

**MAHATMA GANDHI UNIVERSITY
KOTTAYAM, KERALA**

**MASTER OF COMPUTER APPLICATIONS
LATERAL [2 YEARS]**

**REGULATIONS & SCHEME
For
AFFILIATED COLLEGES**

(From 2017 admission onwards)

1. Eligibility Conditions

Qualifications

- i) A candidate seeking admission to Lateral MCA course must have

A pass with not less than 50% marks in BCA/B.Sc Computer Science/B.Sc Information Technology/ B.Tech CS/IT degree of a minimum three years duration from a recognized University.

- ii) Subject to the regulation relating to prescribed minimum of the respective qualifying examination, the minimum marks of admission to the course of studies shall be a pass in the case of SC/ST candidates.
- iii) Candidates belonging to Socially and Educationally Backward Classes (SEBC) referred to GO(P)208/66/Edn dated 2-5-96 and subsequent amendments to orders issued by the Government and University shall be given a relaxation of 3% marks in the prescribed minimum for admission.
- iv) A relaxation of 5% marks from the prescribed minimum shall be allowed in the case of OEC Candidates.
- v) A relaxation of 5% marks from the prescribed minimum shall be allowed in the case of physically handicapped persons.
- vi) Candidates who have passed the qualifying examination in more than one chance in the subject (excluding languages) will have their percentage marks de-rated at the rate of 5% for every additional appearance for the purpose of ranking.

Candidates with such degrees awarded by the Mahatma Gandhi University or any other degree recognized as equivalent to degrees in (i) by the Mahatma Gandhi University also are eligible to apply.

Reservation of seats shall be as per rules prescribed in the relevant rules by the Directorate of Technical Education, Government of Kerala from time to time.

2. Duration of the Course

The course shall extend over a period of two academic years consisting of four semesters. All lateral MCA Admissions will directly get admitted to Semester 3 of the regular MCA.

3. Requirements of attendance and progress

A candidate will be deemed to have completed the course of any semester only if **a) He/She has put in not less than 75% of attendance, b) His/Her progress and conduct have been satisfactory.**

4. Procedure for completing the Course

- i. The academic year will be divided into two semesters, the odd semester normally commencing at the beginning of the academic year and even semester ending with the academic year.
- ii. The Course work in the subjects of study of the odd semesters will ordinarily be conducted only in odd semesters and that of even semesters only in even semesters.
- iii. A candidate may proceed to the course of study of any semester if and only if he has completed the course in the previous semester and has registered for the examination of the previous semester.
- iv. A candidate who is required to repeat the course of any semester for want of attendance / progress or who desires to rejoin the semester after a period of discontinuance or who upon his own request is specially permitted to repeat the semester in order to improve his performance, may be permitted to join the semester for which he is eligible or permitted to join.

5. Assessment

- i) The assessment will comprise of sessional assessment and university examination in certain subjects, and wholly sessional assessments in others, carrying marks as specified in the subject of study and scheme of assessment.
- ii) A candidate shall be declared to have passed in any subject in full in any semester if he/she secures not less than 50% marks in sessional, not less than 40% marks in the University examination including project and viva and not less than 50% of the over all aggregate marks for the subject i.e., university examination marks and sessional marks of the subjects put together.
- iii) A student may be given the option to improve the marks obtained in theory subjects of any semester (except the sixth semester) by canceling all the theory examinations of the semester. There will be no provision to improve the sessional marks of any semester unless he repeats the semester.
- vi) University examinations will be conducted at the end of each semester for subjects offered during the semester.
- v) Semester examinations will normally be conducted in October/November and in April/May of each year.
- vi) All Sessional work shall be valued and marks awarded on the basis of day to day performance, periodic tests and assignments. The allocation of sessional marks for individual subjects shall be on the following basis.

Theory Subjects		Practicals	
Attendance	10%	Attendance	10%
Assignments /Seminar	30%	Regular class work / Lab record / Class Performance	50%
Tests	60%	Tests	40%
Total	100%	Total	100%

The sessional marks allotted for attendance shall be awarded in direct proportion to the percentage of attendance secured by the candidate in the subject. **However, full sessional marks for attendance shall be awarded to those who are securing 80% of the attendance and above only.**

6. Normalization of Sessional Marks

For the MCA course, the maximum internal marks (awarded internally) and external marks (awarded by external examiner appointed by the university) for all theory / practical papers shall be 25 and 75 respectively, except for the following papers - MCA 407, MCA508.

