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# Non Major Elective Courses offered to the other Departments:

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* Not considered for Grand Total and CGPA
Objective:
To provide basic knowledge of numerical and statistical methods for Computer Applications.

UNIT I 18 hours

UNIT II 18 hours

UNIT III 18 hours

UNIT IV 18 hours

UNIT V 18 hours

#........# self-study portion.

Text Books:

UNIT I: Chapter-3 (section 1 to 5)  UNIT II: Chapter 4 (section:1,2,6&7)
UNIT III: Chapter 2 (section:2.1-2.9, 2.12 - 2.13.4,12.15,12.5.7, 2.16 & 2.17)
UNIT IV: chapter 3 (section:3.1-3.5,3.8-3.15,4.2),
Unit-V : chapter 10 (section:10.1-10.4), chapter 11:(11.2.1-11.2.5)

Books for Reference
Objective:
To learn the syntax of all the statements and to provide programming skills in C.

UNIT-I 18 hours
Overview of C – Constants, Variables & Data Types – Operators and Expressions.

UNIT-II 18 hours

UNIT-III 18 hours
Arrays – Strings – Structures and Unions.

UNIT-IV 18 hours
Pointers – Pointer Expressions – #Pointers and Arrays# – Pointers and Functions.

UNIT-V 18 hours
Files Management in C– #I/O Operations on Files# – Random Access Files.

# ....... # self-study portion.

Text Book:

UNIT I: Chapters 1(1.1 - 1.8) 2(2.1- 2.12) 3(3.1- 3.12)
UNIT II: Chapters 5(5.1- 5.9) 6(6.1 - 6.4) 9(9.1 - 9.15, 9.16)
UNIT III: Chapters 7(7.1 - 7.7) 8(8.1 - 8.4, 8.8) 12(12.1 - 12.5, 12.8, 12.12)
UNIT IV: Chapters 12(12.1 - 12.6, 12.8, 12.12, 12.15)
UNIT V :Chapters 12(12.1 - 12.7)

Books for Reference:
Objective:

1. Simple programs:
   (a) To find the volume of a cylinder.
   (b) To swap the values of two numbers without using third variable. **5 Hours**

2. Programs using operators and loops:
   (a) To find the smallest of three numbers using logical operators.
   (b) To display all the roll numbers of your class (increasing and decreasing order) using for loop and while loop. **5 Hours**

3. Programs to perform the following:-
   (a) Sum of $1+2+3+...+n$.
   (b) Addition, subtraction and multiplication of two numbers using switch statement. **6 Hours**

4. Program to display the following patterns:-
   (a) 
   
   (c) 

   **6 Hours**

5. Declare, define and call three functions getdata(), calculate() and putdata(). Receive the inputs such as student name, rollno, mark1, mark2 and mark3 using getdata(). Calculate the total and average using calculate(). Display the student name, rollno, mark1, mark2, mark3, total and average using putdata(). **6 Hours**

6. Program to perform matrix addition using two dimensional arrays. **5 Hours**

7. Programs using strings concept:
   To display the following alphabetic patterns:-

   (i) 
   
   (ii) 

   **6 hours**

8. Program using files:
   (a) Mark sheet preparation. **6 hours**
# SEMESTER -II : ALLIED-II

## RESOURCE MANAGEMENT TECHNIQUES

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### Objective:
To provide an overall idea about the various operations research techniques and their applications.

### UNIT I
15 hours

- Operations Research - Linear Programming Problem (LPP) - Mathematical Formulation of the Problem – Graphical Solution of LPP.

### UNIT II
15 hours

- General LPP – #Canonical and Standard Forms of LPP# – The Computational Procedure – Simplex Method - Two Phase Simplex Method.

### UNIT III
15 hours


### UNIT IV
15 hours


### UNIT V
15 hours

- Network Scheduling by PERT / CPM – Basic Concept – Construction of Networks – Critical Path Analysis – Probability Considerations- in PERT – Comparison of PERT and CPM.

# self-study portion.

### Text Book:

- UNIT I : Chapters 1 & 2, Chapter 3 (3.1 – 3.3)
- UNIT II: Chapter 3 (3.4, 3.5), Chapter 4 (4.1, 4.3 Except Big-M Method)
- UNIT III: Chapter 12 (12.1, 12.2, 12.8, 12.9), Chapter 12 (12.1 – 12.3)
- UNIT IV: Chapter 12 (12.1 – 12.5), Chapter 18 (18.1, 18.2, 18.2.1, 18.2.2)
- UNIT V: Chapters 25(25.1-25.8)

### Books for Reference :
Objective:
To give the concepts of Object Oriented Programming, the syntax of statements in C++ language and to impart the programming skills in C++.

