



ದಾವಣಗೆರೆ ವಿಶ್ವವಿದ್ಯಾನಿಲಯ


DAVANAGERE UNIVERSITY


Syllabus for **Bachelor of Computer Applications (BCA)**
3rd and 4th Semester

[As per SEP (State Education Policy): 2024-25]

WEF: 2025-26 & onwards

DEPARTMENT OF STUDIES IN COMPUTER SCIENCE,
DAVANAGERE UNIVERSITY, DAVANAGERE – 577007


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**Bachelor of Computer Applications Semester Scheme Curriculum Structure for
Undergraduate Programme**

2025-26 and onwards (for 3rd and 4th Semester)

Semester	Course Code	Title of the Paper	Subject Category	Teaching Hours/Week	Semester End Exam Marks	Internal Assessment	Total Marks	Credits	Examination Duration
3	Lang 3.1	Kan/Hin/San/Urdu-3	AECC MC-P	04	80	20	100	03	3Hrs
	Lang 3.2	English-3		04	80	20	100	03	3Hrs
	BCA 2024 BC 03	Internet Programming	CC	04	80	20	100	04	3Hrs
	BCA 2024 BC 04	Java Programming		04	80	20	100	04	3Hrs
	BCA 2024 BC 05	Java Programming Lab		03 x 2 = 6	80	20	100	03	3Hrs
	BCA 2024 BC 06	Internet Programming Lab		03 x 2 = 6	80	20	100	03	3Hrs
	BCA 2024 BC 07	Personality Development Productivity and Time Management	SEC	02	40	10	50	02	2Hrs
	BCA 2024 BC 08	Computer Science and Programming Fundamentals	Open Elective	02	40	10	50	02	2Hrs
Total				32	560	140	700	24	

Semester	Course Code	Title of the Paper	Subject Category	Teaching Hours/Week	Semester End Exam Marks	Internal Assessment	Total Marks	Credits	Examination Duration
4	Lang 4.1	Kan/Hin/San/Urdu-4	AECC MC-P	04	80	20	100	03	3Hrs
	Lang 4.2	English-4		04	80	20	100	03	3Hrs
	BCA 2024 BD 03	Python Programming	CC	04	80	20	100	04	3Hrs
	BCA 2024 BD 04	Operating System & Shell Programming		04	80	20	100	04	3Hrs
	BCA 2024 BD 05	Python Programming Lab		03 x 2 = 6	80	20	100	03	3Hrs
	BCA 2024 BD 06	OS Lab		03 x 2 = 6	80	20	100	03	3Hrs
	BCA 2024 BD 07	Elementary Research Methods-I	SEC	02	40	10	50	02	2Hrs
	BCA 2024 BD 08	Fundamentals of AI	Open Elective	02	40	10	50	02	2Hrs
Total				32	560	140	700	24	

Internet Programming	
Course code : BCA 2024 BC 03	Total Teaching Hours:56
IA Marks :20	Teaching Hours /Week: 4Hrs
Exam Marks: 80	Examination Hours: 03
Course Credits: 04	
Course Learning Objectives By the end of this course, students will be able to: <ul style="list-style-type: none"> Understand how the Internet and World Wide Web function works. Able to design the web pages using Modern HTML5 Markup Language Embed multimedia (audio, video) and use I frames for external content of any webpage. Get an information to handle the responsive layout of any webpage Able to design the webpage using CSS and know about properties Know about the Box-model of all elements. Will know to handle dynamic content of the webpage/site using JavaScript. Access and modify HTML/CSS dynamically using the Document Object Model (DOM) Will know the working of front-end frameworks and JS Libraries. 	
Course Outcomes: By the end of this course, students will be able to: <ul style="list-style-type: none"> Implement the Responsive pleasant web pages with dynamic content handling. Know to deal with different forms controls (input box, drop-down, checkbox... etc) Able to apply styles for Basic structured HTML elements Know how to validate the data of the form or the any other content Know to engage the audience with interactable components of the website Applications that demonstrate Java Script's capabilities in real world scenarios. Gives a strong foundation in web development for future enhancement in the web applications and Front-end development 	

Chapter-1: Web basics and HTML	14hrs
Internet, World Wide Web, Client and Server Architecture, Browser, Server, Web Protocols (HTTP and HTTPS) Overview of Clint side and Server-Side Technologies. HTML Page Structure, HTML Elements and its types (paired and unpaired), HTML Comments, Attributes, Headings, Paragraphs, Tables, Images, Lists, Links, Frames (I frames), Colors, Forms and its input elements. Introduction to HTML – 5. Features of HTML5 (Semantic Elements, Multimedia Support).	
Chapter 2: Cascading Style Sheets	14hrs
Introduction, CSS Syntax, Selectors (Id, Name, Class, Group, Universal), Types of CSS (Inline, Internal, External) CSS Properties, CSS Colors, CSS Backgrounds, Borders, Margins, Padding, Height/Width, Box Model, Text and Fonts. CSS Shorthand properties. Introduction to responsive design, Overview of CSS Flex Box and Grid. Overview of CSS Frame works (Bootstrap 5, Materialize UI).	
Chapter 3: JavaScript	14hrs
Introduction, Purpose of JavaScript, JavaScript Program structure, Keywords, Identifiers, Literals, Variables and its types (var, let, const) Output Statements, Operators, Datatypes, Type Conversion, Loops, Conditional statements, Arrays and Array methods, Strings and String methods, Events. JavaScript Functions: JavaScript Function Definitions, Function Parameters, Function Invocation, Function Call, Function Apply, Function Bind, Function Closures.	