To enforce uniformity in the awarding of internal marks by all institutions, there is a need to stipulate rules for normalizing the marks so that the abnormal and unjust variations in sessional marks are controlled to a reasonable extent.

For MCA 407 and MCA 508, having only sessional assessment, the Head of the Institution should ensure that the class average does not exceed 80%. For the remaining papers the following normalization method shall be implemented by the University.

Normalization Method

The maximum percentage of internal marks of a candidate shall be limited to 40% above that of external marks secured by the candidate.

In the case of a candidate who fails to get the pass minimum or absent for external examination for a paper, the normalized internal marks shall be computed only when he/she gets through the new external examination and the internal marks will be computed as per the new external marks.

Illustration

Internal	Maximum Marks - 25	Pass Minimum - 12.5
External	Maximum Marks - 75	Pass Minimum - 30
	Maximum Marks - 25	Pass Minimum - 10
Overall	Maximum Marks - 100	Pass Minimum - 50

<u>Reg. No.</u>	<u>External</u>		<u>Max. % of internal eligible (% of external+40%)</u>	<u>Internal awarded by college</u>	<u>Internal marks after normalization</u>
	Marks awarded out of 75	Percentage			
1	40	53%	93	20	20
2	15(failed)	20%	-	-	-
	30(Next appearance)	40%	80%	22	20(limited to 80%)
3	60	80%	100	21	21
4	Absent	-	-	-	-
	60(Next appearance)	80%	100	18	18

The above shall be computed using software and the normalized internal marks in the last column shall be carried over to the mark list.

7. University Exam Question Paper Pattern

The pattern shall comprise of 2 parts: **PART A** (10x3=30 marks) and **PART B** (5x9=45 marks).

Part A shall have 30 marks, in which the student is expected to answer 10 short questions (3 marks each) out of 12 questions **evenly prepared from all the five modules**. These questions can consist of definitions, theoretical concepts, short illustrative examples, block schematics etc.

Part B shall have 2 questions from each module, out of which the student has to answer one from each module (9 marks). These can be descriptive type questions, derivations, problems or collection of 2 or more small questions in a topic. This offers 50% choice to the students, yet forces him to study all the five modules.

8. Passing requirements/classification of successful candidates

- i) A candidate shall be declared to have passed in any subject if he/she satisfies clause 5(ii) above.
 - a) If any candidate fails in want of either minimum marks for university examination or minimum marks for overall aggregate for any subject, he/she can appear for the supplementary examination at the ensuing chance only in the failed subjects alone.
 - b) If any candidate fails in want of minimum marks for *sessional part* alone for any subject, he/she has to write supplementary examination for ***both the sessional part and university examination in the ensuing chance only in the failed subjects alone till he secures a pass mark for that subject***. Sessional part of such candidates may be evaluated by the institution, considering the marks for attendance already obtained, but new assessment should be done for seminar/assignment and tests along with the subsequent batch. The

new sessional mark has to be forwarded to the university along with the sessional marks of subsequent batch.

- c) If any candidate fails in MCA 407 & MCA 508, having only sessional assessment, he/she has to redo the work for that subject along with the subsequent batch.
- ii) A candidate who successfully completes the course and satisfy all the passing requirements of the six semesters within six academic years of joining the course will be declared to have qualified for the degree. However, in exceptional cases with genuine and convincing reasons, it is the discretion of the syndicate of the University to effect changes in this regard.
- iii) A candidate who qualifies for the degree and secures not less than 75% of the aggregate of total marks of all the six semesters in the **first attempt** in all the subjects shall be declared to have passed the MCA Degree examination in **First Class with Distinction**.
- iv) A candidate who qualifies for the degree and secures not less than 60% of the aggregate of total marks of all the six semesters shall be declared to have passed the MCA Degree examination in **First Class**.
- v) All other successful candidates shall be declared to have passed the MCA Degree examination in **Second Class**.
- vi) Successful candidates who complete the examinations with **Distinction shall be ranked** on the basis of the aggregate of the total marks of all six semesters.
- vii) **All successful candidates who has completed lateral MCA will be given an equivalence certificate by the University stating that the Degree awarded is equivalent to the regular MCA degree of the Mahatma Gandhi University.**

9. Revision of Regulations

The University may from time to time revise, amend or change the regulations, curriculum, scheme of examinations and syllabi. These changes unless specified other wise will have effect from the beginning of the next semester following the notification by the University.