UNIT-I 18 hours
Object Oriented Programming concepts: Basic concepts of OOP-Structure of C++ Program- Tokens-Keywords-Identifiers-constants-Basic data types-User defined data types-Derived data types-Declaration of variables-Reference variables-Manipulators- Operator in C++ - Scope Resolution Operator-Type cast Operator-Expression and its types-control structures.

UNIT-II 18 hours
Functions: Main Function-Call by reference-Inline function-Function overloading-Default arguments-Math Library functions- Classes and Objects:-Specifying the class –Defining Member Function –#A C++ Program with class#-Nesting of Member Function-Arrays within a class-Static data members and Static member functions-Friend Function-Returning Object.

UNIT-III 18 hours
Constructor and Destructor: Constructors-Parameterized constructor-Multiple constructor in a class-Dynamic initialization of the objects-Copy constructor-Dynamic constructor-Destructor.Operator Overloading and Type conversion: Defining operator overloading-Overloading unary operator-Type conversion.

UNIT-IV 18 hours

UNIT-V 18 hours

# ....... # self-study portion

Text Book:

UNIT I: 1.5, 2.6, 3.2 – 3.7, 3.10, 3.13, 3.14, 3.18, 3.24
UNIT II: 4.2, 4.4, 4.6, 4.7, 4.9, 4.11, 5.3 - 5.7, 5.9, 5.11, 5.12, 5.15 – 5.16
UNIT III: 6.2, 6.3 – 6.8, 7.1 – 7.3
UNIT IV: 8.1, 8.3, 8.5 – 8.7, 9.1 – 9.6
UNIT V: 11.1 – 11.5, 12.1 – 12.4, 12.7

Books for Reference:
Simple Programs

1. Write a C++ Program to convert centigrade to Fahrenheit
   \[ F = (1.8 \times C) + 32 \]  
   4 hours

2. Write a C++ Program to convert decimal number to binary number. 4 hours

3. Write a C++ Program to perform factorial of the given number. 4 hours

4. Write a C++ Program to print Triangle of numbers. 4 hours

5. Write a C++ Program to find no of vowels and no of consonants in a given string using array. 4 hours

Programs using class and objects

6. Develop a C++ Program to print your personal details such as name, Roll no, Gender(M/F), Marks for five subjects, Total, Result (Pass/Reappear) by taking input from the user and display the same using two member functions.

   Write a main program to invoke the member functions. 5 Hours

7. Develop a C++ Program to find volume of cube, cylinder and rectangular box using function overloading. 5 hours

8. Develop a C++ Program to find mean of n numbers using friend function. 5 hours

9. Develop a C++ Program to implement the concept of Single level inheritance. 5 hours

10. Develop a C++ Program to illustrate the concept of virtual function. 5 hours
Objective:
To impart knowledge about the fundamental concepts of computers in a logical and informative manner.

UNIT-I 
6 hours


UNIT-II 
6 hours


UNIT-III 
6 hours


UNIT-IV 
6 hours


UNIT-V 
6 hours


# ........ # self-study portion

Text Book:
UNIT I : Chapters 1(1.1– 1.3), Chapters2 (2.1 – 2.6), Chapters7 (7.12)
UNIT II : Chapters 8 (8.1, 8.3–8.5), Chapters9 (9.1(1-3, 5), 9.2(1-3)), Chapters 12 (12.3)
UNIT III : Chapters14 (14.1), Chapters16 (16.1–16.4, 16.5)
UNIT IV : Chapters17 (17.1 – 17.5)
UNIT V : Chapters18 (18.1(4-6), 18.2(3, 5), Chapters 19 (19.1, 19.2, 19.3)

Books for Reference
Objective:
To educate the students various concepts of Marketing and also to develop their interest
in Marketing.

UNIT –I 18 hours
Definition and meaning of marketing- Modern concept of marketing- Marketing and
Selling- Marketing Functions- buying- #Transportation#- Warehousing-Standardization-
Grading- Packaging.

