SCHEME OF EXAMINATION

&

DETAILED SYLLABUS

For

Master of Computer Application
(w.e.f. 2020 – 2021)

KALINGA UNIVERSITY
RAIPUR

FACULTY OF INFORMATION TECHNOLOGY
Kalinga University, Naya Raipur, Chhattisgarh

MCA (MASTER OF COMPUTER APPLICATION)
MCA FIRST YEAR, 2020-21

SEMESTER-I

S.No.	Subject Code	Subject Name	Periods			Sessional			ESE	Total	Credit
			L	T	P	CT	TA	Total			
1.	MCA101	Fundamental of Computers & Emerging Technologies	3	0	0	30	20	50	100	150	4
2.	MCA102	Problem Solving using C	3	1	0	30	20	50	100	150	4
3.	MCA103	Principles and Practices of Management	3	0	0	30	20	50	100	150	3
4.	MCA104	Discrete Mathematics	3	0	0	30	20	50	100	150	4
5.	MCA105	Computer Organization & Architecture	3	1	0	30	20	50	100	150	4
6.	MCA106P	Problem Solving using C **Lab**	0	0	4	30	20	50	50	100	2
7.	MCA107P	Computer Organization & Architecture **Lab**	0	0	3	30	20	50	50	100	2
		Total								**950**	**23**

CT: Class Test **TA**: Teacher Assessment **L/T/P**: Lecture/ Tutorial/ Practical

SEMESTER-II

S.No.	Subject Code	Subject Name	Periods			Sessional			ESE	Total	Credit
			L	T	P	CT	TA	Total			
1.	MCA201	Theory of Automata & Formal Languages	3	0	0	30	20	50	100	150	3
2.	MCA202	Object Oriented Programming	3	1	0	30	20	50	100	150	4
3.	MCA203	Operating Systems	3	0	0	30	20	50	100	150	3
4.	MCA204	Database Management Systems	3	0	0	30	20	50	100	150	3
5.	MCA205	Data Structures & Analysis of Algorithms	3	1	0	30	20	50	100	150	4
6.	MCA206P	Object Oriented Programming **Lab**	0	0	3	30	20	50	50	100	2
7.	MCA207P	DBMS **Lab**	0	0	3	30	20	50	50	100	2
8.	MCA208P	Data Structures & Analysis of Algorithms **Lab**	0	0	4	30	20	50	50	100	2
		Total								**1050**	**23**

CT: Class Test **TA**: Teacher Assessment **L/T/P**: Lecture/ Tutorial/ Practical

Syllabus

MCA 1st Year
Ist Semester

MCA (MASTER OF COMPUTER APPLICATION)
FIRST YEAR SYLLABUS SEMESTER-I

MCA101: FUNDAMENTAL OF COMPUTERS & EMERGING TECHNOLOGIES		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Demonstrate the knowledge of the basic structure, components, features and generations of computers.	K_1, K_2
CO 2	Describe the concept of computer languages, language translators and construct algorithms to solve problems using programming concepts.	K_2, K_3
CO 3	Compare and contrast features, functioning & types of operating system and computer networks.	K_4
CO 4	Demonstrate architecture, functioning & services of the Internet and basics of multimedia.	K_2
CO 5	Illustrate the emerging trends and technologies in the field of Information Technology.	K_1, K_2
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Computer:** Definition, Computer Hardware & Computer Software **Components:** Hardware – Introduction, Input devices, Output devices, Central Processing Unit, Memory- Primary and Secondary. Software - Introduction, Types – System and Application. **Computer Languages:** Introduction, Concept of Compiler, Interpreter & Assembler **Problem solving concept:** Algorithms – Introduction, Definition, Characteristics, Limitations, Conditions in pseudo-code, Loops in pseudo code.	**08**
II	**Operating system:** Definition, Functions, Types, Classification, Elements of command based and GUI based operating system. **Computer Network:** Overview, Types (LAN, WAN and MAN), Data communication, topologies.	**08**
III	**Internet :** Overview, Architecture, Functioning, Basic services like WWW, FTP, Telnet, Gopher etc., Search engines, E-mail, Web Browsers. **Internet of Things (IoT):** Definition, Sensors, their types and features, Smart Cities, Industrial Internet of Things.	**08**
IV	**Block chain:** Introduction, overview, features, limitations and application areas fundamentals of Block Chain. **Crypto currencies:** Introduction , Applications and use cases **Cloud Computing:** It nature and benefits, AWS, Google, Microsoft & IBM Services	**08**
V	**Emerging Technologies:** Introduction, overview, features, limitations and application areas of Augmented Reality , Virtual Reality, Grid computing, Green computing, Big data analytics, Quantum Computing and Brain Computer Interface	**08**

Suggested Readings:

1. Rajaraman V., "Fundamentals of Computers", Prentice-Hall of India.
2. Norton P., "Introduction to Computers", McGraw Hill Education.
3. Goel A., "Computer Fundamentals", Pearson.
4. Balagurusamy E., " Fundamentals of Computers", McGraw Hill
5. Thareja R., "Fundamentals of Computers", Oxford University Press.
6. Bindra J., "The Tech Whisperer- on Digital Transformation and the Technologies that Enable it ", Penguin