SCHEME OF THE PROGRAMME

Coding Structure: T: Theory; P: Practicals S: Seminar D: Dissertation V: Viva Voce

Example: MCA301T : MCA (Course) 301 (Paper Code) T(Theory Paper)

SEMESTER III

Course No.	Subject	No. of hours per week		Duration of Exam in hrs	Sessional Marks Max.	Sem. Exam. Marks Max	Total Mark
		Lect	Lab.				
MCA301T	Principles of Management & Accounting	4	-	3	25	75	100
MCA302T	Analysis & Design of Algorithms	4	-	3	25	75	100
MCA303T	Object Oriented Programming through Java	4	-	3	25	75	100
MCA304T	Software Engineering & Project Management	4	-	3	25	75	100
MCA305T	Object Oriented Analysis & Design	4	-	3	25	75	100
MCA306P	PHP Programming Practicals	-	4	3	25	75	100
MCA307P	OOPS through Java Practicals	-	4	3	25	75	100
Total		20	8				700

SEMESTER IV

Course No.	Subject	No. of hours per week		Duration of Exam in hrs	Sessional Marks Max.	Sem. Exam. Marks Max	Total Mark
		Lect	Lab.				
MCA401T	System Software	4	-	3	25	75	100
MCA402T	Data Mining	4	-	3	25	75	100
MCA403T	TCP/IP Protocols	4	-	3	25	75	100
MCA404T	Linux OS and Shell programming	4	-	3	25	75	100
MCA405E	Elective- I	4		3	25	75	100
MCA406P	Linux OS & Shell programming Practicals	-	4	3	25	75	100
MCA407D	Mini Project-Application Development	-	4	3	100	0	100
Total		20	8				700

SEMESTER V

Course No.	Subject	No. of hours per week		Duration of Exam in hrs	Sessional Marks Max.	Sem. Exam. Marks Max	Total Mark
		Lect	Lab.				
MCA501T	User Interface Design	4	-	3	25	75	100
MCA502T	Knowledge Management & Business Intelligence	4	-	3	25	75	100
MCA503T	Enterprise Resource Planning	4	-	3	25	75	100
MCA504T	Advanced Java Programming	4	-	3	25	75	100
MCA505E	Elective - II	4	-	3	25	75	100
MCA506P	Advanced Java Programming Practicals	-	4	3	25	75	100
MCA507P	Python Programming - Practicals	-	4	3	25	75	100
MCA508S	Main Seminar – Current Trends	2			50	0	50
	Total	22	8				750

SEMESTER VI

Course No.	Subject	No. of hours per week		Duration of Exam in hrs	Sessional Marks Max.	Sem. Exam. Marks Max	Total Mark
		Lect	Lab				
MCA601D	Project	-	28	-	150	150	300
MCA602V	Viva-voce	-	-	-		100	100
	Total	-	28				400

Elective I – Semester 4

1. Microprocessor and Embedded Systems (E41)
2. Big Data Analytics (E42)
3. Cloud and Grid Computing (E43)
4. Social Network Analysis (E44)
5. Cryptography and Computer Security (E45)
6. Soft Computing (E46)

Elective II – Semester 5

1. Ad-hoc & Sensor Networks (E51)
2. Multimedia Systems (E52)
3. Information Security & E-Commerce (E53)
4. Digital Image Processing (E54)
5. Distributed Computing (E55)
6. Computer Graphics with Open GL (E56)

MCA 301T PRINCIPLES OF MANAGEMENT & ACCOUNTING

UNIT I

Basic Managerial Concepts, Levels of management, Managerial Skills, Concept of management Principles, nature and need of management, management functions, management thought – classical approach, scientific management, Fayol's management, bureaucratic approach, systems approach, Contingency approach. Planning – Meaning, nature, structure, steps, effective planning, MBO, SWOT Analysis. Organizing – meaning, process, structure, formal and informal, types of organization, departmentation, delegation of authority.

UNIT II

Staffing – meaning, nature, staffing process, recruitment & selection. Directing, supervision, Motivation – significance, motivational theories- Maslow's need hierarchy, McGregor's Theory X & Theory Y. Leadership, Communication – formal and informal, Oral and written, barriers, effective communication. Controlling-concepts, steps, objectives, features of a good control system.

UNIT III

Organizational behavior – Key elements, scope, models of OB, Individual behavior, personality, attitudes values and job satisfaction, Group behavior, team building- Types, process, roles.

UNIT IV

Marketing Management-importance, scope. Core Marketing Concepts, Marketing research, Customer value, Customer relationship management, Brand Equity, Product Life Cycle, Pricing Strategies, Distribution Channels, Promotions – Sales promotions, advertising and public relations. Marketing Information System, Global marketing and Integration.

