

SCHEME OF EXAMINATION 2018-2019

BCA PART - II

Subject Code	Subject Paper	Theory Marks		Internal Marks		Teaching Load per Week		
		Max. (A)	Min. (B)	Max. (C)	Min. (D)	L	T	P
* BCA201	Part-I : Numerical Analysis	50	60	-	-	2	-	-
	Part-II : Differentiation and Integration	50		-	-	2	-	-
	Part-III : Data Structures	50		-	-	2	-	-
BCA202	DBMS (Oracle, SQL)	100	40	50	30	4	2	-
BCA203	Programming in C++ & Visual C++	100	40	50	30	4	2	-
BCA204	Computer Networking & Internet Technology	100	40	50	30	4	2	-
BCA205	A. Shell Programming in Unix/Linux	50	20	-	-	2	2	1x2
	B. Practical based on course 205A	50	20	-	-	-	-	
BCA206	A. Principles of Management	50	40	-	-	2	-	-
	B. Foundation Course	50		-	-	2	-	-
BCA207	Practical Based on Course-202 & Mini Project (Visual Basic & Oracle/Access)	100	50		-	-	-	3x2
BCA208	Practical Based on Course-203	100	50		-	-	-	2x2
TOTAL		850	360	150	90			
GRAND TOTAL	(PAPER + INTERNAL)	(A+C) 1000		(B+D) 450				

* Minimum passing marks in subject BCA201 is 40% of total marks 150(i.e. Total of Part I + Part II + Part III marks of BCA201)

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SCHEME OF EXAMINATION 2018-2019
BCA PART-III

Subject Code	Subject Paper	Theory Marks		Internal Marks		Teaching Load per Week		
		Max. (A)	Min. (B)	Max. (C)	Min. (D)	L	T	P
*BCA301	Part I- Calculus & Geometry	50	} 60	-	-	2	-	-
	Part II-Differential Equation & Fourier Series	50		-	-	2	-	-
	Part III- Computer System Architect	50		-	-	2	-	-
BCA302	Java	100	40	50	30	4	2	-
BCA303	Operating System	100	40	50	30	4	2	-
BCA304	Software Engineering	100	40	50	30	4	2	-
BCA305	A. MULTIMEDIA TOOLS AND APPLICATIONS	50	20	-	-	2	2	-
	B. Practical based on course 305A	50	20	-	-	-	-	2x2
BCA306	A. Financial Management & Accountancy	50	} 40	-	-	2	-	-
	B. Foundation Course	50		-	-	2	-	-
BCA307	Practical Based on Course-302	100	50	-	-	-	-	3x2
BCA308	Project	100	50	-	-	-	-	1x2
TOTAL		850	360	150	90			
GRAND TOTAL	(PAPER + INTERNAL)	(A+C) 1000		(B+D) 450				

* Minimum passing marks in subject BCA301 is 40% of total marks 150(i.e. Total of Part I + Part II + Part III marks of BCA301)

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BCA - 201
THEORETICAL FOUNDATION OF COMPUTER SCIENCE
PAPER - I : Numerical Analysis

Max Marks : 50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Simple / Scientific calculator is allowed.

UNIT – I SOLUTION OF POLYNOMIAL AND TRANSCENDENTAL ALGEBRIAC EQUATIONS

Bisection method, Regula falsi method & Newton's method, Solution of Cubic & Biquadratic Equation.

UNIT – II SIMULTANEOUS EQUATIONS AND MATRIX

Gauss-Jordan method, Cholesky's method, Reduction to lower or upper Triangular forms, Inversion of matrix, method of partitioning, Characteristics equation of matrix, Power methods, Eigen values of matrix, Transformation to diagonal forms.

UNIT – III INTERPOLATION - SINGLE VARIABLE FUNCTIONS

Newton's Interpolation formula, Newton's Forward and Backward Difference Interpolation Formula, Langranges Interpolation formula, Newton's Divided Difference Interpolation Formula.

UNIT – IV NUMERICAL DIFFERENTIATION AND INTEGRATION

Newton - cotes integration formula, Trapezoidal Rule, Simpson's One-Third and Three-Eight Rule, Waddle's Rule.

UNIT – V NUMERICALS SOLUTION OF ORDINARY DIFFERENTIAL AND INTEGRAL EQUATION

Numerical Solution of first order Ordinary Differential Equations, one step method, Euler's, Picard's and Taylor's series Methods, Picard's Methods for successive approximations, Runga-Kutta Method.

BOOKS RECOMMENDED

1. *Garewal* : Numerical methods
2. *Gupta & Mallik* : Numerical Methods
3. *Hamming R.W.* : Numerical methods for scientist & Engineers. (McGraw Hill)
4. *Conle S.D.* : Elementary numerical analysis
Carl De Boor (International Book Company London)
5. *Jain M.K.* : Numerical methods for Science and Engineering
Iyengar S.R.K calculations (John Willey & Sons)

BCA - 201
THEORETICAL FOUNDATION OF COMPUTER SCIENCE
PAPER - II : Differentiation and Integration

Max Marks : 50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

Differentiation

UNIT - I

Successive Differentiation, Lebnitz's Theorem, Rolle's Theorem, Lagrange's and Cauchy Mean Value Theorem, Taylor's Theorem, Expansion by Taylor's and Maclaurin's series.

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UNIT – II

Asymptotes, Curvature, Test of Convexity and Concavity, Point of Inflexion, Tracing of Curves in Cartesian and Polar form.

UNIT - III

Partial and Directional Derivatives of functions of two and three variables, Jacobian's Theorem.

Integration

UNIT - IV

Integration of functions by parts, by substitution and by partial fraction; Definite Integral and its properties.

UNIT - V

Integration of functions of two and three variables, Change of order of Integration, Determination of Area and Length.

BOOKS RECOMMENDED

1. Differential Calculus - Gorakh Prasad
2. Differentiation and Integration - H.K. Pathak

BCA - 201 THEORETICAL FOUNDATION OF COMPUTER SCIENCE PAPER - III : Data Structures

Max Marks : 50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT – I INTRODUCTION -

Introduction, Basic terminology, Elementary data organization, Data structure, Data structure operation,

UNIT – II CONCEPTS OF ARRAYS, RECORDS AND POINTERS –

Basic Terminology, Linear Array; Sorting : Bubble Sort; Searching: Liner Search, Binary Search, Pointers : Pointer Array; Records: Record Structures.

UNIT – III LINKED LISTS, STACKS, QUEUES, RECURSION –

Link lists, Traversing a linked list, searching a linked list; Insertion into a linked List, Deletion from a Linked List, Stacks, Array Representation of Stack; Queues.

UNIT – IV TREES -

Types of Trees, Binary Trees, Representing Binary, Traversing binary tree, Searching and Inserting in Binary Tree, Deleting in Binary tree.

UNIT - V

SORTING AND SEARCHING –

Sorting, Insertion Sort, Selection Sort, Merging, Merge.

BOOKS RECOMMENDED :

1. Data Structure - Seymour Lipschutz (Schaum's Series).
2. Data Structure & Program Design - Robert L. Kruse, 3rd Ed., Prentice Hall.

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BCA -202
DBMS (Oracle, SQL)

Max Marks : 100

Min. Marks : 40

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT – I OVERVIEW OF DATABASE MANAGEMENT SYSTEM :

Database, Definition of DBMS, Purpose of Database System, Data abstraction, Instances and Schema, Data Independence, Data administration roles, Different kinds of DBMS users, Data Dictionary, Data base languages- DDL, DML, DCL Data Models- The Relational approach, The Network approach, The Hierarchical approach, DBMS storage structure and access method.

UNIT – II ENTITY-RELATIONSHIP MODEL:

Entity - Relationship model as a tool for conceptual design-entities attributes and relationships. ER diagrams; Concept of keys: candidate key, primary key, alternate key, foreign key; Strong and weak entities, Case studies of ER modeling Generalization; specialization and aggregation. Converting an ER model into relational Schema.

UNIT – III Structured Query Language

Relational Algebra : select, project, cross product different types of joins (inner join, outer joins, self join); set operations, Simple and complex queries using relational algebra. Integrity constraints: Not null, unique, check, primary key, foreign key.

UNIT – IV Relational Database Design-

Normalization concept in logical model; Pitfalls in database design, update anomalies: Functional dependencies, Join dependencies, Normal forms (1NF, 2NF, 3NF). Boyce Codd Normal form, Decomposition, Multi-Valued Dependencies, 4NF, 5NF.

UNIT – V INTRODUCTION TO ORACLE :

Introduction to Commercial database query language, SQL & its environment. SQL as a data definition language- creating tables, altering tables, drop tables. SQL as data manipulation language- Inserting, Deleting ,Retrieving and updating data in a table. SQL as query language. Introduction to SQL constructs (SELECT...FROM, WHERE... GROUP BY... HAVING... ORDERBY...), Temporary tables, Nested queries

Suggested Books :

- | | |
|--|---|
| 1. Data base system | : Korth & Silberschatz. |
| 2. Data Base Management System | : Alexies & Mathews [Vikas publication |
| 3. An Introduction to Data base System | : C.J. Date |
| 4.. Data Base Management System | : Raguramakrishnan. |

BCA - 203
Programming in C++ & Visual C++

Max Marks : 100

Min. Marks : 40

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT - I

Overview of Object Oriented Concepts

Need for Object Oriented programming; Procedural Languages; The Object Oriented approach; advantages of Object Oriented Programming; characterization of Object Oriented Languages; Objects; Classes; inheritance; reusability; New data types; Polymorphism and overloading.

