# **B.Sc. Computer Science VI Semester** Course: US06CCSC21

# (Object Oriented Programming Using Java)

Effective from June-2020

**Credits** : 4 Lectures per week: 4 **University examination duration: 3 Hours** All units carry equal weightage

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Unit 1	Introduction
	History of Java, features, the Java environment, the Java Virtual Machine (JVM)
	Structure of a Java program, a simple Java program, implementing a Java program
	- Tokens, comments, constants, variables and data types
	- Scope of variables, type casting
	- Operators: arithmetic, relational, logical, assignment, increment/decrement, conditional,
	ternary operator & special operators
	- Decision making: if statement, ifelse statement, nesting of ifelse, the else if ladder,
	switch statement
	- Looping: while, dowhile, for, for each loop jumps in loops, labeled loops
Unit 2	Arrays, Classes, Objects, Interfaces and Inheritance
	- Arrays: one, two dimensional arrays
	- Defining a class, members of a class: variables and methods, creating objects, constructors,
	accessing class members
	Static members v/s instance members
	Introduction to inheritance, super keyword
	- Interfaces: Introduction, definition, extending, implementing & accessing
	<ul> <li>Final variables, methods and classes, abstract methods and classes</li> </ul>
	Introduction to method overloading and overriding
Unit 3	Exception Handling, I/O Management and Packages
	- Managing errors & exceptions: introduction, types of errors, exceptions, syntax of
	exception handling construct, multiple catch statements, the finally clause, defining and
	throwing user-defined exceptions, the throw statement
	Managing I/O files: introduction, concept of streams, Character stream
	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> </ul>
	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the</li> </ul>
	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> </ul>
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Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> </ul>
Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> </ul>
Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> <li>java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color, Label, List,</li> </ul>
Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> <li>java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color, Label, List, TextArea, TextField)</li> </ul>
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Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> <li>java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color, Label, List, TextArea, TextField)</li> <li>HTML applet tag, display techniques (DrawString, Lines, Rectangle, Ellipses, Circles, Arcs, Polygons, Color)</li> </ul>
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Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> <li>java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color, Label, List, TextArea, TextField)</li> <li>HTML applet tag, display techniques (DrawString, Lines, Rectangle, Ellipses, Circles, Arcs, Polygons, Color)</li> <li>Introduction to event handling</li> <li>Introduction to JDBC, types of drivers</li> </ul>
Unit 4	<ul> <li>Managing I/O files: introduction, concept of streams, Character stream classes</li> <li>Introduction to the concept of package, Java API packages, using the System package</li> <li>Using java.lang (String, Math)</li> <li>Applet Programming &amp; JDBC</li> <li>Applet architecture and skeleton</li> <li>java.awt package (Button, CheckBox, CheckBoxGroup, Choice, Color, Label, List, TextArea, TextField)</li> <li>HTML applet tag, display techniques (DrawString, Lines, Rectangle, Ellipses, Circles, Arcs, Polygons, Color)</li> <li>Introduction to event handling</li> </ul>

- Programming with Java- A Primer by E. Balaguruswami, 3<sup>rd</sup> Edition, TMH Publ.
   The Complete Reference Java 2 7<sup>th</sup> Edition Herbert Schildt. TMH Publication
- 3. Saba Zame, Handbook of Object technology, CRC Press, Washington DC, 1999
- 4. Mary Campion and Kathy Walrath, Java tutorial, Second Edition, Addison Wesley Pun. 1998.
- 5. Java 2 Programming Black Book, Steven Holzner

**B.Sc. Computer Science VI Semester** 

Course: US06CCSC22 (PHP using MySQL) Effective from June-2020

Credits : 4 Lectures per week: 4 University examination duration: 3 Hours All units carry equal weightage

Unit 1	PHP Programming Concepts -1
	- Introduction to open source
	Advantage and capabilities of open source
	- Introduction to apache
	<ul> <li>Introduction to apache</li> <li>Introduction to PHP: features, adding PHP to HTML</li> </ul>
	- PHP Variables
	Static & global variables
	- GET & POST method
	- PHP Operators
	Conditional Structure & Looping Structures
	<ul> <li>User Defined Functions</li> </ul>
	- Arrays
	Strings and its functions
Unit 2	PHP Programming Concepts-2
	Site structure and basics of web site development using PHP
	- PHP and OOP templates
	- Error Handling
	- Authentication
	Cookies and Session Management
	- Browser detection
	Sending MIME Mail Message with Mail_mime, smtp
Unit 3	Working with images, pdf files, ajax and XML
	Creating and Manipulating images
	- Using Text in Images
	Creating database driven graph
	<ul> <li>Saving and building on existing image.</li> </ul>
	- Generate PDF file.
	- PHP with XML
	- PHP with Ajax
Unit 4	Accessing Database
	Working with MySQL using PhpMyAdmin
	- PHP-MySQL Connectivity
	- PHP-MySQL Functions

