

# SBSSTC

Scheme and Syllabus  
of  
Masters in Computer Applications (MCA)  
Batch 2015 July onwards

FirstSemesterContact Hours: 34 Hrs.

Course Code	CourseTitle	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA101	InformationManagement	4	1	-	40	60	100	5
MCA102	ObjectOriented Programmingin C++	4	1	-	40	60	100	5
MCA103	ComputerOrganization and AssemblyLanguage	4	1	-	40	60	100	5
MCA104	Accounting&Financial Management	4	1	-	40	60	100	5
MCA105	TechnicalCommunication	3	1	2	40	60	100	5
MCA106	Software Lab-I (Information Management)	-	-	4	60	40	100	2
MCA107	Software Lab –II(ObjectOriented Programmingin C++)	-	-	4	60	40	100	2
Total		19	5	10	320	380	700	29

\* Therewill benopractical examinationforTechnicalCommunication.Facultymustincludethe performanceininternalassessmentof theory.

SecondSemesterContact Hours: 35 Hrs.

Course Code	CourseTitle	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA201	MathematicalFoundationsof ComputerScience	4	1	-	40	60	100	5
MCA202	RelationalDatabaseManagement System	4	1	-	40	60	100	5
MCA203	DataStructures	4	1	-	40	60	100	5
MCA204	Data CommunicationandNetworks	4	1	-	40	60	100	5
MCA205	LinuxOperatingSystem	4	1	-	40	60	100	5
MCA206	Software Lab –III(Relational DatabaseManagementSystem)	-	-	4	60	40	100	2
MCA207	Software Lab –IV(Data Structures)	-	-	4	60	40	100	2
MCA208	Software Lab –V(Based on-LinuxOperatingSystem)	-	-	2	60	40	100	1
Total		20	5	10	380	420	800	30

ThirdSemesterContact Hours: 33Hrs.

Course Code	CourseTitle	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA301	DatabaseAdministration	4	1	-	40	60	100	5
MCA302	Information security	4	1	-	40	60	100	5
MCA303	Software Engineering & Project Management	4	1	-	40	60	100	5
MCA304	Java Programming	4	1	-	40	60	100	5
MCA305	Elective	4	1	-	40	60	100	5
MCA306	Software Lab-VI[Database Administration ]	-	-	4	60	40	100	2
MCA307	Software Lab-VII[Java Programming]	-	-	4	60	40	100	2

Fourth Semester Contact Hours: 32 Hrs.

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA401	Mobile Application Development	4	1	-	40	60	100	5
MCA402	E-Commerce & Web Application Development	4	1	-	40	60	100	5
MCA403	Interactive Computer Graphics	4	1	-	40	60	100	5
MCA404	Advanced Operating Systems	4	1	-	40	60	100	5
MCA405	Software Lab-VIII (Web & Mobile Application Development)	-	-	6	60	40	100	3
MCA406	Software Lab-IX (Interactive Computer Graphics)	-	-	4	60	40	100	2
Total		16	4	10	280	320	600	25

\* Students will undergo 6-8 weeks industrial training after 4th semester. Examination will be conducted along with 5th semester practical.

Fifth Semester Contact Hours: 32 Hrs.

Course Code	Course Title	Load Allocation			Marks Distribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA501	Artificial Intelligence	4	1	-	40	60	100	5
MCA502	Design and analysis of algorithms	4	1	-	40	60	100	5
MCA503	Web Technologies	4	1	-	40	60	100	5
MCA504	Object Oriented Analysis & Design with UML	4	1	-	40	60	100	5
MCA505	Software Lab-XI (Web Technologies)	-	-	4	60	40	100	2
MCA506	Software Lab-XII (Object Oriented Analysis and Design with UML)	-	-	4	60	40	100	2
MCA507	Industrial Training*	-	-	-	-	-	-	S/U
Total		16	4	8	280	320	600	24

SixthSemester

Contact Hours:34Hrs

Course Code	Course Title	Load Allocation			MarksDistribution		Total Marks	Credits
		L	T	P	Internal	External		
MCA601	DataWarehousing& Mining	4	1	-	40	60	100	5
MCA602	CloudComputing	4	1	-	40	60	100	5
MCA603	AdvancedComputer Architecture	4	1	-	40	60	100	5
MCA604	SoftwareTesting& QualityManagement	4	1	-	40	60	100	5
MCA605	SoftwareLab- XIII(SoftwareTesting)	-	-	2	60	40	100	1
MCA606	Project	-	-	8	180	120	300	8
Total		16	4	10	400	400	800	29

ListofElectives:

CourseCode	(MCA305) Elective	CourseCode	(MCA305)Elective
MCA305A	SystemProgramming	MCA305C	Embedded system
MCA305B	TheoryofComputation		

# MCA-101 Information Management

## Section-A

Introduction to Information Technology - Definition, Applications in various sectors, Different types of software, Generations of Computers, Input and output Devices, Various storage devices like HDD, Optical Disks, Flash Drives. Different Types of data file formats: Types and Applications.

## Section-B

IT Infrastructure in India - Telecommunication, Internet research and Broadband

Data Collection and Data Management, Data Models, Information vs. Knowledge, Various techniques to derive information, Information Management.

## Section-C

Management Information System - Definition, Strategic Management of Information, Decision Making, Development Process of MIS, Strategic Design of MIS, Business Process Reengineering.

Understanding Knowledge Management, Designing a Knowledge Management System, Nature and Scope of Business Intelligence, Information Security - Meaning and Importance, Organizational Security Policy and Planning, Access Control and Operations Security.

## Section-D

Office Automation (Word processing, Spreadsheet, Presentation, E-Mail Clients), Content Management System and Architecture.

### Suggested Readings/Books:

Introduction to Information Technology, Second Edition, Turban, Rainer, Potter, WSE, Wiley India.

Data Warehousing Fundamentals: A

Comprehensive Study for IT Professionals, Paulraj Ponnian, WSTN, Wiley India.  
Information Assurance For The Enterprise: A Roadmap To Information Security - Corey Schou, Daniel Shoemaker, Mc-Graw Hill Publications.

Management Information System: Text and Cases, Waman Jawadekar, Mc-Graw Hill Publications.



## MCA-102 Object Oriented Programming in C++

### Section-A

Evolution of OOP, OOP Paradigm, advantages of OOP, Comparison between functional programming and OOP Approach, characteristics of object oriented language – objects, classes, inheritance, reusability, user defined data types, polymorphism, overloading. Introduction to C++, Identifier and keywords, constants, C++ operators, type conversion, Variable declaration, statements, expressions, features of iostream, handling input and output, conditional expression loop statements, breaking control statements.

### Section-B

Defining function, types of functions, storage class specifiers, recursion, pre-processor, header files and standard functions, Arrays, pointer arithmetic's, structures, pointers and structures, unions, bit field typed, enumerations. Passing array as an argument to function.

### Section-C

Classes, member functions, objects, arrays of class objects, pointers and classes, nested classes, constructors, destructors, inline member functions, static class member, friend functions, dynamic memory allocation. Inheritance, single inheritance, types of base classes, types of derivations, multiple inheritance, container classes, member access control

### Section-D

Function overloading, operator overloading, polymorphism, early binding, polymorphism with pointers, virtual functions, virtual destructors, late binding, pure virtual functions, opening and closing of files, stream stream member functions, binary file operations, structures and file operations, classes and file operations, random access file processing. Exception Handling.

### Suggested Readings/Books:

- Object Oriented Programming in Turbo C++, Robert Lafore, Galgotia Publications, 1994.
- The C++ Programming Language, Bjarne Wesley Publications, 1994.
- Object Oriented Programming with C++, E. Balagurusamy, Tata McGraw Hill
- Object Oriented Software Engineering, S. Halladay and M. Wiebel, BPB Publications, 1995.



# MCA-103 Computer Organization and Assembly Language

## Section-A

Computer Organization: Basic Computer Organization, Bus & Memory Transfer, Stored Program Organization, Computer Registers, Computer Instructions, Timing and Control, Hardwired based design of Control Unit, Instruction Cycle, Formats of Various types of Instructions- Memory Reference Instructions, Register Reference Instructions & I/O Instructions, General Register Organization- Control word, Design of Adder & Logic Unit, Stack Organization- Register Stack, Memory Stack, Reverse Polish Notation, Addressing Modes, RISC vs CISC Architectures, Interrupts & types.

## Section-B

Pipeline & Vector Processing: Parallel Processing, Pipelining- Arithmetic & Instruction Pipeline, Vector Processing- Vector operations, Memory Interleaving, Array Processors.

Input – Output Organization: Input-Output Interface- I/O vs Memory Bus, Isolated vs Memory mapped I/O, Synchronous Data Transfer, Asynchronous Data Transfer- Strobe Control, Handshaking, Asynchronous Communication Interface, Modes of Transfer- Programmed I/O, Interrupt Initiated I/O, Interrupt Cycle, Priority Interrupt Controller, DMA Controller & DMA Transfer.