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UNIT - II

Object Classes and Inheritance

Object and Class, Using the class, class construct, class destructors, object as function argument, struct and classes, array as class member, operator overloading. Type of inheritance, Derive class, Base class. Access specifier: protected. Overriding, member function, String,

UNIT - III

Object Oriented Programming

In overview of C++ Programming; Loops and decisions; Structures and functions. Arrays and Pointers, Inheritance, Overloaded Function, Inline Function, Virtual Functions, pure virtual Functions Streams.

UNIT - IV

Object Oriented Design & Database

Object structure concepts; Object type; Attribute types; relationship type; Object behavioral concepts; Methodology for Object Oriented Design; Booch methodology Relational Vs Object Oriented Databases, The architecture of Object Oriented Databases.

UNIT - V

Introduction to VC++ - C under windows, Overview of VC++, VC++ workspace & projects, creating source code file, adding C++ code to a program.

Introduction to MFC - The part of VC++ programs, the application object, the main window object, the view object, the document object, Windows event oriented programming, what is device context.

RECOMMENDED BOOKS :

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|--|--|
| 1. Object Oriented Programming | : McGregor and Sykes S A, 1992 Van Nostrand. |
| 2. The C++ Programming Language | : Strustrp B, Addison Wasley. |
| 3. Object Oriented Programming in C++ | : Lafore R, Galgotia Publications. |
| 4. Introduction to Object Oriented Programming | : Witt KV, Galgotia Publications. |
| 5. Object Oriented Programming | : Blaschek G, Springer Verlag |
| 6. Object Data Management | : Cattel R, Addison Wasley. |
| 7. Modern Database Systems | : Kim W, ACM Press, Addison Wesley. |
- VC++
- | | |
|------------------------------|------------------------|
| 1. Visual C++ in Record time | : Steven Holzner |
| 2. Visual C++ Programming | : Yashwant P. Kanetkar |

BCA - 204

Computer Networking & Internet Technology

Max Marks : 100

Min. Marks : 40

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT - I

Introduction to Computer Networking-

Data Communication, Networks - Distributed Processing, Network Criteria, Applications; Protocols and Standards, Standard Organization, Line Configuration - Point to Point, Multi Point; Topology - Mesh, Star, Tree, Bus, Ring, Hibrid; Tansmission mode, Categories of Network - LAN, MAN, WAN, Inter Networks.

UNIT - II

The OSI Model -

The model - Layered architecture, functions of the layers-Physical layer, Data Link layer, Network layer, Transport layer, session layer, Presentation layer, Application layer; the TCP/IP reference model, comparison of TCP/IP & OSI, Novell Netware, Arpanet, NSFNET.

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UNIT - III

Transmission of Digital Data -

Analog and Digital, digital data transmission - parallel transmission, serial transmission, DTE-DCE interface - data terminal equipment, data circuit terminating equipment, standards, modems- Transmission rate, Modem standards.

UNIT - IV

Introduction to Internet Technology - Architecture of Internet, Client server model, www, The concept of web publishing, The HTML Basics Review, Tables, frames, image maps, forms & Introduction to CGI Scripting.

UNIT - V

Scripting Language for Web Design :- What is java , Introduction to java applet, Adding applet to web page, JavaScript ,Structure of Java Script, Basic Commands of Java Script, dynamic html.

Cascading Style Sheets & Web Server – Defining styles within HTML tags. Features of Style sheet, Web server, Publishing website, Case Studies.

Recommended Books-

1. Introduction to Data communication & Networking - Behrouz & Forouzan
2. Computer Networking - Andres & Tanenbaum
3. Web publishing - Monica D'Souza & Jude D'Souza.
4. www Designing with HTML - C Xavier

BCA - 205

LINUX

Max Marks : 50

Min. Marks : 20

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not scientific calculator.

UNIT - I

Introduction to Linux

Introduction to Linux system, History and Emergence, Features of Linux system, Different Linux distributions, Hardware Requirements for the different versions of Linux, Architecture of the Linux, Features of the Kernel and Kernel Shell relationship.

Linux File System

Features of Linux file system, File types and permissions, Getting started, Logging in /out with the concept of home directory. File operations and links, Commonly used commands like GREP, Find, who, ls, pwd, mv, ls, cd, df, cat, head, tail, rm, sort, grip, ps, whoami, chmod, chonn,gunzip,date, bc, tar.

UNIT - II

Text Processing

Introduction to Text Processing, Vi editor, Vi Features, Vi Commands, Yanking, Running shell commands, from within Vi, Command macros, Set showmode, Set Auto Indent, Set number, Introduction to Exrc file.Emacs editor, Emacs feature, Emacs commands, Using cut, paste and copy in Emacs, Saving buffer in Emacs.

UNIT - III

Shell Programming

Introduction to Shell & Shell Programming: Features of a Shell, Different types of a Shell, Why use more shell, Shell treatment to the command line, the environment, set, setenv, path, home, ifs, mail, ps1, ps2, term, log name, profile, sty, profile file, login/logout file, setting environment, simple shell programs, for... do, case, do while construct.

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UNIT - IV

X-windows

x-windows: what is X-windows, Microsoft windows versus x-windows, windows manager, FVWM and FVWM95, twm, the client server model of x-windows, starting and stopping an X-window session.

GNOME & KDE

Using the GNOME & KDE desktop environment : starting the GNOME desktop environment, the GNOME panel, using the main system menu, the Gnome file manager, getting help in GNOME, using the Gnome control. A history of KDE project, starting the KDE desktop environment, exploring the Kde desktop, KDE main system menu, using file manager window, setting wallpaper, screen savers in KDE

UNIT - V

System Administration of Linux

Installation & system Administration of Linux: responsibilities of a system administrator, startup and shutdown process, inittab and profile file importance, security file access permission, user and group related jobs, managing disk space, managing file system, backup and restart process. PRC- installation requisite, minimum hardware requirement for Red Hat Linux, Hard Disk Partitioning, installation of Red Hat Linux Installation of Printer, Scanner and Peripheral devices in Linux.

REFERENCES:

Mastering Linux : BPB publication
Complete Reference Linux.

BCA - 206

Principles of Management

Max Marks : 50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice.

UNIT - I

MANAGEMENT:

Concept, Nature and Scope of management. The evolution of Management thought, Approaches of management, New classical school, Modern organizational Theories, Behaviourial Approach and Systems Approach, Tasks of a professional Manager, Responsibilities of a Professional Manager, Management Systems and Processes, Managerial Skills.

UNIT - II

PLANNING:

Significance, Objectives Types of Plans, Strategies & Polices, Proceedings methods & rules Project Management, Planning Evaluation, Feasibility Report, Planning Process Planning under systems approach.

UNIT-III

ORGANIZING

Significance, objectives, Major approaches to organizational theory, Organizational Structure and Design, the organizational Process, span of control or Departmentation, Delegation of Authority & Inter Department Coordination, Decentralization, Determinants of effective organizing, staffing, selection, appraisal and development of Managers.

UNIT-IV

DIRECTING

Significance and issue in managing human factors. Motivation, nature and significance theories and techniques, Leadership styles and influence process, Leadership challenges.

Managerial Communication, definition & Significance, Types of communication, the process and barriers, Building effective communication system, Supervision nature and function, determination of effective supervision.

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UNIT-V

CONTROLLING & DECISION MAKING

Definition and elements, Control Techniques, Coordination and determinants of an effective control system.

Organizational, Context of Decisions, Decision Making Models, Decision Making Techniques and Processes.

Recommended Books:

1. Principles of Management by Terry Franklin
2. Essentials of Management by Koontz H. O Donnell ;Tata McGraw Hill, New Delhi
3. Management by Stoner J.A.F ; prentice Hall, New Delhi

BCA - 206

B. Foundation Course: As prescribed by University for B.Sc. Courses

PRACTICAL WORK

BCA-205(B) Shell Programming in Linux/Unix

Scheme of Examination:-

1. Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows
Programme 1 - 10
Programme 2 - 10
Viva - 15
[Practical Copy + Internal Record] - 15
Total - 50
2. In every program there should be comment for each coded line or block of code
3. Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.
4. All the following programs or a similar type of programs should be prepared

List of Practical

1. Change your shell environment – path,
home, ifs, mail, ps1, ps2, term, logname
i) at commandline
ii) at shell level
iii) at login level
2. Change the wallpaper, screensaver in
GNOME, KDE
3. Install Linux with following specifications –
username, password, partitions for various directories such as /etc, /home, etc
4. Add a user and password, change the
password
5. Add & remove a group
6. Create partitions on your disk.
7. Install and configure (i) printer
scanner

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Using vi editor do the following exercises

1. In a file
 - i) replace the words 'has' with 'has not '
 - ii) Locate nth character
 - iii) Sort lines 21 to 40
2. In a file copy/cut and paste following text-
 - i At ith line, n lines to jth line .
 - ii Yank a few words
 - iii Cut and paste n words to ith position in lth line
3. Open two files 'txtfile' and 'newfile' and copy/cut 5 lines from txtfile and paste them in newfile using vi editor.
4. Open 'txtfile' and copy/cut following and paste to the 'newfile'
 - i ith to the last line in it
5. Create macro
 - i to paste your name at any position in the file.
 - ii to map the 1st function key to search for "loop" and copy into the buffer 'a' all text following it up to but not including the string "end".
 - iii to remove all leading spaces in a file
 - iv to save and quit vi editor in input mode

Write commands

- i. List all files that match a class.
- ii. List all files that do not match a class.
- iii. Change the file permissions
- iv. Configure or set characteristics of your terminal. Describe any 3.
- v. Display the lines in a file that contain a particular word.
- vi. Append the contents of two files in a file JABC.
- vii. Count the number of files in a directory.