Chapter 4: Advanced JavaScript Concepts and DOM	14hrs
DOM Introduction, DOM Objects, Properties and Methods, DOM for Changing HTML, CSS, DOM for Form validation, DOM Events, Event Listeners, DOM Navigation, DOM Nodes, DOM Collections, DOM Node Lists. Introduction to ECMAScript, ECMAScript features. Overview of JavaScript libraries like jQuery, AJAX and React JS.	
TextBook-1: HTML & CSS: The Complete Reference Thomas A. Powell, , Fifth Edition, Tata McGraw Hill, TextBook-2: WEB PROGRAMMING with HTML5, CSS and JavaScript, John Dean, Jones & Bartlett Learning, First Edition References Books: Jon Duckett, "JavaScript & jQuery: Interactive Front-End Web Development", Wiley, 2014.	
Web links :	
Link1: https://www.w3schools.com/html/ Link2: https://www.w3schools.com/css Link3: https://www.w3schools.com/js	

Java Programming	
Course Code: BCA 2024 BC 04	Total Teaching Hours: 56
IA Marks :20	Teaching Hours /Week: 4Hrs
Exam Marks: 80	Examination Hours: 03
Course Credits: 04	
Course Learning Objectives By the end of this course, students will be able to: <ul style="list-style-type: none"> Course Learning Objectives: Understand the fundamentals of object-oriented programming in Java, including defining classes, objects, invoking methods etc and understand the principles of inheritance, packages and interfaces, exception handling mechanisms and applets and Graphical User Interface. 	
Course Outcomes: By the end of this course, students will be able to: <ul style="list-style-type: none"> Implement Object Oriented programming concept using basic syntaxes of control structures, strings and function for developing skills of logic building activity. Identify classes, objects, members of a class and the relationships among them needed for a finding the solution to specific problem. Demonstrates how to achieve reusability using inheritance, interfaces and packages and describes faster application development can be achieved. Demonstrate understanding and use of different exception handling mechanisms and concept of multithreading for robust faster and efficient application development. 	
Unit-I	14 Hrs.
Basic concepts of OOP's , Object-oriented paradigm, Basic concepts of object-oriented programming, Benefits of OOP, Application of OOP, JVM. Java Fundamentals Features of Java, overview of java language, Constants, Variables, Data types, operators and Expressions, Decision making and Branching, Decision making and looping, Arrays-types of arrays.	
Unit-II	14 Hrs.
Objects and Classes Defining a class, Adding Variables, Adding Methods, creating objects, Accessing Class members, Constructors, finalize() method, Method Overloading, Overriding Methods, Final Variables and methods, Final Classes, Abstract classes and methods, Visibility control, Strings, and Vectors, Abstract classes, Static classes, Wrapper classes, This, Super.	
Unit-III	14 Hrs.
Inheritance, Exception handling and Multi-threaded Programming: Defining inheritance, types of inheritance, extending a Class, Multiple inheritance, interfaces, packages: Java API Packages, Creating Packages, accessing a package, using a package. Exception handling: Exception as objects, Exception hierarchy Try, catch, finally, Throw. Multi-threading: Thread Life cycle, multi-threading advantages and issues, Simple thread program, Thread synchronization.	
Unit-IV	14 Hrs.
Java Server Pages: JSP: Introduction, Architecture of JSP, Life Cycle of JSP, Scripting elements (Scriptlets, JSP Declarations, JSP Expression), Directive Elements (page, include, taglib), JSP Actions (include, setproperty, getproperty, forward, text), Implicit objects (request, response, out, page, Exception), including HTML in JSP. Introduction to JDBC.	
Text Books: 1. Programming with Java A Primer, E.Balaguruswamy Tata McGraw Hill Companies Reference: <ol style="list-style-type: none"> The complete reference JAVA, Herbert Scheldt. TMH Herbert Schildt, The Complete Reference Java2.0, Fifth edition, TATA McGraw-Hill Company. Debasish Jana, Java and Object-Oriented programming Paradigm, PHI. Jana, Java and Object Oriented Programming Paradigm, PHI (2007). 	

BCA 3 rd Semester		Java Programming Lab	
Subject Code:	BCA 2024 BC 05	Total Teaching Hours:	84
IA Marks:	20	Teaching Hours/Week:	03*2 = 6 Hrs
Exam Marks:	80	Examination Hours:	03
Credits:	3		