UNIT-II 18 hours
Product planning and development- product life cycle- Brand Management- developing
new product – Market segmentation – Marketing mix.

UNIT-III 18 hours
Pricing Decision - Meaning – objectives - Factors Determining Pricing – Pricing
Policies – Kinds of Pricing.

UNIT-IV 18 hours
Promotional methods – Advertising- Publicity- personal selling- #Sales promotion#

UNIT-V 18 hours
E-Commerce: Electronic commerce Framework- Electronic commerce and Media
coverage – the Anatomy of E- Commerce Applications- E-commerce consumer Applications –
E-Commerce Organization Applications. The Network Infrastructure for E-commerce:
Components of the I-way – #network Access Equipment#- Global information Distribution
Networks.

# ....... # self-study portion.

Text Books:
1. R.S.N.Pillai&Bagavathi: Modern Marketing Principles and Practice. S. Chand & company
Ltd. New Delhi, 2010. (Unit - I, II, III&IV)
UNIT I : Chapter1&3
UNIT II: Chapter14&16
UNIT III: Chapter18
UNIT IV: Chapter24, 25, 26&27.
2. Ravikalakota& Andrew whinstone, frontiers of electronic commerce, Addison Wesley,
2000.(Unit - V)Unit-V: Chapter- book 2. (Page No. 1.1-1.5, 2.2-2.3, and 2.5)

Books for Reference:
Objective:
To understand the concepts of data structures.

UNIT–I  15 hours

UNIT–II  15 hours

UNIT–III  15 hours

UNIT–IV  15 hours

UNIT–V  15 hours

# ....... # self-study portion.

Text Books:

UNIT I: 1.1 – 1.10, 4.1 – 4.8 UNIT II: 5.1- 5.10  
UNIT III: 6.1 – 6.12  
UNIT IV: 7.1 – 7.9  
UNIT V: 9 – 16

Books for Reference:
Write C programs to implement the following:

1. Bubble Sort. 4 hours
2. Selection Sort. 4 hours
3. Insertion Sort 4 hours
4. Quick Sort 4 hours
5. Searching (Linear Search, Binary Search) 6 hours
6. Multidimensional Arrays (Matrix Operations, Addition and Multiplication) 6 hours
7. Fibonacci Series using Recursion. 4 hours
8. Stack Operations using Arrays. 4 hours
9. Queue Operations using Arrays. 4 hours
10. Singly Linked List Operations. 5 hours
Objective:
To understand the concepts of Multimedia and its applications.

UNIT-I

UNIT-II

UNIT-III

UNIT-IV

UNIT-V

# ....... # self-study portion.

Text Book:

UNIT I: Chapter 1 UNIT II: Chapter 2 & 3 UNIT III: Chapter 4
UNIT IV: Chapter 5, 6 & 7 UNIT V: Chapter 10

Books for Reference:
Objective:
To enable the students to understand the concepts of individual and group behavior in an organization.

UNIT – I

UNIT – II

UNIT – III

UNIT – IV

UNIT – V

Text Book:
L.M. Prasad, Organizational Behavior, Sultan Chan and Sons, 1998

UNIT I: Chapter 1,3 UNIT II: Chapter 4 – 6 UNIT III: Chapter 7,9,21
UNIT IV: Chapter 13,16 UNIT V: Chapter 17,24,25

Books for Reference:
Objective:

To the principles of digital logic circuits and their design.

UNIT – I  

Number Systems and Codes: Binary Number System – Binary to Decimal Conversion – Decimal to Binary Conversion – Octal Numbers – Hexadecimal Numbers. Arithmetic Circuits: Binary Addition – Binary Subtraction – Binary Multiplication and Division – Binary Codes – Decimal Codes - Error-Detection Codes – #Alphanumeric Codes#.

UNIT - II  


UNIT - III  


UNIT - IV  


UNIT - V  


# ........ # self-study portion.

Text Book:


UNIT I:Chapter 5 & 6  UNIT II: Chapter 2 & 3  UNIT III: Chapter 4  UNIT IV: Chapter 8 & 9  UNIT V: Chapter 12

UNIT III – Chapter 4

Books for Reference:

Objective:
To acquire basic knowledge of Visual Basic.

UNIT – I

UNIT – II

UNIT – III
The anatomy of a Procedure – Subroutine and Functions – Language constructs – For..Next, the While loop, Select case .. End select, Exit statements with structure.