Write shell programs

- i. Display all the users currently logged in detail with column headers.
- ii. List all files in current directory and save the list in a file ABC. Also save the contents of the files in ABC and display the contents in ABC in sorted order.
- iii. Sort the contents of a file ABC and save it in OABC.
- iv. Display all the users currently logged in detail with column headers.
- v. To save current date & time, number of files & directories in the current directory and contents of all the files to a single file NFL.
- vi. To input a number and test whether it is +ve, -ve or zero.
- vii. To test whether a filename is a regular file or a directory or of other type.
- viii. To list only the directories in current path.
- ix. To print the greatest of three numbers.
- x. To print 12 terms of Fibonacci series.
- xi. To display all users currently logged in & also check a particular user every 30 seconds until he logs in.
- xii. To save current date & time, number of files in the current directory and contents of all the files matching a pattern to a single file NPFL.
- xiii. To display particular messages depending on the weekday.
- xiv. To display common messages for following group of days-Monday & Wednesday, Tuesday & Thursday and Friday & Saturday and other day.
- xv. To accept a string from the terminal and echo a suitable message if it doesn't have at least 9 characters.
- xvi. Write a Shell Script to find the factorial of a number.
- xvii. Write a Shell Script to swap two numbers using third variable.
- xviii. Write a Shell Script to print prime numbers between 1 to 20.
- xix. Write a Shell Script to greatest of three numbers.

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- xx. Write a Shell Script to sort the contents of a file XYZ and save it in BCAll
- xxi. Write a Shell Script to display mathematical table of any number in the format E x :-
3*1=3.

PRACTICAL WORK
BCA-207 DBMS (Oracle, SQL)

1 Scheme of Examination:-

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Programme 1 (Oracle)	-	10
Programme 2 (Oracle)	-	10
Viva (Oracle + project)	-	25
[Practical Copy + Practical Sessional]	-	15
Project Completeness	-	15
Project Report	-	15
Project Presentation	-	10
 Total	-	 100

- 2 In every program there should be comment for each coded line or block of code
- 3 practical files should contain printed programs with name of author, date, path of program, unit no. and printed output.
- 4 All the following programs or a similar type of programs should be prepared

List of Practical

1. Using the following database,
- Colleges (cname, city, address, phone, afdte)
- Staffs (sid, sname, saddress, contacts)
- StaffJoins (sid, cname, dept, DOJ, post, salary)
- Teachings (sid, class, paperid, fsession, tsession)
- Subjects (paperid, subject, paperno, papername)

Write SQL statements for the following –

- Create the above tables with the given specifications and constraints.
- Insert about 10 rows as are appropriate to solve the following queries.
- List the names of the teachers teaching computer subjects.
- List the names and cities of all staff working in your college.
- List the names and cities of all staff working in your college who earn more than 15,000
- Find the staffs whose names start with 'M' or 'R' and ends with 'A' and/or 7 characters long.
- Find the staffs whose date of joining is 2005.
- Modify the database so that staff N1 now works in C2 College.
- List the names of subjects, which T1 teaches in this session or all sessions.
- Find the classes that T1 do not teach at present session.
 - Find the colleges who have most number of staffs.
 - Find the staffs that earn a higher salary who earn greater than average salary of their college.
 - Find the colleges whose average salary is more than average salary of C2
 - Find the college that has the smallest payroll.
 - Find the colleges where the total salary is greater than the average salary of all colleges.
 - List maximum, average, minimum salary of each college

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- a. List the names of the teachers, departments teaching in more than one department.
- b. Acquire details of staffs by name in a college or each college.
- c. Find the names of staff that earn more than each staff of C2 College.
- d. Give all principals a 10% rise in salary unless their salary becomes greater than 20,000 in such case give 5% rise.
- e. Find all staff that do not work in same cities as the colleges they work.
- f. List names of employees in ascending order according to salary who are working in your college or all colleges.
 - a. Create a view having fields sname, cname, dept, DOJ, and post
 - b. Create a view consisting of cname, average salary and total salary of all staff in that college.
 - c. Select the colleges having highest and lowest average salary using above views.
 - d. List the staff names of a department using above views.

2. Create the following database,

Enrollment (enrollno, name, gender, DOB, address, phone)

Admission (admno, enrollno, course, yearsem, date, cname)

Colleges (cname, city, address, phone, afdate)

FeeStructure (course, yearsem, fee)

Payment (billno, admno, amount, pdate, purpose)

- a. Create the above tables with the given specifications and constraints.
- b. Insert about 10 rows as are appropriate to solve the following queries.
- c. Get full detail of all students who took admission this year class wise
- d. Get detail of students who took admission in Bhilai colleges.
- e. Calculate the total amount of fees collected in this session
 - i) By your college ii) by each college iii) by all colleges
 - a. List the students who have not payed full fee
 - i) in your college ii) in all colleges
 - b. List the number of admissions in your class in every year.
 - c. List the students in the session who are not in the colleges in the same city as they live in.
 - d. List the students in colleges in your city and also live in your city.

3. Create the following database,

Subjects (paperid, subject, paper, papername)

Test (paperid, date, time, max, min)

Score (rollno, paperid, marks, attendance)

Students (admno, rollno, class, yearsem)

- a. Create the above tables with the given specifications and constraints.
- b. Insert about 10 rows as are appropriate to solve the following queries.
- c. List the students who were present in a paper of a subject.
- d. List all roll numbers who have passed in first division.
- e. List all students in BCA-II who have scored higher than average
 - i) in your college ii) in every college
- f. List the highest score, average and minimum score in BCA-II
 - i) in your college ii) in every college

4. Using the following database

Colleges (cname, city, address, phone, afdate)

Staffs (sid, sname, saddress, contacts)

StaffJoins (sid, cname, dept, DOJ, post, salary)

Teachings (sid, class, paperid, fsession, tsession)

Subjects (paperid, subject, paperno, papername)

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Date

Write SQL statements for the following –

- a. Create the above tables with the given specifications and constraints.
- b. Insert about 10 rows as are appropriate to solve the following queries.
- c. List the names of the teachers teaching computer subjects.
- d. List the names and cities of all staff working in your college.
- e. List the names and cities of all staff working in your college who earn more than 15,000

5. Using the following database

Colleges (cname, city, address, phone, afdate)
Staffs (sid, sname, saddress, contacts)
StaffJoins (sid, cname, dept, DOJ, post, salary)
Teachings (sid, class, paperid, fsession, tsession)
Subjects (paperid, subject, paperno, papername)

- a. Find the staffs whose names start with 'M' or 'R' and ends with 'A' and/or 7 characters long.
- b. Find the staffs whose date of joining is 2005.
- c. Modify the database so that staff N1 now works in C2 college.
- d. List the names of subjects which T1 teaches in this session or all sessions.

6. Using the following database

Colleges (cname, city, address, phone, afdate)
Staffs (sid, sname, saddress, contacts)
StaffJoins (sid, cname, dept, DOJ, post, salary)
Teachings (sid, class, paperid, fsession, tsession)
Subjects (paperid, subject, paperno, papername)

- a. Find the classes that T1 do not teach at present session.
- b. Find the college who have most number of staffs.
- c. Find the staffs who earn a higher salary who earn greater than average salary of their college.
- d. Find the colleges whose average salary is more than average salary of C2
- e. Find the college that has the smallest payroll.
- f. Find the colleges where the total salary is greater than the average salary of all colleges.
- g. List maximum, average, minimum salary of each college

7. Using the following database

Colleges (cname, city, address, phone, afdate)
Staffs (sid, sname, saddress, contacts)
StaffJoins (sid, cname, dept, DOJ, post, salary)
Teachings (sid, class, paperid, fsession, tsession)
Subjects (paperid, subject, paperno, papername)

- a. Find the classes that T1 do not teach at present session.
- b. List the names of the teachers, departments teaching in more than one departments.
- c. Acquire details of staffs by name in a college or each college.
- d. Find the names of staff who earn more than each staff of C2 college.
- e. Give all principals a 10% rise in salary unless their salary becomes greater than 20,000 in such case give 5% rise.
- f. Find all staff who donot work in same cities as the colleges they work.
- g. List names of employees in ascending order according to salary who are working in your college or all colleges.