## Section-C

Memory Organization: Main Memory- Memory Address Map, Memory connection to CPU, Associative Memory- Hardware organization, Match Logic, Cache Memory- Level of Cache, Associative Mapping, Direct Mapping, Set-Associative Mapping, writing into Cache, Cache coherence, Virtual Memory- Address space & Memory space, Address mapping using pages, Associative memory page table, Page replacement. Memory Management Hardware – Segmented page mapping, Multiport memory, Memory protection.



## Section-D

Multiprocessors: Characteristics of Multiprocessors, Interconnection structures—Time Shared Common Bus, Crossbar switch, Multistage Switching Network, Hypercube interconnection, Interprocessor communication & synchronization.

Assembly Language Programming: Example of a typical 8-bit processor (8085 microprocessor)—Registers, Addressing modes, Instruction Set—Data transfer Instructions, Arithmetic Instructions, Logical Instructions, Program Control Instructions, Machine Control Instructions, Use of an Assembly Language for specific programmes: Simple numeric manipulations, Sorting of a list and use of I/O instructions.

### Suggested Readings/Books:

Computer Organization—Car Hamacher, Zvonks Vranesic, Safwat Zaky, V Edition, McGraw Hill.

Computer System Architecture, Mano, M.M., 1986: Prentice Hall of India. Computer Architecture and Organization, John Paul Hayes: McGraw-Hill International Edition

Structured Computer Organization, Tanenbaum, A.S.: Prentice Hall of India.

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## MCA-104 Accounting and Financial Management

### Section-A

Accounting: Principles, concepts and conventions, double entry system of accounting, introduction to basic books of accounts of sole proprietary concern, partnership, organization & company, closing of books of accounts and preparation of trial balance.

Final Accounts: Trading, Profit and Loss accounts and Balance sheet (without adjustment)

### Section-B

Financial Management: Meaning, scope and role, a brief study of functional areas of financial management. Introduction to various FM tools: Ratio Analysis, Fund Flow statement and cash flow statement (without adjustments)

### Section-C

Costing: Nature, importance and basic principles, Marginal costing: Nature, scope and importance, Breakeven analysis, its uses and limitations, construction of breakeven chart, Standard costing: Nature, scope and variances, Budgetary Control (only introduction)

### Section-D

Computerized Accounting: Advantages, Computer Programs for accounting, Computer based Auditing.

#### Suggested Readings/Books:

Principles: A Book-Keeping by J.C. Katyal

Principles of Accounting by Jain and Narang, .

Financial Management by I.M. Pandey, Vikas Publications.

Management Accounting, by Sharma, Gupta & Bhal, . Cost Accounting by Jain and Narang

Cost Accounting by Katyal, .

Basic Accounting, Second Edition by Rajni Sofat, Preeti Hiro, PHI.

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## MCA-105 Technical Communication

### Unit-I

Basics of Technical Communication- Functions of Communication-Internal & External Functions, Models-Shannon & Weaver's model of communication, Flow, Networks and importance, Barriersto Communication, Essential of effective communication (7C's and other principles), Non-verbal Communication.

### Unit-II

Basic Technical Writing: Paragraph writing (descriptive, Imaginative etc.), Precise writing, reading and comprehension, Letters- Format & various types.

### Unit-III

Advanced Technical Writing: Memos, Reports, E-Mails & Net etiquettes, Circulars, Press Release, Newsletters, Notices. Resume Writing, Technical Proposals, Research Papers, Dissertation and Thesis, Technical Reports, Instruction Manuals and Technical Descriptions, Creating Indexes, List of References and Bibliography.

### Unit-IV

Verbal Communication- Presentation Techniques, Interviews, Group Discussions, Extempore, Meetings and Conferences.

### Unit-V

Technical Communication- MS-Word, Adobe Frame maker and ROBO Help

\* Lab Exercises based on Listening and Speaking skills

#### Suggested Readings/Books

Vandana R Singh, The Written Word, Oxford University Press, New Delhi  
K K Ramchandran, et al Business Communication, Macmillan, New Delhi  
Swati Samantaray, Business Communication and Communicative English, Sultan Chand, New Delhi.  
S.P. Dhanavel English and Communication Skills for Students of Science and Engineering (with audio CD)



## MCA-106SoftwareLab-I(InformationManagement)

Thislaboratorycoursewill mainlycomprise of exercises on Section D of theCourseMCA-101  
[InformationManagement]

## MCA-107SoftwareLab-II(ObjectOrientedProgramminginC++)

Thislaboratorycoursewill mainlycomprise of exercises on what is learntunder paper: MCA 102  
[ObjectOrientedProgramminginC++]

Note:ProgramshouldbefullydocumentedwithsimpleI/Odata.Flowchartsshouldbedeveloped  
wherevernecessary.

Writeprogramin‘C++’language

Usinginputand outputstatements

Usingcontrol statements.

Usingfunctions.

Usingarray

UsingClasses andimplementation ofConstructor and Destructor.

Usingfiles.

UsingOOP’s Concepts(Inheritance, Polymorphism, Encapsulation, Friendand Static Functions)

# Second Semester

## MCA-201 MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE

### Section A

A general introduction, simple and multiple graphs, directed and undirected graphs, Eulerian and Hamiltonian Graphs, Shortest path algorithms, Chromatic number, Bipartite graph, graph coloring.

### Section B

Sets and Relations: Definition of sets, subsets, complement of a set, universal set, intersection and union of sets, De-Morgan's laws, Cartesian products, Equivalent sets, Countable and uncountable sets, minset, Partitions of sets, Relations: Basic definitions, graphs of relations, properties of relations

### Section C

Algebra of logic, Propositions, Connectives, Tautologies and contradiction, Equivalence and implication, Principle of Mathematical induction, quantifiers.

### Section D

Introduction of a Matrix, its different kinds, matrix addition and scalar multiplication, multiplication of matrices, transpose etc. Square matrices, inverse and rank of a square matrix, solving simultaneous equations using Gauss elimination, Gauss Jordan Methods, Matrix Inversion method.

### References:

Alan Doerr, "Applied Discrete Structures for Computer Science", Galgotia Publications.  
Kolman and Busby "Discrete Mathematical structures for Computer Sciences" PHI.

## MCA202:RelationalDatabaseManagementSystems

### Section–A

#### ReviewofDBMS:

BasicDBMSterminology;ArchitectureofaDBMS:DataIndependence-PhysicalandLogical Independence, DegreeofData Abstraction, Initial Studyofthe Database, Database Design, ImplementationandLoading,TestingandEvaluation,Operation,MaintenanceandEvaluation.

#### ConceptualModel:

EntityRelationshipModel,ImportanceofERD,Symbols(Entity:TypesofEntities,weakEntity, Composite Entity, Strong Entity, Attribute: Types of Attribute, Relationship: Type of relationship,Connectivity,Cardinality).

### Section–B

#### DatabaseModelsandNormalization:

ComparisonofNetwork,HierarchicalandRelationalModels,ObjectOrientedDatabase,Object Relational Database,ComparisonofOOD&ORD;Normalizationanditsvariousforms,De-Normalization, Functional Dependencies, Multi-valued Dependencies, Database Integrity: Domain,Entity,ReferentialIntegrityConstraints.

#### TransactionManagementandConcurrencyControl:

Client/ ServerArchitecture and implementation issues, Transaction: Properties, Transaction Management with SQL, Concurrency; Concurrency Control: Locking Methods: (Lock Granularity,LockTypes,TwoPhaseLocking,Deadlocks),TimeStampingMethod,Optimistic Method,DatabaseRecovery Management.

### Section–C

#### DistributedDatabases:

Centralized Verses Decentralized Design; Distributed Database Management Systems (DDBMS): Advantage andDisadvantages; Characteristics, Distributed Database Structure, Components,DistributedDatabaseDesign,HomogeneousandHeterogeneousDBMS.

#### LevelofDataandProcessDistribution:

SPSD(Single–SiteProcessing,Single-SiteData),MPSP(Multiple-SiteProcessing,SingleSite Data),MPMD(Multiple–SiteProcessing,Multiple-SiteData),DistributedDatabaseTransaction Features,TransactionTransparency,Client/ServerVsDDBMS.

### Section–D

#### BusinessIntelligence andDecisionSupportSystem:

TheneedforDataAnalysis,BusinessIntelligence,OperationalDatavs.DecisionSupportData, DSSDatabasepropertiesandimportance,DSSDatabaseRequirements.

#### OLAPandDatabaseAdministration:

Introduction toOnline Analytical Processing (OLAP), OLAP Architecture Relational, Star Schemas,DatabaseSecurity,Databaseadministrationtools,DevelopingaDataAdministration Strategy.

#### References:

1. “DataBaseSystems”,PeterRobCarlosCoronel,CengageLearning,8<sup>th</sup> ed.

