# SCHEME OF EXAMINATION FOR B.Sc. COMPUTER APPLICATIONS (VOCATIONAL) SEMESTER SYSTEM

# Scheme for B.Sc.-II (Vocational) w.e.f. 2014-2015

Sr. No.	Paper	Internal	<b>External Marks</b>	Exam Duration
		Assessment		
SEMESTER - III				
1	Paper-I: Web	10	40	3 hrs.
	Designing			
	Fundamentals			
2	Paper-II: Data base	10	40	3 hrs.
	management Systems			
Semester – IV				
3	Paper-I: Web	10	40	3 hrs.
	Designing using			
	Advanced tools			
4	Paper-II: Programming	10	40	3 hrs.
	in Visual Basic			
5	Practical: Morning	_	100	6 hrs. (Two
	Session: (Web			Sessions)
	Designing)			Morning and
	Evening Session: (Visual			Evening
	Basic)			
Total (Semester III and IV)		40	260	

Internal assessment will be based on the following criteria:

1. Two Handwritten Assignments : 5 marks

(Ist Assignment after one month & IInd Assignment after two months)

2. One Class Test : 2.5 marks

(One period duration)

3. Attendance : 2.5 marks

NOTE: Practical exam will be conducted annually in two sessions. However the workload will be distributed in both the semesters according to the relevant papers.

# **Semester III: Paper - I Web DESIGNING Fundamentals**

Maximum Marks: 50 External: 40 Minimum Pass Marks: 18 Internal: 10

Time: 3 hours

**Note:** Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. A candidate will be required to answer five questions in all, selecting one question from each unit in addition to compulsory Question No. 1. All questions will carry equal marks.

## UNIT - I

Introduction to Internet and World Wide Web; Evolution and History of World Wide Web; Basic features; Web Browsers; Web Servers; Hypertext Transfer Protocol; URLs; Searching and Web-Casting Techniques; Search Engines and Search Tools.

### UNIT - II

Web Publishing: Hosting your Site; Internet Service Provider; Planning and designing your Web Site; Steps for developing your Site; Choosing the contents; Home Page; Domain Names; Creating a Website and the Markup Languages (HTML, DHTML).

#### UNIT - III

Web Development: Introduction to HTML; Hypertext and HTML; HTML Document Features; HTML command Tags; Creating Links; Headers; Text styles; Text Structuring; Text colors and Background; Formatting text; Page layouts.

#### **UNIT - IV**

Images; Ordered and Unordered lists; Inserting Graphics; Table Creation and Layouts; Frame Creation and Layouts; Working with Forms and Menus; Working with Radio Buttons; Check Boxes; Text Boxes.

### **TEXT BOOKS:**

- 1. Raj Kamal, "Internet and Web Technologies", Tata McGraw-Hill.
- 2. Ramesh Bangia, "Multimedia and Web Technology", Firewall Media.

- Thomas A. Powell, "Web Design: The Complete Reference", 4/e, Tata McGraw-Hill
- 2. Wendy Willard, "HTML Beginners Guide", Tata McGraw-Hill.
- Deitel and Goldberg, "Internet and World Wide Web, How to Program", PHI.

# Paper-II DATABASE Management SYSTEM

Maximum Marks: 50External: 40Minimum Pass Marks: 18Internal: 10

Time: 3 hours

**Note:** Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. A candidate will be required to answer five questions in all, selecting one question from each unit in addition to compulsory Question No. 1. All questions will carry equal marks.

### UNIT - I

Basic Concepts - Data, Information, Records and files. Traditional file -based Systems-File Based Approach-Limitations of File Based Approach, Database Approach-Characteristics of Database Approach, Database Management System (DBMS), Components of DBMS Environment, DBMS Functions and Components, Advantages and Disadvantages of DBMS, Roles in the Database Environment - Data and Database Administrator, Database Designers, Applications Developers and Users.

### **UNIT - II**

Database System Architecture - Three Levels of Architecture, External, Conceptual and Internal Levels, Schemas, Mappings and Instances, Data Independence - Logical and Physical Data Independence, Classification of Database Management System, Centralized and Client Server architecture to DBMS.

## **UNIT - III**

Data Models: Records- based Data Models, Object-based Data Models, Physical Data Models and Conceptual Modeling, Entity-Relationship Model – Entity Types, Entity Sets, Attributes Relationship Types, Relationship Instances and ER Diagrams.

### **UNIT - IV**

Relational Data Model:-Brief History, Terminology in Relational Data Structure, Relations, Properties of Relations, Keys, Domains, Integrity Constraints over Relations, Base Tables and Views, Basic Concepts of Hierarchical and Network Data Model.