UNIT V

Management Accounting- concepts, functions, role, Financial Accounting, Principles of accounting, accounting concepts, double entry system, journal entry, posting, trial balance, subsidiary books, final accounts. Depreciation – meaning, methods of depreciation.

References

1. Principles of Management, R N Gupta, S.Chand & Company Ltd.
2. Essentials of Management – Koontz & Wheinrich, 7th Edition, PHI Publications
3. Global marketing management, Keegan, 7th Edition, PHI Publications
4. Marketing management – Kotler, Keller, Jha and Koshy, 13th edition, Pearson Education
5. Accounting for Management, Srinivasan & Murugan, S.Chand & Company Ltd
6. Organisational Behavior, S.S Khanka, S.Chand & Company Ltd
7. Principles of Management, L M Prasad, Sultan Chand Publications

MCA 302T ANALYSIS & DESIGN OF ALGORITHMS

UNIT I

Introduction – Algorithms-design strategies-concepts in performance analysis – space complexity, time complexity- asymptotic notation- practical complexities, performance measurement.

UNIT II

Divide and conquer method – General method, Finding the maximum and minimum, mergesort, Quick sort, Selection sort, Strassen's matrix multiplication.

UNIT III

Greedy Method and Dynamic programming method – The general method, Knapsack problem, Job sequencing with deadlines, Minimum cost spanning tree- prim's algorithm and kruskal's algorithm, optimal storage on tapes. Dynamic programming- General method, multistage graphs, All pairs shortest paths, The traveling salesperson problem.

UNIT IV

Backtracking and branch and bound techniques – The general method, The 8 queens problem, Sum of subsets. Branch and Bound- least cost search, control abstraction for LC search.

String Matching: Introduction, The naive string matching algorithm, The Rabin-Karp algorithm, String Matching with finite automata, The Knuth-Morris-Pratt algorithm.

UNIT V

Lower bound theory and NP Hard problem – Comparison trees- searching, sorting and selection. Concepts of NP hard and NP-complete problems, non deterministic algorithms ,Classes of NP hard and NP complete. COOK'S theorem.

REFERENCES

- Fundamentals of computer algorithms- Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajeshkharan
- Fundamentals of algorithms – Gilles Brassard, Paul Bratley (PHI)
- Introduction to the design and analysis of algorithms – AnanyLevitin (Pearson)
- Computer algorithms – Introduction to design and analysis – Sara Baase, Allen VanGelder, (Pearson)
- Algorithm Design, Foundation, Analysis and Examples,Dr.Vijayakumar & Dr.Juby Mathew, Vimala Publications ,2016

MCA 303T OBJECT ORIENTED PROGRAMMING THROUGH JAVA

UNIT I

Object Oriented Programming: Introduction to OOP's Paradigm, Characteristics of OOP's.

History and Basics of Java: Java's History and Creation, Java's Magic: Byte-code, Its Features, Architecture of Java Virtual Machine, Importance of Java for the Internet, JDK, Java Editors (notepad++, eclipse, netbeans, jbuilder, bluej) Java Program Structure and Java's Class Library, Java Data Types, Variables, and Operators, Operator Precedence. Scope of Variables, Control Structure. **Array and String:** Declaration and Definition, String Handling Using String Class and its functions and Wrapper classes.

UNIT II

Introduction Classes: Fundamental of Classes & Methods, Constructors, Creating Objects of a Class, Assigning Object Reference Variables, Variable **this**, Overloading Methods.

Extending Classes and Inheritance: Fundamental of Inheritance, Using Existing Classes, Polymorphism, Multiple Levels of Inheritance, Super keyword, super-class constructor, Abstraction through Abstract Classes, Using Final Modifier.

Packages & Interfaces: Understanding Packages, Defining a Package, Packaging up Your Classes, Adding Classes from a Package to Your Program, Understanding CLASSPATH, Standard Packages, Access Protection in Packages, Concept of Interface, Multiple Inheritance through Interfaces.

UNIT III

Exception Handling: The concept of Exceptions, Types of Exceptions, Dealing with Exceptions, Exception Objects, Try and catch blocks, Try Defining Your Own Exceptions

Multithreading Programming: Understanding Threads, The Java Thread Model and life cycle of thread, The Main Thread, Creating a Thread, Creating Multiple Threads, Thread Priorities, Synchronization, Inter-thread communication, Deadlocks.