MCA102 :PROBLEM SOLVING USING C		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe the functional components and fundamental concepts of a digital computer system including number systems.	K_1, K_2
CO 2	Construct flowchart and write algorithms for solving basic problems.	K_2, K_3
CO 3	Write 'C' programs that incorporate use of variables, operators and expressions along with data types.	K_2, K_3
CO 4	Write simple programs using the basic elements like control statements, functions, arrays and strings.	K_2, K_3
CO 5	Write advanced programs using the concepts of pointers, structures, unions and enumerated data types.	K_2, K_3
CO 6	Apply pre-processor directives and basic file handling and graphics operations in advanced programming.	K_2, K_3
DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Basics of programming:** Approaches to problem solving, Use of high level programming language for systematic development of programs, Concept of algorithm and flowchart, Concept and role of structured programming. **Basics of C**: History of C, Salient features of C, Structure of C Program, Compiling C Program, Link and Run C Program, Character set, Tokens, Keywords, Identifiers, Constants, Variables, Instructions, Data types, Standard Input/Output, Operators and expressions.	**08**
II	**Conditional Program Execution:** if, if-else, and nested if-else statements, Switch statements, Restrictions on switch values, Use of break and default with switch, Comparison of switch and if-else. **Loops and Iteration:** for, while and do-while loops, Multiple loop variables, Nested loops, Assignment operators, break and continue statement. **Functions:** Introduction, Types, Declaration of a Function, Function calls, Defining functions, Function Prototypes, Passing arguments to a function Return values and their types, Writing multifunction program, Calling function by value, Recursive functions.	**08**
III	**Arrays:** Array notation and representation, Declaring one-dimensional array, Initializing arrays, Accessing array elements, Manipulating array elements, Arrays of unknown or varying size, Two-dimensional arrays, Multidimensional arrays. **Pointers:** Introduction, Characteristics, * and & operators, Pointer type declaration and assignment, Pointer arithmetic, Call by reference, Passing pointers to functions, arrayof pointers, Pointers to functions, Pointer to pointer, Array of pointers. **Strings:** Introduction, Initializing strings, Accessing string elements, Array of strings, Passing strings to functions, String functions.	**08**

IV	**Structure:** Introduction, Initializing, defining and declaring structure, Accessing members, Operations on individual members, Operations on structures, Structure within structure, Array of structure, Pointers to structure. **Union:** Introduction, Declaring union, Usage of unions, Operations on union. Enumerated data types **Storage classes**: Introduction, Types- automatic, register, static and external.	**08**
V	**Dynamic Memory Allocation**: Introduction, Library functions – malloc, calloc, realloc and free. **File Handling:** Basics, File types, File operations, File pointer, File opening modes, File handling functions, File handling through command line argument, Record I/O in files. **Graphics:** Introduction, Constant, Data types and global variables used in graphics, Library functions used in drawing, Drawing and filling images, GUI interaction within the program.	**08**

Suggested Readings:

1. Kanetkar Y., "Let Us C", BPB Publications.
2. Hanly J. R. and Koffman E. B.,"Problem Solving and Program Design in C", Pearson Education.
3. Schildt H., "C- The Complete Reference", McGraw-Hill.
4. Goyal K. K. and Pandey H.M., Trouble Free C", University Science Press
5. Gottfried B., "Schaum's Outlines- Programming in C", McGraw-Hill Publications.
6. Kochan S.G., "Programming in C", Addison-Wesley.
7. Dey P. and Ghosh M., "Computer Fundamentals and Programming in C", Oxford University Press.
8. Goyal K. K., Sharma M. K. and Thapliyal M. P. "Concept of Computer and C Programming", University Science Press.

MCA-103	Principles and Practices of Management	
	Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
	At the end of course , the student will be able to	
CO 1	Describe primary features, processes and principles of management.	K_2, K_3
CO 2	Explain functions of management in terms of planning, decision making and organizing.	K_2, K_4
CO 3	Illustrate key factors of leadership skill in directing and controlling business resources and processes.	K_5, K_6

DETAILED SYLLABUS

Unit	Topic	Proposed Lecture
I	Management: Concept, Nature, Importance; Management: Art and Science, Management As a Profession, Management Vs. Administration, Management Skills, Levels of Management, Characteristics of Quality Managers. Evolution of Management: Early contributions, Taylor and Scientific Management, Fayol's Administrative Management, Bureaucracy, Hawthorne Experiments and Human Relations, Social System Approach, Decision Theory Approach. Business Ethics and Social Responsibility: Concept, Shift to Ethics, Tools of Ethics	**10**
II	Introduction to Functions of Management, Planning: Nature, Scope, Objectives and Significance of Planning, Types of Planning, Process of Planning, Barriers to Effective Planning, Planning Premises and Forecasting, Key to Planning, Decision Making. Organizing: Concept, Organization Theories, Forms of Organizational Structure, Combining Jobs: Departmentation, Span of Control, Delegation of Authority, Authority & Responsibility, Organizational Design.	**10**
III	Staffing: Concept, System Approach, Manpower Planning, Job Design, Recruitment & Selection, Training & Development, Performance Appraisal, Directing: Concept, Direction and Supervision, Motivation: Concept, Motivation and Performance, Theories Of Motivation, Approaches for Improving Motivation, Pay and Job Performance, Quality of Work Life, Morale Building.	**10**
IV	Leadership: The Core of Leadership: Influence, Functions of Leaders, Leadership Style, Leadership Development.Communication: Communication Process, Importance of Communication, Communication Channels, Barriers to Communication. Controlling: Concept, Types of Control, Methods: Pre-control: Concurrent Control: Post-control, An Integrated Control System, The Quality Concept Factors affecting Quality, Developing a Quality Control System, Total Quality Control, Pre-control of Inputs, Concurrent Control of Operations. Post Control of Outputs. Change and Development: Model for Managing Change, Forces for Change, Need for Change, Alternative Change Techniques, New Trends in Organisational Change.	**10**

