



Shri Vaishnav Vidhyapeeth Vishwavidyalaya, Indore

Shri Vaishnav Institute of Computer Applications

Name of Program : BCA + MCA(Banking Technology)

| SUBJECT CODE | Category | SUBJECT NAME | TEACHING & EVALUATION SCHEME | | | | | | | | |
|--------------|----------|-----------------------|------------------------------|---------------|----------------------|-------------------------|----------------------|----|---|---|---------|
| | | | THEORY | | | PRACTICAL | | Th | T | P | CREDITS |
| | | | END SEM University Exam | Two Term Exam | Teachers Assessment* | END SEM University Exam | Teachers Assessment* | | | | |
| HU201 | II | Foundation English II | 60 | 20 | 20 | 0 | 20 | 3 | 0 | 2 | 4 |

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher's Assessment** shall be based upon following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

.Course Educational Objectives (CEOs): The students will be able to:

- Participation in seminars, group discussions, paper presentation and general personal interactions at the professional level.
- Have adequate mastery over communicative english, reading and writing skills, secondarily listening and speaking skills.

Course Outcomes (COs): The students should be able to:

- Improve their language skills, oral communication skills, group discussion skills, personal skills and confidence level.
- express his /her ideas and thoughts in speech or writing,
- Bridge the language gap vital to their success.
- Communicate effectively.

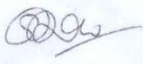
COURSE CONTENTS:

UNIT I

Communication: Objectives of Communication, Formal and Informal Channels of Communication, Advantages and Disadvantages, Extrapersonal communication, Interpersonal communication, Intrapersonal communication, Principles of communication.

UNIT II

Developing Reading Skills: Reading Comprehension, Process, Active & Passive reading, Reading speed Strategies, Benefits of effective reading, SQ3R Reading technique.


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Indore


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UNIT III

Vocabulary Building: Using Dictionaries and Thesaurus, Synonyms, Antonyms, Homophones, One Word Substitution, Affixation: Prefixes & Suffixes, Derivation from root words, Jargon, Scientific Jargon, Word Formation.

UNIT IV

Developing Writing Skills: Planning, Drafting and Editing, Developing Logical Paragraphs, Report Writing: Importance of Report, Characteristics of Good Report, Types of Report, Various Structures of a Report.

UNIT V

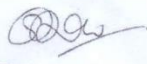
Professional Skills: Negotiation Skills, Telephonic Skills, Interview Skills: Team building Skills and Time management

Practical:

- Listening
- Linguistics and Phonetics
- Telephonic Conversation
- Mock Interviews
- Group discussions
- Extempore
- Debate
- Role Plays

Suggested Readings

- Ashraf Rizvi.(2005).*Effective Technical Communication*. New Delhi:Tata Mc Graw Hill
- Prasad, H. M.(2001) *How to Prepare for Group Discussion and Interview*. New Delhi: Tata McGraw-Hill.
- Pease, Allan. (1998).*Body Language*. Delhi: Sudha Publications.
- OMorgan, Dana (1998).*10 Minute Guide to Job Interviews*. New York: Macmillan.



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| | | | THEORY | | | PRACTICAL | | L | T | P | CREDITS |
| | | | End Sem University Exam | Two Term Exam | Teachers Assessment* | End Sem University Exam | Teachers Assessment* | | | | |
| BCCA202 | COM PULS ORY | Mathematical Foundation of Computer Science - II | 60 | 20 | 20 | 0 | 0 | 3 | 1 | 0 | 4 |

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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Course Educational Objectives(CEOs):

- To introduce the students with the concepts of Probability and Distributions.

Course Outcomes (Cos):

- After the successful completion of this course students will be able to understand and apply the fundamentals of probability.
- Students will be able to demonstrate the use of distributions.
- Students will be able to apply the hypothesis in test cases.

UNIT - I

Probability: Axioms, Conditional probability, Baye's theorem, Random Variables, Discrete random variables - Binomial, Geometric, Poisson RV.