- 1. Essential PHP Tools Modules, extensions and Accelerators–David Sklar–APRESS (SPD)
- 2. PHP advance for the World Wide Web Larry Edward Ullman peachpit press
- 3. Advance PHP for Web professionals Christopher Cosentino Pearson education
- 4. Expert PHP 5 Tools Dirk Merkel PACKT(SPD)
- 5. Learning PHP 5 David Sklar –O'Reilly (SPD)
- 6. Beginning PHP 5.1 For Begginers Iyan Byross, Sharanam Shah- The Team (SPD)

B.Sc. Computer Science VI Semester

<u>Course: US06CCSC23</u>

(Python Programming)

Effective from June-2020

Credits : 4 Lectures per week: 4 University examination duration: 3 Hours All units carry equal weightage

Unit 1	Introduction & Basic Concept of Python
	- Python Introduction
	- Python Features
	- Python Applications
	- Data type, Variable, keywords, literals, operators, comments
	- Flow control statements. If, Switch, while, for, dowhile
	Break, continue and pass statements
Unit 2	Inbuilt & UDF Functions
	- Strings (String Operations & Functions)
	- Lists (List Operations & Functions)
	- Tuples (Tuple Operations & Functions)
	- Sets (Set Operations & Functions)
	Dictionary (Dictionary Operations & Functions)
	- Functions (Built-in, User-define, Lambda)
Unit 3	File I/O Handling
	- FILE & I/O Handling
	- Modules
	- Exceptions
	- Date
	- Regex
	- Read & Write CSV file.
	Use of different kind of modules
Unit 4	Working with Database
	- Environment Setup
	- Database Connection
	- Creating new Database
	- Creating Tables
	- Working with table (Insert operations, Read operations, Update Operations, Join
	Operations)
	- Transaction

- 1. Paul A. DeBarry: Head First Python, 2010, O'Reilly Media, Inc.
- 2. Martin C. Brown: The Complete Reference Python, McGraw Hill
- 3. David M. Beazley: Python Essential Reference, Pearson Addison-Wesley Professional
- 4. Python Tutorial/Documentation www.python.or 2010
- 5. http://docs.python.org/3/tutorial/index.html
- 6. http://www.javapoint.com/python-tutorial

# B.Sc. Computer Science VI Semester Course: US06CCSC24

(Software Engineering & Introduction to SASD)

Effective from June-2020

Credits : 4 Lectures per week: 4 University examination duration: 3 Hours All units carry equal weightage

Unit 1	Introduction
	Introduction: Software and Software Engineering
	General Characteristics of Software Process
	Phases in Software development
	Effort and Error Distribution
	- Process Models: Waterfall, Prototype, Iterative enhancement, spiral
Unit 2	Requirement Specification and Software Project Planning
	<ul> <li>Introduction: Software Requirement Specification (SRS) and Needs</li> </ul>
	Problem Analysis - Structuring Information
	<ul> <li>Software Requirement Specifications (SRS), Characteristics and Components of SRS</li> </ul>
	<ul> <li>Specification language (Structured English, Regular Expression and Decision Table)</li> </ul>
	- Introduction: Software Projects, Planning, Categories of Software projects
	- Project Monitoring Plan: Time sheets, Reviews, Cost- schedule milestone and
	Earned value method
	Software Quality Assurance Plans (SQAP)
	Overview of Risk Management
Unit 3	System Design, Coding and Testing
	- Introduction: System Design
	<ul> <li>Design Objectives and Design Principles</li> </ul>
	<ul> <li>Design Concepts - Top down and Bottom up approach, Problem Partition,</li> <li>Abstraction, Modularity, Module Level concept, Coupling, Cohesion</li> </ul>
	Overview of structured design
	<ul> <li>Introduction: Coding, Top Down and Bottom Up approach for coding</li> </ul>
	Structured programming, Information Hiding
	Programming style, Internal documentation
	Introduction: Testing, Error, Fault, Failure & Reliability
	Testing process, Top down and bottom up approach for testing
	- Levels of Testing
	Functional Testing v/s. Structural testing

### Unit 4 The Concepts of a System, System Analysis and Development Life Cycle (SDLC)

- The concept of a system
- The elements and characteristics of a system
- Types of systems
- Meaning of systems analysis
- Role of a systems analyst
- SDLC Introduction
- Stages of SDLC.