Text books:

1. Stoner, Freeman and Gilbert Jr., "Management", PHI, 6th Ed.
2. Koontz , "Principles of Management", Tata Mc Graw Hill, 1st Ed., 2008.
3. Robbins and Coulter, "Management", PHI, 8th Ed.

Reference Books:

1. Robbins S. P. and Decenzo David, "A. - Fundamentals of Management: Essential Concepts and Applications", Pearson Education, 5th Ed.
2. Hillier Frederick S. and Hillier Mark S. - Introduction to Management Science: A Modeling and Case Studies Approach with Spreadsheets, Tata Mc Graw Hill, 2nd Ed.,2008.
3. Weihrich Heinz and Koontz Harold, "Management: A Global and Entrepreneurial Perspective", Mc Graw Hill, 12th Ed., 2008.
4. R. Satya Raju and A. Parthasarathy, "Management Text and Classes", PHI, 2nd Ed., 2009.

MCA104 : Discrete Mathematics		
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**	
At the end of course , the student will be able to		
CO 1	Use mathematical and logical notation to define and formally reason about basic discrete structures such as Sets, Relations and Functions	K_1, K_2
CO 2	Apply mathematical arguments using logical connectives and quantifiers to check the validity of an argument through truth tables and propositional and predicate logic	K_2, K_3
CO 3	Identify and prove properties of Algebraic Structures like Groups, Rings and Fields	K_3, K_4
CO 4	Formulate and solve recurrences and recursive functions	K_3, K_4
CO 5	Apply the concept of combinatorics to solve basic problems in discrete mathematics	K_1, K_3
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Set Theory:** Introduction, Size of sets and Cardinals, Venn diagrams, Combination of sets, Multisets, Ordered pairs and Set Identities. **Relation:** Definition, Operations on relations, Composite relations, Properties of relations, Equality of relations, Partial order relation. **Functions:** Definition, Classification of functions, Operations on functions, Recursively defined functions.	**08**
II	**Posets, Hasse Diagram and Lattices:** Introduction, Partial ordered sets, Combination of Partial ordered sets, Hasse diagram, Introduction of lattices, Properties of lattices – Bounded, Complemented, Modular and Complete lattice. **Boolean Algebra:** Introduction, Axioms and Theorems of Boolean algebra, Boolean functions. Simplification of Boolean functions, Karnaugh maps, Logic gates.	**08**
III	**Propositional:** Propositions, Truth tables, Tautology, Contradiction, Algebra of Propositions, Theory of Inference and Natural Detection. **Predicate Logic:** Theory of Predicates, First order predicate, Predicate formulas, Quantifiers, Inference theory of predicate logic.	**08**
IV	**Algebraic Structures:**Introduction to algebraic Structures and properties. Types of algebraic structures: Semi group, Monoid, Group, Abelian group and Properties of group. Subgroup, Cyclic group, Cosets, Permutation groups, Homomorphism and Isomorphism of groups. **Rings and Fields:** Definition and elementary properties of Rings and Fields.	**08**
V	**Natural Numbers:** Introduction, Piano's axioms, Mathematical Induction, Strong Induction and Induction with Nonzero Base cases. **Recurrence Relation & Generating functions:** Introduction and properties of Generating Functions. Simple Recurrence relation with constant coefficients and Linear recurrence relation without constant coefficients. Methods of solving recurrences. **Combinatorics:** Introduction, Counting techniques and Pigeonhole principle, Polya's Counting theorem.	**08**

Suggested Readings:

1. Kenneth H. Rosen, "Discrete Mathematics and Its Applications", McGraw Hill, 2006.
2. B. Kolman, R.C Busby and S.C Ross, "Discrete Mathematics Structures", Prentice Hall ,2004.
3. R.P Girimaldi, "Discrete and Combinatorial Mathematics", Addison Wesley, 2004.
4. Y.N. Singh, "Discrete Mathematical Structures", Wiley- India, First edition, 2010.
5. Swapankumar Sarkar, "A Textbook of Discrete Mathematics", S. Chand & Company PVT. LTD.V.
6. Krishnamurthy, "Combinatorics Theory & Application", East-West Press Pvt. Ltd., New Delhi.
7. Liptschutz, Seymour, "Discrete Mathematics", McGraw Hill.
8. J.P. Trembely&R.Manohar, "Discrete Mathematical Structure with application to Computer Science", McGraw Hill.