PART-A	
1.	Programs Using Different Control Structures (Switch, If, While, Do, For etc.,)
2.	Programs Using Arrays.
3.	Programs Using Strings, String Buffer Classes and Vectors.
4.	Programs using constructor and destructor.
5.	Creation of classes and use of different types of functions.
6.	Count the number of objects created for a class using static member function.
7.	Write programs on interfaces and abstract classes.
8.	Write programs on packages and importing.
9.	Write programs using function overloading and overriding.
10.	Programs using inheritance.
PART-B	
1.	Write a Java program that prompts the user for an integer and then prints out all the prime numbers up to that Integer?
2.	Write a Java program that checks whether a given string is a palindrome or not. Ex: MADAM is a palindrome?
3.	Write a Java program for sorting a given list of names in ascending order?
4.	Write a Java program to multiply two given matrices?
5.	Write a Java program that reads a line of integers and then displays each integer and the sum of all integers. (use StringTokenizer class)?
6.	Write a Java program that reads on file name from the user, then displays information about whether the file exists, whether the file is readable, whether the file is writable, the type of file and the length of the file in bytes?
7.	Write a Java program that displays the number of characters, lines and words in a text?
8.	JSP Program to select record from database.
9.	JSP Program to display given number in words.
10.	Write an application that displays deadlock between threads. Program to display data from database table using JDBC.

Examination:		
<ul style="list-style-type: none"> Two Questions has to be given from the above list A and B (one each). Student has to write and execute both of the programs 		
Marks Distribution:		
Criteria		Marks
Practical Proper	Writing & Execution of Program one from PART-A & one from PART-B	Questions from The List
	Total	60 (Each 30 marks)
Viva		60
Total		20
		80

Internet Programming Lab		
Course code : BCA2024 BC 06	Total Teaching Hours:84	
IA Marks :20	Teaching Hours /Week: 3*2=6Hrs	
Exam Marks: 80	Examination Hours: 03	
Course Credits: 03		
Course Learning Objectives By the end of this course, students will be able to:		
<ul style="list-style-type: none">Understand how the Internet and World Wide Web function works.Able to design the web pages using Modern HTML5 Markup LanguageEmbed multimedia (audio, video) and use iframes for external content of any webpage.Get an information to handle the responsive layout of any webpageAble to design the webpage using CSS and know about propertiesKnow about the Box-model of all elements.Will know to handle dynamic content of the webpage/site using JavaScript.Access and modify HTML/CSS dynamically using the Document Object Model (DOM)		
Course Outcomes: By the end of this course, students will be able to:		
<ul style="list-style-type: none">Implement the Responsive Beautiful sites with dynamic content handling.Know to deal with different forms controls (input box, drop-down, checkbox... etc)Able to apply styles for Basic structured elementsKnow how to validate the data of the form or the any other contentKnow to engage the audience with interactable components of the websiteapplications that demonstrate JavaScript 's capabilities in real world scenarios.Gives a strong foundation in web development for future enhancement in the web applications and Front-end development		
Part-A		
1. Create an HTML5 page using tags to accomplish the following: <ul style="list-style-type: none">A paragraph containing text “All that glitters is not gold”. Bold face and italicize this text.Create equation: $x = 1/3(y_1^2 + z_1^2)$.Put a background image to a page and demonstrate all attributes of background image.Create unordered list of 5 fruits and ordered list of 3 flowers		
2. Create an HTML5 page that include three divisions and each division should implement background properties with below attributes: <ul style="list-style-type: none">1st div – Background Colour.2nd div – Background Gradient Colour.3rd div - Background image.		
3. Create following table using HTML tags. Properly align cells, give suitable cell padding and cell spacing, and apply background colour, bold and emphasis necessary text		
Department	Sem1	SubjectA
		SubjectB
		SubjectC
	Sem2	SubjectE
		SubjectF
		SubjectG
	Sem3	SubjectH
		SubjectI
		SubjectJ
4. Demonstrate the following HTML5 Semantic tags- <article>, <aside>, <details>, <figcaption>,		

<figure>, <footer>, <header>, <main>, <mark>, <section> for a webpage that gives information about travel experience.

5. Implement Below Tasks :

- Create a class called **income**, and make it a background color of #0ff.
- Create a class called **expenses**, and make it a background color of #f0f.
- Create a class called **profit**, and make it a background color of #f00.

Throughout the document, any text that mentions income, expenses, or profit, attach the appropriate class to that piece of text.

Further create following line of text in the same document:

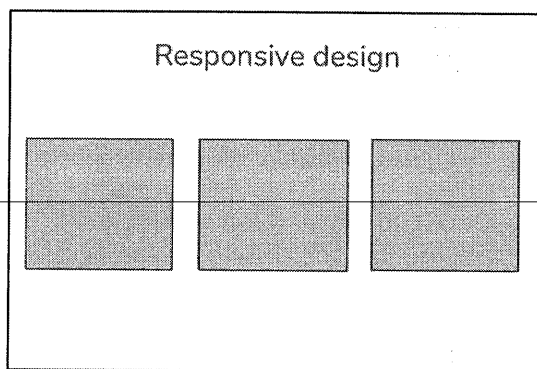
The current price is 50₹ and new price is 40₹

6. Insert 2 images using tag and apply below styles:

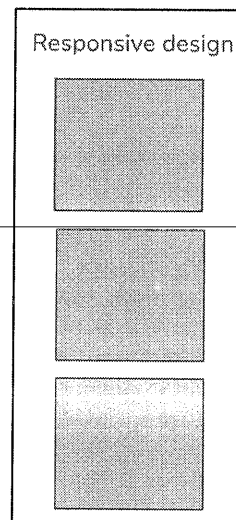
- Make a rounded dotted edge.
- Make the Circle image with a double line edge

7. Create a responsive design using grid layout by inserting the 3 divisions.

For Desktop



For Mobile



8. Divide a webpage into two section and insert iframe tags for each section and load the external sites as given below:

- Iframe-1 - google.com
- Iframe-2 -any YouTube video.

