



**Faculty of Computer Science**

**Bachelor of Computer Application (BCA)**

(3 years – Six Semester Full Time Course)

Semester: II

Subject Code: BCA201

Name :Communication Skills-II

**Teaching & Evaluation Scheme**

Sr. No.	Subject Code	Name of the Subject	Teaching Scheme (Hours)				Evaluation Scheme								
			Th	Tu	Pr	Total	Theory				Practical (Marks)			Total	
							Sessional Exam		University Exam		Total	Pr/Viva	TW		Total
							Mark s	Hrs	Mar ks	Hr s					
1	BCA201	Communication Skills-II	4	1	-	5	30	1.5	70	2.5	100	-	-	-	100

**Objectives:**

- To enhance knowledge of English language and to develop communication skills.
- To acquire a new perspective on communicative English
- To improve and to extend the range of communication in English.
- To develop written and speech communication.

**Prerequisites:**Basic knowledge of English language.

**Course outline:**

Sr.No.	Course Contents	Number of Hours
<b>Part A Conversation Practice</b>		
1	Describing Things around you, Describing places: saying what there is	3
2	Introduction - as an Art, Talking about people, Saying what they do	3
3	Talking about routine, saying what people do or don't do, information through graphs, tables, maps	3
4	Talking about past events, talking about things happening 'now', saying when things /events happened, describing scenes, events meeting people, exchanging greetings spoken skills	3
5	talking about past intentions & future plans	3
6	Expressing time , talking about Public Transport Asking about information regarding travelling, using dictionary Expressing time , talking about Public Transport	3



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7	Talking about what you can do/ can't do, saying what you would do, giving advise talking about obligations, sharing views	3
<b>Part B Literary Text</b>		
8	Text 1 (The old Man & the Sea by Ernest Hemingway - A Nobel & Pulitzer Prize Winner	10
9	Text 2 Wing Word (Selected Poems)	9
<b>Part C Grammar</b>		
10	a) Direct - Indirect Speech b) Phrases & Clauses c) Causal Verbs c) Degree of Comparison	6
11	Translation Studies a) Selected paragraphs for translation	2
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### **Learning Outcomes:**

- At the end of the course the students endowed with good communication skill.in English language.

### **Books Recommended:**

1, "The old man and the sea"

2, "Winged word – a collection of poems" (The teacher is free to select any five poems from collection)



## Faculty of Computer Science

### Bachelor of Computer Application (BCA) (3 years – Six Semester Full Time Course)

Semester: II

Subject Code: BCA202

Name: Mathematics

#### Teaching & Evaluation Scheme

Sr. No.	Subject Code	Name of the Subject	Teaching Scheme (Hours)				Evaluation Scheme								
			Th	Tu	Pr	Total	Theory				Practical (Marks)			Total	
							Sessional Exam		University Exam		Total	Pr/Viva	TW		Total
							Marks	Hrs	Marks	Hrs					
1	BCA202	Mathematics	4	1	-	5	30	1.5	70	2.5	100	-	-	-	100

#### Objectives:

- This course provides the non- science, mathematics and business student the foundational introduction to the fundamental concepts in Mathematics.

**Prerequisites:** A basic understanding of Mathematical Operations.

#### Course outline:

Sr. No.	Course Contents	Number of Hours
1	<b>Set Theory</b> Introduction to set theory Methods of representation of set Operations on set and its properties	4
2	<b>De’Morgans Law</b> Cartesian product , Typical examples	3
3	<b>Real time arithmetic</b> Percentage ,Ratio and proportion Profit and loss ,Simple and compound interest	5
4	<b>Matrix</b> Introduction Types of matrices (Row ,column, square, Diagonal, transpose, unit, null matrix)	3
5	<b>Operations on matrix</b> Properties of transpose Adjoint of square matrix Inverse of square matrix	5



	Typical examples	
6	<b>Reasoning-I</b> Series completion test Coding and decoding test	5
7	<b>Reasoning-II</b> Direction sense test Mathematical ability test Data interpretation	5
8	<b>Co-ordinate geometric-I</b> Introduction Quadrants and lines Distance between two points	3
9	<b>Co-ordinate geometric-II</b> Section formula Area of triangles Typical examples	5
10	<b>Arithmetic progression</b> Sequence, series Arithmetic progression Definition Nth term , sum of N terms	3
11	<b>Geometric progression</b> Definition Nth term , sum of N terms	3
12	<b>Harmonic progression</b> Harmonic progression	2
13	<b>Mean</b> Arithmetic Mean, Geometric Mean Harmonic Mean Relation between A.M, G.M and H.M Typical examples	2
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### Learning Outcomes:

- At the end of this course the students have advanced knowledge of mathematics.