UNIT - II

Continuous RV - Uniform, Exponential, Gamma & Normal,

UNIT - III

Expectation, Mean and Variance, Jointly distributed RVs, Co-variance, Sums of RVs, Central Limit theorem, Moment Generating functions.

UNIT - IV

Sample Distribution, Inference concerning mean, Statistical Inference - Parameter estimation, Maximum likely-hood estimation


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UNIT – V

Name of Program : BCA + MCA(Banking Technology)

Testing of Hypothesis, Curve Fitting-Method of the Least Square, Curvilinear multiple regression

Text and Reference Books:

1. Ross, S: A First course in probability, sixth edition, Pearson Education.
2. Ross Sheldon: Introduction to Probability models, Eighth edition, Elsevier, 2003
3. Trivedi K. S.: Probability & Statistics with Reliability, Queuing and Computer Science Applications, Second edition, Wiley, 2002


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| BCCA203 | Compulsory | Physics | 60 | 20 | 20 | 0 | 0 | 3 | 1 | 0 | 4 |

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Course Objectives:-

1. To develop the comprehensive understanding of laws of physics.
2. To develop ability to apply laws of physics for various applications.
3. To develop the experimental skills, ability to analyze the data obtained experimentally to reach substantiated conclusions.

Course Outcomes:-

1. Student will be able to comprehend laws of physics.
2. Student will be able to apply laws of physics for various applications.
3. Student will be able to determine physical parameter experimentally and will be able to analyze the data obtained experimentally to draw substantiate conclusions.


19/11/2018
Dr. UTTAM SHARMA
Professor & Head
Department of Physics
Shri Vaishnav Institute of Science


22/11/18
Director,

Shri Vaishnav Institute of

INDORE-493 111 (M.P.)



Registrar
Shri Vaishnav Vidhyapeeth Vishwavid
INDORE (M.P.)


Vice Chancellor



Shri Vaishnav Vidhyapeeth Vishwavidhyalaya, Indore

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SYLLABUS-BCCA203

Unit-I: Properties of matter

Elasticity: Deformation, restoring force, stress, strain, Hooke's law, stress-strain diagram for some materials, breaking stress. Viscosity: Newton's law of viscosity, coefficient of viscosity, streamline and turbulent flow, critical velocity, Reynold's number, Stokes' law, determination of viscosity, factors affecting viscosity. Surface tension: Cohesive and adhesive forces, angle of contact, surface tension, capillary action

Unit-II: Electricity and Electromagnetism

Electricity and Electromagnetism: Coulomb's Law, Electric Field, Intensity of Electric field and Electric Potential, Capacitance, capacitors in series and parallel. Ohm's law, Resistance, Conductance, Resistivity, Conductivity, Electromagnetism: magnetic field, magnetic flux, magnetic flux density, Biot-Savart law, magnetic field near straight conductor and at the centre of current carrying coil, problems.

Unit-III: Solid State & Nuclear Physics

Free electron model, Fermi level for Intrinsic and Extrinsic semiconductors, P-N junction diode, Zener diode, Tunnel diode, Solar-cells, Hall Effect, Nuclear Structure & Properties Nuclear models: Liquid drop with semi-empirical mass formula & shell model. Nuclear Fission and Fusion, Particle accelerators: Cyclotron, Betatron.

Unit-IV: Laser & Fibre Optics

Stimulated and Spontaneous Emission, Einstein's A&B Coefficients, Population Inversion, Pumping, Techniques of Pumping, Optical Resonator, Properties and Applications of Laser, Ruby, Nd:YAG, He-Ne lasers. Introduction to Optical fibre, Acceptance angle and cone, Numerical Aperture, V- Number

Unit-V: Wave Optics

Introduction to Interference, Fresnel's Bi-prism, Interference in Thin films, Newton's rings experiment, Michelson's interferometer and its application, Introduction to Diffraction and its Types, Diffraction at single slit, double slit, resolving power, Rayleigh criterion, Resolving power of grating

References:

