BLOWNUP SYLLABUS AND PRACTICAL LIST

FOR

III SEMESTER BCA-AIML

Program Name	**BCA-(AI/ML)**	Semester	**II**
Course Title	**Object Oriented Programming using Java(Theory)**		

Topics	**Book**	**Chapter /Page No/Section**
UNIT 1		
Fundamentals of Object Oriented Programming: Introduction, Object Oriented Paradigm, Basic Concepts of OOP, Benefits and Applications of OOP.	BOOK-1 Chapter-1	1.1,1.2,1.3,1.4,1.5
Introduction to Java: Java Features, Java Environment, Simple Java Program, Java Program Structure, Java Tokens, Java Statements, Java Virtual Machine.	BOOK-1 Chapter-2, Chapter-3	2.2,2.9,3.2,3.5,3.6,3.7,3.10 4.2,4.3,4.4,4.5,4.6,4.7,4.8, 4.9
Java Programming Basics: Constants, Variables, Data Types, Declaration of variables, Giving values to the variable, Scope of variables, Symbolic constants, Type casting.	BOOK-1 Chapter-4	
Operators and Expressions: Arithmetic Operators, Relational Operators, Logical Operators, Assignment Operator, Increment and Decrement Operators, Conditional Operator, Special Operators, Mathematical functions.	BOOK-1 Chapter-5	5.1,5.2,5.3,5.4,5.5,5.6,5.7, 5.9,5.15
Using I/O: Byte streams and character streams, predefined streams, reading console input, reading characters, strings, writing console output.	BOOK-2 Chapter-13	P.No 285,286,288-292
Decision Making & Branching: Simple if statement, if..else statement, nesting of if..else statement, the else..if ladder, the Switch statement..	BOOK-1 Chapter-6	6.1 to 6.7

UNIT 2		
Decision making & Looping -The while statement, the do statement, the for statement. Jumps in loops, Labelled loops. **Class & Objects** - Class Fundamentals, Declaring Objects, Assigning Object Reference Variables, Introducing Methods, Constructors, The 'this' keyword, Overloading Methods, Using Objects as Parameters, Returning Objects, Recursion, Understanding 'static', Introducing 'final ', Using Command-Line Arguments, Varargs : Variable-Length Arguments **Arrays and Strings**: One dimensional arrays, Creating an arrays, Two dimensional arrays , Strings, Vectors, Wrapper classes.	BOOK-1 Chapter-7 BOOK-2 Chapter-6, BOOK-2 Chapter-7 BOOK-1 Chapter-9	7.1 to 7.6 P.No 105 to 120 P.No 125 to 132,134-136,141-143,150-152 9.1 to 9.7
UNIT 3		
Inheritance - Inheritance Basics, Using 'super', Creating Multilevel hierarchy, Method Overriding, Using Abstract Classes, Using final with Inheritance. **Packages & Interfaces** - Packages, Access protection in packages, Importing Packages, Interfaces. **Exception Handling** - Exception Handling Fundamentals – Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch clauses, finally, Java's builtin Exceptions	BOOK-2 Chapter-8 BOOK-2 Chapter-9 BOOK-2 Chapter-10	P.No 157 to 173,177 to 180 P.No 183 to 194 P.No 205 to 210,216-218
UNIT 4		
Multithreaded Programming-Introduction, Creating threads, Extending the thread class, stopping & blocking thread, Life cycle of a thread, Using thread	BOOK-1 Chapter-12	12.1 to 12.6,12.10

methods, Implementing the runnable interface. **Event and GUI programming**: Event Handling - The delegation event model, Event Classes ActionEvent, KeyEvent & MouseEvent Classes, Event Listener Interfaces –ActionListener, KeyListener & MouseListener interfaces. **Window Fundamentals**, Working with Frame Windows, Creating a Frame Window in an Applet. Creating a Windowed Program, Displaying information within a window. **Introducing swing** – two key swing features, components and containers, the swing packages, a simple swing application, event handling. Exploring Swing- Jlabel, JTextField, JButton, Checkboxes , Radio buttons , Jlist , JComboBox.	Book 2 Chapter 22 Book 2 Chapter 23 Book 2 Chapter 29 Book 2 Chapter 30	P.No 637 to 641, 645-646,650-653 P.No 666-676 P.No 859-860,862-865,868 P.No 879 to 885,887 to 891,895-900

Text Books:

1. E Balagurusamy, Programming with Java – A Primer, Fourth Edition, Tata McGraw Hill Education Private Limited.
2. Herbert Schildt, Java : The Complete Reference, Seventh Edition, McGraw Hill Publication.