UNIT – IV

UNIT – V
DDE Methods – OLE properties – Active control creation and usage – ActiveX DLL creation and usage – Database Access – Data Control – #Field Control# – Data Grid record set using SQL to manipulate data – Open Database Connectivity (ODBC).

# ........ # self-study portion.

Text Book:

UNIT I : Chapter 1(P.No.7– 12), Chapter 3 (P.No.33 – 37)
UNIT II : Chapter 4 (P.No.51– 68)
UNIT III : Chapter 5 (P.No.73–83)
UNIT IV : Chapter 2 (P.No.22 – 27), Chapter 6 (P.No.87– 90)
UNIT V : Chapter 18 (P.No.295 – 300), Chapter 2(P.No.22), Chapter 12(P.No.168-191), Chapter 12(P.No.181 – 191), Chapter 15 (P.No.253 – 259)

Books for Reference:
**SEMESTER - IV : CORE-V (B)**  
**VISUAL PROGRAMMING LAB**

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Max. Marks</th>
<th>Hours/week</th>
<th>Internal Marks</th>
<th>External Marks</th>
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<td>14UIT4C5P</td>
<td>50</td>
<td>2</td>
<td>20</td>
<td>30</td>
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1. Simple exercises using standard controls. **3 hours**
2. Program to design a calendar of a year. **3 hours**
3. Program to scroll a text from left to right and right to left of the client area. **3 hours**
4. Program to design and implement a scientific calculator. **3 hours**
5. Program to expand and shrink an object while program is running. **3 hours**
6. Program to expand and shrink objects using timer control and move methods. **3 hours**
7. Program to create animation by using move method and a timer object. **3 hours**
8. Program to populate the table entities using data bound control. **3 hours**
9. Program to prepare a student’s mark list. **3 hours**
10. Program to prepare an invoice report. **3 hours**
Objective:
To provide sound knowledge in development of android applications.

UNIT - I

UNIT- II
Designing the User Interface: Laying Out the Application - Developing the User Interface - Adding an Image to Your Application - Creating a Launcher Icon for the Application - Adding a Toggle Button Widget - Previewing the Application in the Visual Designer. Coding Your Application: Understanding Activities - Creating Your First Activity.

UNIT - III

UNIT - IV

UNIT - V
Designing the Task Reminder Application: Reviewing the Basic Requirements - Creating the Application’s Screens - Creating Your First List Activity - Identifying Your Intent. Handling User Input: Creating the User Input Interface - Getting Choosy with Dates and Times - Creating Your First Alert Dialog Box - Validating Input.

Text Book:
UNIT I: Chapter 1, 2, 3UNIT II: Chapter 4 & 5  UNIT III: Chapter 5, 6 & 7 UNIT IV: Chapter 7, 8UNIT V: Chapter 9 & 11

Objective:
To learn the concepts and security features of Wireless Application Protocol. To understand WML and WML script.

UNIT-I

UNIT-II
Java, XML and WAP – Introduction to Servlets – Introduction to JSP – Design Considerations – ColdFusion – WAP and ColdFusion – ColdFusion Studio/HomesSite Editing Features for WAP Development.

UNIT-III

UNIT – IV

UNIT - V:
Foreign Languages and Non Roman Text: Legacy character sets – Document type definitions: Document type definitions and validity – #Entities and external DTD subsets# – Attribute declarations in DTDs: What is an attribute? – Attribute types – Embedding Non-XML data

# ........ # self-study portion.

Text Books:
UNIT I, II, III.
UNIT IV, V.

Books for Reference:
Objective:

To understand the basic concepts of object oriented programming with Java language

UNIT I

15 hours


UNIT II

15 hours


UNIT III

15 hours


UNIT IV

15 hours


UNIT V

15 hours


# ....... # self-study portion.


UNIT I : Part I (1,2,3,4,5,6)UNIT II : Part I (8,9)UNIT III: Part I (10,1 1) & Part II (13)UNIT IV: Part II (17,18) UNIT V : Part II (19, 20, 21, 22)

Objective:
To provide the concepts of database management systems and RDBMS including transaction management and concurrency control.