8. Using the following database

Colleges (cname, city, address, phone, afdate)

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Benjau
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P. Kote

Staffs (sid, sname, saddress, contacts)
StaffJoins (sid, cname, dept, DOJ, post, salary)
Teachings (sid, class, paperid, fsession, tsession)
Subjects (paperid, subject, paperno, papername)

- a. Find the classes that T1 do not teach at present session.
 - b. Create a view having fields sname, cname, dept, DOJ, and post
 - c. Create a view consisting of cname, average salary and total salary of all staff in that college.
 - d. Select the colleges having highest and lowest average salary using above views.
 - e. List the staff names of a department using above views.
9. Enrollment (enrollno, name, gender, DOB, address, phone)
Admission (admno, enrollno, course, yearsem, date, cname)
Colleges (cname, city, address, phone, afdate)
FeeStructure (course, yearsem, fee)
Payment (billno, admno, amount, pdate, purpose)
- a. Create the above tables with the given specifications and constraints.
 - b. Insert about 10 rows as are appropriate to solve the following queries.
 - c. Get full detail of all students who took admission this year classwise
 - d. Get detail of students who took admission in Bhilai colleges.
 - e. Calculate the total amount of fees collected in this session
 - i) by your college ii) by each college iii) by all colleges
10. Enrollment (enrollno, name, gender, DOB, address, phone)
Admission (admno, enrollno, course, yearsem, date, cname)
Colleges (cname, city, address, phone, afdate)
FeeStructure (course, yearsem, fee)
Payment (billno, admno, amount, pdate, purpose)
- a. List the students who have not payed full fee
 - i) in your college ii) in all colleges
 - b. List the number of admissions in your class in every year.
 - c. List the students in the session who are not in the colleges in the same city as they live in.
 - d. List the students in colleges in your city and also live in your city.
11. Subjects (paperid, subject, paper, papername)
Test (paperid, date, time, max, min)
Score (rollno, paperid, marks, attendance)
Students (admno, rollno, class, yearsem)
- a. Create the above tables with the given specifications and constraints.
 - b. Insert about 10 rows as are appropriate to solve the following queries.
 - c. List the students who were present in a paper of a subject.
 - d. List all roll numbers who have passed in first division.
 - e. List all students in MCA-II who have scored higher than average
 - i) in your college ii) in every college
 - f. List the highest score, average and minimum score in MCA-II
 - i) in your college ii) in every college

The Project should be done by individual student. Format of the student project report on completion of the project.

- Cover page as per format
- Certificate of Approval
- Certificate of project guide/Center Manager

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Bhal
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Panyou
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Sharma
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- Certificate of the company/Organization
- Certificate of Evaluation
- Declaration / Self Certificate
- Acknowledgement

In the "Acknowledgement" page, the writer recognizes his /her indebtedness for guidance and assistance of the thesis/report adviser and other members of the faculty. Courtesy demands that he/she also recognize specific contributions by other persons or institutions such as libraries and research foundations. Acknowledgements should be expressed simply, tastefully, and tactfully.

- Main Report
 - ✓ Contents
 - ✓ Objectives & Scope of the project
 - ✓ Definition of problem
 - ✓ System Analysis
 - ✓ Details of Hardware and Software used
 - ✓ System Design
 - Database design
 - Decision tree/decision table
 - Data flow diagram
 - E-R Diagram
 - Procedural design – Algorithms
 - User interface design
 - ✓ Reports Generated
 - ✓ Conclusion
 - ✓ Bibliography
 - ✓ Soft copy of the project on CD/Floppy.

Formats of various certificates and formatting styles are as:

2. **Project report Cover Format:**

A
Project Report
On

Title of the Project Report

(Times New Roman. Italic, Font Size=24)

Submitted in partial fulfillment of the requirements for the award of degree
Bachelor of Computer Application-II Year

From
Pt.Ravishankar Shukla University Raipur (C.G.)
(Bookman Old Style, 16 Point, Center)
Year : xxxx

Logo of college

Guide
(Guide Name)

Submitted by:
(Student's Name)
Roll No:

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12/9/18

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12/9/18

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12/9/18

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12/9/18
[Signature]

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12/9/18

Submitted to
(College Name)
Pt. Ravishankar Shukla University Raipur (C.G.)

2. Certificate of Approval by Head of the Department/ Principal in letter head

CERTIFICATE OF APPROVAL

This is to certify that the Project work entitled “ _____ ” is carried out by Mr/Ms/Mrs _____, a student of BCA – II year at (College Name) is hereby approved as a credible work in the discipline of Computer Science & Information Technology for the award of degree of **Bachelor of Computer Application -II year** during the year _____ from Pt. Ravishankar Shukla University, Raipur (CG).

(Head/ Principal Name)

3. Certificate from the Guide in letter head

CERTIFICATE

This is to certify that the Project work entitled “ _____ ” Submitted to the (College Name) by Mr/Ms/Mrs _____ Roll No _____, in partial fulfillment for the requirements relating to nature and standard of the award of **Bachelor of Computer Application-II Year** degree by , Pt. Ravishankar Shukla University, Raipur (CG) for the academic year 20__ - 20__.

This project work has been carried out under my guidance.

(Guide Name)

4. Certificate of the Company or Organisation from where the Project is done from the Project Manager or Project guide.

5. Certificate of evaluation in the department letter head

CERTIFICATE OF EVALUATION

This is to certify that the Project work entitled “ _____ ” is carried out by Mr/Ms/Mrs _____, a student of BCA – II year at (College Name), after proper evaluation and examination, is hereby approved as a credible work in the discipline of Computer Science & Information Technology and is done in a satisfactory manner for its acceptance as a requisite for the award of degree of **Bachelor of Computer Application-II year** during the year _____ from Pt. Ravishankar Shukla University, Raipur (CG).

Internal Examiner

External Examiner

6. Declaration of Student / Self Certificate

DECLARATION

This to certify that the project report entitled “ _____ ”, which is submitted by me in the partial fulfillment for the award of the degree of **Bachelor of Computer Application-II year**, (College Name), comprises the original work carried out by me.

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I further declare that the work reported in this project has not been submitted and will not be submitted, either in part or in full for the award of any other degree or diploma in this Institute or any other Institute or University.

Place :
Date :

(Name)
(Roll No)

PRACTICAL WORK BCA II
BCA-208 Programming in C++ & Visual C++

1 Scheme of Examination:-

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Programme 1	-	20
Programme 2	-	20
Visual C++	-	10
Viva	-	25
[Practical Copy + Internal Record]	-	25
Total	-	100

2 In every program there should be comment for each coded line or block of code

3 Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.

4 All the following programs or a similar type of programs should be prepared

List of Practical

LOOPS, DECISIONS, NESTED METHOD, MEMBER FUNCTION DEFINED OUTSIDE CLASS BODY:

1. Write program to generate following pattern

a) A B C D E F G
A B C E F G
A B F G
A G

c) *
* *
* * *

b) 1
1 2
1 2 3
1 2 3 4

d) 1
1 2 1
1 3 3 1
1 4 6 4 1

2. Write member functions which when called asks pattern type; if user enters 11 then a member function is called which generates first pattern using for loop. If user enters 12 then a member function is called which generates first pattern using while loop. If user enters 13 then a member function is called which generates first pattern using do-while loop. If user enters 21 then a member function is called which generates second pattern using for loop and so on.

3. Write program to display number 1 to 10 in octal, decimal and hexadecimal system.

4. Write program to display number from one number system to another number system. The program must ask for the number system in which you will input integer value then the program must ask the number system in which you will want, output of the input number after that you have to input the number in specified number system and program will give the output according to number system for output you mentioned earlier.

Array

5. Write a program using function to add, subtract and multiply two matrices of order 3x3. You have to create one function for addition, which accepts three array arguments. First two array arguments are matrices to add and third matrix is destination

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where the resultant of addition of first two matrixes is stored. In similar way create functions for matrix subtraction and multiplication.

6. Create a single program to perform following tasks without using library functions:
- To reverse the string accepted as argument.
 - To count the number of characters in string passed as argument in form of character array.
 - To copy the one string to other string; passed as arguments in form of source character array and destination character array without using library function.
 - To count no. of vowels, consonants in each word of a sentence passed as argument in form of character array.

Class, Object, Array of object, Object Using Array

7. Create a class Student having data members to store roll number, name of student, name of three subjects, max marks, min marks, obtained marks. Declare an object of class student. Provide facilities to input data in data members and display result of student.
8. Create a class Student having data members to store roll number, name of student, name of three subjects, max marks, min marks, obtained marks. Declare array of object to hold data of 3 students. Provide facilities to display result of all students. Provide also facility to display result of specific student whose roll number is given.
9. Create a class Sarray having an array of integers having 5 elements as data member provide following facilities:
- Constructor to get number in array elements.
 - Sort the elements.
 - Find largest element
 - Search for presence of particular value in array element.

Static member function

10. Create a class Simple with static member functions for following tasks:
- To find factorial by recursive member function.
 - To check whether a no. is prime or not.
 - To generate Fibonacci series up to requested terms.

Object as argument to function, function returning object

11. Write program-using class having class name Darray. Darray has pointer to pointer to integer as data member to implement double dimension dynamic array and provide following facilities:
- Constructor to input values in array elements.
 - Input member function to get input in array element
 - Output member function to print element value
 - Add member function to perform matrix addition using objects.
 - Subtract member function to perform matrix subtraction using objects.
 - Multiply member function to perform matrix multiplication using objects
12. Write program to create class complex having data members to store real and imaginary part. Provide following facilities:
- Add two complex no. using objects.
 - Subtract two complexes no. using objects.
 - Multiply two complexes no. using objects.
 - Divide two complex no. using objects.

Friend Function

13. Create class Polar having data members radius and angle. It contains member functions for taking input in data members and member function for displaying value of data members. Class Polar contains declaration of friend function add which accepts two objects of class Polar and returns object of class Polar after addition. Test the class using main function and objects of class Polar.
14. Write program to create class distance having data members feet and inch (A single object will store distance in form such as 5 feet 3 inch). It contains member functions for taking input in data members and member function for displaying value of data

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members. Class Distance contains declaration of friend function add which accepts two objects of class Distance and returns object of class Distance after addition. Class Distance contains declaration of another friend function Subtract that accepts two objects of class Distance and returns object of class Distance after subtraction. Test the class using main function and objects of class Distance.

15. Write a program to create class Mother having data member to store salary of Mother, create another class Father having data member to store salary of Father. Write a friend function, which accepts objects of class Mother, and Father and prints Sum of Salary of Mother and Father objects.