### Books Recommended:

- 1, "Mathematical & statistical foundation of computer science", C Jamnadas & Co (New Edition-2013).
- 2, "BCA Advanced Mathematics", H.R. Vyas, B.S. Shah Publication (3<sup>rd</sup> Edition-2007)
- 3, "Advanced Mathematics", Ravi Gor, Nirav Publication (4<sup>th</sup> Edition-2006)
- 4, "A Modern approach to verbal and non-verbal reasoning", R. S. Aggarwal, S. Chand, Publication (New Edition-2011).
- 5, "Mathematics for MBA", R. S. Aggarwal, S. Chand, Publication



**Faculty of Computer Science**

**Bachelor of Computer Application (BCA)**

(3 years – Six Semester Full Time Course)

Semester: II

Subject Code: BCA203

Name: Advance C & Data Structure

**Teaching & Evaluation Scheme**

Sr. No.	Subject Code	Name of the Subject	Teaching Scheme (Hours)				Evaluation Scheme								
			Th	Tu	Pr	Total	Theory				Practical (Marks)			Total	
							Sessional Exam		University Exam		Total	Pr/Viva	TW		Total
							Marks	Hrs	Marks	Hrs					
1	BCA203	Advance C & Data Structure	4	-	4	8	30	1.5	70	2.5	100	30	20	50	150

**Objectives:**

- To impart knowledge of advanced C programming language.

**Prerequisites:** Basic knowledge of C Language.

**Course outline:**

Sr. No.	Course Contents	Numbers of Hours
1	<u>Arrays &amp; UDF</u> Handling arrays (declaring & initialization, passing arrays to functions) Declaration, definition and calling of UDF Passing parameters in UDF and returning values	4
2	<u>Pointers &amp; Structure</u> Declaring and initializing pointers Advantages and disadvantages of pointers Passing pointers to functions Relation between pointers and arrays Structure declaration, Member accessing using pointer	4
3	<u>Advance C</u> Dynamic allocation and de-allocation of memory : function malloc(size), function calloc(n,size), function free(block)	3
4	<u>Algorithms &amp; its Complexity</u> A Typical example Algorithm description, Sub-algorithms Space complexity and Time complexity Big-O Notation, Big-Omega notation	4
5	<u>Searching</u> Linear search, Binary search	2
6	<u>Sorting</u> Bubble sort, Insertion sort, Selection sort	4



7	<b><u>Elementary Data Structure</u></b> Primitive and Non Primitive data structures Linear and nonlinear structures	2
8	<b><u>Stack</u></b> Operations on stack Implementation of stacks using arrays	3
9	<b><u>Queue</u></b> Operations on queue Array implementation of queues Circular queue Circular queue with array implementation	4
10	<b><u>Evaluation of expressions using stacks</u></b> Postfix expressions Prefix expression	3
11	<b><u>Singly Link List</u></b> Introduction to Singly linked lists Implementation of linked list , Insertion of a node at the beginning Insertion of a node at the end, Insertion of a node after a specified node Traversing the entire linked list, Deletion of a node from linked list	3
12	<b><u>Doubly linked list</u></b> Implementation of doubly linked list Circular linked list , Implementation of circular linked list Applications of the linked lists	4
13	<b><u>Tree</u></b> Basic terminology, Properties of a tree, Binary trees Properties of binary trees, Traversals of a binary tree: In order traversal, Post order traversal, Preorder traversal	4
14	<b><u>Graph</u></b> Introduction, Adjacency matrix, adjacency lists Graph traversal Depth first search (DFS) Concept Breadth first search (BFS) Concept	4
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### Learning Outcomes:

- At the end of the course the students will be endowed with Advance level of C language using DMA, creating a linked list, stack, queue and graph.

### Books Recommended:

- 1, “Data Structure through C/C++”, R.B.Patel, Khanna Publication
- 2, “Data and File Structure”, Trembley& Sorenson, TMH Publication
- 3, “Data Structure & algorithms Using C”, R.S.Salaria, Khanna Publication
- 4, “Data structure through C/C++”, Tennaunbuam
- 5, “Data Structures and Algorithms”, Aho Alfred V., Addison Wesley,



## Faculty of Computer Science

### Bachelor of Computer Application (BCA) (3 years – Six Semester Full Time Course)

Semester: II

Subject Code: BCA204

Name: Web Scripting Language

#### Teaching & Evaluation Scheme

Sr. No.	Subject Code	Name of the Subject	Teaching Scheme (Hours)				Evaluation Scheme								
			Th	Tu	Pr	Total	Theory			Practical (Marks)			Total		
							Sessional Exam		University Exam		Total	Pr/Viva		TW	Total
							Marks	Hrs	Marks	Hrs					
1	BCA204	Web Scripting Language	4	-	4	8	30	1.5	70	2.5	100	30	20	50	150

#### Objectives:

- To make familiar students with HyperText Markup Language (HTML) elements to form the building blocks for developing websites.