9. Create webpage which consists of three divisions each division should implement shorthand properties for border, padding, margin respectively.

10. Implement all three CSS types (Inline, Internal and External) and illustrate the priorities with respect to types style sheets

Part-B

- Create JavaScript program that illustrate the working of our statements (console.log(), alert(), document.write()).
- Write JavaScript program that finds the greatest of three inputted numbers.
- Write JavaScript program that finds the length of the given string.
- Write a JavaScript program that reads (using prompt) a number and calculate its factorial.
- Write a JavaScript program that reads numbers and stores in an array and search the given number in an stored array using linear search.

6.	Write a JavaScript program that implements simple calculator Interface and perform arithmetic operations (+, -, /, *).
7.	Write a JavaScript program (using dom) that increase and decrease the font size of the text when an appropriate button get clicked on it.
8.	Write a JavaScript program using DOM loads the image of a flower, fruit and an animal with respect to clicking on the specified button.
9.	Write a JavaScript program that changes the entered text in a text box to the upper case using onchange event of the textbox.
10.	Write a JavaScript program using JS function that validate the HTML form controls like textbox, dropdown, text area, radio button and checkbox.

Examination:		
<ul style="list-style-type: none"> Two Questions has to be given from the above list A and B (one each). Student has to write and execute both of the programs 		
Marks Distribution:		
Criteria		Marks
		Questions from The List
Practical Proper	Writing & Execution of Program one from PART-A & one from PART-B	60 (Each 30 marks)
	Total	60
Viva		20
Total		80

BCA 3 rd Semester		Personality Development Productivity and Time Management	
Subject Code:	BCA 2024 BC 07	Total Teaching Hours:	28
IA Marks:	10	Teaching Hours/Week:	02 Hrs
Exam Marks:	40	Examination Hours:	02
Credits:	2		

Course Learning Objectives (CLOs):

1. Understand Personality Development Concepts:
2. Master Time Management Principles:
3. Apply SWOT Analysis and Positive Attitude Strategies:

Course Outcomes (COs):

1. Demonstrate Knowledge of Personality Development:
2. Implement Effective Time Management Techniques:
3. Utilize SWOT Analysis and Positive Attitude:

UNIT-I Introduction to Personality Development: 14Hrs

The concept of personality - Dimensions of personality – Theories of Freud & Erickson- Significance of personality development. The concept of success and failure: What is success? - Hurdles in achieving success - Overcoming hurdles - Factors responsible for success – What is failure - Causes of failure. SWOT analysis. Attitude & Motivation Attitude - Concept - Significance - Factors affecting attitudes - Positive attitude – Advantages –Negative attitude-Disadvantages - Ways to develop positive attitude - Differences between personalities having positive and negative attitude. Concept of motivation - Significance – Internal and external motives - Importance of self- motivation- Factors leading to de-motivation

UNIT-II Effective Time Management 14Hrs

Basic Information And Concepts About Time Management: Time And Time Concept, Time Types. Time Management Concept And Approaches: Time Management Concept, Time Management Approaches. Time Traps: Time Traps Caused By Individual, Time Traps Caused By Exterior Reasons, Time Traps Caused By Organisational Reasons, Time Traps Caused By Mechanical Reasons. Effective Time Techniques: Methods That Enable Productive Usage Of Time, Not Getting Caught In Time Trap And Points To Be Considered To Use Time Effectively, Rules Of Good Usage Of Time.

Reference Books:

1. Personality Development, Interpersonal Skills and Career Management by C.S.G. Krishnamacharyulu and Lalitha R.
2. Boslough, J. (March, 1990). "Time", National Geographic, (Der. F. Mefkure Ekici, 1999).
3. Smith, H. W. (1998). 10 Natural Rules of Managing Life and Time. (Çev. Adalet Çelbiş). İstanbul: Sistem Yayıncılık
4. Tezcan, M. (1982). Psychologically Making Use of Leisures . Ankara: A. Ü.E.B. F.
5. Açıklım, A. (1998). School Management with Social, Institutional and Technical Sides. (4. Printing), Ankara: Pegem.

BCA 3 rd Semester		Computer Science Programming and Fundamentals (OE)	
Subject Code:	BCA 2024 BC 08	Total Teaching Hours:	32
IA Marks:	10	Teaching Hours/Week:	02 Hrs
Exam Marks:	40	Examination Hours:	02
Credits:	2		

Course Learning Objectives (CLOs):

1. To introduce students to the fundamentals of computer systems, including their evolution, architecture, hardware, software, memory organization, and number systems.
2. To develop problem-solving skills using algorithms and flowcharts, and introduce the structured programming approach in C.
3. To introduce C programming concepts, including data types, control structures, functions, arrays, pointers, and strings.

Course Outcomes (COs):

1. Explain the fundamental concepts of computers – including their history, generations, structure, memory, input/output devices, and number systems.
2. Develop basic problem-solving techniques using algorithms, flowcharts, and pseudo code.
3. Demonstrate proficiency in C programming, implementing fundamental concepts like data types, operators, control structures, and loops.