Friend Class

16. Write a program to create class Mother having data member to store salary of Mother, create another class Father having data member to store salary of Father. Declare class Father to be friend class of Mother. Write a member function in Father, which accepts object of class Mother and prints Sum of Salary of Mother and Father Objects. Create member function in each class to get input in data member and to display the value of data member.

Static Data Member

17. Create a class Counter having a static data member, which keeps track of no. of objects created of type Counter. One static member function must be created to increase value of static data member as the object is created. One static member function must be created to decrease value of static data member as the object is destroyed. One static member function must be created to display the current value of static data member. Use main function to test the class Counter.

STRUCTURE AND CLASS

18. Define structure student. Structure student has data members for storing name, rollno, name of three subjects and marks. Write member function to store and print data.

COPY CONSTRUCTOR, CONSTRUCTOR OVERLOADING, THIS POINTER, CONSTRUCTOR WITH DEFAULT ARGUMENT.

19. Write program to create a class Polar which has data member radius and angle, define overloaded constructor to initialize object and copy constructor to initialize one object by another existing object keep name of parameter of parameterized constructor same as data members. Test function of the program in main function.

20. Write program to create a class Polar which has data member radius and angle, use constructor with default arguments to avoid constructor overloading and copy constructor to initialize one object by another existing object keep name of parameter of parameterized constructor same as data members. Test functioning of the program in main function

FUNCTION OVERLOAD, REFERENCE VARIABLE, PARAMETER PASSING BY ADDRESS, STATIC FUNCTION

21. Write a class having name Calculate that uses static overloaded function to calculate area of circle, area of rectangle and area of triangle.

22. Write a class ArraySort that uses static overloaded function to sort an array of floats, an array of integers.

23. Write a program using class, which uses static overloaded function to swap two integers, two floats methods use reference variable.

24. Write a program using class, which uses static overloaded function to swap two integers; two floats methods use parameter passing by address.

STRING, POINTER, AND OPERATOR OVERLOADING

25. Create class String having pointer to character as data member and provide following Facilities:

- Constructor for initialization and memory allocation.
- Destructor for memory release.
- Overloaded operators + to add two string object.

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- d) Overloaded operator = to assign one string object to other string object.
- e) Overloaded operator == to compare whether the two string objects are equal or not.
- f) Overloaded operator < to compare whether first-string object is less than second-string object.
- g) Overloaded operator > to compare whether first-string object is greater than second-string object or not.
- h) Overloaded operator <= to compare whether first string object is less than or equal to second string object or not
- i) Overloaded operator >= to compare whether first string object is greater than or equal to second string object.
- j) Overloaded operator != to compare whether first string object is not equal to second string object or not.
- k) Overloaded insertion and extraction operators for input in data member and display out put of data members.

26. Create a class Matrix having data member double dimension array of floats of size 3x3. Provide following facilities:

- a) Overloaded extraction operator for data input.
- b) Overloaded insertion operator for data output.
- c) Overloaded operator + for adding two matrix using objects.
- d) Overloaded operator - for subtracting two using matrix objects.
- e) Overloaded operator * for multiplying two using matrix objects.

OPERATOR OVERLOADING WITH FRIEND FUNCTION

27. Create a class Polar having radius and angle as data members. Provide following facilities:

- a) Overloaded insertion and extraction operators for data input and display.
- b) Overloaded constructor for initialization of data members.
- c) Overloaded operator + to add two polar co-ordinates using objects of class Polar.

28. Create class DegreeCelsius having a single data member to hold value of temperature in degree Celsius. Provide following facilities:

- a) Overloaded operator ++ which will increase value of data member by 1 (consider postfix and prefix operator overloading).
- b) Overloaded operator -- which will decrease value of data member by 1 (consider postfix and prefix operator overloading).
- c) Overloaded insertion and extraction operators for input in data member and display value of data member.

OPERATOR OVERLOADING AND DATA TYPE CONVERSION

29. Create a class Polar that contains data member radius and angle. Create another class Cartesian in the same program and provide following facilities:

- a) It should be possible to assign object of polar class to object of Cartesian class.
- b) It should be possible to assign object of Cartesian class to object of polar class.

30. Create a class Fahrenheit that contains a data member to hold temperature in Fahrenheit. Create another class Celsius that contains a data member to hold temperature in Degree Celsius; in the same program and provide following facilities:

- a) It should be possible to assign object of Fahrenheit class to object of Celsius class.
- b) It should be possible to assign object of Celsius class to object of Fahrenheit class.

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- c) It should be possible to compare objects of class Fahrenheit and Celsius to find out which object contains higher temperature.

VOID POINTER, POINTER AND POINTER TO OBJECT

31. Create a program having pointer to void to store address of integer variable then print value of integer variable using pointer to void. Perform the same operation for float variable.
32. Write program to find biggest number among three numbers using pointer and function.
33. Write swapping program to demonstrate call by value, call by address and call by reference in a single program.
34. Write program to Create a class Employee having data members to store name of employee, employee id, salary. Provide member function for data input, output. Use Pointer to object to simulate array of object to store information of 3 employees and test the program in function main.

INLINE FUNCTION.

35. Write a program using inline function to calculate area of circle.
36. Write a program using inline function to find minimum of two functions. The inline function should take two arguments and should return the minimum value.

FUNCTION TEMPLATE

36. Write a program using function template to sort an array of floats, an array of integers.
37. Write a program using function template to swap two integers, two floats methods use reference variable.

TEMPLATE CLASS

37. Write a program using class template to simulate stacks of integer and stacks of float.
38. Write a program using class template to simulate linked-list of integer and linked list of floats.

INHERITANCE

39. Create a class account that stores customer name, account number and type of account. From this derive the classes cur_acct and sav_acct to make them more specific to their requirements. Include necessary member functions in order to achieve the following tasks:
- a) Accept deposit from customer.
 - b) Display the balance
 - c) Computer and deposit interest.
 - d) Permit withdrawal and update the balance.
 - e) Check for the minimum balance, impose penalty, necessary and update the balance.

40. Create a class circle with data member radius; provide member function to calculate area. Derive a class sphere from class circle; provide member function to calculate volume. Derive class cylinder from class sphere with additional data member for height and member function to calculate volume.

41. Consider an example of declaring the examination result. Design three classes:- student, exam and result. The student class has data members such as that representing roll number, name of student. Create the class exam, which contains data members representing name of subject, minimum marks, maximum marks, obtained marks for three subjects. Derive class result from both student and exam classes. Test the result class in main function.

VIRTUAL AND PURE VIRTUAL FUNCTION

42. Create a base class shape having two data members with two-member function getdata (pure virtual function) and printarea (not pure virtual function). Derive classes triangle and rectangle from class shape and redefine member function printarea in both classes triangle and rectangle and test the functioning of classes using pointer to base class objects and normal objects.

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FILE STREAMS

43. Write program to copy content of one file to other file removing extra space between words name of file should come from command line arguments.
44. Write program-using class and object i/o to store data about Books (Book Id, Book Title, Author, Price, Edition). Provide following facilities:
- Addition of books.
 - Searching for availability of books if provided author.
 - Deletion of book information.
 - Updating on Title, Author, Price, Edition.

Visual C++

45. Write program for obtaining fibonacci series in workspace environment
46. Write program for multiple inheritance in VC++ inheritance using book example having different class book, Journals, Magazines, Newspaper.
47. Implement virtual function in VC++ inheritance.
48. Implement friend function in VC++
49. Write a simple program for event handling in VC++ environment.
50. Write a program in VC++ using MFC.

BCA301 CALCULUS & GEOMETRY

Max. Marks : 50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

Calculus

Unit-I

The Reimann Integral, Existence of the Riemann Integral, Properties of Reimann Integrals, Fundamental Theorem of Integral Calculus.

Unit-II

Maxima and minima of functions of two and three variables. Langrange's method of undetermined multipliers.

Unit-III

Improper integrals, Meaning of integrals of type $\int_a^\infty f(x) dx$, $\int_a^b f(x) dx$ where $f(x)$ is not defined at a and/or b . Tests of convergence for improper integrals.

Geometry

Unit-IV

Equation to cone with given base, Generators of Cone, condition for three mutually perpendicular generators, Right Circular Cone, Equation of a cylinder.

Unit-V

Polar Coordinates, Polar equation to straight line, Circle. Polar equation of a Conic.

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REFERENCE:

1. Calculus of two and more variables: G.S. Pandey & V.P. Saxena (Wiley Eastern)
2. Higher calculus : P.L. Sharma
3. Vector Calculus & Geometry : B.R. Thakur.

BCA301
DIFFERENTIAL EQUATIONS & FOURIER SERIES

Max Marks : 50

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

Unit -I

Concept of Differential equation. Recall of first order and first degree differential equations. Equation of first order but of higher degree. Homogeneous and exact differential equations.

Unit-II

Geometric representation, Family of curves and orthogonal trajectories. Linear differential equation with constant coefficients. Operational rules of D. Homogeneous linear equations.

Unit-III

Partial differential equations of first order, Standard forms, Linear partial differential equations of higher order with constant coefficients.

Unit- IV

Periodic Function, Fourier Sine and Cosine Series, Even and Odd Functions, Full Range and Half Range Fourier Series

Unit-V

Convergence of Fourier Series, Gibbs Phenomenon, Operations on Fourier Series, Applications of Fourier Series to Differential Equation

REFERENCE:

1. Introductory course in differential equations : D. A. Murray
2. Differential equations (Awkl Sameekaran) : B.P. Parashar & L.P. Rajpal
3. Differential equations and Fourier Series : H.K. Pathak

BCA 301
Computer System Architecture

Max Marks : 50

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific Calculator.