MCA105 : COMPUTER ORGANIZATION & ARCHITECTURE		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO 1	Describe functional units of digital system and explain how arithmetic and logical operations are performed by computers	K_2, K_3
CO 2	Describe the operations of control unit and write sequence of instructions for carrying out simple operation using various addressing modes.	K_2, K_4
CO 3	Design various types of memory and its organization.	K_3
CO 4	Describe the various modes in which IO devices communicate with CPU and memory.	K_2, K_3
CO 5	List the criteria for classification of parallel computer and describe various architectural schemes.	K_1, K_2
DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Functional units of digital system and their interconnections, buses, bus architecture, types of buses and bus arbitration. Register, bus and memory transfer. **Processor organization:** general registers organization, stack organization and addressing modes.	**08**
II	**Arithmetic and logic unit:** Look ahead carries adders. Multiplication: Signed operand multiplication, Booths algorithm and array multiplier. Division and logic operations. Floating point arithmetic operation, Arithmetic & logic unit design. IEEE Standard for Floating Point Numbers.	**08**
III	**Control Unit:** Instruction types, formats, instruction cycles and sub cycles (fetch and execute etc), micro operations, execution of a complete instruction. Program Control, Reduced Instruction Set Computer, Pipelining. Hardwire and micro programmed control: micro-program sequencing, concept of horizontal and vertical microprogramming.	**08**
IV	**Memory:** Basic concept and hierarchy, semiconductor RAM memories, 2D & 2 1/2D memory organization. ROM memories. Cache memories: concept and design issues & performance, address mapping and replacement Auxiliary memories: magnetic disk, magnetic tape and optical disks Virtual memory: concept implementation.	**08**
V	**Input / Output:** Peripheral devices, I/O interface, I/O ports, Interrupts: interrupt hardware, types of interrupts and exceptions. Modes of Data Transfer: Programmed I/O, interrupt initiated I/O and Direct Memory Access., I/O channels and processors. Serial Communication: Synchronous & asynchronous communication, standard communication interfaces.	**08**

Suggested Readings:

1. John P. Hayes, "Computer Architecture and Organization", McGraw Hill.
2. William Stallings, "Computer Organization and Architecture-Designing for Performance", Pearson Education.
3. M. Morris Mano, "Computer System Architecture", PHI.
4. Carl Hamacher, ZvonkoVranesic, SafwatZaky, "Computer Organization", McGraw-Hill.
5. BehroozParahami, "Computer Architecture", Oxford University Press.
6. David A. Patterson and John L. Hennessy, "Computer Architecture-A Quantitative Approach", Elsevier Pub.
7. Tannenbaum, "Structured Computer Organization", PHI.

MCA106P: PROBLEM SOLVING USING C LAB

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO1	Write, compile, debug and execute programs in a C programming environment.	K_3
CO2	Write programs that incorporate use of variables, operators and expressions along with data types.	K_3
CO3	Write programs for solving problems involving use of decision control structures and loops.	K_3
CO4	Write programs that involve the use of arrays, structures and user defined functions.	K_3
CO5	Write programs using graphics and file handling operations.	K_3

1. Program to implement conditional statements in C language.
2. Program to implement switch-case statement in C language
3. Program to implement looping constructs inC language.
4. Program to perform basic input-output operations in C language.
5. Program to implement user defined functions in C language.
6. Program to implement recursive functions in C language.
7. Program to implement one-dimensional arrays in C language.
8. Program to implement two-dimensional arrays in C language.
9. Program to perform various operations on two-dimensional arrays in C language.
10. Program to implement multi-dimensional arrays in C language.
11. Program to implement string manipulation functions in C language.
12. Program to implement structure in C language.
13. Program to implement union in C language.
14. Program to perform file handling operations in C language.
15. Program to perform graphical operations in C language.

Note: The Instructor may add/delete/modifyexperiments, wherever he/she feels in a justified manner.

MCA107P: COMPUTER ORGANIZATION & ARCHITECTURE LAB		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO1	Design and verify combinational circuits (adder, code converter, decoder, multiplexer) using basic gates.	K_6
CO2	Design and verify various flip-flops.	K_3
CO3	Design I/O system and ALU.	K_3
CO4	Demonstrate combinational circuit using simulator	K_2

1. Implementing HALF ADDER, FULL ADDER using basic logic gates.
2. Implementing Binary -to -Gray, Gray -to -Binary code conversions.
3. Implementing 3-8 line DECODER. Implementing 4x1 and 8x1 MULTIPLEXERS.
4. Verify the excitation tables of various FLIP-FLOPS.
5. Design of an 8-bit Input/ Output system with four 8-bit Internal Registers.
6. Design of an 8-bit ARITHMETIC LOGIC UNIT.
7. Design the data path of a computer from its register transfer language description.
8. Design the control unit of a computer using either hardwiring or microprogramming based on its register transfer language description.
9. Implement a simple instruction set computer with a control unit and a data path.

Note: The Instructor may add/delete/modify/tune experiments, wherever he/she feels in a justified manner.