Unit 1: Introduction to Computer Systems

14Hrs

Evolution of Computers: History of Computers, Abacus, Pascaline, Analytical Engine, ENIAC, and EDVAC. Computer Generation: First Generation: Vacuum Tubes, Second Generation: Transistors, Third Generation: Integrated Circuits, Fourth Generation: Microprocessors, Fifth Generation (Present & Beyond): AI & Quantum Computing, Basic Structure of a Computer: Block Diagram of a Computer, Functions of CPU, ALU, and Control Unit, Hardware vs. Software: Types of Hardware (Input, Output, Storage, Processing), Software Classification (System, Application, Utility, Firmware), Input & Output Devices: Keyboard, Mouse, Scanner, Joystick, MICR, OCR, Monitor (CRT, LCD, LED, OLED), Printers (Impact, Non-Impact), Memory Units: Primary Memory (RAM, ROM, Cache, Registers), Secondary Memory (HDD, SSD, CD/DVD, USB), Virtual Memory & Cache Memory, Number Systems & Conversions: Binary, Decimal, Octal, Hexadecimal, Conversion between Number Systems.

Unit 2: Introduction to C Programming Basics

14Hrs

Basics of Problem Solving: Algorithm vs. Flowchart, Characteristics of a Good Algorithm, Algorithm Design Techniques: Pseudo Code Representation, examples of Basic Algorithms. Introduction to C Language: History of C, Features & Structure of a C Program, Data Types & Operators: Keywords, Constants, Variables, Arithmetic, Relational, Logical, Bitwise Operators, Control Structures: If-Else, Switch Case, Loops (For, While, Do-While).

Text Book:

1. Computer Concepts and C Programming Techniques: A.M. Padmareddy.

Reference Books:

1. P.K. Sinha & Priti Sinha – "Computer Fundamentals" (BPB Publications)
2. E. Balagurusamy – "Programming in ANSI C" (McGraw Hill)
3. Ashok N. Kamthane – "C Programming" (Pearson)

BCA 4 th Semester		Python Programming	
Subject Code:	BCA 2024 BD 03	Total Teaching Hours:	56
IA Marks:	10	Teaching Hours/Week:	04
Exam Marks:	40	Examination Hours:	03
Credits:	4		

Course Learning Objectives

By the end of this course, students will be able to:

- Understand Python fundamentals syntax, data types, and program execution.
- Apply control structures oops, conditionals, and functions for problem-solving.
- Work with data structures lists, tuples, sets, and dictionaries for data manipulation.
- Implement object-oriented programming (OOP) classes, objects, inheritance, and polymorphism.
- Handle files and exceptions reading/writing files and managing runtime errors.
- Establish database connectivity using MySQL and SQLite for CRUD operations.
- Use data science libraries NumPy, Pandas for data analysis, and Matplotlib for visualization.
- Develop real-world applications mini-projects integrating multiple Python concepts.

Course Outcomes:

By the end of this course, students will be able to:

- **Demonstrate proficiency in Python programming** by writing efficient and structured code.
- **Apply control structures** (loops and conditionals) to solve real-world problems.
- **Utilize built-in data structures** to store, manipulate, and process data efficiently.
- **Develop OOP-based applications** using classes, objects, and advanced concepts.
- **Handle files and exceptions** to ensure robust and error-free execution of programs.
- **Perform database operations** using Python to interact with MySQL and SQLite.
- **Analyze datasets using NumPy and Pandas** for data-driven decision-making.
- **Create data visualizations** using Matplotlib to represent data graphically.
- **Develop mini-projects and applications** that demonstrate Python's capabilities in real-world scenarios.
- **Build a strong foundation in Python** for future advancements in software development, web applications, and data science.

UNIT 1

14 Hrs

Introduction to Python: History of Python and Features, Installing Python and Setting up Environment, Writing and Running Python Scripts, Python Syntax, Indentation, and Comments, Variables, Data Types, and Type Conversion, Input and Output Operations.