Reference Books:

1. Herbert Schildt, Java 2-The Complete Reference,Fifth Edition, McGraw Hill publication.
2. CayS. Horstmann, Core Java VolumeI–Fundamentals, Prentice Hall.
3. Somashekara, M.T., Guru, D.S., Manjunatha, K.S, Object Oriented Programming with Java, EEE Edition, PHI.

Program Name : BCA –(AI/ML)	**Semester III**
Course Title	**Operating System (THEORY)**
Topics	Page Number
Unit-1	
Introduction: Operating System, Simple Batch Systems, Multi programmed Batched Systems, Time Sharing Systems, Real-Time Systems, Multi-processor Systems. **System Components, Operating System Services.** ***Process:*** Process Concept, Process Scheduling, Cooperating Process, **Threads** (Thread Concept, Single and Multiple Threads, Benefits): **C*PU Scheduling:*** Basic Concepts, Scheduling Criteria, Scheduling Algorithms.	Chapter 1: 1.1, 1.1.1, 1.1.2, 1.2, 1.2.1, 1.2.2, 1.2.3, 1.4, 1.7. Chapter 3: 3 3.1, 3.1.1 to 3.1.8, 3.2. Chapter 4: 4.1, 4.1.1 to 4.1.4, 4.2, 4.2.1 to 4.2.3, 4.4. Chapter 5: 5.1, 5.1.1 to 5.1.3. Chapter 7: 7.2, 7.4
Unit-2	
Process Synchronization: Introduction; Race Condition; Critical Section Problem and Peterson's Solution; Semaphores; Classic Problems of Synchronization- Readers and Writers Problem, Dining Philosophers Problem. ***Deadlocks:*** Deadlock Characterization, Methods of Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock	Chapter 6: 6.1, 6.1.2, 6.1.3, 6.1.4, 6.2, 6.3, 6.3.1 to 6.3.4 Chapter 8: 8.2, 8.2.1, 8.2.2, 8.3, 8.4, 8.4.1 to 8.4.4, 8.5, 8.5.1 to 8.5.3 (8.5.3.1 and 8.5.3.3), 8.6, 8.6.1 – 8.6.2, 8.7, 8.7.1, 8.7.2.
Unit-3	
Memory Management. Logical versus Physical Address Space, Swapping, Contiguous Allocation (Memory Allocation, Fragmentation), Paging (Basic Method), Segmentation (Basic Method). ***Virtual Memory.*** Demand Paging, Page Replacement, Page Replacement Algorithms, Thrashing	Chapter 9: 9.1.2, 9.2, 9.3, 9.3.2, 9.3.3, 9.4, 9.4.1, 9.5, 9.5.1. Chapter 10: 10.1, 10.2, 10.2.1, 10.4.1 to 10.4.4, 10.6.

(concept). ***File System.*** File Concept, Access Methods **Disk Scheduling (I/O Management):** Introduction and Scheduling Algorithm	
Unit-4	
Linux files system, login and logout. **Linux commands:** Command format, Directory oriented command, wild card characters, File oriented commands, File Access Permissions, Process oriented commands, Background processing, Communication oriented commands, General purpose commands, **Pipe and Filters** related commands, **vi editor, Shell programming**,	Chapter 2: Page 8-33, Page 36-37 (Exclude du and df, ln, comm, touch, expand, nl, tac, tail, head, nohup, at, batch), Pipe and Filters related commands. vi Editor, Shell programming, System administration. Chapter 3: Page 39-52. (Exclude egrep, fgrep, uniq, pr, sed, gawk & also exclude pages 56-65). Chapter 4: Page 66-71. Chapter 5: Page 72-76 & Page 80-92. (Exclude command export & exclude basename). Chapter 7: Page 119- 123 (Exclude Managing Devices)

Text Book:

1. Abraham Silberschartz and Peter Galvin, **Operating System Concepts**, 6th edition, TMH
2. K.L. James, Linux: Learning the Essentials, PHI learning private limited, 2011
3. B Mohammed Ibrahim, **Linux: A Practical Approach**, FireWall Media, 2009

Reference books:

1. Andrew S Tanenbaum, **Operating System Design and Implementation**, PHI
2. Milan Milenkovic, **Operating Systems**, TMH
3. Cristopher Negus, Dreamtech, **Red Hat Linux 9 Bible**, Wiley Publication

Program Name	**BCA-(AI/ML)**	Semester	III
Course Title	**Computer Networks(THEORY)**		