Syllabus

MCA 1st Year
IInd Semester

MCA (MASTER OF COMPUTER APPLICATION)
FIRST YEAR SYLLABUS SEMESTER-II

MCA201: THEORY OF AUTOMATA & FORMAL LANGUAGES		
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**	
At the end of course , the student will be able to		
CO 1	Define various types of automata for different classes of formal languages and explain their working.	K_1, K_2
CO 2	State and prove key properties of formal languages and automata.	K_1, K_3
CO 3	Construct appropriate formal notations (such as grammars, acceptors, transducers and regular expressions) for given formal languages.	K_3, K_4
CO 4	Convert among equivalent notations for formal languages.	K_3
CO 5	Explain the significance of the Universal Turing machine, Church-Turing thesis and concept of Undecidability.	K_2
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Basic Concepts and Automata Theory:** Introduction to Theory of Computation- Automata, Computability and Complexity, Alphabet, Symbol, String, Formal Languages, Deterministic Finite Automaton (DFA)- Definition, Representation, Acceptability of a String and Language, Non Deterministic Finite Automaton (NFA), Equivalence of DFA and NFA, NFA with ε-Transition, Equivalence of NFA's with and without ε-Transition, Finite Automata with output- Moore machine, Mealy Machine, Equivalence of Moore and Mealy Machine, Minimization of Finite Automata, Myhill-Nerode Theorem, Simulation of DFA and NFA.	**08**
II	**RegularExpressionsandLanguages:**RegularExpressions,Transition Graph,Kleen'sTheorem, Finite Automata and Regular Expression- Arden's theorem, Algebraic Method Using Arden's Theorem, Regular and Non-Regular Languages- Closure properties of Regular Languages, Pigeonhole Principle, Pumping Lemma, Application of Pumping Lemma, Decidability- Decision properties, Finite Automata and Regular Languages, Regular Languages and Computers, Simulation of Transition Graph and Regular language.	**08**
III	**Regular and Non-Regular Grammars**: Context Free Grammar(CFG)-Definition, Derivations, Languages, Derivation Trees and Ambiguity, Regular Grammars-Right Linear and Left Linear grammars, Conversion of FA into CFG and Regular grammar into FA, Simplification of CFG, Normal Forms- Chomsky Normal Form(CNF), Greibach Normal Form (GNF),Chomsky Hierarchy, Programming problems based on the properties of CFGs.	**08**
IV	**Push Down Automata and Properties of Context Free Languages**: Nondeterministic Pushdown Automata (NPDA)- Definition, Moves, A Language Accepted by NPDA, Deterministic Pushdown Automata(DPDA) and Deterministic Context free Languages(DCFL),	**08**

	Pushdown Automata for Context Free Languages, Context Free grammars for Pushdown Automata, Two stack Pushdown Automata, Pumping Lemma for CFL, Closure properties of CFL, Decision Problems of CFL, Programming problems based on the properties of CFLs.	
V	**Turing Machines and Recursive Function Theory** : Basic Turing Machine Model, Representation of Turing Machines, Language Acceptability of Turing Machines, Techniques for Turing Machine Construction, Modifications of Turing Machine, Turing Machine as Computer of Integer Functions, Universal Turing machine, Linear Bounded Automata, Church's Thesis, Recursive and Recursively Enumerable language, Halting Problem, Post Correspondence Problem, Introduction to Recursive Function Theory.	**08**

Suggested Readings:

1. J.E. Hopcraft, R. Motwani, and Ullman, "Introduction to Automata theory, Languages and Computation", Pearson EducationAsia,2nd Edition.
2. J. Martin, "Introduction to languages and the theory of computation", McGraw Hill, 3rd Edition.
3. C. Papadimitrou and C. L. Lewis, "Elements and Theory of Computation", PHI.
4. K.L.P. Mishra and N. Chandrasekaran ,"Theory of Computer Science Automata Languages and Computation" , PHI.
5. Y.N. Singh, "Mathematical Foundation of Computer Science", New Age International.

MCA202 : OBJECT ORIENTED PROGRAMMING

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	List the significance and key features of object oriented programming and modeling using UML	K_4
CO 2	Construct basic structural, behavioral and architectural models using object oriented software engineering approach.	K_6
CO 3	Integrate object oriented modeling techniques for analysis and design of a system.	K_4, K_5
CO 4	Use the basic features of data abstraction and encapsulation in C++ programs.	K_4
CO 5	Use the advanced features such as Inheritance, polymorphism and virtual function in C++ programs.	K_3, K_4

DETAILED SYLLABUS		**3-1-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Object Oriented Programming: objects, classes, Abstraction, Encapsulation, Inheritance, Polymorphism, OOP in Java, Characteristics of Java, The Java Environment, Java Source File Structure, and Compilation. Fundamental Programming Structures in Java: Defining classes in Java, constructors, methods, access specifies, static members, Comments, Data Types, Variables, Operators, Control Flow, Arrays.	**08**
II	**Inheritance, Interfaces, and Packages:** Inheritance: Super classes, sub classes, Protected members, constructors in sub classes, Object class, abstract classes and methods. Interfaces: defining an interface, implementing interface, differences between classes and interfaces and extending interfaces, Object cloning, inner classes. Packages: Defining Package, CLASSPATH Setting for Packages, Making JAR Files for Library Packages, Import and Static Import Naming Convention For Packages, Networking java.net package.	**08**
III	**Exception Handling, I/O**: Exceptions: exception hierarchy, throwing and catching exceptions, built-in exceptions, creating own exceptions, Stack Trace Elements. Input / Output Basics: Byte streams and Character streams, Reading and Writing, Console Reading and Writing Files.	**08**
IV	**Multithreading and Generic Programming:** Differences between multi-threading and multitasking, thread life cycle, creating threads, synchronizing threads, Inter-thread communication, daemon threads, thread groups. Generic Programming: Generic classes, generic methods, Bounded Types: Restrictions and Limitations.	**08**
V	**Event Driven Programming:** Graphics programming: Frame, Components, working with 2D shapes,Using colors, fonts, and images. Basics of event handling: event handlers, adapter classes, actions, mouse events, AWT event hierarchy. Introduction to Swing: layout management, Swing Components: Text Fields, Text Areas, Buttons, Check Boxes, Radio Buttons, Lists, choices, Scrollbars, Windows Menus and Dialog Boxes.	**08**

