the Support Vector Machine for Classification Algorithm.
10.	Write a program to demonstrate the working of the Hierarchical Clustering

Reference Books:

1. Rodrigo fernandes de Mello and Moacir Antonelli Ponti., Machine Learning, A practical approach on the statistical learning
2. Christopher Bishop, "Pattern Recognition and Machine Learning" Springer, 2007.
3. Stephen Marsland, "Machine Learning – An Algorithmic Perspective", Chapman and Hall, CRC Press, Second Edition, 2014.
4. Kevin P. Murphy, "Machine Learning: A Probabilistic Perspective", MIT Press, 2012.
5. Ethem Alpaydin, "Introduction to Machine Learning", MIT Press, Third Edition, 2014
6. Tom Mitchell, "Machine Learning", McGraw-Hill, 1997.

Course Code: UGCA1902
Course Name: Fundamentals of Computer and IT

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understanding the concept of input and output devices of Computers
CO2	Learn the functional units and classify types of computers, how they process information and how individual computers interact with other computing systems and devices.
CO3	Understand an operating system and its working, and solve common problems related to operating systems
CO4	Learn basic word processing, Spreadsheet and Presentation Graphics Software skills.
CO5	Study to use the Internet safely, legally, and responsibly

Detailed Contents	Contact hours

Unit-I **Human Computer Interface** Concepts of Hardware and Software; Data and Information. **Functional Units of Computer System:** CPU, registers, system bus, main memory unit, cache memory, Inside a computer, SMPS, Motherboard, Ports and Interfaces, expansion cards, ribbon cables, memory chips, processors. **Devices:** Input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, bar code reader, web camera, monitor, printer, plotter. **Memory:** Primary, secondary, auxiliary memory, RAM, ROM, cache memory, hard disks, optical disks. **Data Representation:** Bit, Byte, Binary, Decimal, Hexadecimal, and Octal Systems, Conversions and Binary Arithmetic (Addition/ Subtraction/ Multiplication) Applications of IT.	12
Unit-II **Concept of Computing & PC Software – I** **Concept of Computing, Types of Languages:** Machine, assembly and High level Language; Operating system as user interface, utility programs. **Word processing:** Editing features, formatting features, saving, printing, table handling, page settings, spell-checking, macros, mail-merge, equation editors.	12
Unit-III **PC Software – II** **Spreadsheet:** Workbook, worksheets, data types, operators, cell formats, freeze panes, editing features, formatting features, creating formulas, using formulas, cell references, replication, sorting, filtering, functions, Charts & Graphs. **Presentation Graphics Software:** Templates, views, formatting slide, slides with graphs, animation, using special features, presenting slide shows.	10
Unit-IV **The Impact of Computing and the Internet on Society**	10

Electronic Payment System: Secure Electronic Transaction, Types of Payment System: Digital Cash, Electronic Cheque, Smart Card, Credit/Debit Card E-Money, Bit Coins and Crypto currency, Electronic Fund Transfer (EFT), Unified Payment Interface (UPI), Immediate Payment System (IMPS), Digital Signature and Certification Authority. Introduction to Bluetooth, Cloud Computing, Big Data, Data Mining, Mobile Computing and Embedded Systems and Internet of Things (IoT)	

Text Books:

1. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education
2. Computer Fundamentals, A. Goel, 2010, Pearson Education.
3. Fundamentals of Computers, P. K.Sinha & P. Sinha, 2007, BPB Publishers.
4. IT Tools, R.K. Jain, Khanna Publishing House
5. "Introduction to Information Technology", Satish Jain, Ambrish Rai & Shashi Singh, Paperback Edition, BPB Publications, 2014.

Reference Books:

1. "Introduction to Computers", Peter Norton
2. Computers Today, D. H. Sanders, McGraw Hill.
3. "Computers", Larry long & Nancy long, Twelfth edition, Prentice Hall.
4. Problem Solving Cases in Microsoft Excel, Joseph Brady & Ellen F Monk, Thomson Learning

E Books/ Online learning material

1. www.sakshat.ac.in
2. https://swayam.gov.in/course/4067-computer-fundamentals

Course Code: UGCA1903
Course Name: Problem Solving using C

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-

Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Student should be able to understand the logic building used in Programming.
CO2	Students should be able to write algorithms for solving various real life problems.
CO3	To convert algorithms into programs using C .