Topics	Chapter No.	Page No. / Section
UNIT 1		
Introduction: Uses of Computer Networks-Business Applications, Home Applications, Mobile Users, Social Issues; Network Hardware-Local Area Networks, Metropolitan Area Networks, Wide Area Networks, Wireless Networks, Home Networks, Internetworks. Network Software- Reference Models-the OSI Reference Model, The TCP/IP Reference Model, A Comparison of the OSI and TCP/IP Reference Models.	CHAPTER 1	1 - 51 (The Model Used in This Text - Excluded)
UNIT 2		
The Physical Layer-Transmission Media-Twisted-Pair, Coaxial Cable, Fiber Optics, Multiplexing (FDM, TDM) , Switching. Data Link Layer: Design Issues-Services Provided to the Network Layer, Framing, Error Control, Flow Control, Error Detection and Correction, Error correcting codes, Error detecting Codes.	CHAPTER-2 CHAPTER-3	96 - 105, (Power lines- Excluded) 125, 132 - 135, 161-164, 194 - 215

UNIT 3		
The Network Layer: Network Layer design issues, Store and Forward Packet switching, Services Provided to the Transport Layer, Implementation of Connectionless Service, Implementation of Connection-Oriented Service, Comparison of Virtual Circuit and Datagram Networks. Routing Algorithms-Flooding, Distance Vector Routing, Link State Routing, Hierarchical Routing. Internetworking-How Networks can be connected, Connectionless Internetworking, Tunnelling, Internetwork Routing, Fragmentation. The Network Layer in the Internet-the IP Protocol, IP Addresses, OSPF, BGP, Internet Multicasting, IPv6.	CHAPTER-5	355 – 362 , 368 – 380 , (The optimality principle and shortest path algorithm - Excluded) 426 - 435 , 439 - 463 , 474 - 485
UNIT 4		
The Transport Layer: The Transport Service-Services Provided to the Upper Layers, Transport Service Primitives, Elements of Transport Protocols-Addressing, Connection Establishment, Connection Release. The Internet Transport Protocols-UDP-Introduction to UDP, Remote Procedure Call, The Real-Time Transport Protocol; TCP-Introduction to TCP, The TCP Service Model, The TCP Protocol, The TCP Segment Header, TCP Connection Establishment, TCP Connection Release. The Application Layer-DNS-The DNS Name Space, Resource Records, Name Servers. Electronic Mail-Architecture	CHAPTER-6 CHAPTER-7	495 - 500 , 507 - 521, 541 - 562 611 - 646

and Services, The User Agent, Message Formats, Message Transfer, Final Delivery;		

Text Book:

1. Computer Networks, Andrew S. Tanenbaum, 5th Edition, Pearson Education, 2010.

Reference Books:

1. Data Communication and Networking, Behrouza A Forouzan, 3rd Edition, Tata McGraw Hill, 2001.
2. Data and Computer Communications, William Stallings, 10th Edition, Pearson Education, 2017.
3. Data Communication and Computer Networks, Brijendra Singh, 3rd Edition, PHI, 2012.
4. Data Communication and Network, Dr. Prasad, Wiley Dreamtech.

Program Name	**BCA-AIML**	Semester	**III**
Course Title		**Object Oriented Programming Lab using JAVA**	

PART-A

1. Write a Program to Program to accept student name and marks in three subjects. Find the total marks, average and grade (depending on the average marks).
2. Write a Program to Program to input Start and End limits and print all Fibonacci numbers between the ranges.(Use for loop)
3. Design a class: ShowRoom with the following description:
   Instance variables / Data members:
   String name — To store the name of the customer
   long mobno — To store the mobile number of the customer
   double cost — To store the cost of the items purchased
   double dis — To store the discount amount
   double amount — To store the amount to be paid after discount
   Member methods:
   ShowRoom() — default constructor to initialize data members
   void input() — To input customer name, mobile number, cost
   void calculate() — To calculate discount on the cost of purchased items, based on following criteria

Cost	Discount
Less than or equal to ₹10000	5%
More than ₹10000 and less than or equal to ₹20000	10%
More than ₹20000 and less than or equal to ₹35000	15%
More than ₹35000	20%

   void display() — To display customer name, mobile number, amount to be paid after discount. Write a main method to create an object of the class and call the above member methods. [Class Basics]

4. Write a Program to create a class DISTANCE with the data members feet and inches. Use a constructor to read the data and a member function Sum ( ) to add two distances by using objects as method arguments and show the result. (Input and output of inches should be less than 12.).
5. Write a Program to create a class “Matrix” that would contain integer values having varied numbers of columns for each row. Print row-wise sum.
6. Define a class to accept a String and print the number of digits, alphabets and special characters in the string.