UNIT I

Data Representation – Data Types, Number System, Fixed Point Representation – 1's, 2's complements, Binary Fixed point representation, Arithmetic operation on Binary operation, Overflow & Underflow, Codes, ASCII, EBCDIC codes, Grey codes, Excess-3, BCD codes, Error detection & correcting codes.

UNIT II

Digital Logic Circuits – Logic Gates AND, OR, NOT, Gates & their truth tables, NOR, NAND & XOR Gates, Boolean algebra, Basic Boolean Law, De Morgan's theorem, Map Simplification, Minimizing technique, K Map, Sum of product, Product of sums, Combinational & sequential Circuits Half adder & Full adder, Full Subtractor, Flip Flop – RS, D, JK & T Flip Flop, Shift register, RAM & ROM.

UNIT III

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CPU organization, ALU & Control circuit, Idea about arithmetic circuits, Program control, Instruction sequencing, Introduction to Microprocessor, Microprocessor architecture, System buses, Registers, Program counter,, Block diagram of a Macro computer system, Microprocessor control signals, Interfacing Devices ,Introduction to Motherboard ,SMPS

UNIT IV

Input output organization, I/O Interface, Properties of simple I/O devices and their Controller, Isolated versus Memory mapped I/O, Modes of Data transfer, Synchronous & Asynchronous Data Transfer, Handshaking, Asynchronous serial transfer, I/O processor

UNIT V

Auxiliary memory - Magnetic drum, Disk & Tape, Semi conductor memories, Memory Hierarchy, Associative memory, Virtual memory, address space & memory space, Address mapping, Page table, Page replacement, cache memory, Hit ratio, Mapping Techniques, Writing into cache.

REFERENCE:

1. Computer System architecture - M. Moris Mano

BCA - 302 Programming In JAVA

Max marks-100

Min marks – 40

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT - I

Introduction :Genesis of java, importance to the Internet, overview of features.

OOP : OOP features, data types, control structures, arrays, methods and classes, nested & inner classes, string and String Buffer class, Wrapper Class, vectors,

UNIT-II

Inheritance : Basics type,, method Override, using abstract and final classes, using super.

Packages and Interfaces : Defined CLASSPATH, importing packages, implementing interface.

UNIT - III

Exception Handling : Fundamental: exception types, using try and catch, throwing exceptions, defined exceptions.

Multithreaded Programming : Java spread model, creating threads, and thread priorities, synchronization. Suspending resuming and stopping threads.

UNIT -IV

Input/Output: Basic Streams, Byte and Character Stream, predefined streams, reading and writing from console and files. Using standard Java Packages (lang,util,io)

Networking :Nasecs. TCP/IP client & server sockets, URL connection.

JDBC: Setting the JDBC connectivity with backend database.

UNIT-V

Applets : Fundamentals, life cycle, overriding update, HTML APPLET tag, passing parameters. Developing single applets.

Introduction to AWT : Window fundamentals, creating windowed, programs waking with graphics, using AWT controls, menus. Delegation event model, handling mouse and keyboard events.

BOOKS RECOMMENDED:

1. java complete reference - by Patrick naughten & Mesut Scpddt. [TMH]
2. Java Primer - by E.Balaguruswami
3. Java Programming - Khalid Mughal

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BCA - 303
OPERATING SYSTEM

Max marks-100

Min marks – 40

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT-I

Introduction

What is operating system, basic concept, terminology, batch processing, spooling, multiprogramming, time sharing, real time systems, protection, multiprocessor system, operating system as resource manager, process view point, memory management, process management, device management and information management, other views of operating system, historical, functional job control language and supervisor service control.

UNIT-II

Processor Management (CPU Scheduling)

Reviewing of multiprogramming concept, scheduling concept, basic concept, CPU I/O burst cycle process state, PCB (Programme Control Block) scheduling queries, schedulers, scheduling algorithms - performance criteria, first-come - first served shortest job - first priority, preemptive algorithm, round robin, multilevel queues and multilevel feedback queues, algorithm evolution, multiprocessor scheduling , separate system, coordinated job scheduling, master / slave scheduling.

UNIT-III

Memory Management

Preliminaries of memory management, memory handling in M/C, relocation, swapping and swap time calculation, multiple partitions, partitioned allocation MFT, fragmentation, MVT, compaction, paging, job scheduling implementation of page tables, shared page, virtual memory-overlays, concepts of virtual memory demand page, memory management and performance, page replacement and page replacement algorithms. Allocation algorithms. Storage hierarchy disk and drum scheduling - physical characteristics fcfs scheduling SCAN, short of seek time first disk scheduling algorithms sector queuing.

UNIT - IV

Information Management (File System)

File concept, file type, typed based system, disk based system, general model of file system, file directory maintenance, symbolic file system, basic file system, physical file system, file support device directory, access methods free space management contiguous, linked allocation and indexed allocation performances.

UNIT V

Dead Locks

The Dead Lock problem - Dead Lock definition, Dead Lock detection, detection algorithm usage, Dead Lock characterization, resource allocation graph, Dead Lock prevention, mutual exclusion, hold and wait, no preemption and circular wait, dead lock avoidance-bankers algorithm. Recovery from Dead Lock process termination, resource preemption, combined approach to Dead Lock handling.

BOOKS RECOMMENDED :

1. Principles of Operating System - Peterson.
2. Operating System - Mandinick & Donovan.

BCA (Third Year) : BCA - 304
Software Engineering

Max marks-100

Min marks – 40

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice.

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Unit 1 : Introduction to Software Engineering

- e. Definition
- f. Need and Software problem
- g. Software Crises
- h. Software Engineering Problem
 - 1. Fundamental Problem
 - 2. Important Quality of Software Product
- i. Software Engineering Approach
 - 1. Phase Development Process
 - 2. Life Cycle of Software
- j. Principles Of Software Engineering
- k. Software Development Process Model
 - 1. Waterfall model
 - 2. Spiral Model
 - 3. Prototype Model
 - 4. Iterative Model

Unit 2 : Project Management

- a. The Phase Management Process
- b. Software Metrics
 - 1. Size Oriented Metrics
 - 2. Function Oriented Metrics

Unit 3 : Software Requirement and Specification

- a. Introduction and Need of SRS
- b. Structured Analysis
 - 1. Data Flow Diagram
 - 2. Context Diagram
 - 3. Data Dictionary

Unit 4 : Software Design & Coding

- f. Principle of Software Design
 - 1. Partitioning
 - 2. Abstraction
 - 3. Top Down and Bottom up Strategies
- g. Concept of Module
 - 1. Coupling
 - 2. Cohesion
- h. Structured Chart
- i. Coding – a. Rules of Good programming Style
 - b. Code Verification

Unit 5 : Software Testing and Maintenance

- a. Definition
- b. Testing Fundamentals
 - Error, Fault, Failure
- c. Test Oracles
- d. Types of Testing
 - 1. Black Box Testing
 - 2. White Box Testing
- e. Level of testing- Unit, Integration, System, Acceptance
- f. Introduction of Maintenance

Books

- 1. Software Engineering by Roger Pressmen

BCA - 305
MULTIMEDIA TOOLS AND APPLICATIONS

Max marks-50

Min marks – 20

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

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UNIT-I

Multimedia: Needs and areas of use, Development platforms for multimedia – DOS, Windows, Linux. Identifying Multimedia elements – Text, Images, Sound, Animation and Video, Making simple multimedia with PowerPoint.

Text – Concepts of plain & formatted text, RTF & HTML texts, using common text preparation tools, Conversion to and from of various text formats, using standard software, Object Linking and Embedding concept, Basics of font design, overview of some fonts editing and designing tools, Understanding & using various text effects.

Images – importance of graphics in multimedia, Vector and Raster graphics, image capturing methods – scanner, digital camera etc. various attributes of Images – size, color, depth etc, Various Image file format – BMP, DIB, EPS, CIF, PEX, PIC, JPG, TGA, PNG and TIF format – their features and limitations, graphic file formats conversions, processing images with common software tools such as Photoshop, Paint Shop pro, Corel draw etc..

UNIT-II

Sound: Sound and its Attributes, Mono V/s Stereo sound, Sound channels, Sound and its effect in multimedia, Analog V/s Digital sound, Basics of digital sounds-Sampling, Frequency, Sound Depth, Channels, Sound on PC, Sound standards on PC, Capturing and Editing sound on PC, Overview and using some sound recording, editing software. Overview of various sound file formats on PC – WAV, MP3, MP4, Ogg Vorbis etc.

Animation: Basics of animation, Principle and use of animation in multimedia, Effect of resolutions, pixel depth, Images size on quality and storage. Overview of 2-D and 3-D animation techniques and software- animation pro, 3D studio & Paint Shop pro animator.

Animation on the Web – features and limitations, creating simple animations for the Web using GIF Animator and Flash.

UNIT-III

Video: Basics of Video – Analog and Digital Video, How to use video on PC. Introduction to graphics accelerator cards, DirectX Introduction to AV/DV and IEEE1394 cards, Digitization of analog video to digital video, Interlacing and non-interlacing, Brief note on various video standards – NTSC, PAL, SECAM, HDTV, Introduction to video capturing Media & instrument – Videodisk, DVCAM, Camcorder, Introduction to digital video compression techniques and various file formats – AVI, MPEG, MOV Real Video.

Brief Introduction to video editing and movie making tools – Quick time, video for windows & Adobe premier.