2. "Database System Concepts", Henry F. Korth, Abraham, McGraw-Hill, 4<sup>th</sup> ed.
3. "An Introduction To Database Systems", C.J. Date, Pearson Education, 8<sup>th</sup> ed.
4. "Principles of Database Systems", Ullman, Galgotia Publication, 3<sup>rd</sup> ed.
5. "An Introduction To Database Systems", Bipin C. Desai, Galgotia Publication



## MCA-203 DATASTRUCTURES

### Section A

- Introduction to Data Structure: Concept of data, problem analysis, data structures and data structure operations, notations, mathematical notation and functions, algorithmic complexity, Big-O Notation and time space tradeoff.
- Overview of Arrays, Recursion, Pointers, Pointer Arithmetic, Array of pointers, Arrays in terms of pointers, Static and Dynamic Memory Management, Garbage Collection.
- Understanding and Implementation of various Data Structures with applications
- Stack: operations like push, pop and various applications like conversion from infix to postfix and prefix expressions, evaluation of postfix expression using stacks
- Queues: operations like enqueue, dequeue on simple, circular and priority queues.
- Linked Lists: operations like creations, insertion, deletion, retrieval and traversal on single, circular and doubly linked list.

### Section B

- Trees definitions and concepts: Root, Node, Leaf Node, Level, Degree, Height and Tree representation using Linked List and Array
- Types of Trees: Binary trees, Binary search tree, Height balanced (AVL) tree, B-trees, B+ Tree
- Tree operations: creation, insertion, deletion and traversals (Preorder, In-order, Post-ordered) and searching on various types of trees

- Heap: Definition, Structure, Algorithms and applications

## Section C

- Graph definitions and concepts: Edge, Vertices, and Graph representation using Adjacency matrix, Adjacency lists
- Types of graphs: Weighted, Unweighted, Directed, Undirected Graphs
- Graph operations: creation, insertion, deletion, traversals and searching (depth-first, breadth-first) of various types of graphs and Dijkstra's algorithm for shortest distance calculation.

## Section D

- Searching: Concept and efficiency of linear and binary search algorithms.
- Sorting: Concepts, Order, Stability, Efficiency of various algorithms (Selection Sort, Bubble Sort, Insertion Sort, Merge Sort, Quick Sort, Heap Sort, Radix Sort)
- Hashing: Definition, Implementation and applications

## Note:

- Programs are to be implemented in C++

## Books:

- Data Structures – A Pseudocode Approach with C++ - Gilberg and Forouzan by Cengage
- Schaum's Outline of Data Structures with C++ - Hubbard John. R by Tata McGraw-Hill
- Data Structures Using C and C++ - Langsam, Augenstein, Tanenbaum by Pearson Education

## MCA-204 DATA COMMUNICATION AND NETWORKS

Objectives: As part of this course, students will be introduced to Computer Networks and Data Communication paradigms, about Network models and standards, Network protocols and their use, wireless technologies.

### SECTION-A

Introduction to Data Communication: Components of Data Communication, Data Representation, Transmission Impairments, Switching, Modulation, Multiplexing.

Review of Network Hardware: LAN, MAN, WAN, Wireless networks, Internet networks.

Review of Network Software: Layer, Protocols, Interfaces and services.

Review of Reference Models: OSI, TCP/IP and their comparison.

#### Physical Layer

Transmission Media: Twisted pair, Coaxial cable, Fiber optics, Wireless transmission (Radio, Microwave, Infrared). Introduction to ATM, ISDN, Cellular Radio and Communication Satellites.

### SECTION-B

#### Data Link Layer

Services provided by DLL: FRAMING, ERROR CONTROL, FLOW CONTROL, MEDIUM ACCESS

#### Medium Access Sublayer

Channel Allocation, MAC protocols – ALOHA, CSMA protocols, Collision free protocols, Limited Contention Protocols, Wireless LAN protocols, IEEE 802.3, 802.4, 802.5 standards and their comparison.

### SECTION-C

#### Network Layer

Design Issues, Routing Algorithms (Shortest Path, Flooding, Distance Vector, Hierarchical, Broadcast, Multicast). Congestion Control Algorithms (Leaky bucket, Token bucket, Load shedding), Internet networking, IP Protocol, ARP, RARP.

#### Network Troubleshooting

Using Ping, Traceroute, IPconfig, Netstat, nslookup

## SECTION-D

TransportLayer

Addressing, Establishing and Releasing Connection, Flow Control, Buffering, Internet TransportProtocol(TCPandUDP).

ApplicationLayer

Domainnamesystem,E-mail,Filetransferprotocol,HTTP,HTTPS,WorldWideWeb.

SuggestedBooks:-

- 1.Tanenbaum,AndrewS.,2009:ComputerNetworks(4thEdition),PHI.
2. Forouzan, B. A., 2009: Data Communications and Networking, Fourth Edition, Tata McGrawHill.
- 3.DouglasE.Comer,2004:InternetworkingwithTCP/IP(Vol.1,4thEdition),CPE.
- 4.Stallings,William2008:DataandComputerCommunications(8thEdition),PHI.
- 5.Nance,Bary,1997:IntroductiontoNetworking,PHI,4thEdition.

## MCA-205 LINUX OPERATING SYSTEM

### SECTION-A

#### INTRODUCTION TO LINUX OPERATING SYSTEM:

Introduction and Types of Operating Systems, Linux Operating System, Features, Architecture Of Linux OS and Shell Interface, Linux System Calls, Linux Shared Memory Management, Device and Disk Management in Linux, Swap space and its management. File System and Directory Structure in Linux. Multi-Processing, load sharing and Multi-Threading in Linux, Types of Users in Linux, Capabilities of Super Users and equivalents.

INSTALLING LINUX AS A SERVER : Linux and Linux Distributions ;Major differences between various Operating Systems (on the basis of: Single Users vs Multi users vs Network Users; Separation of the GUI and the Kernel; Domains; Active Directory;).

INSTALLING LINUX IN A SERVER CONFIGURATION: Before Installation; Hardware; Server Design; Dual-Booting Issues; Modes of Installation; Installing Fedora Linux; Creating a Boot Disk; Starting the Installation; GNOME AND KDE : The History of X Windows; The Downside; Enter GNOME; About GNOME; Starting X Windows and GNOME; GNOME Basics; The GNOME Configuration Tool.

### SECTION-B

INSTALLING SOFTWARE: The Fedora Package Manager; Installing a New Package using dpkg and RPM; Querying a Package; Uninstalling a Package using dpkg and RPM; Compiling Software; Getting and Unpacking the Package; Looking for Documentation; Configuring the Package; Compiling Your Package; Installing the Package, Driver Support for various devices in linux.

MANAGING USERS: Home Directories ; Passwords; Shells; Startup Scripts; Mail; User Databases; The / etc/passwd File; The / etc/shadow File; The / etc/group File; User Management Tools; Command-Line User Management; User Linux Conf to Manipulate Users and Groups; Set UID and Set GID Programs

## SECTION-C

THE COMMAND LINE : An Introduction to BASH, KORN, C, A Shell etc. ; BASH commands:Job Control;EnvironmentVariables;Pipes;Redirection;Command-LineShortcuts; DocumentationTools;ThemanCommand;thetext infoSystem;FileListings;Ownershipsand permissions; Listing Files; File and Directory Types; Change Ownership; Change Group; Change Mode ; File Management and Manipulation; Process Manipulation;Miscellaneous Tools;VariousEditorsAvailablelike:Vianditsmodes,Pico, Joeandemacs,,SuCommand.

## SECTION-D

BOOTING AND SHUTTING DOWN: LILO and GRUB; Configuring LILO; AdditionalLILOoptions;Addinga NewKerneltoBoot;RunningLILO;TheStepsofBooting; EnablinganddisablingServices

FILE SYSTEMS: The MakeupFile Systems; Managing File Systems; Adding and PartitioningaDisk;NetworkFileSystems;QuotaManagement;

CORE SYSTEM SERVICES: The initService; The inetdand xinetdProcesses; The syslogdDaemon;ThecronProgram

PRINTING : The Basicof lpd; Installing LPRng; Configuring /etc/printcap; The /ETC/lpd.permsFile;Clientsoflpd,InterfacingPrinterthroughOperatingSystem.

## References:

1. [LinuxAdministration:ABeginner'sGuide](#)bySteveShah,WaleSoyinka,ISBN 0072262591(0-07-226259-1),McGraw-HillEducation
2. [UnixShellProgramming](#),YashavantP.Kanetkar
3. UNIXConceptsandApplicationsbySumitabhaDas
4. OperatingSystemConcepts8<sup>th</sup> edition,byGalvin

MCA206:SoftwareLab–III(RelationalDatabaseManagementSystem)

LearningObjectives:

1. ComparativestudyofvariousDatabaseManagementSystems
2. Data DefinitionLanguage (DDL), Data Manipulation Language (DML), and Data ControlLanguage(DCL)
3. HowtoapplyConstraintsatvariouslevels.
4. Viewdataintherequiredformusing Operators,FunctionsandJoins.
5. CreatingdifferenttypesofViewsfortailoredpresentationofdata
6. HowtoapplyConditionalControlsinPL/SQL
7. ErrorHandlingusingInternalExceptionsandExternalExceptions
8. UsingvarioustypesofCursors
9. HowtorunStoredProceduresandFunctions
- 10.CreatingPackagesandapplyingTriggers
- 11.CreatingArraysandNestedTables.