Input/ Output in Java: I/O Basic, Byte and Character Structures, I/O Classes, Reading Console Input Writing Console Output, Reading and Writing on Files, Random Access Files, Storing and Retrieving Objects from File, Stream Benefits.

UNIT IV

Creating Applets in Java: Applet Basics, Applet Architecture, Applet Life Cycle, Simple Applet Display Methods, Requesting Repainting, Using The Status Window, The HTML APPLET Tag Passing Parameters to Applets.

Working with Windows Abstract Toolkit: AWT Classes, Window Fundamentals, Working with Frame, Creating a Frame Window in an Applet, Displaying Information Within a Window.

UNIT V

Working with Graphics, Controls and Text : Working with Graphics, Working with Color, Setting the Paint Mode, Working with Fonts, Managing Text Output Using Font Metrics, Exploring Text and **Controls:** Introduction, Adding and Removing Controls, Responding to Controls such that Label, Buttons, Checkboxes, Choice, Lists, Scroll Bar, Text Field, Text Area. **Graphics:** Working with AWT Controls, Layout Managers and Menus.

REFERENCES:

1. Object Oriented Programming With Java, Balagurusami
2. The Complete Reference JAVA by Herbert Schildt, TMH Publication.
3. Beginning JAVA, Ivor Horton, WROX Public.
4. JAVA 2 UNLEASHED, Tech Media Publications.
5. JAVA 2(1.3) API Documentations

MCA 304T SOFTWARE ENGINEERING & PROJECT MANAGEMENT

UNIT I

Software and Software Engineering: The Nature of Software, The Unique Nature of WebApps, Software Engineering, The Software Process, Software Engineering Practice. Process Models: A Generic Process Model, Process Assessment and Improvement, Perspective Process Models, Specialized Process Models.

UNIT II

Understanding Requirements: Requirements Engineering, Eliciting Requirements, Developing Use Cases, Building the Requirements Model, Validating Requirements. Requirements Modeling: Requirements Analysis, Scenario-Based Modeling, UML Models That Supplement the Use Case, Data Modeling Concepts, Class – Based Modeling. Software Engineering Project Management: Major issues of Software Engineering, Functions and activities of Management, planning, organizing, staffing, directing and controlling a software Engineering Project. Project Evaluation: Strategic Assessment, technical assessment, Cost-benefit analysis, cash flow forecasting, cost-benefit evaluation techniques, Risk evaluation.

UNIT III

Selection of an appropriate project approach: Choosing Technologies, technical plan contents list, choice of process models, structure versus speed of delivery, The Waterfall model, The V-process model, the spiral model, Software prototyping, other ways of categorizing software prototypes. Controlling changes during prototyping, incremental delivery, dynamic systems development method, Extreme programming Managing iterative processes, selecting the most appropriate process model

UNIT IV

Software Effort Estimation: Problems with over and under estimates. The basis for Software estimating, Software effort estimation techniques, expert judgment, estimating by analogy, Albrecht function point analysis, function points Mark II, Object points, a procedural code –oriented approach, COCOMO: A Parametric Model.

UNIT V

Activity planning: The objectives of activity planning, When to plan, Project Schedules, Projects and activities, Sequencing and scheduling activities, Network planning models, Formulating a network model, Adding the time dimension, Risk Management: The nature of risk, types of risks, Managing Risk, Hazard Identification, Hazard Analysis, Risk planning and control, Evaluating risks to the schedule.

REFERENCES

- Software Engineering – Roger S Pressman, ‘Software Engineering: A Practitioner’s Approach, 7th Edition, McGraw-Hill International Edition, 2010.
- Richard Fairey, ‘Software Engineering concepts, Tata McGraw-Hill 2009 reprint
- Software Project Management by Bob Hughes and Mike Cotterell, Tata McGraw-Hill Edition 2004.
- Software Project Management- A unified framework by Walker Royce, Pearson Education, 2003.
- Software Engineering-a Practitioner’s approach by Roger S Pressman, Sixth Edition, Tata McGraw Hill.
- Software Management By Donald J Reifer, Sixth Edition, Wiley-IEEE Computer Society Press, 2002.