Suggested Readings:

1. Herbert Schildt, "Java The complete reference‖", McGraw Hill Education, 8th Edition, 2011.
2. Cay S. Horstmann, Gary Cornell, "Core Java Volume –I Fundamentals", Prentice Hall, 9th Edition,2013.
3. Steven Holzner, "Java Black Book", Dreamtech.
4. Balagurusamy E, " Programming in Java", McGraw Hill
5. Naughton, Schildt, "The Complete reference java2", McGraw Hill
6. Khalid Mughal, "A Programmer's Guide to Java SE 8 Oracle Certified Associate (OCA)", Addison-Wesley.

MCA203 : OPERATING SYSTEMS		
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**	
At the end of course , the student will be able to		
CO 1	Explain main components, services, types and structure of Operating Systems.	K_2
CO 2	Apply the various algorithms and techniques to handle the various concurrency control issues.	K_3
CO 3	Compare and apply various CPU scheduling algorithms for process execution.	K_2
CO 4	Identify occurrence of deadlock and describe ways to handle it.	K_3
CO 5	Explain and apply various memory, I/O and disk management techniques.	K_5
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction**: Operating System Structure- Layered structure, System Components, Operating system functions, Classification of Operating systems- Batch, Interactive, Time sharing, Real Time System, Multiprocessor Systems, Multiuser Systems, Multi process Systems, Multithreaded Systems, Operating System services, Reentrant Kernels, Monolithic and Microkernel Systems.	**08**
II	**Concurrent Processes**: Process Concept, Principle of Concurrency, Producer / Consumer Problem, Mutual Exclusion, Critical Section Problem, Dekker's solution, Peterson's solution, Semaphores, Test and Set operation, Classical Problem in Concurrency- Dining Philosopher Problem, Sleeping Barber Problem, Inter Process Communication models and Schemes, Process generation.	**08**
III	**CPU Scheduling:** Scheduling Concepts, Performance Criteria, Process States, Process Transition Diagram, Schedulers, Process Control Block (PCB), Process address space, Process identification information, Threads and their management, Scheduling Algorithms, Multiprocessor Scheduling. Deadlock: System model, Deadlock characterization, Prevention, Avoidance and detection, Recovery from deadlock.	**08**
IV	**Memory Management:** Basic bare machine, Resident monitor, Multiprogramming with fixed partitions, Multiprogramming with variable partitions, Protection schemes, Paging, Segmentation, Paged segmentation, Virtual memory concepts, Demand paging, Performance of demand paging, Page replacement algorithms, Thrashing, Cache memory organization, Locality of reference.	**08**
V	**I/O Management and Disk Scheduling**: I/O devices, and I/O subsystems, I/O buffering, Disk storage and disk scheduling, RAID. File System: File concept, File organization and access mechanism, File directories, and File sharing, File system implementation issues, File system protection and security.	**08**

Suggested Readings:

1. Silberschatz, Galvin and Gagne, "Operating Systems Concepts",Wiley Publication.
2. Sibsankar Halder and Alex A Arvind, "Operating Systems", Pearson Education.
3. Harvey M Dietel, "An Introduction to Operating System", Pearson Education.
4. William Stallings, "Operating Systems: Internals and Design Principles", 6th Edition, Pearson Education.
5. Harris, Schaum's Outline Of Operating Systems, McGraw Hill