1. *Fundamentals of Physics Extended* by D. Halliday, R. Resnik and Walker, Wiley, India, New Delhi, Eighth Edition
2. *Physics for scientists and Engineers* by R. A. Serway and Jr. J. W Jewett, Thomson Learning (Indian reprint)
3. *Engineering Physics* by H. J. Sawant, Technical Publications, Pune, Maharashtra.
4. *Engg Physics* by M.N. Avdhanulu & P.G. Kshirsagar, S.Chand & Co. Edition (2010).
5. *Fundamentals of Physics* by Halliday, Wiley, India.
6. *Concepts of Modern Physics* by Beiser, TMH, New Delhi.
7. *Solid State Physics* by Kittel, Wiley India.
8. *Atomic and Nuclear physics* by Brijlal and Subraminayan.
9. *LASERSs and Electro Optics* by Christopher C. Davis, Cambridge Univ. Press (1996).
10. *Optoelectronics an Introduction* by J. Wilson & J.F.B.Hawkes, "" Prentice-Hall II Edition.
11. *LASER theory and applications* by A. K. Ghatak & Tyagarajan, TMH (1984).
12. *Optics* by Ghatak, TMH.

Vice Chancellor
Shri Vaishnav Vidyapeeth
Vishwavidyalaya, Indore

22/11/18

Director,

Registrar

Dr. P. T. SHARMA

Shri Vaishnav Institute of Computer Applications, Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore



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Shri Vaishnav Institute of Computer Applications

Name of Program : BCA + MCA(Banking Technology)

| COURSE CODE | CATEGORY | COURSE NAME | L | T | P | CREDITS | TEACHING & EVALUATION SCHEME | | | | |
|-------------|------------|------------------------|---|---|---|---------|------------------------------|---------------|----------------------|-------------------------|----------------------|
| | | | | | | | THEORY | | | PRACTICAL | |
| | | | | | | | END SEM University Exam | Two Term Exam | Teachers Assessment* | END SEM University Exam | Teachers Assessment* |
| BCCA204 | Compulsory | Data Structure using C | 3 | 1 | 0 | 4 | 60 | 20 | 20 | 0 | 0 |

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***Teacher Assessment** shall be based on following components: Quiz/Assignment/project/Participation in class (Given that no component shall be exceed 10 Marks)

Course Educational Objectives(CEOs):

- To understand the students with the applications of Standard data structure in real world problems.
- To provide knowledge of creation of new data structures.
- To familiarize the students with the analysis and design a particular problem.

Course Outcomes (Cos):students will be able to

- Demonstrate familiarity with major algorithms and data structures.
- Analyze performance of algorithms.
- Choose the appropriate data structure and algorithm design method for a specified application.
- Demonstrate understanding of the abstract properties of various data structures such as stacks, queues, lists, trees and graphs
- Demonstrate understanding of various sorting algorithms, including bubble sort, insertion sort, selection sort, heap sort and quick sort.
- Understand and apply fundamental algorithmic problems including Tree traversals, Graph traversals, and shortest paths.
- Demonstrate understanding of various searching algorithms.
- Program multiple file programs in a manner that allows for reusability of code.
- Compare different implementations of data structures and to recognize the advantages and disadvantages of the different implementations.
- Write complex applications using structured programming methods.

UNIT - I

The Concept of Data Structure, Abstract Data Type, Concept of List and Array, Introduction to Stack, Stack as an Abstract Data Type, Primitive Operations on Stack, Stack's Applications - polish notations Infix, Postfix, Prefix and Recursion. Introduction to Queues, Primitive operations on Queues, Queue as an Abstract Data Type, Circular Queue, Dequeue, Priority Queue, Applications of Queue.



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UNIT - II

Linked List - Introduction to Linked List, Memory Representations of Linked List, comparison; Operations on Linked List, Linked Representation of Stack and Queue, Header Nodes. Types of Linked List : Doubly Linked List, Circular Linked List, Application of Linked List, Self Referential Structures.