Example: S = "Kapil Dev@83" Output:

Total number of characters - 12
Number of digits – 2
Number of upper-case alphabets – 2
Number of lower-case alphabets - 6
Number of Special characters – 1

7. Write a Program to add, remove and display elements of a Vector

PART-B

1. Create a class named 'Member' having data members: Name, Age, PhoneNumber, Place and Salary. It also has a method named 'printSalary' which prints the salary of the members. Two classes 'Employee' and 'Manager' inherit the 'Member' class. The 'Employee' and 'Manager' classes have data members 'specialization' and 'department' respectively. Now, assign name, age, phone number, address and salary to an employee and a manager by making an object of both of these classes and print the same. [inheritance]

2. Write a Program to implement the following class hierarchy: Student: id, name StudentExam (derived from Student): Marks of 3subjects, total marks StudentResult (derived from StudentExam) : percentage, grade Define appropriate methods to accept and calculate grade based on existing criteria and display details of N students

3. Write a Program to calculate marks of a student using multiple inheritance implemented through interface

   Create a class called student with
   a) Data members namely, name and regno for keeping Name and RegNo of a Student
   b) Member functions namely, getdata() and putdata() for initializing and displaying the contents of data members

   Create a class called mark which inherits the properties of student class with
   a) Data members namely, m1, m2 and m3 for keeping marks of three subjects
   b) Member functions namely, getmarks( ) and putmarks( ) for initializing and displaying the contents of data members

   Create an Interface Student, with a final data member pract_mark for keeping practical mark and initialize it and member method putPractMarks() to display it

   Create a class called Result which inherits the properties of mark class and implements the interface student, with Data member total and Member function display( ) for computing total marks and checking whether a student is passed or failed in based on each subject. The display() function computes the total marks as total=m1+m2+m3+pract_mark. It checks for

the condition ((m1 > 40) && (m2 > 40) && (m3 > 40) && (pract_mark > 20)). If the condition is True, then print that the result as PASS else print that the result as FAIL.

4. Write a Program to create an abstract class named shape that contains two integers, and an empty method named printArea(). Provide three classes named Rectangle, Triangle and Ellipse such that each one of the classes extends the class shape. Each one of the class contains only the method printArea() that print the area of the given shape.[Abstract class]
5. Create a package named FINANCE to encapsulate functionality for calculating compound interest and simple interest. Within the FINANCE package, define a class containing a method to calculate compound interest. Also, within the FINANCE package, define another class containing a method to calculate simple interest.
   Create a package EKYC to encapsulate for account holders profile creation. Within EKYC package define class PERSONAL_INFO containing members(Name, Adhar number ,PAN, Mobile number and Address) and methods(input () and print()). Also within EKYC package define a class ACCOUNT_INFO containing members(ACCOUNT_NUM, CUSTOMER_ID, BALANCE) and methods(input () and print()).
   Create a main class BANK that resides outside the FINANCE AND EKYC package. Inside the main method, invoke the respective methods from the packages to perform the interest calculations and display all the details of bank customer

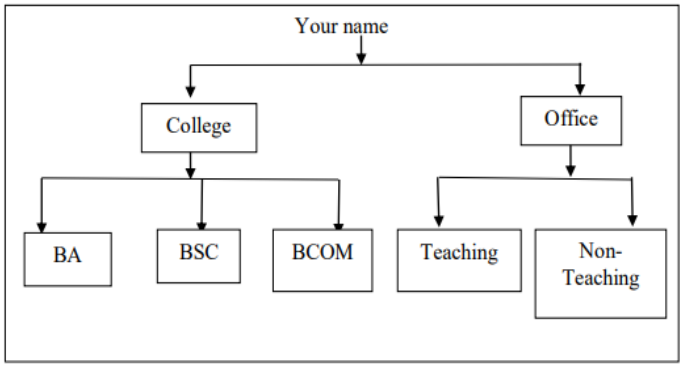
6. Write a Program using the swing components that creates a user interface to perform basic integer operations such as addition, subtraction, multiplication and division. The user enters two numbers in the TextFields - Num1 and Num2. The result of operations must be displayed in the ResultTextField when the operation(+ or – or x or /) button is clicked. Appropriate Exception handling message to be displayed in the Result TextField when Num1 or Num2 is not an integer or Num2 is Zero when division operation is applied.
7. Using the swing components, design the frame for shopping a book that accepts book code, book name, and Price. Calculate the discount on code as follows.