## MCA-207 Software Lab–IV(DataStructures)

List of practical exercises, to be implemented using object-oriented approach in C++ Language.

- 1.[ARRAY] Write a menu driven program to Insert a new element at end as well as at a given position, Delete an element from a given position, To find the location of a given element using linear search, To display the elements of the linear array.
- 2.[LINKEDLIST] Write a menu driven program to Insert a new element, Delete an existing element, Display all the elements.
3. Write a program to implement PUSH & POP operation on stack.
4. Program to implement INSERT & DELETE operation on circular queue represented using a linear array.
5. Program to sort an array of integers in ascending order using bubble sort.
6. Program to sort an array of integers in ascending order using selection sort.
7. Program to sort an array of integers in ascending order using insertion sort.
8. Program to sort an array of integers in ascending order using merge sort.
9. Program to sort an array of integers in ascending order using quick sort.
10. Program to demonstrate the use of binary search algorithm to search a given element in a sorted array in ascending order.
11. Program to insert, delete and display operations on a binary search tree.
12. Program to illustrate the traversal of a graph using breadth-first search.
13. Program to illustrate the traversal of a graph using depth-first search.



MCA-208  
Software Lab-V(LINUXOPERATINGSYSTEM)

Learning Objectives:

1. How to install different distributions of Linux (Fedora, redHat, OpenSuse etc.).
2. Booting and Shutting down the system.
3. Learning the use of VI Editor for Shell programming, Searching & Sorting Processes.
4. User Management
5. Package management.
6. File/Directory Management.
7. Installing Printer and using Printers services.
8. Process Management.
9. Security and Protection of system.
10. Privilege management.
11. Managing various services (Cron & Quota etc) in Linux.
12. Running a project to learn overall Linux System Usage.

References:

1. Linux Administration: A Beginner's Guide by Steve Shah, Wale Soyinka, ISBN 0072262591 (0-07-226259-1), McGraw-Hill Education
2. Unix Shell Programming, Yashavant P. Kanetkar
3. UNIX Concepts and Applications by Sumitabha Das

ThirdSemester

## MCA301 Database Administration

### Section-A

#### (Introduction)

Understanding role and responsibilities of DBA, Database Environment management (network, CPU, disk and RAM), Installing and upgrading various database packages (MS SQL Server, Oracle, MySQL), Comparing various database packages, Configuring various services and components, Understanding the client/server model, Communication protocols, Database instance management, Creating and managing various database objects (tables, views, indexes)

### Section-B (Managing Database Servers)

Understanding client tools for administrative tasks, Task Automation, Implementing migration, consolidation, and upgrade strategy, Hardware resource allocation, Business policy implementation, Monitoring and trouble-shooting, Implementing database compression, Database Replication and multiple servers, Exporting and Importing data, Managing Data integrity

### Section-C (Security and Availability)

Understanding User Access and Security, Creating and modifying user accounts, Creating, Modifying and Using roles, Granting and Revoking Privileges, Querying role information, Auditing User activity, Implementing database encryption, Database backup, restoration and recovery, Types of failure, Defining a backup and recovery strategy, Testing the backup and recovery plan, RAID Implementation, High-availability and disaster recovery

### Section-D (Performance Tuning)

Introduction to performance tuning and its requirement, performance tuning methodology and concepts, Monitoring status variables that affect performance, General Table Optimizations, Using indexes to improve performance, Monitoring and optimizing the performance of the database, Identifying full-table scans, Re-writing SQL queries, Tuning sub-queries, Database mirroring, clustering

Note: Subject Coverage will be preferably based on MySQL.

### Reference Books

- Microsoft SQL Server 2012 Bible by Adam Jorgensen, Jorge Segarra, Patrick Leblanc, Jose Chinchilla, Aaron Nelson (Wiley India Pvt Ltd)
- Pro SQL Server 2012 Administration, 2nd Ed by Ken Simmons, Sylvester Carstarphen (Dreamtech Press)
- Expert Oracle Database 11g Administration by Sam R. Alapati (Dreamtech Press)
- MySQL Administrator's Bible By Sheeri K Cabral, Keith Murphy (John Wiley & Sons)

# MCA302 Information Security

## Section-A

Computer Security Concepts, Threats, Attacks, and Assets, Security Functional Requirements, A Security Architecture for Open Systems, Computer Security Trends, Computer Security Strategy

Cryptographic Tools: Confidentiality with Symmetric Encryption, Message Authentication and Hash Functions, Public-Key Encryption, Digital Signatures and Key Management, Random and Pseudorandom Numbers, Practical Application: Encryption of Stored Data

## Section-B

User Authentication: Means of Authentication, Password-Based Authentication, Token-Based Authentication, Biometric Authentication, Remote User Authentication, Security Issues for User Authentication, Practical Application: An Iris Biometric System

Access Control: Access Control Principles, Subjects, Objects, and Access Rights, Discretionary Access Control Example: UNIX File Access Control, Role-Based Access Control

Database Security: The Need for Database Security, Database Management Systems, Relational Databases, Database Access Control, Inference, Statistical Databases, Database Encryption, Cloud Security

## Section-C

Malicious Software: Types of Malicious Software (Malware), Propagation—Infected Content—Viruses, Propagation—Vulnerability Exploit—Worms, Propagation—Social Engineering—SPAME-mail, Trojans, Payload—System Corruption, Payload—Attack Agent—Zombie, Bots, Payload—Information Theft—Keyloggers, Phishing, Spyware, Payload—Stealth—Backdoors, Rootkits

Denial-of-Service Attacks: Denial-of-Service Attacks, Flooding Attacks, Distributed Denial-of-Service Attacks, Application-Based Bandwidth Attacks, Reflector and Amplifier Attacks, Defenses Against Denial-of-Service Attacks, Responding to a Denial-of-Service Attack

Buffer Overflow: Stack Overflows, Defending Against Buffer Overflows, Other Forms of Overflow Attacks

Software Security: Software Security Issues, Handling Program Input, Writing Safe Program Code, Interacting with the Operating System and Other Programs, Handling Program Output

## Section-D

Operating System Security: Introduction to Operating System Security, System Security Planning, Operating Systems Hardening, Application Security, Security Maintenance, Linux/Unix Security, Windows Security, Virtualization Security

Trusted Computing and Multilevel Security: The Bell-LaPadula Model for Computer Security, Other Formal Models for Computer Security, The Concept of Trusted Systems, Application of Multilevel Security, Trusted Computing and the Trusted Platform Module, Common Criteria for Information Technology Security Evaluation, Assurance and Evaluation

IT Security Management and Risk Assessment: IT Security Management, Organizational Context and Security Policy, Security Risk Assessment, Detailed Security Risk Analysis

IT Security Controls, Plans, and Procedures: IT Security Management Implementation, Security Controls or Safeguards, IT Security Plan, Implementation of Controls, Implementation Follow-up.

## Textbook

W. Stallings, "Computer Security: Principles and Practice," 2nd Edition, Prentice Hall, ISBN: 0132775069, 2011.

## Recommended Books

M. Stamp, "Information Security: Principles and Practice," 2nd Edition, Wiley, ISBN: 0470626399, 2011.

M.E. Whitman and H.J. Mattord, "Principles of Information Security," 4th Edition, Course Technology, ISBN: 1111138214, 2011.

M. Bishop, "Computer Security: Art and Science," Addison Wesley, ISBN: 0-201-44099-7, 2002.

G. McGraw, "Software Security: Building Security In," Addison Wesley, ISBN: 0321356705, 2006.

## MCA-303 Software Engineering & Project Management

### Section-A

Software Engineering: The software problem, Evolution of Software Engineering, Principles of software engineering, Software Development vs. Software Engineering.

Software Process: Software Process, Selection of appropriate process model, Software Process Models- Waterfall, Spiral, Prototyping, Agile Methodology- Scrum and XP.

### Section-B

Advanced Requirement Analysis & Design: Analysis Principles, SRS, Requirement Elicitation Techniques- FAST and QFD, Design Principles, Design Concepts, Data Design, Architectural Design- Architectural Styles, Procedural & Object Oriented Design.

### Section-C

Software Project Management: The Management Spectrum, Software Project Planning and its characteristics, Types of metrics, Effort Estimation- FP, LOC, FP vs. LOC, Schedule & Cost Estimation Models- Activity Networks- PERT/CPM, COCOMO-I, COCOMO-II, Risk Assessment- Probability Matrix, Risk Management.