UNIT – I  

UNIT – II  
RDBMS: Terminology – Relational Data Structure – Data Normalization – Pitfalls in Relational Database Design – Decomposition –#Functional Dependencies# – Normalization – Keys – First Normal Form(INF), Second Normal Form(2NF), Third Normal Form(3NF), Boyce-Codd Normal Form(BCNF) and Fourth Normal Form(4NF). Relational Algebraic Operations – Relational Calculus: Tuple Relational Calculus, Domain Relational Calculus.

UNIT – III  

UNIT – IV  

UNIT – V  

# self-study portion

Text Book:

UNIT I : Chapters: 1 Section (1.3,1.8–1.9,1.11), Section 2( 2.3,2.5–2.8), Section 3 (3.4–3.8), Section 4 (4.3– 4.5,4.8)
UNIT II : Chapters: 6 Section(6.2–6.3), Section8(8.2–8.6, 8.8–8.12), Section9 (9.2), Section10(10.2–10.3)
UNIT III :Chapters: 12 Section(12.2 – 12.5),Section 13(13.1– 13.2), Section14(14.1–14.2), 15,16
UNIT IV :Chapters: 20 Section(20.2–20.4,20.9–20.10), Section21( 21.2–21.3), 22
UNIT V : Chapters: 23 Section(23.2–23.3,23.5–23.15), Section24( 24.2–24.7, 24.8–24.13)

Books for Reference:
SEMESTER - V : CORE-VIII
OPERATING SYSTEMS

Course Code : 14UIT5C8
Max. Marks : 100
Hours/week : 4
Internal Marks : 40
Credit : 4
External Marks : 60

Objective:
To provide fundamental concepts of all managements in an operating system.

UNIT –I

UNIT - II
Memory Management: Single Contiguous Allocation – Example of Multiprogramming – Partitioned Memory Management – Paged Memory Management – Demand Paged Memory Management – #Segmented Memory Management#.

UNIT - III

UNIT - IV

UNIT - V

# ....... # self-study portion.

Text Books:
   
   UNIT I : Chapter 1 (1.1, 1.2, 1.4, 1.5, 1.8) Chapter 3(3.1, 3.2, 3.4, 3.5)
   UNIT II : Chapter 3
   UNIT III : Chapter 4, Chapter 8 (8.2, 8.5, 8.7)
   UNIT IV : Chapter 5
   UNIT V : Chapter 11( 11.1 – 11.3), Chapter 12 12.2 , 12.4

Books for Reference:
Objective:
To provide the basic knowledge of designing, implementing and managing the infrastructure of an IT environment.

UNIT I

UNIT II
Availability – Performance and Tuning – Product Acceptance.

UNIT III

UNIT IV
Network Management – Configuration Management – Capacity Planning.

UNIT V

# ....... # self-study portion.

Text Book:

UNIT I: Chapter-1, 5, 6 &3
UNIT II: Chapter-8, 9 & 12
UNIT III: Chapter-12, 12 & 15
UNIT IV: Chapter-14, 15 & 16
UNIT V: Chapter-17, 18 & 19.

Books for Reference:
Objective
To understand the concepts of PHP and MySQL.

UNIT - I 12 hours

UNIT - II 12 hours
Functions: Calling a function – Defining a function – Introduction to Strings – Comparing Strings – Manipulating and Searching strings – Arrays: Types of Arrays – Array functions – #Storing data in Arrays#.

UNIT - III 12 hours
Form Handling – Form Validation – $_GET variable – $_ POST variable – $_REQUEST variable – Creating the Form – Creating the Upload script – Using your File system: File paths and permissions – Displaying directory contents – Working with fopen( ) and fclose( ).

UNIT - IV 12 hours

UNIT - V 12 hours
Installing and Configuring MySQL – Establishing a connection and poking around – Creating a database table – Inserting data into the table – Selecting and displaying data.

# ....... # self-study portion.

Text Book:
UNIT I:Chapter 3, 5
UNIT II: Chapter 6
UNIT III: Chapter-9, 12
UNIT IV: Chapter-16, 17
UNIT V: Chapter-1, 12, 12, 15, 14.

Books for Reference:
Kevin Tatroe, Peter MacIntyre and RasmusLerdorf, Programming PHP, O'REILLY media , 3rd edition, 2015.
Objective:
To understand the concepts management information systems and their applications. To learn the concepts of systems engineering and ERP.