Code	Discount rate
101	15%
102	20%
103	25%
Any other	5%

   Find the discount amount and Net bill amount. Display the bill.

Evaluation Scheme for Lab Examination: Assessment Criteria		
Program-1	PART-A:Writing:5 Marks Execution:3Marks	15 Marks
Program-2	PART-B:Writing:8 Marks Execution:4Marks	20 Marks
Practical Record		05 Marks
Total		40Marks

Program Name	**BCA-AIML**	Semester	**III**
Course Title	**Operating System Lab**		

SI NO	PROGRAM NAME	
	PART A	
1	Create the directory structure.  i. Put a file under BA, B.Com, Teaching and Non-Teaching with meaningful content. ii. Go to BA directory and then move its file to Non-Teaching directory. iii. Change the directory to Non-Teaching from root directory using only single command. iv. From BA copy the content to B.Com. Delete BA directory recursively	
2	Consider the above directory structure. i. List the files in long format. Starting from root directory including sub directory contents ii. Count how many files exist in office directory. iii. Display the present path. iv. Display current date in the form MM/DD/YY HH:MM:SS	
3	Create a file which contains students information such as Rollno, Name, Gender, class (BCA, Bsc, B.com), Total marks. a. Append the 2 more records. b. Display the contents. c. Display the records of only BSc course and sort on reverse order of name and store in BSCnew.txt.	

	d. Display the contents of BSCnew.txt e. Rename the student.dat to stud.dat	
4	Accept a word and check whether it begins with lowercase vowel or uppercase vowel,ends with a digit or whether it is a three letter word.	
5	Accept ‘n’ and check whether the number is a prime or not.	
6	Accept ‘n’ and find the sum of the series 1!+3!+5!.....+n!.	
7	Display all natural numbers between two integers, and also find their sum.	
	PART B	
1	Write a shell script to accept ‘n’ integers and count +ves,-ves and zeros separately.Also find the sum of +ves and –ves.	
2	Write a shell script to accept many characters and count individual vowels,digits,spaces,special characters and consonants.	
3	Write a shell script to accept student name and marks in 3 subjects through command line arguments.Find total marks,average and grade(depending on average marks).	
4	Write a menu driven shell script for the following. i)Display the current working directory. ii) List all the files that start with “B” and ends with number in the current directory. iii)Rename a file(check for the existence of the source file) iv)Append the contents of a file to another file(display the message if the file doesn’t exist in the directory).	
5	Write a shell script to accept many filenames through command line. Do the following for each filename a. If it is an ordinary file, display its content and also check whether it has execute permission. b. If it is directory, display the number of files in it. c. If the file/directory does not exist, display a message	

6	Write a C program to simulate the CPU scheduling algorithm First Come First Serve (FCFS)	
7	Write a C program to implement FIFO page replacement technique.	

Evaluation Scheme for Lab Examination:

Assessment Criteria		
Program-1	PART-A Writing:5 Marks Execution:3Marks	15 Marks
Program-2	PART-B Writing:8 Marks Execution:4Marks	20 Marks
Practical Record		05 Marks
Total		40Marks

Program Name	BCA-AI/ML	Semester	III
Course Title	Digital Marketing (Theory)		

Topics	Book	Chapter /Page No/Section
UNIT 1 [8 HOURS]		
Introduction to Digital Marketing: Overview of digital marketing, Evolution of digital marketing, Importance and benefits of digital marketing, Digital marketing channels and platforms Digital Marketing Strategy and Planning: Developing a digital marketing strategy, Setting goals and objectives, Budgeting and resource allocation. Campaign planning and execution, Monitoring and adjusting digital marketing campaigns		Material Supplied by BOS
UNIT 2 [8 HOURS]		
Social Media Marketing: Overview of social media marketing, Social media platforms and their features, Creating and optimizing social media profiles, Social media content strategy, Social media advertising and analytics. Email Marketing: Introduction to email marketing, Building an email list, Creating effective email campaigns, Email automation and segmentation, Email marketing metrics and analytics.		Material Supplied by BOS

UNIT 3 [10 HOURS]		
Mobile Marketing: Mobile marketing overview, Mobile advertising strategies, Mobile app marketing, Location-based marketing, Mobile marketing analytics Analytics and Reporting: Importance of analytics in digital marketing, Setting up web analytics tools (e.g., Google Analytics), Tracking and measuring key performance indicators (KPIs), Conversion tracking and optimization, Reporting and data visualization		Material Supplied by BOS

Text Books:

1. "Digital Marketing Strategy: An Integrated Approach to Online Marketing" by Simon Kingsnorth.