Software Testing: Testing Fundamentals- Error/Fault/Failure, Testing Principles, Test Cases, Testing Techniques- White Box & Black Box, Unit Testing, Integration Testing, System Testing, Verification and Validation Testing, Acceptance Testing.

### Section-D

Software Quality Management: S/W Quality, Importance of S/W Quality, Quality Metrics, Quality Standards- ISO 9126, Change Control, Change Control Process.

Advanced S/W Engineering: CASE Tools, Reverse Engineering, Re-engineering, Web Engineering.

#### References:

1. Thayer, Software Engineering Project Management 2<sup>nd</sup> ed, Wiley
2. R.S. Pressman, Software Engineering: A Practitioner's Approach (6<sup>th</sup> ed.), McGraw-Hill, 2006
3. Peters, Software Engineering: An Engineering Approach, Wiley
4. Sommerville, Ian, Software Engineering, Addison-Wesley Publishing Company, (2006) 8<sup>th</sup> ed.
5. K.K. Aggarwal and Y. Singh, Software Engineering (revised 2<sup>nd</sup> ed.), New Age International Publishers, 2006.

## MCA-304 JAVA PROGRAMMING

Objective of the course: The objective of this course is to get insight of the subject and after completion of this course, students will be able to:

- Use the advanced features of Java Technology
- Develop good program to handle exceptions and errors in program. Work with collection API and develop fast programs.
- Use the java.io package in detail.
- Use the serialization concepts of java technology.
- Develop good multithreaded programs
- Work the latest JDBC technology
- Learn Java Generics and the development of Projects.

### Section A

Introduction: Object Oriented Concept overview, features and applications of Java, Differences between Java and C++, structure of Java Program, understanding class path. Building Blocks: Literals, Tokens, Keywords, constants, variables & Data types, scope of variables, Operators, Expressions, Flow Control statements.

Arrays, Vectors, Type Conversion, Command Line Arguments, Review of classes and methods, Access specifiers, constructors, Inheritance, static Classes, Abstract Classes, Final Classes, Wrapper Classes: Autoboxing and Unboxing, Garbage Collection & Finalize method, Enumerated types and annotations, Handling String and String Buffer classes, Method Overloading and Overriding, Nesting of methods and methods with varargs.

### Section B

Interfaces & Packages: Interfaces and implementing multiple inheritance through interfaces, Packages, Multithreaded Programming, Synchronization.

Exception Handling: Introduction, Handling System defined Exceptions, Creating and handling user defined exception.

Managing I/O: Introduction to streams, Handling and using various Stream Classes, Random, String Tokenizer, Scanner classes .

### Section C

Applet and Graphic Programming: Introduction to applets, Types of applets, Using Applet Applications, Passing Parameters to applets,

Introduction to Graphic Programming: Applying 2-D transformations on Objects, Event Handling , Layouts, Frames, Panels, Menu's, Pop up Menus, Swings, JDBC.

### Section D

Advanced Programming: Servlet Programming( Servlet Life Cycle, Generic Servlet, HttpServlet, HttpServletRequest, HttpServletResponse, service method, doGet method, doPost method, Servlet Exception), Introduction to JSP, Syntax, Semantics, Declaration and Expressions

Socket Programming: Overview, Difference between TCP and UDP Sockets, Various methods associated with TCP and UDP.

### REFERENCES: -

1. Introduction to Java Programming, Comprehensive Version, Y. Daniel Liang, Pearson, 9/E
2. Java 2 The Complete Reference by Petric Noughton And Herbet Schildt, McGraw Hill Professional, 1999
3. Head First java by Kethy Seirra and Bert Bates, Oxford Publications.
4. Head First Sevlets and JSP, 2nd Edition by Bryan Basham, Kathy Sierra, Bert Bates, O'Rielly Media.

## MCA-305A Elective System Programming

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### Section-A

Assemblers and Macro Processors: Language processors, data structures for language processing, General Design Procedure, Single pass and two pass assembler and their algorithms, assembly language specifications (example MASM). Macro Instructions, Features of Macro Facility: Macro instruction arguments, Conditional macro expansion, Macro calls within macro.

### Section-B

Loaders and Linkers & Editors: Loader Schemes: Compile and go loader, general loader scheme, absolute loaders, subroutine linkages, relocating loaders, direct linking loaders, Relocation, Design of Absolute Loader, Bootstrap Loaders, Dynamic Linking, MS-DOS Linker, Text Editors, Line Editor, Steam Editors, Screen editor, Word processors, Structure editors.

### Section-C

Compiler Design: Introduction to various translators, interpreters, debuggers, various phases of compiler, Introduction to Grammars and finite automata, Bootstrapping for compilers, Lexical Analysis and syntax analysis, Intermediate Code Generation, Code optimization techniques, Code generation, Introduction to YACC, Just-in-time compilers, Platform Independent systems.

### Section-D

Operating System: Operating Systems and its functions, Types of operating systems: Real-time OS, Distributed OS, Mobile OS, Network OS, Booting techniques and subroutines, I/O programming, Introduction to Device Drivers, USB and Plug and Play systems, Systems Programming (API's).

### TEXTBOOKS:

- Donovan J.J., Systems Programming, New York, Mc-Graw Hill, 1972.
- Leland L. Beck, System Software, San Diego State University, Pearson Education, 1997.
- Dhamdhere, D.M., System Programming and Operating Systems, Tata Mc-Graw Hill 1996.

### REFERENCES:

1. Aho A. V. and J.D. Ullman Principles of compiler Design Addison Wesley/Narosa 1985.



## Theory of Computation

Elective  
MCA305B

### Section-A

1. Introduction, Sets, Logic, Functions, Relations, Languages, Proofs Mathematical Induction, Strong Principle of Mathematical Induction, Recursive Definitions, Structural Induction
2. Regular Languages & Regular Expressions, Finite Automata (FA), Distinguishing Strings w.r.t. Language, Union, Intersection, & Complement of Languages

### Section-B

3. Non-deterministic Finite Automata (NFA), NFA with Null-Transitions, Kleene's Theorem
4. A Criterion for Regularity, Minimal Finite Automata, Pumping Lemma for Regular Languages
5. Introduction to Context-Free Grammar (CFG), Regular Grammars, Derivation (Parse) Trees & Ambiguities, An Unambiguous CFG for Algebraic Expressions, Simplified Forms & Chomsky Normal Forms

### Section-C

6. Introduction to Push Down Automata (PDA), Deterministic PDA (DPDA), PDA corresponding to a Given CFG, CFG corresponding to a Given PDA, Parsing
7. The Pumping Lemma for CFG, Intersection & Complement of CFGs, Decision Problems Involving CFGs

### Section-D

8. Turing Machine (TM) Definition & Examples, Computing a Partial Function with a TM
9. Recursive Enumerable & Recursive Languages, Enumerating a Language, Context-Sensitive Languages & Chomsky Hierarchy

### Reference Book:

"Introduction to Languages and the Theory of Computation", John C. Martin, Tata McGraw-Hill, (2003), 3rd Edition, ISBN: 007049939X

### Suggested Additional Reading:

1. "Elements of the Theory of Computation", Harry Lewis & Christos H. Papadimitriou, IEEE (PHI), 2nd Edition, ISBN-978-81-203-2233-2.
2. "Theory of Computation", Michael Sipser, Cengage Learning (2007), ISBN-13: 978-81-315-0513-7
3. "Introduction to Automata Theory, Languages, and Computation", Hopcroft, Motwani & Ullman, Pearson Education, 3rd Edition, (2008), ISBN: 978-81-317-2047-9

MCA305 C Elective  
EMBEDDED SYSTEMS

Section A

Introduction to Embedded Systems: Overview of embedded systems, features, requirements and applications of embedded systems, recent trends in the embedded system design, common architectures for the ES design, embedded software design issues, introduction to development and testing tools.

Section B

Embedded System Architecture: Basics of 8-bit 40 Pin PIC microcontroller 16F877A, Memory Organization, Special Function Registers, GPIO, Timer Comparator and A/D Converter, Bus Architecture, Addressing Modes, Timers and Counters

Section C

Assembly language programming: Memory-Mapped I/O, Interrupt handling, PIC16F877A Instruction Set, Assembler Directives, Programming of PIC Microcontrollers

Section D

Applications of Embedded Systems: Industrial and control applications, networking and telecom applications, Digital Signal Processing and multimedia applications, Applications in the area of consumer appliances.

References:

1. "Embedded Systems Design" by Steve Heath
2. "Real-Time Systems" by Jane WSLiu, Prentice Hall
3. "Design with PIC Microcontrollers" by John B. Peatman Pearson Education, 1997
4. PIC16F877A Data Sheet

MCA-306(Software LabVI–DatabaseAdministration)

Implementationof variousDBAroles/techniquesstudiedinMCA-301,like:

Practicalimplementationofvariousindustryleadingdatabasepackages.

Import/Exportdatabetweenvariousdatabasesandflatfiles.