Control Structures: Conditional Statements (if, if-else, nested if), Looping Statements (for, while, nested loops), Loop Control Statements (break, continue, pass), Iterators and Generators,	
UNIT 2	14 Hrs
Functions: Defining and Calling Functions, Function Arguments and Return Values, Lambda Functions, Recursive Functions, Built-in Modules (math, random, date time, etc.), Creating and Importing User-defined Modules. Strings: creating and sorting strings, Accessing string characters, the str() function, Operations on strings-Concatenation, Comparison, Slicing and Joining, Traversing, String Methods.	
UNIT 3	14 Hrs
Data Structures in Python: Lists: Operations, Slicing, Methods, Tuples: Characteristics, Operations, Sets: Operations, Methods, Dictionaries: Keys, Values, Methods, File Handling: Reading and Writing Files (Text and Binary), File Methods (open, close, read, write, append), Exception Handling: Introduction to Errors and Exceptions, Handling Exceptions using try, except, Using else, finally Blocks,	
UNIT 4	14 Hrs
NumPy (Numerical Python): Introduction to NumPy, Creating and Manipulating NumPy Arrays, Indexing, Slicing, and Iterating, Mathematical and Statistical Functions, Working with Multidimensional Arrays, Pandas (Data Analysis): Introduction to Pandas, Creating and Manipulating Data Frames and Series, Importing and Exporting Data (CSV, Excel), Data Cleaning and Pre-processing, Handling Missing Data, Grouping and Aggregations. Matplotlib(Data Visualization): Introduction to Matplotlib, Creating Line Plots, Bar Charts, Histograms, Customizing Plots (Labels, Titles, Legends), Subplots and Multiple Graphs, Plotting with Pandas,	
Text books: Python Programming: A Modern Approach – V. K. Jain (BPB Publications) Programming in Python – Dr. Pooja Sharma (BPB Publications) Core Python Programming – Dr. R. Nageswara Rao (Dreamtech Press)	
Reference Books: Python: The Complete Reference – Martin C. Brown (McGraw-Hill Education) Python Crash Course – Eric Matthes (No Starch Press) Learning Python – Mark Lutz (O'Reilly Media) Python for Data Analysis – Wes McKinney (O'Reilly Media) (For NumPy & Pandas) Fluent Python – Luciano Ramalho (O'Reilly Media) (For Advanced Python Programming)	

BCA 4 th Semester		Operating System and Shell Programming	
Subject Code:	BCA 2024 BD 04	Total Teaching Hours:	56
IA Marks:	10	Teaching Hours/Week:	04
Exam Marks:	40	Examination Hours:	03
Credits:	4		

Course Learning Objectives

- Explain the fundamentals of the operating system.
- Comprehend multithreaded programming, process management, process synchronization, memory management and storage management.
- Compare the performance of Scheduling Algorithms
- Identify the features of I/O and File handling methods.

Course Outcomes:

- Students will learn how Operating System is Important for Computer System.
- To make aware of different types of Operating System and their services.
- To learn different process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- To know virtual memory concepts.
- To learn secondary memory management

UNIT 1

14 Hrs

Introduction to Operating System: Definition, Computer System organization, Types of Operating Systems, Functions of Operating System, Systems Calls, Linux and GNU, The Unix Architecture, Features of Unix. Process Concept- Process Definition, Process State, Process Control Block.

UNIT 2

14 Hrs

Process Management: Introduction to Threads; Types of Threads Multithreading- Definition, Advantages; Multithreading Models; Thread Libraries, Threading Issues. Context Switch, Operations on Processes- Creation and Termination of Processes; Inter process communication (IPC)- Definition and Need for Inter process Communication.

UNIT 3

14 Hrs

CPU Scheduling: CPU Scheduling: Basic concepts: Scheduling Criteria, Scheduling Algorithms. Deadlocks: System Model; Deadlocks Characterization; Methods for Handling Deadlocks; Deadlock Prevention; Deadlock Avoidance; Deadlock Detection and Recovery from Deadlock. Memory Management: Paging; Segmentation, Segmentation with Paging. Introduction to Virtual Memory, Demand Paging, Page Replacement, Page Replacement Algorithms.

UNIT 4

14 Hrs

The File System: The File, What's a (File) name?, The Parent-Child Relationship, The HOME Variable, pwd, cd, mkdir, rmdir, Absolute Pathnames, Relative Pathnames, ls, The UNIX File System. The vi Editor: vi Basics, I/P Mode, The ex-ode, Navigation, Editing Text, Undoing Last Editing Instructions (u and u), Repeating the Last Command, Searching for a pattern, Substitution, Conclusion.

Text Books:

1. Abraham Silberschatz and Peter Baer Galvin, Greg Gagne, "Operating System Principles", Seventh edition
2. "UNIX Concepts and Applications" by Sumitabha Das, Third Edition, Tata McGraw-Hill

Reference book:

1. Milan Milonkovic, Operating System Concepts & Design, II Edition, McGraw Hill 1992.
2. Stallings, Operating Systems, Pearson Edition.
3. Tanenbaum, Operating System Concepts, Pearson Education
4. Nutt : Operating System, 3/e Pearson Education 2004
5. System Programming by John J. Donovan.
6. Unix Complete Reference Ken Rosen, Rachel Klee

BCA 4 th Semester		Python Programming Lab	
Subject Code:	BCA 2024 BD 05	Total Teaching Hours:	84
IA Marks:	20	Teaching Hours/Week:	03 * 2 =6Hrs
Exam Marks:	80	Examination Hours:	03
Credits:	3		

PART-A

1. Write a program create list with N elements. find all unique elements in the list. If an element is found only once in the list, then add that element to the unique list.
2. Program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input parameters from user.
3. Consider a tuple t1= (1,2,5,7,9,2,4,6,8,10). Write a program to perform following operations:
 - a. Print half the values of tuple in one line and the other half in the next line.
 - b. Print another tuple whose values are even numbers in the given tuple.
 - c. Concatenate a tuple t2= (11,13,15) with t1.
 - d. Return maximum and minimum value from this tuple.
4. Write a function that takes a sentence as input from the user and calculates the frequency of each letter. Use a variable of dictionary type to maintain the count.
5. Write a program to create a text file and compute the number of characters, words and lines in a file. Program using user defined exception class that will ask the user to enter a number until he guesses a stored number correctly. To help them figure it out, a hint is provided whether their guess is greater than or less than the stored number using user defined exceptions.
6. Write Python programs to demonstrate the following: i) input() ii) print() iii) 'sep' attribute iv) 'end' attribute v) replacement Operator ({ })
7. Demonstrate the following control transfer statements in Python with suitable examples. i) break ii) continue iii) pass