**Prerequisites:** Basic knowledge of computer.

#### Course outline:

Sr. No.	Course Contents	Number of Hours
1	<b>HTML</b> The Structure of a Page. Links and Navigation. Colors, Images, and Objects. Tables ,Forms, Frames. Deprecated and Browser-Specific Markup	5
2	<b>DHTML</b> JavaScript Objects and Dynamic HTML Some examples of Dynamic HTML	3
3	<b>XHTML</b> Introduction to XHTML HTML v/s XHTML XHTML syntax	4
4	<b>CSS</b> Introduction of Style sheet Types of Style sheet Class & ID	3
5	<b>CSS Property</b> CSS Font Property, CSS Text Property ,CSS Background Property, CSS Border	4



	Property, CSS List Property	
6	<b><u>Java Script Basics</u></b> Introduction Operator, Conditional Structure & LoopingStructure	3
7	<b><u>JavaScript Object</u></b> User Define Object, Document Object, History Object, Navigator Object, Form Object & Elements	4
8	<b><u>JavaScript Functions</u></b> Dialog Boxes, Arrays, User Define Function Built-in Functions :String, Math, Date, Array	5
9	<b><u>Events in Java Script</u></b> onclick, ondblclick, onblur,onfocus, onchange, onkeypress, onkeydown, onkeyup,onMousemove, onmouseout, onsubmit, onreset, onselect,onload, onunload, timer event	5
10	<b><u>XML</u></b> Introduction to XML XML Namespaces.Validation. Document Type Definitions.XML Schemas. RELAX NG.	5
11	<b><u>XML Processing</u></b> XPath.XSLT.	2
12	<b><u>Introduction Databases &amp; Programming in XML</u></b> XQuery, the XML Query Language. XML and Databases. The XML Document Object Model (DOM). Simple API for XML (SAX).	5
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### Learning Outcomes:

- Successful completion of this course will enable students to create web sites from scratch.

### Books Recommended:

- 1, "Beginning Web Programming with HTML, XHTML, and CSS", Jon Duckett, Wrox Publication.
- 2, "Beginning JavaScript", Paul Wilton, Wrox Publication.
- 3, "Practical HTML 4.0", Lee Philips, PHI Publication.
- 4, "World wide web design with HTML", C Xavier, TMH Publication.
- 5, "XML A Beginner's Guide", Dave Mercer, Osborne
- 6, "HTML, DHTML, JavaScript, Pearl & CGI", BPB Publication.





**Faculty of Computer Science**

**Bachelor of Computer Application (BCA)**

(3 years – Six Semester Full Time Course)

Semester: II

Subject Code: BCA205

Name: Project Analysis & Design

**Teaching & Evaluation Scheme**

Sr. No.	Subject Code	Name of the Subject	Teaching Scheme (Hours)				Evaluation Scheme								
			Th	Tu	Pr	Total	Theory				Practical (Marks)			Total	
							Sessional Exam		University Exam		Total	Pr/Viva	TW		Total
							Marks	Hrs	Marks	Hrs					
1	BCA205	Project Analysis & Design	4	-	-	4	30	1.5	70	2.5	100	-	-	-	100

**Objectives:**

- To impart the knowledge of system development starting with analysis and also using different tools and methodology.

**Pre-requisites:** No prior knowledge required to develop a system.

**Course outline:**

Sr. No.	Course Contents	Numbers of Hours
1	<b>Overview</b> System, subsystem, business system information system Categories of information system System analyst, the role and task of system analyst	4
2	<b>System development</b> SDLC	2
3	<b>System development tools</b> Tools for system development Managing project review and selection	4
4	<b>System requirements tools-I</b> Fact finding techniques: Interview, Questionnaire, Record review, Observation	2
5	<b>System requirements tools-II</b> Decision Tree, Decision Table	4
6	<b>Structured Analysis</b> DFD notations, Physical & Logical DFD	5



	Developing DFD, Data dictionary	
7	<b><u>Prototype Development &amp; CASE</u></b> Purpose of prototyping Steps in prototype method, Use of prototypes Role of CASE tools, Categories of Automated tools	5
8	<b><u>System Design</u></b> Objectives in designing an information system Elements of design. Design of input, Design of output, Design of files	5
9	<b><u>Design of output</u></b> Output objectives Types of output, Presenting information, Designing printed output	4
10	<b><u>Design of input</u></b> Objectives of input design, Capturing data for input, Input validation	4
11	<b><u>Design of files</u></b> Basic File terminology Types of files, Methods of file organization	4
12	<b><u>Design of database</u></b> Relationships in data, Entity relationships Data models: Hierarchical data model, Network data model Introduction to normalization	5
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### Learning Outcomes:

- At the end of this course, the students can analyze, design and develop a mini project.

### Books Recommended:

- 1, "*Analysis and design of information system*", James A Senn, TMH Publication.
- 2, "*Analysis and design of information system*", V. Rajaraman, PHI Publication.
- 3, "*Software Engineering: A Practitioner's Approach*", Roger S Pressman, Tata Graw-Hill Publication
- 4, "*Fundamentals of Software Engineering*", RAJIB MALL, PHI Publication
- 5, "*Software Engineering*", Ian Sommerville, Addison –Wesley Publication.

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