- 1. An Integrated Approach to Software Engineering: By Pankaj Jalote, Narosa Publishing House, Second Edition,1997
- 2. Software Engineering a practitioner's approach: By Roger S. Pressman, Tata McGraw-Hill, 5th Edition
- 3. Software Engineering Fundamentals, by Richard Fairley, Tata McGraw Hill
- 4. Software Engineering by Ian Somnmerville, Addition- Wesley, 5<sup>th</sup> Edition, 2000
- 5. S. Parthasarthy & B. W. Khalkar: System Analysis & Design, 1st Edition, Master Ed. Cons., Nashik.
- 6. James A. Sen: Analysis & Design of Information System 2nd Edition, McGraw-Hill Int.

B.Sc. Computer Science VI Semester Course: US06CCSC25 (Practical) Effective from June-2020

Credits : 6

No. of laboratory hours per week : 12

**University examination duration**: 6 Hours

Part-I: Practical based on US06CCSC21

Part-II: Practical based on US06CCSC22

Part-III: Practical based on US06CCSC23

B.Sc. Computer Science VI Semester Course: US06DCSC26 (Artificial Intelligence) Effective from June-2020

Credits : 2 Lectures per week: 2 University examination duration: 2 Hours All units carry equal weightage

Unit 1	Introduction
	- Concepts and Definitions of AI
	- Brief history of AI
	AI and related fields
Unit 2	Expert Systems
	- Introduction
	Characteristic features of Expert System
	Representing and Using Domain knowledge
	General Structure of Expert Systems
	- Expert System Shell
	Advantages and Disadvantages of Expert system
Unit 3	Introduction to AI techniques and Application Areas-I
	<ul> <li>Introduction to Basic search strategies: Some examples and Classification</li> </ul>
	Introduction to Heuristic Search technique: Best First Search
	- Using Predicate Logic
	Representing simple facts in logic
Unit 4	Introduction to AI techniques and Application Areas-II
	- Introduction to Fuzzy logic
	- Introduction to various application areas of AI like:
	Natural Language Processing, Game Playing, Robotics
	- The Concepts of System, Systems Analysis and Systems Development

- 1. Elain Rich: Artificial Intelligence, McGraw Hill, 2001.
- 2. Patterson, Dan W.: Introduction to Artificial Intelligence, Prentice Hall of India (PHI)
- 3. R. Akerkar: Introduction to Artificial Intelligence, PHI, 2005
- 4. S. Russell and P. Norvig, Modern Approach to Artificial Intelligence, Prentice Hall of India Ltd., 2006.
- 5. George Luger, Artificial Intelligence, 5th Edition, Addison Wesley, 2004.

B.Sc. Computer Science
VI Semester
Course: US06DCSC27
(Enterprise Resource Planning)
Effective from June-2020

Credits : 2 Lectures per week: 2 University examination duration: 2 Hours All units carry equal weightage

Unit 1	Introduction to ERP
	- Enterprise: introduction, business modeling, integrated data model, integrated
	management information
	- Enterprise Resource Planning (ERP): Introduction, history. Basic concepts of ERP
	Risks (All types risks in brief)
Unit 2	ERP & Related Technologies
	- Benefits of ERP.[just an overview] Business Process Reengineering (BPR)
	Data warehousing, data mining and Online Analytical Processing (OLAP)
	- Product Life Cycle Management (PLM)
	- Supply Chain Management (SCM)
	Customer Relationship Management (CRM)
Unit 3	ERP – Selection and Implementation
	ERP Package Selection
	- ERP Implementation Life Cycle.
	<ul> <li>Introduction Objective Phases of implementation</li> </ul>
Unit 4	ERP -Operation, Maintenance & Evaluation
	Operation of the ERP system
	ERP Maintenance Phase
	Measuring performance of ERP
	- Functional modules of ERP software

## **REFERENCE BOOKS:**

1. Alexis Leon: Enterprise Resource Planning, Tata McGraw-Hill, New Delhi 2nd editions