UNIT -III

Trees: Definition, Basic Terminology of Trees, Tree Representations as Array and Linked. Binary Trees, Binary Tree Operations. Traversal of Binary Trees – In order, Preorder & Post order, Complete Binary Tree, almost complete binary tree; Application of Binary Tree.

UNIT-IV

Complexity: concept and notations. Searching: Sequential, Binary and their comparison. Sorting - External and Internal Sorting, Insertion Sort, Selection Sort, Quick Sort, Bubble Sort, Heap Sort, Comparison of Sorting Methods. Hashing;

UNIT-V

Graphs - Introduction to Graphs, Basic Terminology, Directed, Undirected and Weighted graph, Representation of Graphs, Graph Traversals - Depth First and Breadth First Search. Applications of Graphs.

Text Books:

1. Kruse R.L. Data Structures and Program Design in C; PHI
2. Aho, "Data Structure & Algorithms".
3. Trembly and *SORRENSON*, "Introduction to Data Structure with Applications".
4. Tennenbaum A.M. & others, "Data Structures using C & C++"; PHI
5. Horowitz & Sawhaney, "Fundamentals of Data Structures", Galgotia Publishers.
6. Yashwant Kanetkar, "Understanding Pointers in C", BPB.
7. Lpschuists, "Data Structure", (Schaum 's Outline Series, McGraw Hill publication)
8. Ellis Horowitz and Sartaj Sawhney, "Fundamentals of Computer Algorithm"



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|-------------|------------|-----------------------------------|---|---|---|---------|------------------------------|---------------|----------------------|-------------------------|----------------------|
| | | | | | | | THEORY | | | PRACTICAL | |
| | | | | | | | END SEM University Exam | Two Term Exam | Teachers Assessment* | END SEM University Exam | Teachers Assessment* |
| BCCA205 | Compulsory | Object Oriented Methodology & C++ | 3 | 1 | 0 | 4 | 60 | 20 | 20 | 0 | 0 |

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***Teacher Assessment** shall be based on following components: Quiz/Assignment/Project/Participation in class (Given that no component shall exceed 10 Marks).

Course Educational Objectives (CEOs):

- To familiarize the students with programming and to encourage them to develop their logic.
- To make students well versed with C++ language to solve problems efficiently.
- Using simple and well drawn illustrations develop their programming skills using modular programming.

Course Outcomes (COs): Student will be able to:

- Develop algorithms for problems.
- To understand the object oriented paradigm.
- Apply the programming concepts to solve the given problems.
- Write the programs using modular programming.
- Understand and write programs using various data structures very efficiently.
- Write the programs using pointers and to manage memory.
- To apply the knowledge of Object Oriented Methodology to write reusable code.
- Implement programs of file handling.

UNIT-I

Object Oriented Paradigm: Need, Features, comparison with other programming paradigm, various programming styles; Basic concepts: C++ basics, C++ character set, C++ Tokens (Identifiers, Keywords, Constants), operators, precedence and associativity, expressions, type conversion and type casting, Structure of a C++ Program (include files, main function), cout, cin, loops and decisions.

Use of I/O Operators (<< and >>), Cascading of I/O Operators, Inline Functions, Reference Variables, Call by Reference, Function Overloading.

Unit II:

Concept of a class, Data Members and Member Functions, visibility modes, scope resolution operator (::); Objects: accessing members through object, object and classes, object arrays, passing objects as function arguments, Friend Function; Constructor and Destructor functions: Default Constructor, Overloaded Constructors, Copy Constructor, Constructor with default arguments, Dynamic



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Constructors.

UNIT-III

Operator overloading; Inheritance: Concepts of Base Class and Derived Class; Private, Public and Protected derivation of classes, accessibility of base class members by objects of derived class, access mechanism in classes, ambiguity resolution in inheritance, virtual base classes, constructors in derived classes, member/nested classes.

UNIT-IV

Pointers: Declaration and Initialization of Pointers; Dynamic memory allocation, new, delete operators; Pointers and Arrays: Array of Pointers, Pointer to an Array, Pointer to Objects, Array of Pointers to Objects, this Pointer, Pointers to Derived Classes, Virtual Functions, Early and Late Binding, Runtime Polymorphism, Pure Virtual Functions, Abstract Classes.