References

1. "Email Marketing Rules: How to Wear a White Hat, Shoot Straight, and Win Hearts" by Chad S. White
2. "Content Inc.: How Entrepreneurs Use Content to Build Massive Audiences and Create Radically Successful Businesses" by Joe Pulizzi
3. "Mobile Marketing: How Mobile Technology is Revolutionizing Marketing, Communications and Advertising" by Daniel Rowles
4. "Web Analytics 2.0: The Art of Online Accountability and Science of Customer Centricity" by Avinash Kaushik

Program Name	**BCA-AI/ML**	Semester	**III**
Course Title	**Web Content Management System (Elective)**		

Topics		**Chapter No. /Section /Page No**
UNIT I		
Web Content Management System: Introduction, Types of CMS, Difference between WCMS and CMS, WCMS-Features, Advantages, Disadvantages, Types of WCMS, Content Types and Formats, Content Tools (Media-wise), Needs and Guidelines of Content Development.		Study Materials by MUCSTA
UNIT II		
Static website and dynamic website- Features, Differences; Dynamic Web content sites :Creating Dynamic Web Content, Web Hosting and Managing Multimedia Content: Types of web hostingadvantages and disadvantages, Importance of web hosting, features , steps to host a website; Multimedia content – Benefits, Best practices for creation of multimedia contents, Basic multimedia contents.		Study Materials by MUCSTA
UNIT III		
WIKI SITE – Characteristics, Working, Advantages; Multilingual Content Development- Key features, Advantages, Developing multilingual content, Creating multilingual content in WordPress, Content Management System – Joomla, WordPress, Drupal; E- Publication Concept – Introduction, models/approaches, categories, e-publishing tools.		Study Materials by MUCSTA
Text Books: 1. Web Content Management: Systems, Features, and Best Practices 1st Edition by Deane Barker. 2. Content Management Bible (2nd Edition) 2nd Edition by Bob Boiko. 3. Using Joomla: Efficiently Build and Manage Custom Websites 2nd Edition by Ron Severdia		

Program Name	**BCA-AI/ML**	Semester	III
Course Title	DEVOPS(Elective)		

Unit	Topic	Page Numbers
1	Introduction to DevOps: Business needs for DevOps, Business values for Devops, How DevOps works. DevOps Capabalities: Paths to DevOps Adoption, Plan, Devlop/Test, Deploy, Operate Adopting DevOps: Where to Begin, People in DevOps, Process in DevOps, Technology in DevOps	3 – 30 Book 2
2	Using Cloud in DevOps Cloud as DevOps enabler, Full Stack Deployments, cloud service model for DevOps, Hybrid Cloud Using DevOps to solve Challenges Mobile applications, ALM processes, Scaling Agile, Multiple Tier Applications, DevOPs in the enterprise, Supply Chains, IOT.	31 – 47 Book 2
3	DevOps Case Study: Executive's Role, putting together a team, setting DevOps Goals, Learning from the DevOps transformation, looking at the DevOps results. DevOps Myths. Basics of DevOps tools: Introduction to Git, Jenkins, Git hub, Docker, Kubernetes.	50 – 63 Book 2 Material will be circulated for these topics

Text Books:

1. Real world DevOps Practices by B.Thangaraju Wiley publishers 2024.
2. "DevOps For Dummies" by Sanjeev Sharma & Bernie Coyne. 2nd IBM Limited edition.

Reference Books:

1. " The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology" by Gene Kim, Jez Humble, Patrick Debois, John Willis
2. " the Phoenix Project: A Novel about IT, DevOps, and Helping Your Business Win" by Kim, Behr, Spafford

III SEMESTER BCA SYLLABUS

LANGUAGE: HINDI

Teaching Hrs-4 hrs/week
Credits: 03
Exam Duration: 3 hrs

Total Marks: 100
Theory: 80
IA:20

Unit	Title: Hindi Upanyas Aur Vigyapan	Hrs/Sem	Marks(80)
I	हिन्दी उपन्यास का परिचय: 1. पूर्व प्रेमचन्द युग, 2. प्रेमचन्द युग, 3. प्रेमचन्दोत्तर युग	10	10
II	दौड़ - ममता कालिया (पठन)	14	20
III	दौड़ - उपन्यास के तत्वों के आधार पर विश्लेषण	14	20
IV	1.विज्ञापन - अर्थ, स्वरूप 2.प्रकार - स्थानीय, राष्ट्रीय, औद्योगिक, जनकल्याण, सूचनाप्रद, 3.विज्ञापन का नमूना	18	30