Detailed Contents	Contact hours
Unit-I **Logic Development:** Data Representation, Flowcharts, Problem Analysis, Decision Trees/Tables, Pseudo code and algorithms. Fundamentals: Character set, Identifiers and Key Words, Data types, Constants, Variables, Expressions, Statements, Symbolic Constants. **Operations and Expressions:** Arithmetic operators, Unary operators, Relational Operators, Logical Operators, Assignment and Conditional Operators, Library functions.	10
Unit-II **Data Input and Output:** formatted & unformatted input output. **Control Statements:** While, Do–while and For statements, Nested loops, If–else, Switch, Break – Continue statements.	10
Unit-III **Functions**: Brief overview, defining, accessing functions, passing arguments to function, specifying argument data types, function prototypes, recursion. **Arrays**: Defining, processing arrays, passing arrays to a function, multi–dimensional arrays. **Strings**: String declaration, string functions and string manipulation Program Structure Storage Class: Automatic, external and static variables.	12
Unit-IV **Structures & Unions:** Defining and processing a structure, user defined data types, structures and pointers, passing structures to functions, unions.	12

Pointers: Understanding Pointers, Accessing the Address of a Variable, Declaration and Initialization of Pointer Variables, Accessing a Variable through its Pointer, Pointers and Arrays **File Handling:** File Operations, Processing a Data File	

Text Books:

1. Programming in C, Atul Kahate
2. Programming in ANSI C, E. Balagurusami, Fourth Edition, Tata McGraw Hill
3. The C Programming Language, Kernighan & Richie, Second Edition, PHI Publication

Reference Books:

1. Object Oriented Programming, Lafore R, Third Edition, Galgotia Publications
2. Problem Solving and Programming in C, R.S. Salaria, Second Edition
3. Let us C,Yashvant P Kanetkar, Seventh Edition, BPB Publications, New Delhi.
4. Programming in C, Byron S. Gottfried, Second Edition, McGraw Hills.

Course Code: UGCA1909
Course Name: Object Oriented Programming using C++

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	To learn programming from real world examples.
CO2	To understand Object oriented approach for finding Solutions to various problems with the help of C++ language.
CO3	To create computer based solutions to various real-world problems using C++
CO4	To learn various concepts of object oriented approach towards problem solving

Detailed Contents	Contact hours

Unit-I **Principles of object oriented programming** Introduction to OOP and its basic features, Basic components of a C++, Program and program structure, Compiling and Executing C++ Program. Difference between Procedure Oriented Language(C) and Object Oriented Language	12
Unit-II **Classes & Objects and Concept of Constructors** Defining classes, Defining member functions, Declaration of objects to class, Access to member variables from objects, Different forms of member functions, Access specifiers (Private, public, protected), Array of objects. Introduction to constructors, Parameterized constructors, Copy Constructor, Multiple constructors in class, Dynamic initialization of objects, Destructors.	10
Unit-III **Inheritance and Operator overloading** Introduction to Inheritance, Types of inheritance: - Single inheritance, Multiple inheritance, Multilevel inheritance, Hierarchical inheritance, Hybrid inheritance, Defining operator overloading, Overloading of Unary and Binary operators, Rules for overloading operators	12
Unit-IV **Polymorphism and File Handling** Early Binding, Late Binding, Virtual Functions, pure virtual functions, Abstract Classes. Opening and Closing File, Reading and Writing a file.	10

Text Books:

1. Object Oriented Programming with C++, E. Balagurusami, Fourth Edition, Tata Mc-Graw Hill.
2. Object Oriented Programming in Turbo C++, Robert Lafore, Fourth Edition Galgotia Publications.
3. The C++ Programming Language, Bjarna Stroustrup, Third Edition, Addison-Wesley Publishing Company.
4. Object Oriented Programming Using C++, Salaria, R. S, Fourth Edition, Khanna Book Publishing.