MCA 305T OBJECT ORIENTED ANALYSIS & DESIGN

UNIT-I

AN OVERVIEW OF OBJECT ORIENTED SYSTEMS DEVELOPMENT: Introduction, Two Orthogonal Views of the Software, Object Oriented Systems Development Methodology, Why an Object Orientation? WHY WE MODEL: The Importance of Modeling, Principles of Modeling, Object Oriented Modeling

INTRODUCING THE UML: An overview of the UML, A Conceptual Model of the UML, Architecture, Software Development Life Cycle

UNIT-II

BASIC STRUCTURAL MODELING: Classes, Relationships, Common Mechanisms, and diagrams, class diagrams ADVANCED STRUCTURAL MODELING: Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages, Object Diagrams

UNIT-III

BASIC BEHAVIORAL MODELING: Interactions, Interaction diagrams, Use cases, Use case diagrams, Activity Diagrams ADVANCED BEHAVIORAL MODELING: Events and signals, state machines, processes and Threads, time and space, state chart diagrams.

UNIT-IV (11 Lectures)

ARCHITECTURAL MODELING I: Component, Deployment, Component diagrams and Deployment diagrams ARCHITECTURAL MODELING II: Patterns and Frameworks, Collaborations, Systems and Models.

UNIT-V

CASE STUDY: Bank ATM Application, Railway Reservation System.

REFERENCES:

- Grady Booch, James Rumbaugh, Ivar Jacobson, “The Unified Modeling Language User Guide”, 2nd Edition, Pearson Education, 2007.
- Ali Bahrami, “Object Oriented Systems Development using the unified modeling language”, 1stEdition, TMH, 2008.
- Meilir Page-Jones, “Fundamentals of Object Oriented Design in UML”, 1stEdition, Pearson Education, 2006.
- Pascal Roques, “Modeling Software Systems Using UML2”, 1stEdition, WILEY Dreamtech, 2007.
- Atul Kahate, “Object Oriented Analysis & Design”, 1stEdition, TMH, 2007.
- Mark Priestley, “Practical Object-Oriented Design with UML”, 2nd Edition, TMH, 2005.
- Craig Larman, “Applying UML and Patterns: An introduction to Object”, Oriented Analysis and Design and Unified Process, 3rd Edition, Pearson Education, 2007.

MCA 306P PHP PROGRAMMING PRACTICALS

Installing PHP, creating and working with variables, constants, PHPs Internal Data Types;

Math Operators, Assignment Operators, String Operators, Bitwise Operators, Comparison Operators, Logical Operators;

Using the IF Statement, else Statement, elseif, ternary operator, switch statement, while loops, do..while loops, foreach loop;

String functions, formatting text strings, arrays, handling arrays with Loops

Sorting Arrays; Array Operators; Multidimensional Arrays;

Functions in PHP, passing arrays to functions, passing by reference, returning arrays, introducing variable scope in PHP, Conditional Functions, Nesting functions, Variable Functions;

Setting Webpages to communicate with PHP; Handling text fields, text areas, check boxes, radio buttons, list boxes, password controls, image maps, buttons, File uploads;

PHP server variables, HTTP Headers

Object oriented Programming – creating classes, objects, setting access, Constructors, Inheritance, Overloading, Autoloading Classes

Static Methods, Creating Abstract Classes, Interfaces, FINAL Keyword;

File handling – fopen, feof, fgets, closing a file, fgets, f_get_contents, file_exists, filesize, fread, fscanf, fseek, copying files, fwrite, reading and writing binary files, appending to files

Working with Database – MySQL Database, Connecting to the database server and database, displaying the table data, updating databases, inserting new data into database, creating new tables, deleting records, sorting the data.

Sessions and cookies – Setting a cookie, reading a cookie, working with ftp, downloading files with ftp, uploading and deleting files with ftp, sending email, writing a hit counter using sessions;

Implement the above concepts using 50 programs in the Lab Cycle and a small project connecting a website developed in PHP with a database created using MySQL.

References:

- The complete reference PHP, McGraw Hill Education, Holzner;
- PHP Programming, Penn Wu,
- Object oriented PHP, Peter Lavin
- Modern PHP, Josh Lockhart

MCA307P OOPS THROUGH JAVA PRACTICALS

All students are expected to develop 50 Programs (simple and complex) which will demonstrate the theoretical concepts studied in the Java Theory paper of MCA.

- Programs to illustrate class, objects and constructors
- Programs to implement overloading, overriding, polymorphism etc
- Programs to implement the usage of packages
- Programs to create our own exception
- Programs for handling file operation
- Implement the concept of thread Programming
- Programs to implement Generic class and generic methods
- Applet Programs for passing parameters
- Applet Programs for running an audio file
- Programs for event-driven paradigm in Java
- Event driven Programs for Graphical Drawing Application
- Programs that uses Menu driven Application
- Programs to implement JDBC in GUI and Console Application
- Web page design using HTML and client side validation using Java-script
- Programs to implement session Handling and Cookies in Servlets and JSP
- Socket Programming to implement communications
- Develop a multi-threaded GUI application of your choice.