UNIT-IV

Authoring tools for CD Based Multimedia: Type of multimedia authoring tools, key factors of selecting CD based multimedia authoring tools, Planning and distribution of a multimedia project. Multimedia development team & skills requirement, Stages in designing & producing multimedia products for CD, Testing of product, distribution of multimedia product, various formats of CD's and DVD's.

UNIT - V

Multimedia on the Web: Bandwidth relationship, broadband technologies, Text in the web – Dynamic and embedded font technology, Audio on the Web – Real Audio and MP3/MP4, Audio support in HTML, Graphics – HTML safe color palate, Interlaced V/s Non interlaced model, Graphics support in HTML, Image Map, Video on the Web – Streaming video, Real Video, MPEG and SMIL, Virtual Reality on the Web.

TEXT AND REFERENCE BOOKS :

- 1 **Multimedia: Making It Work** (4th Edition) – by Tay Vaughan, Tata Mcgraw Hills.
- 2 **Multimedia In Action** – James E Shuman – Vikas Publishing House.
- 3 **Multimedi Basics** – Volume – 1 Technology, Andreas Holzinger, Firewall Media(Laxmi Publications Pvt. Ltd) New Delhi.

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BCA-306(A)
FINANCIAL MANAGEMENT & ACCOUNTANCY

Max marks-50

Note : The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice. Only Simple calculator is allowed not Scientific calculator.

UNIT - I

1. Financial Accounting :
Meaning and Nature, Accounting Principles underlying the preparation of financial statements.
2. Preparation of Financial Statements :
A Synoptic view-Profit and Loss account, Balance Sheet

UNIT - II

3. Financial statement Analysis
Ratio analysis (Liquidity, Solvency, Profitability, Efficiency), Statement of Changes in financial position-working capital basis.
4. Conceptual Framework of Cost Accounting
Meaning nature and need of cost accounting, Elements of cost, Preparation of cost – sheet, Cost concept –Fixed and variable costs, sunk costs, Out of pocket costs, Relevant and irrelevant costs, Opportunity and imputed costs.

UNIT - III

5. Cost – volume Profit (CVP) relationship
Break-even analysis; (single and multiple products), Determination of sales volume to attain desired profits, Cash break-even point. Graphic presentation of CVP relationship. Assumptions and limitation of break-even analysis

UNIT - IV

6. Budgeting :
Definition and objective. Preparation of various types of budgets including cash budget. Fixed and flexible budgets.

UNIT - V

7. Cost Accumulation System
Job and Process (simple treatment)
- 8 Variable and absorption costing systems
Comparison for income determination (simple treatment), Variable costing as a tool of decision-making

BCA306 (B)
Foundation Course

Max marks-50

NOTE :- The Question Paper setter is advised to prepare unit-wise question with the provision of internal choice.

Unit-I

Essay type answer in about 200 words. Four essay. Type question to be asked and two to be attempted.

Unit –II

Writing skills for composition- Essay writing.

Unit-III

Precis Writing

Unit-IV

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Reading Comprehension of an unseen passage

:10 Marks

Unit –V

Vocabulary based on text

:5 Marks

Grammar- Advanced Exercises.

Note:- Questions on unit I and IV (b) Shall be asked from the prescribed text. Which will comprise popular creative writing and the following items.

Minimum needs- Housing and Transport. Geo -economic profile of women and Empowerment, Management of change . Ouality of life, war and human survival, the question of human social value survival , the question of human Social value, new Economic Philosophy. Recent Liberalisation methods, Demoratic decoralisation(With reference to 73,74 constitutional Amendment)

The text book shall be sponsored by the M.P. Higher Education Department and published the M.P. Hindi Granth Academy.

PRACTICAL WORK

BCA III

BCA-305(B) MULTIMEDIA TOOLS AND APPLICATIONS

1. Scheme of Examination:-

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Programme 1	-	10
Programme 2	-	10
Viva	-	15
[Practical Copy + Internal Record]	-	15
Total	-	50

2. In every program there should be comment for each coded line or block of code
3. Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.
4. All the following programs or a similar type of programs should be prepared

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FLASH LIST OF PRACTICALS

Q.1. Draw the following shapes neatly in Flash and convert them in symbols. Also apply different transformations like scale, rotate, skew, skip etc.

1. Fish	2. Palm Tree
3. Swan	4. Teddy Bear
5. Tree	6. Santa Claus
7. House	8. Car
9. Ballon	10. Boat

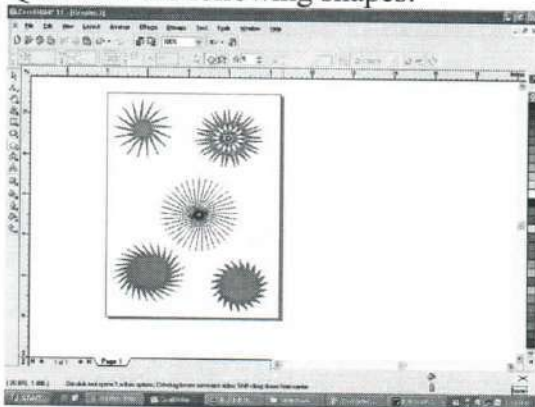
- Q.2. Create a Flash movie to draw the symbol of an animal and apply motion between.
 Q.3. Create a Flash movie to create a minimum of five layers (Water, fish, bubbles, plants etc) of an aquarium and apply motion between.
 Q.4. Create a Flash movie to create mask.
 Q.5. Create a Flash movie to create Fade In/Fade Out in four pictures.
 Q.6. Create a Flash movie to create the symbol of a wheel and scale and rotate it.
 Q.7. Create a flash movie to create growing circles.
 Q.8. Create hand writing in Flash.
 Q.9. Create a Flash movie of a moving car with rotating wheels.
 Q.10. Transform a circle into a square using shape tween.
 Q.11. Create a Flash movie to import text from MS-Word and apply different transformations.
 Q.12. Create a Flash movie to demonstrate onion skin markers.
 Q.13. Create a Flash movie to create ripple effect.
 Q.14. Create a Flash movie to demonstrate motion guide.
 Q.15. Create a Flash movie of a sheep climbing a mountain using layers. Tehe scenery should contain mountain, river, trees, clouds, birds, sheep etc.

PHOTOSHOP LIST OF PRACTICALS

- Q.1. Import an image in Photoshop and change its background using marquee and lasso tools.
 Q.2. Import an image in Photoshop and copy it using heal brush tool.
 Q.3. Import an image in Photoshop and desaturate it and recolor it.
 Q.4. Use layers and filters to design an image in Photoshop. Use the flatten image as well.
 Q.5. Import an image in Photoshop and desaturate it and reveal selective portions.

CORAL DRAW LIST OF PRACTICALS

Q1. Draw the following shapes:



Q.2. Use artistic media brush tool to create different backgrounds.

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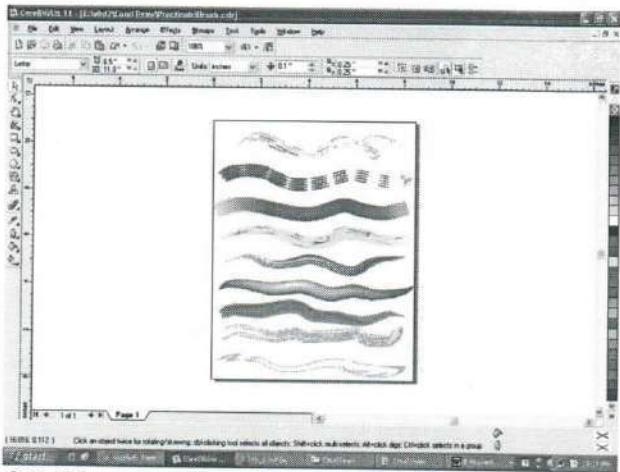
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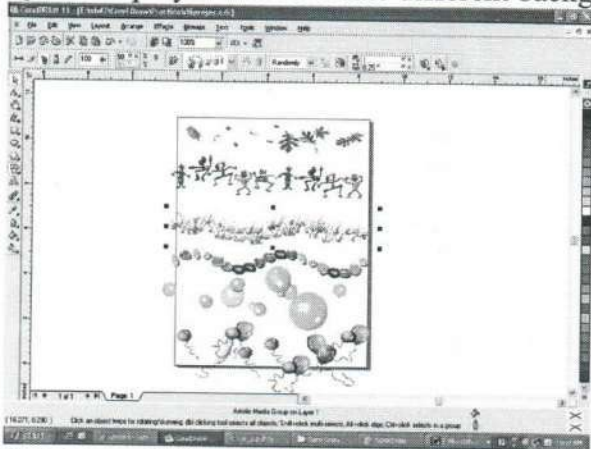
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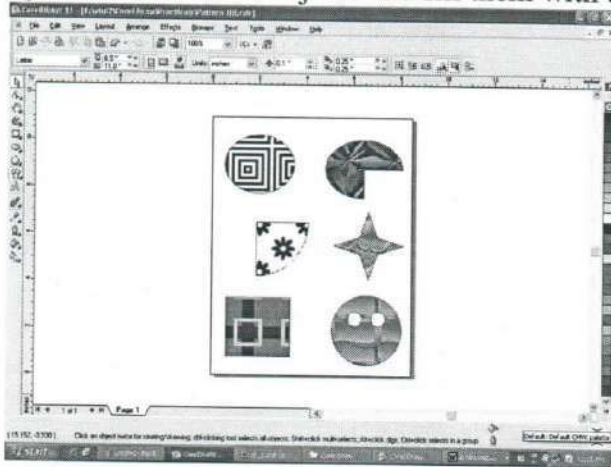
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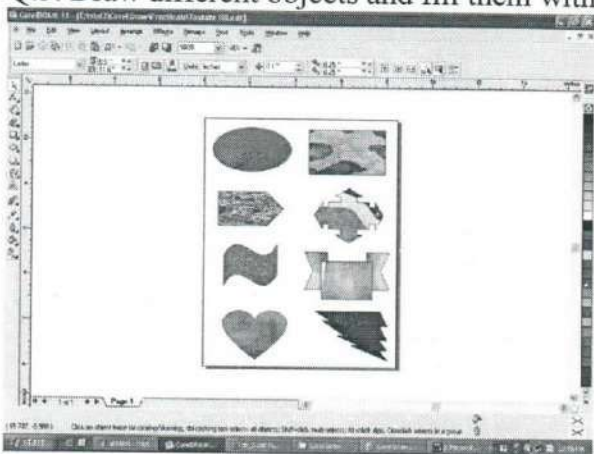
Q3. Use sprayer tool to create different backgrounds.