PART B

1. Program to create a class Employee with empno, name, depname, designation, age and salary and perform the following function.
 - i) Accept details of N employees
 - ii) Search given employee using empno
 - iii) Display employee details in neat format.
2. Write a program menu driven to create a BankAccount class. class should support the following methods for i) Deposit ii) Withdraw iii) GetBalance. Create a subclass SavingsAccount class that behaves just like a BankAccount, but also has an interest rate and a method that increases the balance by the appropriate amount of interest.
3. Create a GUI to input Principal amount, rate of interest and number of years, Calculate Compound interest. When button submit is pressed Compound interest should be displayed in a textbox. When clear button is pressed all contents should be cleared.
4. Write a GUI program to implement Simple Calculator
5. Create a table student table (regno, name and marks in 3 subjects) using Sqlite3/MYSQL and perform the followings
 - a. To accept the details of students and store it in database.
 - b. To display the details of all the students
 - c. Delete particular student record using regno.
6. Create a table employee (empno, name and salary) using Sqlite3/MySQL and perform the followings
 - a. To accept the details of employees and store it in database.
 - b. To display the details of a specific employee
 - c. To display employee details whose salary lies within a certain range
7. WAP in Python for Linear Search and Binary Search.

8. WAP in Python for Selection Sort and Bubble Sort.

Examination:

- Two Questions has to be given from the above list Aa and B(one each)
- Student has to write and execute both of the programs

Marks Distribution:

Criteria		Marks
		Questions from The List
Practical Proper	Writing & Execution of Program one from PART-A & one from PART-B	60 (Each 30 marks)
	Total	60
Viva		20
Total		80

BCA 4th Semester		OS Lab	
Subject Code :	BCA 2024 BD 06	Total Teaching Hours :	84
IA Marks:	20	Teaching Hours/Week :	03*2 = 6Hrs
Exam Marks:	80	Examination Hours :	03
Credits:	3		

PART A:

1. Write Shell script program to read two numbers (start and ending endlimit) and display all the odd numbers between start and endlimit.
2. Write Shell script program to verify whether string is palindrome or not.
3. Write Shell script program to sort given list of numbers using bubble sort.
4. Write Shell script program to change filename Extension.
5. Write shell script to show various system configuration like
 - a) Currently logged user and his logname, b) Your current shell, c) Your home directory
 - d) Your operating system type, e) Your current path setting,
 - f) Your current working directory, g) Show currently logged number of users
 - h) About your os and version, release number, kernel version, i) Show all available shells
 - j) Show mouse settings, k) Show computer CPU information like processor type, speed etc
- Show memory information Show hard disk information like size of hard-disk, cache memory, model etc
6. Write a shell script that adds, subtracts, multiplies and divides the given 2 integers (using case conditional).
7. Write a shell script to reverse the rows and Columns of a matrix.
8. Write Shell script program to find biggest of 3 numbers.
9. Write a shell script that takes a command –line argument and reports on whether it is directory, a file, or something else.
10. Write a shell script that accepts one or more file name as arguments and converts all of them to uppercase, provided they exist in the current directory.

PART B:

1. Write a shell script that deletes all lines containing a specified word in one or more files supplied as arguments to it.
2. Write a shell script to compute gross salary of an employee according to the following rules: If basic salary is < 1500 then HRA =10% of the basic and DA =90% of the basic. If basic salary is >=1500 then HRA =Rs500 and DA=98% of the basic. The basic salary is entered interactively through the key board.
3. Write an interactive file handling shell program. Let it offer the user the choice of copying, removing, renaming or linking files. Once the use has made a choice, have the program ask the user for necessary information, such as the file name, new name and so on.
4. Develop an interactive script that asks for a word and file name and then tells how many times that word occurred in the file.
5. Write a shell script to perform the following string operations. a) To extract a sub string from a given string b) To find the length of a given string
6. Write a Shell Script that accepts a file name, starting and ending line numbers as arguments and displays all lines between the given line numbers.
7. Write a shell script to find factorial of a given number.
8. Write a shell program to generate prime numbers up to given limit.
9. Write a shell script that receives any number of file names as arguments checks if Every argument supplied is a file or directory and reports accordingly. whenever the argument is a file it reports no of lines present in it
10. Write a shell script that deletes all lines containing the specified word in one or more files supplied as arguments to it.