ImplementationDatabasereplication

Backup/Restorestrategiesimplementation

UserandRolescreationandmanagement

MCA-307 S/WLab-VII [JAVAProgramming ]

LearningObjectives:

To understand Basic Programming Constructs and the concepts of Object Oriented Programming and its Applications Practically.

Multithreading.

Interfaces and Package handling.

Applet and Swings Programming.

Database Connectivity.

Java Servlets and Java Server Pages

Struts implementation.

Introduction to Hibernate.

Semester4<sup>th</sup>

## MCA401 Mobile Application Development

### Section-A

Characteristics of mobile applications. Architecture and working of Android, iOS and Windows phone operating system. User-interface design for mobile applications and managing application data. Integrating cloud services, networking, OS and hardware into mobile-applications. Addressing enterprise requirements in mobile applications: performance, scalability, modifiability, availability and security.

### Section-B

Mobile Software Engineering (Design Principles, Development, Testing methodologies for mobile applications, Publishing, Deployment, maintenance, and management).

Introduction to Android Development Environment, What Is Android? Advantages and Future of Android, Frameworks, Tools and Android SDK. Installing Java, Android Studio, SDK Manager Components and updating its platforms, AVD Manager, Genymotion Plugin: Fastest Virtual devices, Understanding Java SE and the Dalvik Virtual Machine.

The Directory Structure of an Android Project, Common Default Resources Folders, The Values Folder, Leveraging Android XML.

### Section-C

Application Development in Android: App Components (Intents and Intent Filters, activities, services, Content Providers, App Widgets, Processes and Threads), App Resources, App Manifest and User interface, ActionBar, Content Sharing, Multi-Platform Designs, Animation and graphics, computation, Media and Camera, Location and sensors, Connectivity, Text and Input, Data Storage, Administration and Web Apps.

### Section-D

Introduction to iOS Application development: Overview of iOS, iOS Development Environment, iOS Layers, basic of Swift, Building an application for iOS.

Windows phone Environment: Overview of windows phone and its platform, Building windows phone applications.

### References/ Text Books

1. Professional Mobile Application Development, JEFF MCWHERTER, SCOTT GOWELL, Wiley.
2. Android Studio Application Development, Belen Cruz, Zapata, Packt Publishing
2. Professional Android 4 Application Development, Reto Meier, Wrox Publication
3. Beginning iPhone Development with Swift, David Mark, Apress Publication

Web Resources • Safari Textbooks Online: <http://library.ohio-state.edu/search/y?SEARCH=Safari>

- Android Developer Site: <http://developer.android.com/index.html>
- Stack Overflow: <http://www.stackoverflow.com>

## MCA402E-CommerceandWebApplicationDevelopment

### Section–A

IntroductiontoElectronicCommerce,Potentialbenefits& limitationsofE-Commerce,Traditional Commercevs.E-CommercevsM-Commerce,DifferentE-CommerceModels(B2B,B2C,C2C,P2P), E-Commerceapplications,SocialNetworks,Auctions& Portals,LegalandEthicalissuesinE-Commerce.IntroductiontoElectronicDataInterchange,TypesofEDI,BenefitsofEDI, OverviewofElectronicPayment system,Typesof Electronicpaymentschemes(Creditcards,Debit cards,Smartcards,Internetbanking),IssuesinElectronicpaymentsystems

### Section–B

WebBasedMarketingand Communications:OnlineAdvertising,E-MailMarketing,OnlineCatalogs, SocialMarketingandTargetedMarketing,TechniquesandStrategies  
WWWconcepts,Client/ServerComputing,WebServersand Clients,WebBrowsers,Protocolsand Ports, IPAddress, Domains &DNS,URL,ASystematic approachtoWebsite creation, Creating interactive and dynamic webpages, Factors in E-Commerce Website design, Web and Database integration,WebsiteOptimizationstrategies E-Commercesecurity,threats,managingsecurityissuesthroughinternetsecurity protocolsand standards,andFirewall.

### Section–C

HTML5:IntroductiontoHTML5,NewfeaturesinHTML5,API,HTML5documents,HTML5tags: text formatting,text styles, Lists(orderedandunordered), addinggraphics toHTML5page,creating tables,linkingdocuments,imagesas hyperlinks,forms,frames.CSS3:Introduction,consistentweb designingusingCSS3,IntroductiontoBootstrap-forms,grids,tables,Images

### Section–D

Java Script:Introduction:features,advantages,operators,datatypes,statements,controlstatements. writingjava scriptintoHTML5. documents,forms,functions,objects,clientsideinteractivewebpage design,input validation,eventhandling,databaseconnectivity.DOM:document,elements,attributes, event.

REFERENCES:-

E-Commerce-Fundamentalsandapplicationsbychan,Wiley.

WebTechnologiesBlackBook(HTML5.0,9789351192510)by Kogent,Wiley.

E-CommerceEssentialsbyKennethLaudonandCarolTraver–PearsonPublication

Frontiers of Electronic Commerce by Ravi Kalakota, Andrew B. Whinston - Addison Wesley  
Publication

E-Commerce, Fundamentals and Applications by Henry Chan, Raymond Lee, Tharam Dillon  
and Elizabeth Chang - Wiley India Publication

Web Enabled Commercial Application Development Using HTML, JavaScript,  
DHTML and PHP by Ivan Bayross - BPB Publication

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## MCA-403 Interactive Computer Graphics

### SECTION A

Review of Computer Graphics, Applications of computer graphics.

Introduction to Graphic devices like light pens, Graphic tablets, Graphic Cards, DataGlove, Digitizers, Graphs and types of Graphs.

Cathode-Ray tube, Raster Scan displays, Random Scan displays, Architecture of a Raster and Random Graphics System with display processor, Color generating techniques (shadow mask, beam penetration), Raster Scan Systems, Random Scan Systems, Graphics Monitors and Workstations, Color Models (RGB and CMY), color lookup Table.

### SECTION B

Input and Output primitives, Process and need of Scan Conversion, Scan conversion algorithms for line, circle and ellipse, effect of scan conversion, Bresenham's algorithms for line and circle along with their derivations, midpoint circle algorithm with derivation, area filling techniques, flood fill techniques, character generation techniques (like typography, vector and bitmap).

2-Dimensional Graphics: Cartesian and Homogeneous Co-ordinate System, Geometric transformations (translation, Scaling, Rotation, Reflection, Shearing), Composite transformations, affine transformation, Two dimensional viewing transformation and windowing and clipping (line, polygon and text). Concave and Convex Polygon, Cohen Sutherland line clipping and its algorithm, Sutherland Hodgeman polygon clipping.

### SECTION C

3-dimensional Graphics: Geometric transformations (translation, Scaling, Rotation, Reflection, Shearing), Composite transformations, Parallel and Perspective Projections. Bezier curves and its properties, B-Spline curves. Fractals, Classification of fractals.

### SECTION D

Hidden line and surface elimination algorithms: Z-buffer, Painter's algorithm, scan-line, subdivision, Shading and Reflection: Diffuse reflection, Specular reflection, refracted light, Halftoning, Dithering techniques. Surface Rendering Methods: Constant Intensity method, Gouraud Shading, Phong Shading (Mush Band effect). Morphing of objects

Note: Graphics Programming using C/C++ with introduction to OpenGL.

References:

- 1.D.HearnandM.P.Baker,“ComputerGraphics”,PHINewDelhi;ThirdEdition.
  - 2.J.D.Foley,A.V.Dam,S.K.Feiner,J.F.Hughes,.,R.LPhillips,”ComputerGraphicsPrinciples&Practices, SecondEdition”,PearsonEducation,2007.
  - 3.R.A.PlastockandG.Kalley,“ComputerGraphics”,McGrawHill,1986.
  - 4.F.S.Hill:ComputerGraphicsusingOpenGL-SecondEdition,PearsonEducation-2003.
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## MCA-404 ADVANCED OPERATING SYSTEM

### Section A

Multi-Processor and Distributed Operating System: Introduction, Architecture, Organization, Resource sharing, Load Balancing, Availability and Fault Tolerance, Design and Development Challenges, Inter-process Communication, Distributed Applications – Logical Clock, Mutual Exclusion, Distributed File System.

### Section B

Real Time and Embedded Operating Systems: Introduction, Hardware Elements, Structure- Interrupt Driven, Nanokernel, Microkernel and Monolithic kernel based models. Scheduling- Periodic, Aperiodic and Sporadic Tasks, Introduction to Energy Aware CPU Scheduling

### Section C

Cluster and Grid Computing: Introduction to Cluster Computing and MOSIX OS, Introduction to the Grid, Grid Architecture, Computing Platforms: Operating Systems and Network Interfaces, Grid Monitoring and Scheduling, Performance Analysis, Case Studies

### Section D

Cloud Computing: Introduction to Cloud, Cloud Building Blocks, Cloud as IaaS, PaaS and SaaS, Hardware & Software Virtualization, Virtualization of OS – Hypervisor KVM, SAN & NAS back-end concepts.