MCA204 : DATABASE MANAGEMENT SYSTEMS

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	Describe the features of a database system and its application and compare various types of data models.	K_2
CO 2	Construct an ER Model for a given problem and transform it into a relation database schema.	K_5, K_6
CO 3	Formulate solution to a query problem using SQL Commands, relational algebra, tuple calculus and domain calculus.	K_5, K_6
CO 4	Explain the need of normalization and normalize a given relation to the desired normal form.	K_2, K_3
CO 5	Explain different approaches of transaction processing and concurrency control.	K_2
DETAILED SYLLABUS		**3-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Overview, Database System vs File System, Database System Concept and Architecture, Data Model Schema and Instances, Data Independence and Database Language and Interfaces, Data Definitions Language, DML, Overall Database Structure. Data Modeling Using the Entity Relationship Model: ER Model Concepts, Notation for ER Diagram, Mapping Constraints, Keys, Concepts of Super Key, Candidate Key, Primary Key, Generalization, Aggregation, Reduction of an ER Diagrams to Tables, Extended ER Model, Relationship of Higher Degree.	**08**
II	**Relational data Model and Language:** Relational Data Model Concepts, Integrity Constraints, Entity Integrity, Referential Integrity, Keys Constraints, Domain Constraints, Relational Algebra, Relational Calculus, Tuple and Domain Calculus. Introduction to SQL: Characteristics of SQL, Advantage of SQL. SQL Data Type and Literals. Types of SQL Commands. SQL Operators and their Procedure. Tables, Views and Indexes. Queries and Sub Queries. Aggregate Functions. Insert, Update and Delete Operations, Joins, Unions, Intersection, Minus, Cursors, Triggers, Procedures in SQL/PL SQL	**08**
III	**Data Base Design & Normalization:** Functional dependencies, normal forms, first, second, third normal forms, BCNF, inclusion dependence, loss less join decompositions, normalization using FD, MVD, and JDs, alternative approaches to database design	**08**
IV	**Transaction Processing Concept:** Transaction System, Testing of Serializability, Serializability of Schedules, Conflict & View Serializable Schedule, Recoverability, Recovery from Transaction Failures, Log Based Recovery, Checkpoints, Deadlock Handling. Distributed Database: Distributed Data Storage, Concurrency Control, Directory System	**08**
V	**Concurrency Control Techniques:** Concurrency Control, Locking Techniques for Concurrency Control, Time Stamping Protocols for Concurrency Control, Validation Based Protocol, Multiple Granularity, Multi Version Schemes, Recovery with Concurrent Transaction, Case Study of Oracle.	**08**

Suggested Readings:

1. Korth, Silbertz, Sudarshan," Database Concepts", McGraw Hill.
2. Date C J, "An Introduction to Database Systems", Addision Wesley.
3. Elmasri, Navathe, "Fundamentals of Database Systems", Addision Wesley.
4. O'Neil, "Databases", Elsevier Pub.
5. Ramakrishnan, "Database Management Systems", McGraw Hill.
6. Leon &Leon,"Database Management Systems", Vikas Publishing House.
7. Bipin C. Desai, " An Introduction to Database Systems", Gagotia Publications.
8. Majumdar& Bhattacharya, "Database Management System", McGraw Hill.

MCA205: DATA STRUCTURES & ANALYSIS OF ALGORITHMS

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO 1	Explain the concept of data structure, abstract data types, algorithms, analysis of algorithms and basic data organization schemes such as arrays and linked lists.	K_2
CO 2	Describe the applications of stacks and queues and implement various operations on them using arrays and linked lists.	K_3
CO 3	Describe the properties of graphs and trees and implement various operations such as searching and traversal on them.	K_3
CO 4	Compare incremental and divide-and-conquer approaches of designing algorithms for problems such as sorting and searching.	K_4
CO 5	Apply and analyze various design approaches such as Divide-and-Conquer, greedy and dynamic for problem solving .	K_4
DETAILED SYLLABUS		**4-0-0**
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to data structure:** Data, Entity, Information, Difference between Data and Information, Data type , Build in data type, Abstract data type, Definition of data structures, Types of Data Structures: Linear and Non-Linear Data Structure, Introduction to Algorithms: Definition of Algorithms, Difference between algorithm and programs, properties of algorithm, Algorithm Design Techniques, Performance Analysis of Algorithms, Complexity of various code structures, Order of Growth, Asymptotic Notations. **Arrays:** Definition, Single and Multidimensional Arrays, Representation of Arrays: Row Major Order, and Column Major Order, Derivation of Index Formulae for 1-D,2-D Array Application of arrays, Sparse Matrices and their representations. **Linked lists:** Array Implementation and Pointer Implementation of Singly Linked Lists, Doubly Linked List, Circularly Linked List, Operations on a Linked List. Insertion, Deletion, Traversal, Polynomial Representation and Addition Subtraction & Multiplications of Single variable.	**08**
II	**Stacks**: Abstract Data Type, Primitive Stack operations: Push & Pop, Array and Linked Implementation of Stack in C, Application of stack: Prefix and Postfix Expressions, Evaluation of postfix expression, Iteration and Recursion- Principles of recursion, Tail recursion, Removal of recursion Problem solving using iteration and recursion with examples such as binary search, Fibonacci numbers, and Hanoi towers. **Queues:** Operations on Queue: Create, Add, Delete, Full and Empty, Circular queues, Array and linked implementation of queues in C, Dequeue and Priority Queue. **Searching:** Concept of Searching, Sequential search, Index Sequential Search, Binary Search. Concept of Hashing & Collision resolution Techniques used in Hashing.	**08**