UNIT-V

C++ I/O system, Use of defined manipulators, formatted I/O, creating inserters and extractors, file I/O basics, Data File Handling: creating disk files and file manipulations using seekg(), seekp(), tellg() and tellp() functions, if stream, of stream, file stream classes; Exception Handling: Try, Catch and Throw

Text Books:

1. Robert Lafore, "Object-Oriented Programming in C++", 4e, SAMS.
2. Ricahrd C. Lee, William M. Tepfenhart "UML & C++: A Practical Guide To Object Oriented Development", 2e, Pearson.
3. Herbert Schildt, "C++ the complete reference", 4e, 2003.
4. E Balagurusamy, "Object Oriented Programming with C++", 6e, McGraw Hill Education.
5. G.Booch, "Object Oriented Analysis And Design With Applications", 3e, Pearson.
6. K.R. Venugopal, Rajkumar Buyya, "Mastering C++", 2e, McGraw Hill Education.



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| | | | | | | | THEORY | | | PRACTICAL | |
| | | | | | | | END SEM University Exam | Two Term Exam | Teachers Assessment* | END SEM University Exam | Teachers Assessment* |
| BCCA206 | Compulsory | Lab- I (Programming Lab in C++) | 0 | 0 | 4 | 2 | 0 | 0 | 0 | 30 | 20 |

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Course Educational Objectives (CEOs):

- To familiarize the students with programming and to encourage them to develop their logic.
- To make students well versed with C++ language to solve problems efficiently.
- Using simple and well-drawn illustrations develop their programming skills using modular programming.

Course Outcomes (COs): Student will be able to:

- Develop algorithms for problems.
- Apply the programming concepts to solve the given problems.
- Write the programs using modular programming.
- Understand and write programs using various data structures very efficiently.
- Write the programs using pointers and to manage memory.
- Implement programs of file handling.
- Compile and debug the programs
- Understand different error messages and to rectify them

List of Programs:

1. Write down the features of Object Oriented Programming?
2. Write down the advantages and disadvantages of OOP's?
3. Define copy constructor. Explain its significance. Under which condition is it invoked? Support your answer with an example.
4. Explain the purpose of function overloading. Write a C++ program that uses a function to check whether a given number is divisible by another number or not. Give proper comments whether the denominator number is a prime number or not.
5. Define a friend function. Explain the relation of friend function with respect to Public, Private and Protected data members of the class.
6. Write a program in C++
 - a. To generate the following number pyramid

```

1. 0
    ii. 1 0 1
       b. 2 1 0 1 2
          2. 3 2 1 0 1 2 3
  