Mobile Computing: Introduction, Design Principles, Structure, Platform and Features of Mobile Operating Systems (Android, IOS, Windows Mobile OS)

### References:

Sibsankar Haldar, Alex A. Arvind, "Operating Systems", Pearson Education Inc.

Tanenbaum and Van Steen, "Distributed Systems: Principles and Paradigms", Pearson, 2007.

M.L. Liu, "Distributed Computing: Principles and Applications", Addison-Wesley, Pearson

Maozhen Li, Mark Baker, "The Grid-Core Technologies", John Wiley & Sons, 2005

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- 1.InstallingJava,Eclipse,andAndroid:AndroidStudioandGenymotion
- 2.Developing2Androidbasedapplications
- 3.Creatingorderedandun-orderedlistsinHTML5.
- 4.Creatingtables inHTML5
- 5.Usingimagesashyperlinks.
- 6.CreatingformsandframesinHTML5.
- 7.DesigningwebpageusingCSS3.
- 8.Programusingifcontrolstatementin JavaScript.
- 9.ProgramusingloopcontrolstatementinJavaScript.
- 10.Webpageacceptinginputfromuserandhandlingdatabaseconnectivity.
- 11.WebpageDemonstratinginputvalidationandeventhandling.

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Software LabIX(InteractiveComputerGraphics)

MCA-406

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ThevariousalgorithmswillbeimplementedusingC/C++orOpenGL

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FifthSemester

## MCA-501

### Artificial Intelligence

#### Section-A

Introduction: Intelligence, Foundations of artificial intelligence (AI). History of AI; Turing Test, The underlying assumption, and AI techniques, Level of Model.

Problems, Problem Space and Search: defining the problem as a state space search, Production System, Problem Characteristics, Production System and its characteristics. Water Jug problem and its space search.

#### Section-B

Un-informed Search: Depth First Search, Breadth First Search its advantages and disadvantages.

Informed Search Strategies: Heuristic functions Best first search, A\* algorithm, Depth first Search, Breadth first search, Best First Search, advantages and disadvantages of informed search techniques. Iterative deepening, Game playing- Perfect decision game, imperfect decision game, evaluation function, alpha-beta pruning.

#### Section-C

Knowledge Representation: Characteristics and knowledge representation Issues: representation and mapping. Reasoning: Propositional Logic, predicate logic (first order logic) FOPL, logical reasoning, forward chaining, backward chaining; representing simple facts in logic, representing instance and IS A relationships, resolution principle with examples. Clausal form Representation, Inference.

#### Section-D

Uncertainty: Basic probability, Bayes rule, Belief networks, Default reasoning, Fuzzy sets and fuzzy logic; Decision making- Utility theory, utility functions, Decision theoretic expert systems.

Weak-slot and filler structures: Frames, Strong slot and filler structures: Conceptual dependency, scripts.

Communication: Communication among agents, formal grammar, parsing, grammar. Natural Language processing and its problems, discourse and pragmatic processing.

#### Suggested/Readings & Books

1. Stuart Russell and Peter Norvig. Artificial Intelligence – A Modern Approach, Pearson Education Press, 2001.
2. Kevin Knight, Elaine Rich, B. Nair, Artificial Intelligence, McGraw Hill, 2008.
3. George F. Luger, Artificial Intelligence, Pearson Education, 2001.
4. Nils J. Nilsson, Artificial Intelligence: A New Synthesis, Morgan Kaufman, 2002.

## MCA-502 Design & Analysis of Algorithms

### Section-A

Data Structures: Quick revision of Data Structures - stacks, queues, trees, heaps, sets and graphs. Trees: Binary Search trees, Optimal BSTrees, AVL Trees, RB Trees, Hashing

### Section-B

Algorithms: What is an algorithm? Analyzing algorithms, order arithmetic, Time and space complexity of an algorithm, comparing the performance of different algorithms for the same problem. Different orders of growth. Asymptotic notation. Polynomial vs. Exponential running time. Principles of Algorithm Design.

### Section-C

Basic Algorithm Design Techniques: Divide-and-conquer, Greedy, Randomization, backtracking, and dynamic programming. Example problems and algorithms illustrating the use of these techniques.

Sorting and searching: Insertion and selection sort, Binary search in an ordered array. Sorting algorithms such as Merge sort, Quicksort, Heapsort, Radix Sort, and Bubblesort with analysis of their running times. Lower bounds on sorting.

### Section-D

Graphs and NP-completeness: Graph traversal: breadth-first search (BFS) and depth-first search (DFS). Applications of BFS and DFS. Shortest paths in graphs: Dijkstra algorithm. Definition of class NP, P, NP-hard and NP-complete problems.

### Suggested Readings/Books:

1. Fundamentals of Computer Algorithms by Ellis Horowitz, S. Sahni, and S. Rajasekaran, University Press.
2. The Design and Analysis of Computer Algorithms by A. V. Aho, J. E. Hopcroft, and J. D. Ullman, Pearson Education India.
3. Algorithm Design by J. Kleinberg and E. Tardos, Pearson Education India .
4. Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein, PHI.



# MCA-503 WebTechnologies

## SECTION- A

XML: Introduction to XML, XML Basics, XML Syntax and Editors, documents, Elements, Attributes.  
Creating: XML documents, Document Type Definitions (DTD), XML Schemas (XSD), XML Namespaces, XML Document Object Model, XSLT. Use of XSLT with XML.

## SECTION- B

Introduction to Ajax, Use of Ajax in Website. Introduction to jQuery, Overview, retrieving page content, manipulating page content, working with events.

## SECTION-C

PHP: Server-side web scripting, Installing PHP, Adding PHP to HTML, Syntax and Variables, Passing information between pages, Strings, Arrays and Array Functions, Numbers, Basic PHP Errors/problems.

Advanced PHP and MySQL: PHP/MySQL Functions, Displaying queries in tables, Building Forms from queries, String and Regular Expressions, Sessions, Cookies and HTTP, Type and Type Conversions, E-Mail

## SECTION- D

Introduction to Web Services, Use of Web Services, Types of Web Services, Introduction to Content Management System CMS (Types, Usages, Benefits).

### TEXTBOOKS:

1. Web Technologies: HTML, JavaScript, PHP, Java, JSP, XML and AJAX blackbook (9789350045930), Wiley.
  2. Professional XML, Wrox Publications.
  3. Web Services Essentials: Distributed Applications with XML-RPC, SOAP,
  3. Web Services Essentials: Distributed Applications with XML-RPC, SOAP, UDDI & WSDL By Ethan Cerami, O'Reilly
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## MCA-504 Object Oriented Analysis and Design using UML

### Section A

Object orientation and Development, OO Benefits, Abstraction, OO Modeling,

The Three Models: Class Modeling (Objects and Classes, Relationships, Generalization and Inheritance, Association, Aggregation, Constraints, Packages), State Modeling (Events, States, Transitions and Conditions, State and Behavior, Concurrency) and Interaction Modeling (Use case models, Sequence and Activity)

### Section B

System and Process, SDLC, Creation of SRS document: Requirement Specification, Documentation and SDLC Models. Domain and Application Analysis (Class, State and Interaction Models),

System Design (Subsystems, Global Resources, Conditions, Priorities)

Using design patterns (Abstraction-Occurrence, General Hierarchy, Player-Role, Singleton, Observer, Delegation, Adapter and Proxy Patterns), Class Design (Use cases, algorithms, refactoring, design optimization, inheritance adjustment)

### Section C

UML Diagram: Use case diagram, Class diagram, Object diagrams, Aggregation activities on real objects (Aggregation, Generalization relations, Association and multiplicity), Activity diagram (Activity and state diagram), Interaction Diagram (Sequence diagram, Collaboration diagram, Component diagram.)

### Section D

OO Methodologies (Structured Analysis, Structured Design (SA/SD), Jackson Structured Development (JSD), Information Modeling Notations), OMT as SE Methodology, OO Impact, OO Style (Reusability, Extensibility, Robustness, Programming-in-the-large), User centric design and usability principles, Reverse Engineering, Difficulties and risks in use-case modeling and UI design, System testing and maintenance. Use of open source tools for UML Design such as PlantUML, ArgoUML.

TEXTBOOKS:

Frederick Eddy, James Rumbaugh, Michael Blaha, William Premerlani, William Lorenzen: Object-Oriented Modeling and Design, Pearson Education.

James Rumbaugh, Michael R. Blaha: Object-Oriented Modeling and Design with UML, Pearson Education.

Timothy C. Lethbridge, Robert Laganiere: Object Oriented Software Engineering, Practical Software Development using UML and Java, Tata McGraw-Hill edition.

Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML2 Toolkit, WILEY-Dreamtech India Pvt. Ltd.

#### REFERENCE BOOKS:

Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.

Pascal Roques: Modeling Software Systems Using UML2, WILEY-Dreamtech India Pvt. Ltd.

Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.