Course Code: UGCA1913
Course Name: Computer Networks

Program: B.Sc. IT	**L**: 3 **T**: 1 **P:** 0
Branch: Computer Applications	**Credits:** 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks:60	**Elective status:** Elective
Total marks:100	

Prerequisite: Information Technology
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Be familiar with the different Network Models.
CO2	Understand different network technologies and their application.
CO3	Be updated with different advanced network technologies that can be used to connect different networks
CO4	Be familiar with various hardware and software that can help run a smooth network

Detailed Contents	Contact hours
Unit-I **Data communications concepts:** Digital and analog transmissions-Modem, parallel and serial transmission, synchronous and asynchronous communication. Modes of communication: Simplex, half duplex, full duplex. **Types of Networks:** LAN, MAN, WAN **Network Topologies:** Bus, Star, Ring, Mesh, Tree, Hybrid **Communication Channels: Wired transmissions:** Telephone lines, leased lines, switch line, coaxial cables-base band, broadband, optical fiber transmission. **Communication Switching Techniques**: Circuit Switching, Message Switching, Packet Switching.	12

Unit-II **Network Reference Models**: OSI Reference Model, TCP/IP Reference Model, Comparison of OSI and TCP/IP Reference Models. Transmission impairments – Attenuation, Distortion, Noise. Multiplexing – Frequency division, Time division, Wavelength division. **Data Link Layer Design Issues**: Services provided to the Network Layer, Framing, Error Control (error detection and correction code), Flow Control, Data Link Layer in the Internet (SLIP, PPP)	10
Unit-III **MAC sub layer:** CSMA/CD/CA, IEEE standards (IEEE802.3 Ethernet, Gigabit Ethernet, IEEE 802.4 Token Bus, IEEE 802.5 Token Ring) **Network Layer:** Design Issues, Routing Algorithms: Optimality Principle, Shortest Path Routing, Congestion Control Policies, Leaky bucket and token bucket algorithm, Concept of Internetworking.	12
Unit-IV **Transport Layer**: Design issues, Elements of transport protocols – Addressing, Connection establishment and release, Flow control and buffering, Introduction to TCP/UDP protocols. **Session, Presentation and Application Layers**: Session Layer – Design issues, remote procedure call. Presentation Layer – Design issues, Data compression techniques, Cryptography. Application Layer – Distributed application (client/server, peer to peer, cloud etc.), World Wide Web (WWW), Domain Name System (DNS), E-mail, File Transfer Protocol (FTP), HTTP as an application layer protocol.	10

Text Books:

1. Computer Networks, Tanenbaum, Andrew, Fifth Edition, PHI.
2. Data Communication and Networking, Behrouz A. Forouzan, Fourth Edition.
3. Computer Today, S.K. Basandra, First Edition, Galgotia.

Reference Books:

1. Data Communication System, Black, Ulysse, Third Edition, PHI.
2. Data and Computer Communications, Stalling, Ninth Edition, PHI.
3. James F. Kurose and Keith W. Ross, “Computer Networking”, Pearson Education.
4. Douglas E. Comer, “Internetworking with TCP/IP”, Volume-I, Prentice Hall, India.

Course Code: UGCA1922
Course Name: Database Management Systems

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits:** 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand the basic concepts of DBMS.
CO2	Formulate, using SQL, solutions to a broad range of query and data update problems.
CO3	Demonstrate an understanding of normalization theory and apply such knowledge to the normalization of a database.
CO4	Understand the concept of Transaction and Query processing in DBMS.

Detailed contents	Contact hours
Unit-I Introduction of DBMS, Data Modeling for a Database, Three level Architecture of DBMS, Components of a DBMS. Introduction to Data Models, Hierarchical, Network and Relational Model, Comparison of Network, Hierarchical and Relational Model, Entity Relationship Model.	10
Unit-II Relational Database, Relational Algebra and Calculus, SQL Fundamentals, DDL, DML, DCL, PL/SQL Concepts, Cursors, Stored Procedures, Stored Functions, Database Triggers.	12
Unit-III	12

Introduction to Normalization, First, Second, Third Normal Forms, Dependency Preservation, Boyce-Codd Normal Form, Multi-valued Dependencies and Fourth Normal Form, Join Dependencies and Fifth Normal Form, Domain-key normal form (DKNF).	
Unit-IV Database Recovery, Concurrency Management, Database Security, Integrity and Control. Structure of a Distributed Database, Design of Distributed Databases.	10

Text Books:

1. "An Introduction to Database System", Bipin C. Desai, Galgotia Publications Pvt Ltd-New Delhi, Revised Edition, (2012).