Prescribed Text Books-

i. दौड़ - ममता कालिया, वाणी प्रकाशन, दिल्ली
ii. व्यावहारिक हिंदी व्याकरण- प्रो.नागरत्ना राव, प्रो.सुमा टी-आर, वाणी प्रकाशन, दिल्ली

Pedagogy

i. पाठ्य -पठन
ii. भाषा संप्रेषण

iii. कक्षा व्याख्यान

iv. सामूहिक चर्चा

Course outcome

i. गद्य वाचन और लेखन शक्ति का विकास

ii. साहित्य तथा लेखन के प्रति आसक्ति

iii. नैतिक मूल्यों और भावों के प्रति सजग होना

iv. विज्ञापन लेखन के प्रति रुचि पैदा करना

Question Paper Pattern

I	Objective Questions (unit I, II,III)	15X1=15
II	Descriptive Question (II, III) Internal Choice	3X10=30
III	Short Notes (unit II, III) 3 out of 4	3X5 = 15
IV	Theoretical Questions (Unit IV) 2 out of 3	2×5=10
V	Advertisement (2 out of 3)	2X5=10
	TOTAL	80

Mangalore University

Department of English

STATE EDUCATION POLICY

Approved on 09 April 2025, BOS (UG)

Effective for batches commencing from 2024-25 onwards

ENGLISH LANGUAGE

Syllabus for III Semester B.C.A

III SEMESTER		**50hrs**	**80 marks**
UNIT-1			
Text for Detailed Study **Listening Skills**		**25 Hrs**	**40 marks**
	PLAY For written examination only	20 hrs	40 marks
	Dance Like a Man- Mahesh Dattani		
LISTENING SKILLS (Audio version of the speeches to be emphasized)	**PERSUASIVESPEECHES** (Any Five) For internal assessment only	5 hrs	05 marks for IA
	1. **Swami Vivekananda's** speech at the World Parliament of Religions in Chicago. 2. The speech by **Narayana Murthy** at Lal Bahadur Shastri Institute of Management. 3. **Rahul Dravid's** speech at BITS Pilani, Goa. 4. **Martin Luther King's** I Havea Dream Speech, 1963. 5. **Severn Suzuki**- Speech at		

	the UN Conference on Environment and Development. 6. **Dalai Lama's** Nobel Peace Prize accepting speech. 7. **Emma Watson's** speech- Gender Equality is your issue too. 8. **Charlie Chaplin**'s final speech from *The Great Dictator*. 9. **Malala Yousufzai** - Nobel Peace Prize Speech **10.Steve Jobs** - Commencement Address **11.Muniba Mazari**, The inspiring "Iron Lady of Pakistan" **12.Nick Vujicic** - How to stop a bully **13.**The speech by **Kiran Bedi**, India's first woman IPS officer on visionary leadership. **14.Mother Teresa**'s acceptance speech - Nobel Prize		

UNIT–2			
PRODUCTIVESKILLS: SPEAKING AND WRITING SKILLS		**25 hrs**	**40 marks**
SPEAKING SKILLS	**PRESENTATIONSKILLS** For internal assessment only	4 hrs	05marks for IA
	Types: • Informative/Instructive Presentation • Persuasive Presentation • Decision Making Presentation		

	• Demonstrative Presentation		
WRITING SKILLS	**INTRODUCTION TO WRITING AND TYPES OF WRITING** For written examination	5 hrs	05 marks
	Introduction to Writing - Types of Writing • Descriptive Writing • Narrative Writing • Reflective Writing • Persuasive/Argumentative Writing • Comparative Writing • Cause and Effect Writing		
	CORRESPONDENCE For written examination	5 hrs	15 marks
	• Letters of Enquiry and Order Letters, • Letters of Complaint • Application for a Job and CV.		(05) (10)
	COMMERCIALWRITING For written examination Any **two** can be taught	6 hrs	10 marks
	• Advertisement • Poster • Brochure		(05+05)
READING SKILLS	• A short passage of 150 words • Questions to test three skills- Factual, Inferential and Evaluative	05 hours	10 marks (2+4+4)

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ಮಂಗಳೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ

SEPಗೆ ಅನುಗುಣವಾಗಿಪದವಿ ವಿಷಯಗಳಿಗೆ ಪಠ್ಯಕ್ರಮ

ದ್ವಿತೀಯ ಬಿಸಿಎ ಪದವಿ

ಮೂರನೆಯ ಚತುರ್ಮಾಸ-೨೦೨೫-೨೬

ಪಠ್ಯ: ನುಡಿ ಜೇನು

ಕನ್ನಡ ಭಾಷಾ ವಿಷಯ

ವಾರಕ್ಕೆ ೪ ಗಂಟೆಗಳು

ಒಟ್ಟು ಬೋಧನಾವಧಿ: ೪೮ಗಂಟೆ

ಕೋರ್ಸ್ ಕ್ರೆಡಿಟ್:೩

ಒಟ್ಟು ಅಂಕಗಳು: ೧೦೦

ಅಂತಿಮ ಪರೀಕ್ಷಾ ಅವಧಿ=೩ ಗಂಟೆ

ಅಂತಿಮ ಪರೀಕ್ಷೆಯ ಅಂಕಗಳು =೮೦

ಆಂತರಿಕ ಮೌಲ್ಯಮಾಪನ ಅಂಕಗಳು: ೧೦ + ೧೦=೨೦

	ಬೋಧನಾವಧಿ	ಅಂಕಗಳು
		೪೦
೧. ಕಾವ್ಯ ಭಾಗ	೨೪ ಗಂಟೆ	೨೦
೨. ಗದ್ಯಭಾಗ	೧೨ ಗಂಟೆ	೨೦
೩. ದೀರ್ಘ ಪಠ್ಯ	೧೨ ಗಂಟೆ	

ಮಂಗಳೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ

SEPಗೆ ಅನುಗುಣವಾಗಿಪದವಿ ವಿಷಯಗಳಿಗೆ ಪಠ್ಯಕ್ರಮ

ದ್ವಿತೀಯ ಬಿಸಿಎ ಪದವಿ

ನಾಲ್ಕನೆಯ ಚತುರ್ಮಾಸ

ಪಠ್ಯ: ನುಡಿ ನೋಟ

ಕನ್ನಡ ಭಾಷಾ ವಿಷಯ

ವಾರಕ್ಕೆ ೪ ಗಂಟೆಗಳು

ಒಟ್ಟು ಬೋಧನಾವಧಿ: ೪೮ಗಂಟೆ

ಕೋರ್ಸ್ ಕ್ರೆಡಿಟ್:೩

ಒಟ್ಟು ಅಂಕಗಳು: ೧೦೦

ಅಂತಿಮ ಪರೀಕ್ಷಾ ಅವಧಿ=೩ ಗಂಟೆ

ಅಂತಿಮ ಪರೀಕ್ಷೆಯ ಅಂಕಗಳು =೮೦

ಆಂತರಿಕ ಮೌಲ್ಯಮಾಪನ ಅಂಕಗಳು: ೧೦ + ೧೦=೨೦

	ಬೋಧನಾವಧಿ	ಅಂಕಗಳು
		೪೦
೧. ಕಾವ್ಯ ಭಾಗ	೨೪ ಗಂಟೆ	೨೦
೨. ಗದ್ಯಭಾಗ	೧೨ ಗಂಟೆ	೨೦
೩. ದೀರ್ಘ ಪಠ್ಯ	೧೨ ಗಂಟೆ	

ಮಂಗಳ ಪಠ್ಯಪುಸ್ತಕ ಮಾಲಿಕೆ ೬೬

ದ್ವಿತೀಯ ಬಿ.ಸಿ.ಎ. ಕನ್ನಡ

ತೃತೀಯ ಚತುರ್ಮಾಸ

ನುಡಿ ಜೇನು

ಪ್ರಧಾನ ಸಂಪಾದಕರು
ಪ್ರೊ. ಸೋಮಣ್ಣ

ಕಾರ್ಯನಿರ್ವಾಹಕ ಸಂಪಾದಕರು
ಡಾ. ಮಾಧವ ಎಂ.ಕೆ.

ಸಂಪಾದಕರು
ಜ್ಯೋತಿಪ್ರಿಯಾ
ಡಾ. ಕೃಷ್ಣರಾಜ ಕರಬ
ಯಶೋಧ ಎಲ್ಲೂರು

ಪ್ರಸಾರಾಂಗ
ಮಂಗಳೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ
ಮಂಗಳ ಗಂಗೋತ್ರಿ – ೫೭೪ ೧೫೪

ನುಡಿ ಜೇನು

ಪರಿವಿಡಿ