Mark Priestley: Practical Object-Oriented Design with UML, TATA McGraw Hill.

Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and

Unified Process, Craig Larman, Pearson Education.

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## MCA-505 Software LabXI (WebTechnologies)

This software lab will be based upon the course WebTechnologies (MCA-503).

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MCA–506 Software LabXII(Object Oriented Analysis&Designwith  
UML)

ThissoftwarelabwillbebasedonUML.

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Semester6<sup>th</sup>

## MCA-601 Data Warehousing and Data Mining

### Section A

Review of Data Warehouse: Need for data warehouse, Bigdata, Data Pre-Processing, Threetier architecture; MDDM and its schemas, Introduction to Spatial Data warehouse, Architecture of Spatial Systems, Spatial: Objects, data types, reference systems; Topological Relationships, Conceptual Models for Spatial Data, Implementation Models for Spatial Data, Spatial Levels, Hierarchies and Measures Spatial Fact Relationships.

### Section B

Introduction to temporal Data warehouse: General Concepts, Temporality Data Types, Synchronization and Relationships, Temporal Extension of the Multi Dimensional Model, Temporal Support for Levels, Temporal Hierarchies, Fact Relationships, Measures, Conceptual Models for Temporal Data Warehouses: Logical Representation and Temporal Granularity

### Section C

Introduction to Data Mining functionalities, Mining different kind of data, Pattern/Context based Data Mining, Bayesian Classification: Bayes theorem, Bayesian belief networks Naive Bayesian classification, Introduction to classification by Back propagation and its algorithm, Other classification methods: k-Nearest Neighbor, case based reasoning, Genetic algorithms, rough set approach, Fuzzy set approach

### Section D

Introduction to prediction: linear and multiple regression, Clustering: types of data in cluster analysis: interval scaled variables, Binary variables, Nominal, ordinal, and Ratio-scaled variables; Major Clustering Methods: Partitioning Methods: K-Mean and K-Medoids, Hierarchical methods: Agglomerative, Density based methods: DBSCAN

References:

1. Data Mining: Concepts and Techniques By J. Han and M. Kamber  
Publisher Morgan Kaufmann Publishers
2. Advanced Data Warehouse Design (from conventional to spatial and temporal applications) by  
Elzbieta Malinowski and Esteban Zimányi  
Publisher Springer
3. Modern Data Warehousing, Mining and Visualization By George M  
Marakas, Publisher Pearson

### Section-A

OverviewofCloudComputing:Introduction,Definitionofcloud,Definitionofcloud,characteristics ofcloud,Why useclouds,Howcloudsarechanging,Drivingfactorstowardscloud,Comparinggrid withcloudandothercomputingsystems,workloadpatternsforthecloud,“BigData”,ITasaservice.

### Section-B

Cloud computing concepts:Conceptsofcloudcomputing,CloudcomputingleveragetheInternet, Positioningcloudto a gridinfrastructure,Elasticityandscalability,Virtualization,Characteristicsof virtualization, Benefits ofvirtualization, Virtualization incoudcomputing, Hypervisors, Multitenancy,Typesof tenancy,Applicationprogramminginterfaces(API),Billingand meteringof services , Economies of scale, Management, tooling, and automation in cloud computing, Management:DesktopsintheCloud,Security.

Cloudservicedelivery:Cloudservice,Cloudservicemodelarchitectures,Infrastructureasaservice (IaaS)architecture,Infrastructureasa service(IaaS)details,Platformasaservice(PaaS)architecture, Platform asaservice (PaaS) details, Platform asaservice (PaaS) ,Examples ofPaaS software, Softwareasaservice(SaaS)architecture,Softwareasaservice(SaaS)details,Examplesof SaaS applications, Trade-off incost toinstall versus ,Common cloud management platform reference architecture:Architectureoverviewdiagram,Commoncloudmanagementplatform.

### Section-C

Cloud deploymentscenarios:Clouddeploymentmodels,Publicclouds,Hybridclouds,Community, Virtualprivateclouds,Verticalandspecialpurpose,Migrationpathsfor cloud,Selectioncriteriafor clouddeployment.

Security inCloudcomputing:Cloudsecurityreferencemodel,securityintegration,securityrisks, Internalsecuritybreaches,Data Corruption or loss, Useraccountandservicehijacking, Stepstoreduce cloudsecuritybreaches,enhancingcloudsecurity,identitymanagement

### Section-D

CloudComputingplatforms:IBM SmartCloud, Amazon Web Services, Google Cloud platform, WindowsAzureplatform,A comparisonof CloudComputingPlatforms,CommonbuildingBlocks. Integrationofcloudcomputingwithmobileandadhocnetworktechnologies.

SuggestedReadings/Books



1. Raj Kumar Buyya, James Broberg, AndrezeiM.Goscinski, Cloud Computing: Principles and paradigms,2011,Wiley.
2. MichaelMiller,CloudComputing,2008.
- 3.JudithHurwitz,RobinBllor,MarciaKaufman,FernHalper,CloudComputingfordummies,2009.
4. AnthonyT.Velte,TobyJ.VelteandRobertElsenpeter,CloudComputing:ApracticalApproach, McGrawHill,2010.
- 5.BarrieSosinsky,CloudComputingBible,Wiley,2011.
- 6.BorkoFurht,ArmandoEscalante(Editors),HandbookofCloudComputing,Springer,2010.

## MCA-603 Advanced Computer Architecture

Course Objectives: To understand and analyze the functionality, connectivity and performance of various processors and memory types.

### Section-A

Fundamentals of Processors: Instruction set architecture; single cycle processors, hardwired and micro-coded FSM processors; pipelined processors, multi-core processors; resolving structural, data, control and name hazards; analyzing processor performance.

### Section-B

Fundamentals of Memories: Memory technology; direct-mapped, associative cache; write-through and write-back caches; single-cycle, FSM, pipe-lined cache; analyzing memory performance.

### Section-C

Advanced Processors: Superscalar execution, out-of-order execution, register renaming, memory disambiguation, dynamic instruction scheduling, branch prediction, speculative execution; multi-threaded, VLIW and SIMD processors.

### Section-D

Advanced Memories: Non-blocking cache memories; memory protection, translation and virtualization; memory synchronization, consistency and coherence.

### Recommended Books:

1. Computer Architecture: A Quantitative Approach, by J.L. Hennessy and D.A. Patterson.
2. Digital Design and Computer Architecture, by D.M. Harris and S.L. Harris.

# MCA-604 Software Testing & Quality Management

## Section-A

Software Testing Fundamentals- Terminology, error, fault and failures, objectives, principles, Purpose of testing, Debugging, Theoretical and practical limitations of testing, The problem of infeasible paths, Testability, Relationship of testing with other activities, Testing levels, Unit testing, Integration testing, System testing, Acceptance testing.

Testing Techniques and Strategies- Static and dynamic testing, Software technical reviews, Testing techniques and their applicability, Functional testing and analysis, Structural testing and analysis, Hybrid approaches, Transaction flow analysis, Stress analysis, Failure analysis, Concurrency analysis, Performance analysis.

## Section-B

Flow graphs and Path Testing: Path testing basics, Path predicates, Application of path testing.

Data Flow Testing: Basics of data flow testing, Data flow model, Data flow testing strategies, Applications.

Software Testing and Regular Expression: Path products, Path sums, Loops, Reduction procedure, Applications, Approximate number of paths, The mean processing time of any routine, Regular expression and Flow-anomaly detection

## Section-C

Software Quality: Software Quality Metrics, Standards, Certification and assessment, Quality management standards, Quality standards with emphasis on ISO approach, Capability Maturity Models-CMM and CMMI, TQM Models, The SPICE project, ISO/IEC 15504, Six Sigma Concept for Software Quality.

Quality Planning: Inputs, Tools and techniques, Outputs

## Section-D

Quality Assurance: Inputs, Quality management plan, Results of quality control measurements, Operational definitions, Quality planning tools and techniques, Quality audits, Quality improvements

Quality Control: Inputs, Tools and techniques: Inspection, Control charts, Pareto diagrams, Statistical sampling, Flowcharting, Trend analysis, Outputs: Quality improvements, Acceptance decisions, Rework, Completed checklist, Process adjustments.

Recommended Books:

1. Jeff Tian, Software Quality Engineering: Testing, Quality Assurance, and Quantifiable Improvement, Wiley.
2. Boris B. Bezier, Software Testing Techniques, Wiley Dreamtech Publication (2004).
3. William Perry, Effective Methods for Software Testing, John Wiley & Sons, Inc. (2006).
4. Glenford J. Myers, The Art of Software Testing, Wiley India Pvt. Ltd 2nd edition (2006).

## MCA-605 Software Lab XIII (Software Testing & Quality Management)

Developing applications to automate basis path testing, Boundary value analysis, Data flow testing, Branch and statement coverage, etc. Exposure to automated testing tools such as Rational test manager, Selenium, Loadrunner or any other similar tools