Q.4. Draw different objects and fill them with different patterns.



Q.5. Draw different objects and fill them with different textures.



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1. Making a simple Video file (not using video file) with suitable sound file using Windows Movie Maker
2. Edit Video file, like - changing sound and adding starting and ending banner with title using Windows Movie Maker.
3. Create a .WAV file with the help of Windows sound recorder application.
4. With the help of Adobe Image Ready create attractive .GIF image.
5. Create & save MP4 files using appropriate software.
6. Create & save MP3 files using appropriate software.
7. Insert sound clips in webpage using Front Page application Software.

PRACTICAL WORK

BCA-307 JAVA

1 Scheme of Examination:-

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Programme 1	-	20
Programme 2	-	20
Programme 3	-	20
Viva	-	25
[Practical Copy + Internal Record]	-	15
 Total	 -	 100

2 In every program there should be comment for each coded line or block of code

3 Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.

4 All the following programs or a similar type of programs should be prepared

List of Practical

1. WAP that implements the Concept of Encapsulation.
2. WAP to demonstrate concept of Polymorphism (function Overloading and constructor Overloading).
3. WAP the use boolean data type and print the Prime number Series up to 50.
4. WAP to print first 10 number of the following Series using Do---While Loops 0, 1, 1, 2, 3, 5, 8, 11.....
5. WAP to sort the element of One Dimensional Array in Ascending order.
6. WAP for matrix multiplication using input/output Stream.
7. WAP to add the elements of Vector as arguments of main method (Run time) and rearrange them, and copy it into an Array.
8. WAP to check that the given String is palindrome or not.
9. WAP to arrange the String in alphabetical order.
10. WAP for StringBuffer class which perform the all methods of that class.
11. WAP to calculate Simple Interest using the Wrapper Class.
12. WAP to calculate Area of various geometrical figures using the abstract class.
13. WAP where Single class implements more than one interfaces and with help of interface reference variable user call the methods.
14. WAP that use the multiple catch statements within the try-catch mechanism.
15. WAP where user will create a self-Exception using the "throw" keyword.
16. WAP for multithread using the isAlive(), join() and synchronized() methods of Thread class.
17. WAP to create a package using command and one package will import another package.
18. WAP for AWT to create Menu and Popup Menu for Frame.
19. WAP for Applet that handle the KeyBoard Events.

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20. WAP, which support the TCP/IP protocol, where client gives the message and server will receive the message.
21. WAP to illustrate the use of all methods of URL class.
22. WAP for JDBC to insert the values into the existing table by using prepared Statement.
23. WAP for JDBC to display the records from the existing table.
24. WAP to demonstrate the Border Layout using applet.
25. WAP for Applet who generate the MouseMotionListener Event.
26. WAP for display the checkboxes, Labels and TextFields on an AWT.
27. WAP to calculate the Area of various geometrical figures using the abstract class.
28. WAP for creating a file and to store data into that file.(Using the FileWriterIOStream)
29. WAP to read file and display its content using FILEINPUTSTREAM & RANDOMACCESSFILE
30. WAP accepting 2 inputs as a source and target file name and writes the content from the source to target.
31. WAP to display your file in DOS console use the Input/Output Stream.
32. WAP to create an Applet using the HTML file, where Parameter Pass for font Size and Font type and Applet message will change to corresponding parameters.

PRACTICAL WORK

BCA III

BCA-308 Project

1. **Scheme of Examination:- The Project should be done by individual student.**

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Software Demonstration	-	40
Project Report (Hard Copy + Soft Copy)	-	20
Project Demonstration/Presentation	-	20
Project Viva	-	20
 Total	 -	 100

2. **Format of the student project report on completion of the project**

- Cover page as per format
- Certificate of Approval
- Certificate of project guide/Center Manager
- Certificate of the company/Organization
- Certificate of Evaluation
- Declaration / Self Certificate
- Acknowledgement

In the "Acknowledgement" page, the writer recognizes his /her indebtedness for guidance and assistance of the thesis/report adviser and other members of the faculty. Courtesy demands that he/she also recognize specific contributions by other persons or institutions such as libraries and research foundations. Acknowledgements should be expressed simply, tastefully, and tactfully.

- Synopsis of the project
- Main Report
 - ✓ Objectives & Scope of the project
 - ✓ Theoretical Background of Project
 - ✓ Definition of problem
 - ✓ System Analysis & Design

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- ✓ System Planning (PERT Chart)
- ✓ Methodology adopted, system Implementation & Detail of Hardware & Software used
- ✓ System maintenance & Evaluation
- ✓ Cost and benefit Analysis
- ✓ Detailed Life Cycle of the project
 - ERD,DFD
 - Input and Output Screen Design
 - Process involved
 - Methodology used for testing
 - Test Report, Printout of the code sheet
- ✓ User/Operational Manual- including security aspects, access rights, back up, Controls etc.
- ✓ Conclusion
- ✓ References
- ✓ Soft copy of the project on CD

Formats of various certificates and formatting styles are as:

1. Project report Cover Format:

A
Project Report
On
Title of the Project Report
 (Times New Roman,Italic, Font Size=24)
 Submitted in partial fulfillment of the requirements for the award of degree
Bachelor of Computer Application
 From
 Pt.Ravishankar Shukla University Raipur (C.G.)
 (Bookman Old Style, 16 Point, Center)
 Year : xxxx

 Logo of college

Guide
(Guide Name)

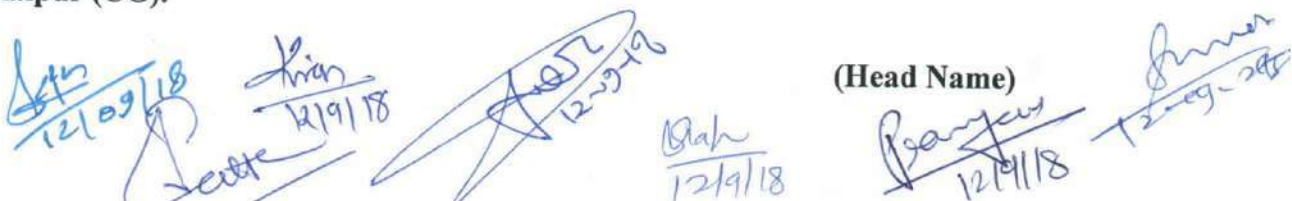
Submitted by:
(Student's Name)
Roll No:

Submitted to
 (College Name)
 Pt.Ravishankar Shukla University Raipur (C.G.)

2. Certificate of Approval by Head of the Department in letter head

CERTIFICATE OF APPROVAL

This is to certify that the Project work entitled “ _____ ” is carried out by Mr/Ms/Mrs _____, a student of BCA – III year at (College Name) is hereby approved as a credible work in the discipline of Computer Science & Information Technology for the award of degree of **Bachelor of Computer Application** during the year _____ from Pt. Ravishankar Shukla University, Raipur (CG).



 (Head Name)

8. **Certificate from the Guide in letter head**

CERTIFICATE

This is to certify that the Project work entitled “ _____ ”
Submitted to the (**College Name**) by Mr/Ms/Mrs _____ Roll
No _____, in partial fulfillment for the requirements relating to nature and standard
of the award of **Bachelor of Computer Application** degree by , **Pt. Ravishankar
Shukla University, Raipur (CG)** for the academic year 20__ - 20__ .

This project work has been carried out under my guidance.

(Guide Name)

9. **Certificate of the Company or Organisation from where the Project is done
from the Project Manager or Project guide.**

10. **Certificate of evaluation in the department letter head**

CERTIFICATE OF EVALUATION

This is to certify that the Project work entitled “ _____ ”
is carried out by Mr/Ms/Mrs _____, a student of BCA – III year at
(**College Name**), after proper evaluation and examination, is hereby approved as a
credible work in the discipline of Computer Science & Information Technology and is
done in a satisfactory manner for its acceptance as a requisite for the award of degree of
Bachelor of Computer Application during the year _____ from **Pt. Ravishankar
Shukla University, Raipur (CG)**.

Internal Examiner

External Examiner

11. **Declaration of Student / Self Certificate**

DECLARATION

This to certify that the project report entitled “ _____ ”,
which is submitted by me in the partial fulfillment for the award of the degree of **Bachelor
of Computer Application, (College Name)**, comprises the original work carried out by me.

I further declare that the work reported in this project has not been submitted and will
not be submitted, either in part or in full for the award of any other degree or diploma in this
Institute or any other Institute or University.

Place :

(Name)

Date :

(Roll No)