Reference Books:

1. "SQL, PL/SQL The Programming Language of Oracle", Ivan Bayross, BPB Publications, 4th Revised Edition (2009)
2. "An Introduction to Database Systems", C. J. Date, A. Kannan, S. Swamynathan, 8th Edition, Pearson Education, (2006).
3. "Database System Concepts", Abraham Silberschatz, Henry F. Korth, S. Sudharshan, Tata McGraw Hill, 6th Edition, (2013).
4. Database Management Systems, Raghu Ramakrishnan, McGraw-Hill, Third Edition, 2014.

Course Code: UGCA1957
Course Name: Software Project Management

Program: B.Sc. IT	**L**: 3 **T**: 1 **P**: 0
Branch: Computer Applications	**Credits**: 4
Semester: 6th	**Contact hours:** 44 hours
Theory/Practical: Theory	**Percentage of numerical/design problems: --**
Internal max. marks: 40	**Duration of end semester exam (ESE):** 3hrs
External max. marks: 60	**Elective status:** Elective
Total marks: 100	

Prerequisite: -NA-
Co requisite: -NA-
Additional material required in ESE: -NA-

Course Outcomes:

CO#	Course outcomes
CO1	Understand the principal tasks of software project managers, and basic concepts in software projects.
CO2	Explain the fundamentals of Process Planning, effort estimation and quality planning.
CO3	Plan software projects including risk and quality management.
CO4	Apply different management and development practices that affect software.

Detailed Contents	Contact hours
Unit-I Project Management Concepts, Processes and Project Management, Project Management and the CMM, The Project Management Process, The Process Database, The Process Capability Baseline, Process Assets and The Body of Knowledge System.	12
Unit-II The Development Process, Requirement Change Management, Estimation and Scheduling Concepts, Effort Estimation, Scheduling, The Bottom-up Estimation Approach, The Top-Down Estimation Approach, The Use Case Points Approach, Quality Concepts, Quantitative Quality Management Planning, Defect Prevention Planning.	12
Unit-III Concepts of Risks and Risk Management, Risk Assessment, Risk Control, Concepts in Measurement, Measurements, Project Tracking, Team Management, Customer Communication and Issue Resolution, The Structure of The Project Management Plan.	10
Unit-IV Concepts in Configuration Management, The Configuration Management Process, The Review Process, Data Collection, Monitoring and Control, Project Tracking, Defect Analysis and Prevention, Process Monitoring and Audit, Project Closure Analysis.	10

Text Books:

1. Software Project Management in Practice, Pankaj Jalote, 2002, Pearson Education.

Reference Books:

1. Software Engineering-A Practitioner’s Approach, Roger S. Pressman, 2010, McGraw-Hill Higher Education, seventh edition.

2. Software Engineering, Ian Sommerville, 2009, Pearson Education.
3. Software Project Management, Bob Hughes, Mike Cotterell, Rajib Mall, McGraw-Hill, Sixth Edition, 2018.

Guidelines regarding Mentoring and Professional Development

The objective of mentoring will be development of:

- Overall Personality
- Aptitude (Technical and General)
- General Awareness (Current Affairs and GK)
- Communication Skills
- Presentation Skills

The course shall be split in two sections i.e. outdoor activities and class activities.
For achieving the above, suggestive list of activities to be conducted are:

Part – A
(Class Activities)

1. Expert and video lectures
2. Aptitude Test
3. Group Discussion
4. Quiz (General/Technical)
5. Presentations by the students
6. Team building Exercises

Part – B
(Outdoor Activities)

1. Sports/NSS/NCC
2. Society Activities of various students chapter i.e. ISTE, SCIE, SAE, CSI, Cultural Club, etc.

Evaluation shall be based on rubrics for Part – A & B
Mentors/Faculty incharges shall maintain proper record student wise of each activity conducted and the same shall be submitted to the department.