MCA 401T SYSTEM SOFTWARE

UNIT I

FINITE AUTOMATA- Introduction- Basic Mathematical Notation and techniques- Finite State systems – Basic Definitions – Finite Automaton – DFA & NDFA – Regular languages- Regular Expression – Equivalence of NFA and DFA – – Equivalence of finite Automaton and regular expressions –Minimization of DFA- – Pumping Lemma for Regular sets. Grammar- Types of Grammar – Context Free Grammars and Languages– Derivations and Languages.

Turing Machines - Definitions of Turing machines – Models – Computable languages and functions –Techniques for Turing machine construction – Multi head and Multi tape Turing Machines

UNIT II

INTRODUCTION - System software and machine architecture - The Simplified Instructional Computer (SIC) Machine architecture - Data and instruction formats - addressing modes - Instruction sets - I/O and programming.

UNIT III

ASSEMBLERS - Basic assembler functions- A simple SIC assembler –Assembler algorithm and data structures -Machine dependent assembler features -Instruction formats and addressing modes –Program relocation -Machine independent assembler features -Literals –Symbol-defining statements –Expressions -One pass assemblers and Multi pass assemblers -Implementation example -MASM assembler.

UNIT IV

LOADERS AND LINKERS- Basic loader functions-Design of an Absolute Loader –A Simple Bootstrap Loader -Machine dependent loader features -Relocation –Program Linking –Algorithm and Data Structures for Linking Loader -Machine-independent loader features - Automatic Library Search –Loader Options -Loader design options -Linkage editors –Dynamic Linking –Bootstrap Loaders -Implementation example- MSDOS linker.

UNIT V

MACRO PROCESSORS- Basic macro processor functions -Macro Definition and Expansion – Macro Processor Algorithm and data structures -Machine-independent macro processor features - Concatenation of Macro Parameters –Generation of Unique Labels –Conditional Macro Expansion –Keyword Macro Parameters-Macro within Macro.

SYSTEM SOFTWARE TOOLS- Text editors -Overview of the Editing Process -User Interface – Editor Structure. -Interactive debugging systems-Debugging functions and capabilities – Relationship with other parts of the system – User-Interface Criteria

REFERENCES

- Leland L. Beck, “System Software – An Introduction to Systems Programming”, Pearson Education Asia.
- D. M. Dhamdhare, “Systems Programming and Operating Systems”, Second Revised Edition, Tata McGraw-Hill.
- John J. Donovan “Systems Programming”, Tata McGraw - Hill Edition.
- Mishra K L P and Chandrasekaran N, “Theory of Computer Science – Automata, Languages and Computation”, Third Edition, Prentice Hall of India
- Harry R Lewis and Christos H Papadimitriou, “Elements of the Theory of Computation”, Second Edition, Prentice Hall of India, Pearson Education, New Delhi.
- Peter Linz, “An Introduction to Formal Language and Automata”, Third Edition, Narosa Publishers, New Delhi.

MCA 402T DATA MINING

UNIT I

Introduction to Data mining & Data Warehouse

What is Data mining, Data mining -On What kinds of Data, Data mining Functionalities, Classification of Data mining Systems, Data Mining Task Primitives, Integration of Data mining systems, Major issues of Data mining, What is Data Warehouse, Multidimensional Data Model, A three-tier Data Warehousing Architecture.

UNIT II

Data Preprocessing and Mining Frequent Patterns

Data Preprocessing; Data Cleaning, Data Integration and Transformation, Data Reduction, Data discretization and concept hierarchy generation.

Association Rules

Basic Concepts, Efficient and Scalable Frequent Item set Mining Methods : Apriori Algorithm, Generating association Rules from Frequent Item sets, improving the Efficiency of Apriori. Mining Frequent item-sets without Candidate Generation.