III	**Sorting:** Insertion Sort, Selection Sort, Bubble Sort, Heap Sort, Comparison of Sorting Algorithms, Sorting in Linear Time: Counting Sort and Bucket Sort. **Graphs:** Terminology used with Graph, Data Structure for Graph Representations: Adjacency Matrices, Adjacency List, Adjacency. Graph Traversal: Depth First Search and Breadth First Search, Connected Component.	**08**
IV	**Trees:** Basic terminology used with Tree, Binary Trees, Binary Tree Representation: Array Representation and Pointer (Linked List) Representation, Binary Search Tree, Complete Binary Tree, A Extended Binary Trees, Tree Traversal algorithms: Inorder, Preorder and Postorder, Constructing Binary Tree from given Tree Traversal, Operation of Insertion, Deletion, Searching & Modification of data in Binary Search Tree. Threaded Binary trees, Huffman coding using Binary Tree, AVL Tree and B Tree.	**08**
V	Divide and Conquer with Examples Such as Merge Sort, Quick Sort, Matrix Multiplication: Strassen's Algorithm Dynamic Programming: Dijikstra Algorithm, Bellman Ford Algorithm, All-pair Shortest Path: Warshal Algorithm, Longest Common Sub-sequence Greedy Programming: Prims and Kruskal algorithm.	**08**

Suggested Readings:

1. Cormen T. H., Leiserson C. E., Rivest R. L., and Stein C., "Introduction to Algorithms", PHI.
2. Horowitz Ellis, Sahni Sartaj and Rajasekharan S., "Fundamentals of Computer Algorithms", 2nd Edition, Universities Press.
3. Dave P. H., H.B.Dave, "Design and Analysis of Algorithms", 2nd Edition, Pearson Education.
4. Lipschuts S., "Theory and Problems of Data Structures", Schaum's Series.
5. Goyal K. K., Sharma Sandeep & Gupta Atul, "Data Structures and Analysis of Algorithms", HP Hamilton.
6. Lipschutz, Data Structures With C - SIE - SOS, McGraw Hill
7. Samanta D., "Classic Data Structures", 2nd Edition Prentice Hall India.
8. Goodrich M. T. and Tomassia R., "Algorithm Design: Foundations, Analysis and Internet examples", John Wiley and sons.
9. Sridhar S., "Design and Analysis of Algorithms", Oxford Univ. Press.
10. Aho, Ullman and Hopcroft, "Design and Analysis of algorithms", Pearson Education.
11. R. Neapolitan and K. Naimipour, "Foundations of Algorithms",4th edition, Jones an Bartlett Student edition.
12. Reema Thareja, Data Structures using C, Oxford Univ. Press

MCA206P : OBJECT ORIENTED PROGRAMMING LAB

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to		
CO1	Use the Concept of Data Abstraction and Encapsulation in C++ programs.	K_3
CO2	Design and Develop C++ program using the concept such as polymorphism, virtual function, exception handling and template.	K_3
CO3	Apply object oriented techniques to analyze, design and develop a complete solution for a given problem.	K_3

1. Use Java compiler and eclipse platform to write and execute java program.
2. Creating simple java programs,
3. Understand OOP concepts and basics of Java programming.
4. Create Java programs using inheritance and polymorphism.
5. Implement error-handling techniques using exception handling and multithreading.
6. Understand the use of java packages.
7. File handling and establishment of database connection.
8. Develop a calculator application in java.
9. Develop a Client Server Application.
10. Develop GUI applications using Swing components.

MCA207P : DATABASE MANAGEMENT SYSTEMS LAB		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO1	Use the Concept of Data Abstraction and Encapsulation in C++ programs.	K_6
CO2	Write SQL commands to query a database.	K_3
CO3	Write PL/SQL programs for implementing stored procedures, stored functions, cursors, trigger and packages.	K_6

1. Installing oracle/ MYSQL.
2. Creating Entity-Relationship Diagram using case tools.
3. Writing SQL statements Using ORACLE /MYSQL: a.
   Writing basic SQL SELECT statements.
   b.Restricting and sorting data. c.
   Displaying data from multiple tables.
   d.Aggregating data using group function.
   e. Manipulating data.
   f. Creating and managing tables.
4. Normalization.
5. Creating cursor.
6. Creating procedure and functions.
7. Creating packages and triggers.
8. Design and implementation of payroll processing system.
9. Design and implementation of Library Information System.
10. Design and implementation of Student Information System.
11. Automatic Backup of Files and Recovery of Files.

MCA208P:DATA STRUCTURES & ANALYSIS OF ALGORITHMS LAB		
Course Outcome (CO)		**Bloom's Knowledge Level (KL)**
At the end of course , the student will be able to		
CO1	Write and execute programs to implement various searching and sorting algorithms.	K_3
CO2	Write and execute programs to implement various operations on two-dimensional arrays.	K_3
CO3	Implement various operations of Stacks and Queues using both arrays and linked lists data structures.	K_3
CO4	Implement graph algorithm to solve the problem of minimum spanning tree	K_3

Program in C or C++ for following:

1. To implement addition and multiplication of two 2D arrays.
2. To transpose a 2D array.
3. To implement stack using array
4. To implement queue using array.
5. To implement circular queue using array.
6. To implement stack using linked list.
7. To implement queue using linked list.
8. To implement BFS using linked list.
9. To implement DFS using linked list.
10. To implement Linear Search.
11. 11.To implement Binary Search.
12. To implement Bubble Sorting.
13. To implement Selection Sorting.
14. To implement Insertion Sorting.
15. To implement Merge Sorting.
16. To implement Heap Sorting.
17. To implement Matrix Multiplication by strassen's algorithm
18. Find Minimum Spanning Tree using Kruskal's Algorithm