```



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ii. 4 3 2 1 0 1 2 3 4

- b. Using recursion generate the Fibonacci series.
- c. Create two function max and min to find the largest and smallest numbers respectively. Function select having arguments as a pointer to function and numbers. User will input the choice to find out the max or min.
- d. Convert a 2 digit octet number into binary number and prints binary equivalent.
 7. Write a function in C++ that take one string argument and return a reversed string.
 8. Write a C++ program using structure to store information of 10 employee (id_no, empname, empadd, sal) and display information of an employee depending upon the employee no given.
 9. Create a class contains name & telephone number as two of it's fields. Write a C++ Program
 10. Using an object to do the following
 11. (a) to add a record (b) to search of telephone number for a given name
 12. (c) to determine the name of telephone number is known
 13. (d) Updating the data file, whenever there is a change in telephone number.
 14. Imagine a ticket selling booth at a fair. People passing by are requested to purchase a ticket. A ticket is priced as Rs 2.50/-. The booth keeps the track of the number of people that have visited the booth and of the total amount of money collected. Model this ticket selling booth with a class called **ticbooth** including following members: number of people visited, total number of money collected.
 15. **Member function:**
 - (1)to assign initial values (2) to increment only people total in case ticket is not sold out. (3) to increment people total as well as amount total in case ticket is not sold out (4) to display the two totals (5) to display the number of tickets sold out.
 16. Create a class Bank account of 20 customers with the following data members depositor no, depositor name, account type(S for saving & C for current), balance amount. The class also contains the member functions to do the following :
 17. (a) initialize the data member (b) deposit money (c) Display the customer information
 18. (d) withdraw money after checking the balance (min bal for saving account is 500 and for current 1000) (e) search the depositor details according to name or number or both.
 19. Write a program that invoke a function newdate() to return an object Date type. The function newdate() take two parameters:
 20. An object olddate of Date type (b) Number of days in integer
- a. calculate the newdate as olddate + numbers of days and return newdate.
 21. Write a program to interchange the private values of two classes by using a friend function swap().
 22. Create a **Message** class with a constructor that takes a single **string** with a default value. Create a private member **string**, and in the constructor simply assign the argument **string** to your internal **string**. Create two overloaded member functions called **print()**: one that takes no arguments and simply prints the message stored in the object, and one that takes a **string** argument, which it prints in addition to the internal message. Does it make sense to use this approach instead of the one used for the constructor?
 23. Write C++ code to create a class date. Using this class, calculate the age of a person as on the current date.
 24. Create a class contain Book no, Book Title, Book price. The class also store and display the complete information of book. **Total_cost()** function calculate the cost of for **N** number of copies, where **N** is passed to the function as argument and **purchase()** function to ask the user it



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input the number of copies to be purchased. It invoke **Total_cost()** and print the total cost to be paid by the user.

25. Define a class string use overloaded == operator to compare two string.
26. Find the largest value of two objects using > operator.
27. Write a C++ program to print the number between 1 to 100 and 100 to 1 using operator overloading.
28. Define a class String that could work as a user defined string type. Include a constructors that will enable us to create an uninitialized string `String s1`; and also to initialize an object with a string constant at the time of creation like `String s2("Welcome")`; Include a function that adds two strings to make a third string. Note that the statement `s2=s1` ;will be perfectly reasonable expression to copy one string to another .
29. Write a complete program to test your class to see that it does the following tasks:
 - (a) Create uninitialized string objects.
 - (b) Creates objects with string constants
 - (c) Concatenates two string
 - (d) Display a desired string objects



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|-------------|------------|---------------------------------------|---|---|---|---------|------------------------------|---------------|----------------------|-------------------------|----------------------|
| | | | | | | | THEORY | | | PRACTICAL | |
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| BCCA207 | Compulsory | Lab- II (Data Structure Lab in C/C++) | 0 | 0 | 4 | 2 | 0 | 0 | 0 | 30 | 20 |

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Course Outcomes (Cos): Student will be able to:

- Develop algorithms for problems.
- Apply the programming concepts to solve the given problems.
- Write the programs using modular programming.
- Understand and write programs using various data structures very efficiently.
- To choose a suitable data structure for a given problem.
- Write the programs using pointers and to manage memory.
- Implement programs of file handling.

List of Programs:

1. Write a program to create a two dimensional array and perform add, subtract and multiplication operations.
2. Write a program to create a two dimensional array using dynamic memory allocation.
3. Write a program to implement stack.
4. Write a program to convert infix expression into postfix expression.
5. Write a program to check balanced parentheses for a given infix expression.
6. Write a program to evaluate postfix expression.
7. Write a program to implement queue.
8. Write a program to implement circular queue.
9. Write a program to implement link list with insert, delete, search, view, and
10. delete function.
11. Write a program to implement ordered link list.



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Name of Program : BCA + MCA(Banking Technology)

12. Write a program to add two polynomials.
13. Write a program to create doubly link list.
14. Write a program to implement tree with insert, delete and search function.
15. Write a program for in order, post order and preorder traversal of tree.
16. Write a program for binary search and sequential search using recursion.
17. Write a program for bubble sort and sequential search.
18. Write a program for insertion sort and quick sort.