UNIT-I 12 hours

UNIT-II 12 hours

UNIT-III 12 hours

UNIT-IV 12 hours

UNIT-V 12 hours

# ....... # self-study portion.

Text Book:
Unit-I : Chapters 1(1– 1.3, 1.5–1.7, 1.9), Chapter 3 (3 – 3.7)
Unit-II : Chapter 6 (6.1, 6.2, 6.5, 6.6), Chapter 7 (7 – 7.4, 7.9)
Unit-III : Chapter 8 (8.1–8.3, 8.5), Chapter 12 (12, 12.1, 12.3, 12.7)
Unit-IV : Chapters 12 (12.1 – 12.4, 12.6, 12.7), Chapters 15 (15.7)
Unit-V : Chapters 15 (15 – 15.5, 15.7 – 15.9), Chapters 16 (16, 16.2 – 16.5)

1. Simple Programs using control statements:
   a. To reverse the number using while and do… while loop.
   b. To find the smallest and biggest number of given numbers using array.

2. Write a java program to ncr value of given numbers using recursive function.

3. Write a java program to find volume of rectangle and triangle using inheritance.

4. Write a java program to prepare EB-bill using packages.

5. Write a java program to demonstrate interface concept.

6. Write a java program to create multiple threads using Thread class.

7. Write a Java program to demonstrate various methods in the String handling methods.

8. Write a Java program to implement the concept of Exception Handling.

9. Write java program to display all sub directories and files of given path using Streams.

10. Write a java program to find the IP address of the machine.

11. Write a java program to send a message and reply the same path using Sockets.

12. Write a java program to display basic shapes and fill them and set background and foreground colors using Applet.

13. Develop a java program for simple calculator using AWT controls.
1. SQL - Data Definition Language
   - Table Creation
   - Table Altering
   - Drop table **6 Hours**

2. SQL - Data Manipulation Language
   - Data Insertion
   - Built-in Functions
   - Set operations
   - Join Operation
   - Nested Subqueries **8 Hours**

3. PL/SQL Procedure
   - Reversea string
     - Delete any record and count it
   - Student mark sheet preparation
     - Pay Roll preparation
   - Splitting a table into two tables
   - Joining two tables into one table
   - Using recursive function – Factorial & Fibonacci series **16 Hours**
Objective:

UNIT–I

Introducing C# - Evolution of C#-Characteristics of C# - Applications of C# - Overview of C# - Literals, Variables and Data Types.

UNIT–II

Operators and Expressions - Decision Making and Branching and Looping.

UNIT–III


UNIT - IV

Structures and Enumerations: Structures- Structs with methods-Nested Structs-Enumerations-Enumerator Initialization- Classes and Objects: Basic Principles of OOP-Defining a Class –Creating Objects- Constructors-Overloaded Constructors-Static Members – Copy constructors-Destructors –#The this Reference#.

UNIT–V


Text Book:


UNIT I: Chapter 1,4 UNIT II: Chapter 5-7 UNIT III: Chapter 8-10
UNIT IV: Chapter 11,12 UNIT V: Chapter 13-15

Books for Reference:

Objective:
To learn the concepts of data communication technologies and computer networks. To understand the applications, management and security aspects in networks.

UNIT-I 15 hours


UNIT-II 15 hours


UNIT-III 15 hours


UNIT-IV 15 hours


UNIT-V 15 hours


# ... # self-study portion.

Text Book:
UNIT I: Chapter1&3
UNIT II: Chapter3,5&8
UNIT III: Chapter6&7
UNIT IV: Chapter9,12&12
UNIT V: Chapter12,15&14.

Books for Reference:
Objective:
To understand the concepts of .NET technology

UNIT- I 15 hours
Introduction: Welcome to IDE - Creating a Shortcut to Start VB.NET –What is IDE – Opening and Closing Windows and Toolbars – Opening an Existing project – Docking and Undocking the Windows – Placing the Controls on a Form –Selecting a Form and the Controls – Resizing a Form and the Controls – Setting the Startup Object – Setting Properties using the Properties Window.

UNIT- II 15 hours
Variables and Data Types – Arithmetic Operators – Text-box Control – Radio-button Control – Programming Statements: If...Then and if...Then...EndIf – If...Then...Else...End If - Constants – Using the Imports Statement – Know the Functions – Function Call and Arguments – Text Editor Toolbar – InputBox() Function – List-Box Control – Programming Statement: Select Case.