#### **TEXT BOOKS:**

1. Elmasri&Navathe, "Fundamentals of Database Systems", 5th edition, Pearson Education.

- 1. Thomas Connolly Carolyn Begg, "Database Systems", 3/e, Pearson Education
- 2. C. J. Date, "An Introduction to Database Systems", 8<sup>th</sup> edition, Addison Wesley N. Delhi.

# Semester IV: Paper-I Web DESIGNING Using Advanced Tools

Maximum Marks: 50 External: 40 Minimum Pass Marks: 18 Internal: 10

Time: 3 hours

**Note:** Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. A candidate will be required to answer five questions in all, selecting one question from each unit in adition to compulsory Question No. 1. All questions will carry equal marks.

## UNIT - I

Introduction to DHTML and its features; Events; Cascading Style Sheets: Creating Style Sheets; Common Tasks with CSS: Text, Fonts, Margins, Links, Tables, Colors; Marquee; Mouseovers; Filters and Transitions; Adding Links; Adding Tables; Adding Forms; Adding Image and Sound;

### UNIT - II

Extensible Mark-up Language(XML): Introduction; Features; XML Support and Usage; Structure of XML Documents; Structures in XML; Creating Document Type Declarations; Flow Objects; Working with Text and Font; Color and Background properties;

### UNIT - III

Java Script Introduction, Variables in Java Script, Control Statements, Operators in Java Script, Pop-ups, Functions in Java Script, Forms

#### **UNIT - IV**

Events and Event Handling, Exception Handling, Introduction to Java Script Objects, Java Script Build-in objects, Java Server Pages

#### **TEXT BOOKS:**

- 1. Internet and Web Technologies, Raj Kamal, Tata McGraw-Hill.
- 2. Multimedia and Web Technology, Ramesh Bangia, Firewall Media.
- 3. Internet and Web Design, ITLESL Research and Development Wing, Macmillan India .

- 1. Web Design: The Complete Reference , 4/e, Thomas A. Powell, Tata McGraw-Hill
- 2. Internet and World Wide Web, How to Program, Deitel and Goldberg, PHI.
- 3. Robert Sebesta, "Web Programming", Pearson Education.

# Semester IV: Paper-II PROGRAMMING IN VISUAL BASIC

Maximum Marks: 50 External: 40 Minimum Pass Marks: 18 Internal: 10

Time: 3 hours

**Note:** Examiner will be required to set Nine Questions in all. First Question will be compulsory, consisting of objective type/short-answer type questions covering the entire syllabus. In addition to that eight more questions will be set, two questions from each Unit. A candidate will be required to answer five questions in all, selecting one question from each unit in addition to compulsory Question No. 1. All questions will carry equal marks.

### UNIT - I

Introduction to VB: Visual & non-visual programming, Procedural, Object-oriented and event-driven programming languages, The VB environment: Menu bar, Toolbar, Project explorer, Toolbox, Properties window, Form designer, Form layout, Immediate window. Visual Development and Event Driven programming.

### UNIT - II

Basics of Programming: Variables: Declaring variables, Types of variables, Converting variables types, User-defined data types, Forcing variable declaration, Scope & lifetime of variables. Constants: Named & intrinsic. Operators: Arithmetic, Relational & Logical operators. I/O in VB: Various controls for I/O in VB, Message box, Input Box, Print statement.

### UNIT - III

Programming with VB: Decisions and conditions: If statement, If-then-else, Select-case. Looping statements: Do-loops, For-next, While-wend, Exit statement. Nested control structures. Arrays: Declaring and using arrays, one-dimensional and multi-dimensional arrays, Static & dynamic arrays, Arrays of array. Collections: Adding, Removing, Counting, Returning items in a collection, Processing a collection.

### **UNIT - IV**

Programming with VB: Procedures: General & event procedures, Subroutines, Functions, Calling procedures, Arguments- passing mechanisms, Optional arguments, Named arguments, Functions returning custom data types, Functions returning arrays, Simple programs in VB.

#### **TEXT BOOKS:**

- 1. Steven Holzner, "Visual Basic 6 Programming: Black Book", Dreamtech Press.
- 2. EvangelosPetroutsos. "Mastering Visual Baisc 6", BPB Publications.
- 3. Julia Case Bradley & Anita C. Millspaugh, "Programming in Visual Basic 6.0". Tata McGraw-Hill Edition

- 1. Michael Halvorson, "Step by Step Microsoft Visual Basic 6.0 Professional", PHI
- 2. "Visual basic 6 Complete", BPB Publications.
- 3. Scott Warner, "Teach Yourself Visual basic 6", Tata McGraw-Hill Edition
- 4. Brian Siler and Jeff Spotts, "Using Visual Basic 6", Special Edition, PHI.