Examination:		
<ul style="list-style-type: none"> Two Questions has to be given from the above list A and B(one each). Student has to write and execute both of the programs 		
Marks Distribution:		
Criteria		Marks
		Questions from The List
Practical Proper	Writing & Execution of Program one from PART-A & one from PART-B	60 (Each 30 marks)
	Total	60
Viva		20
Total		80

BCA 4 th Semester		Elementary Research Methods-I	
Subject Code :	BCA 2024 BD 07	Total Teaching Hours :	32
IA Marks:	10	Teaching Hours/Week :	2 Hrs
Exam Marks:	40	Examination Hours :	02
Credits:	2		

Course Learning Objectives:

Understand the fundamental concepts and types of research:
Master the process of research problem formulation
Develop skills in designing a research plan:

Course Outcomes: On successful completion of the course, the students will be able to

Differentiate and categorize research types and methodologies:
Formulate a clear and researchable problem statement:
Design and articulate a structured research plan:

Total Course Marks	50 Marks
Unit-I	14Hrs
Meaning and types of research - Research methods vs Methodology. Types of research – Descriptive vs. Analytical, Applied vs. Fundamental, Quantitative vs. Qualitative, Conceptual vs. Empirical. Research Formulation – Defining and formulating the research problem - Selecting the problem - Importance of literature review in defining a problem.	
Unit-II	14Hrs
Literature Research review– Primary and secondary sources. Identifying research gap - Development of working hypothesis. Research design and methods: Research design – Basic Principles-Need of research design — Features of good design – Important concepts relating to research design – Development of Models. Developing a research plan.	
Textbooks: <ol style="list-style-type: none"> 1. Research Methodology. Methods & Technique: Kothari. C.R. 2. Research Methodology, S.S Vinod Chandra, S Anand Hareendran, Pearson 3. Intellectual Property – Copyrights, Trademarks, and Patents by Richard Stim, Cengage Learning References: <ol style="list-style-type: none"> 1. Practical Research: planning and Design (8th Edition) – Paul D. Leedy and Jeanne E. Ormrod. 2. A Hand Book of Education Research – NCTE 3. Methodology of Education Research – K.S. Sidhu. 4. Tests, Measurements and Research methods in Behavioral Sciences- A.K. Singh. 5. Statistical Methods- Y.P. Agarwal. 6. Methods of Statistical Analysis- P.S Grewal 	

BCA 4 th Semester		Fundamentals of AI(OE)	
Subject Code :	BCA 2024 BD 08	Total Teaching Hours :	28
IA Marks:	10	Teaching Hours/Week :	2 Hrs
Exam Marks:	40	Examination Hours :	02
Credits:	2		

Course Learning Objectives:

- Define AI and explain its evolution.
- Differentiate between AI, machine learning, and deep learning.
- Apply basic ML techniques and understand advanced AI methods.
- Analyze real-world AI applications while assessing ethical challenges and future trends.

Course Outcomes: On successful completion of the course, the students will be able to

- Introduce foundational concepts and history of AI.
- Build core skills in machine learning and pattern recognition.
- Explore specialized AI techniques like expert systems and NLP.
- Examine practical AI applications and discuss ethical considerations.

Total Course Marks

50 Marks

Unit-I

14Hrs

Introduction to Artificial Intelligence: Definition & History of AI ,Applications of AI in Various Fields (Healthcare, Finance, education, etc.) Types of AI (Weak AI, Strong AI, General AI) Fundamental AI Techniques (Machine Learning, Knowledge Representation, Rule Based Systems) Ethical Considerations & Challenges in AI

Unit-II

14Hrs

Basics of Machine Learning & AI Models Difference Between AI, Machine Learning & Deep Learning How Machines Learn – Concept of Data & Patterns Introduction to Supervised & Unsupervised Learning Common AI Applications (Speech Recognition, Image Processing, Recommendation Systems) Hands-on Examples of AI in Daily Life.

Text Books:

- Artificial Intelligence: A Modern Approach by Stuart Russell and Peter Norvig
- Hands-On Machine Learning with Scikit-Learn, Keras & TensorFlow by Aurélien Géron
- Speech and Language Processing by Daniel Jurafsky and James H. Martin

References:

- Artificial Intelligence: A Guide for Thinking Humans by Melanie Mitchell
- Deep Learning by Ian Goodfellow, Yoshua Bengio, and Aaron Courville

UQ BOS Chairman
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Main Examination Question Paper Pattern
Third/Fourth Semester BCA Degree Examinations-2025

BCA

Paper :< Subject>

Time: 3 Hours

Max. Marks: 80

SECTION-A

Answer all of the following questions:

(2×10= 20)

1.

- a.
- b.
- c.
- d.
- e.
- f.
- g.
- h.
- i.
- j.

SECTION-B

Answer any Six of the following:

(5×6= 30)

- 2. From Unit-1
- 3. From Unit-1
- 4. From Unit-2
- 5. From Unit-2
- 6. From Unit-3
- 7. From Unit-3
- 8. From Unit-4
- 9. From Unit-4


PART-C

Answer any Three of the following:

(10×3= 30)

- 10. From Unit-1
- 11. From Unit-2
- 12. From Unit-3
- 13. From Unit-4




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Main Examination Question Paper Pattern
Third/Fourth Semester BCA Degree Examinations-2025

BCA

Paper :< Subject>

Time: 2 Hours

Max. Marks: 40

SECTION-A

Answer **all** of the following questions:

(2×5= 10)


- 1.
- 2.
- 3.
- 4.
- 5.


SECTION-B

Answer **any Six** of the following:

(5×6= 30)

6. From Unit-1
7. From Unit-1
8. From Unit-2
9. From Unit-2
10. From Unit-3
11. From Unit-3
12. From Unit-4
13. From Unit-4


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