UNIT- III 15 hours

UNIT- IV 15 hours

UNIT- V 15 hours

# ....... # self-study portion.

Text Book

UNIT I: Chapter 2, 3  UNIT II: Chapter5, 6
UNIT III: Chapter7, 8  UNIT IV: Chapter9, 12
UNIT V: Chapter12, 15.

Books for Reference:
SEMESTER - VI: CORE-XIV
LINUX ADMINISTRATION

Course Code: 14UIT6C14         Max. Marks: 100
Hours/week : 5              Internal Marks: 40
Credit         : 4       External Marks: 60

Objective:

UNIT – I 15 hours

UNIT - II 15 hours

UNIT - III 15 hours
Some Sample Shell Scripts – System Administration: System administrator –# booting#, shutting down the system.

UNIT - IV 15 hours

UNIT - V 15 hours
MySQL and PHP : MySQL : Operators – Data Types – Built-in functions – Creating a database – Creating a table – inserting, selecting, updating, deleting and dropping a table - PHP –#First example# – variables.

# ....... # self-study portion.

Text Book:
UNIT I: Chapter 1 & 2       UNIT II: Chapter 3, 4 & 5
UNIT III: Chapter 6 & 7     UNIT IV: Chapter 9
UNIT V: Chapter 10

Books for Reference:
1. Linux – A Practical Approach, By Mohamed Ibrahim, Firewall Media publications
2. The Most Complete Reference – Special Edition Using LINUX
1. Placing Textboxes dealing with its properties. **7 hours**

2. Making use of placeholders, literals and controls. **7 hours**

3. Making use of list box, check box and radio button controls. **7 hours**

4. Setting up and using Adrotator control. **7 hours**

5. Making use required field validator and compare validator controls. **8 hours**

6. Using range validator, regular expression validator and validation summary. **8 hours**

7. Database connectivity through connected approach. **8 hours**

8. Data view with the help of grid view control. **8 hours**
Objective:

To introduce the basic concepts of information security. To provide knowledge of security management and the technical components of security.

UNIT-I


UNIT-II


UNIT-III


UNIT-IV


UNIT-V


# ........ # self-study portion.

Text Book:

UNIT I : Chapters 1(1.3, 1.12), Chapter 2 (2.1 – 2.5) UNIT II: Chapter 4 (4.1– 4.12)
UNIT III : Chapter 6 (6.1–6.4) UNIT IV: Chapter 7 (7.1 – 7.5)
UNIT V : Chapters 12 (12.1 – 12.4)

Books for Reference:
Objective:

To provide a sound knowledge in various concepts of Multimedia and its applications.

UNIT-I  12 hours

UNIT-II  12 hours

UNIT-III  12 hours

UNIT-IV  12 hours

UNIT-V  12 hours

# ........ # self-study portion.

Text Books:


UNIT I: Chapter 1       UNIT II: Chapter 4 & 5
UNIT III: Chapter 6 &;&  UNIT IV: Chapter 3
UNIT V: Chapter 10,11,15 & 16

Books for Reference:
Photoshop:

1. (i) Handling different file formats and interchanging them, changing the resolution, color, grayscale and size of the images.

   (ii) Using brushes and creating multicolor real life images.  

2. Cropping, rotating, overlapping, superimposing, pasting photos on a page.

3. Creation of a single image from selected portions of many.

4. Developing a commercial brochure with backgrountints.

5. Creating an image with multi-layers of images and texts.  

6. Applying masks and filtering on images.

Flash:

Develop an image(s) and do the following.

1. Basic Drawing and Painting.  

2. Working with Strokes and Fills.

3. Creating Custom Colors, Gradients, and Line Styles Transforming and Grouping Objects


5. Converting Text into Shapes.

6. Animate using motion, shape, Tweening, and actions.
Objective:
To understand the fundamentals of SAP

UNIT–I

UNIT–II

UNIT–III

UNIT - IV
Starting and Shutting the SAP System: Starting the System-Logging into SAP-The SAP Logon-#Configuring the SAP Logon#-SAP Shortcuts.

UNIT–V

# ....... # self-study portion.

Text Book:


UNIT I: Chapter 1  UNIT II: Chapter 2  UNIT III: Chapter 3
UNIT IV: Chapter 4  UNIT V: Chapter 5

Books for Reference:

Bonnen, Volker Drees, Andre Fischer, Ludwig Heinz, Karsten Strothmann, OData and SAP NetWeaver Gateway, 2011.