UNIT III

Classification and Prediction

Introduction to Classification and Prediction, Issues Regarding Classification and Prediction

Classification by Decision Tree Induction: Decision Tree induction, Attribute Selection Measures, Tree Pruning, **Bayesian Classification:** Bayes' theorem, Naïve Bayesian Classification,

Rule Based Algorithms: Using If - Then rules of Classification, Rule Extraction from a Decision Tree, Rule Induction Using a Sequential Covering algorithm, **K- Nearest Neighbour Classifiers.**

Prediction : Linear Regression, Nonlinear Regression, Other Regression-Based Methods

UNIT IV

Clustering

What is Cluster Analysis, Requirements of Cluster Analysis' Types of Data in Cluster Analysis, Categorization of Major Clustering Methods, **Partitioning Methods** :k-Means and k- Medoids, From KMedoids to CLARANS , **Hierarchical Method** : Agglomerative and Divisive Hierarchical Clustering, BIRCH, ROCK, Chameleon, **Density-Based Method:** DBSCAN, **Grid Based Methods:** STING: STatistical INformation Grid, Wave Cluster, **Model based Methods-** Expectation-Maximization, Conceptual Clustering, Neural Network Approach.

UNIT V

Applications and Trends in Data Mining

Data Mining Applications : Data Mining for Financial Data Analysis, Data Mining for the Retail Industry, Data Mining for the Telecommunication Industry, Data Mining for Biological Data Analysis, Data Mining in Other Scientific Applications, Data Mining for Intrusion Detection, Social Impacts of Data Mining, Trends in Data Mining.

References

- Data Mining Concepts and Techniques – Jiawei Han and Micheline Kamber, Second Edition, Elsevier, 2006
- Data Mining – BPB Editorial Board, BPB Publications, First Edition, 2004
- Data Warehousing, Data Mining, & OLAP – Alex Berson, Stephen Smith, TMHill, 2004
- Data Warehousing, Sinha, Thomson Learning

MCA 403T TCP/IP Protocols

UNIT I

Introduction, Arpanet, TCP/IP Protocol, Protocols and Standards, Internet Administration, Protocol Layers, OSI Model, TCP/IP Model, Addressing; Wired LAN, Wireless LAN, Point – to point WAN, Switched WAN; Network Layer – Switching, Connection Oriented and Connection Less Service, Network Layer Services, Error Control, Flow Control, Congestion Control, QoS;

UNIT II

Addressing, Classful Addressing, Classless Addressing, Special Addresses, NAT; Delivery of Packets, Forwarding based on Destination Address, Forwarding based on Labels, Structure of a router; ARP- Address Mapping, The ARP Protocol, ATMARP, ARP Package; ICMP – Messages, Debugging Tools, ICMP Package;

Mobile IP- Addressing, Agents, Three Phases, Inefficiency in Mobile IP;

UNIT III

Unicasting, Intra and Inter Domain Routing, Distance Vector Routing, RIP, Link State Routing, OSPF, Path Vector Routing, BGP; Multicasting – Introduction, Multicast Addresses, IGMP, Multicast routing, Routing Protocols – Multicast Link State Routing, Multicast Distance Vector, DVMRP, CBT, PIM; Transport Layer Services; Transport layer protocols, UDP, UDP Services, UDP Applications

UNIT IV

TCP Services, Segment, State Transition Diagrams, flow Control, Error Control, Congestion Control; Client Server paradigm, Peer to Peer paradigm; DNS, DNS Resolution, Messages, Types of records;

UNIT V

TELNET, SSH, FTP, TFTP, HTTP, SMTP; IPv6 Addressing, IPv6 Protocols;

REFERENCES

- TCP/IP Protocol Suite, FOROUZAN, McGraw Hill International Edition;
- TCP/IP Illustrated: The Protocols, Fall & Stevens;
- TCP/IP, The Ultimate Protocol Guide, Universal Publishers;
- TCP/IP foundations, Andrew Blank, Wiley Publishers

MCA 404T LINUX OS AND SHELL PROGRAMMING

UNIT I

Introduction to Linux - History, Architecture, Comparison with UNIX, Features and Facilities of Linux, Basic commands in Linux, Files and File Structure - Linux File System, Boot block, Super block, Inode table, Data blocks, Linux standard directories. File naming Conventions, Path, Types of file names and Users, File Commands in Linux, file comparisons, Directory Commands, Text Editors-Functions of a Text Editor, vi Editor, Locating Files, File Access Permissions [FAP], Viewing and Changing FAPs, Redirection, Filters, Pipes.

UNIT II

Basics of shell programming, various types of shell available in Linux, comparisons between various shells, shell programming in bash - Conditional and looping statements, Iterations, Command Substitution - expr command, arithmetic expansion, parameter passing and arguments, Shell variables, system shell variables, shell keywords, Creating Shell programs for automating system tasks.

UNIT III

Common administrative tasks, identifying administrative files configuration and log files, Role of system administrator, Managing user accounts-adding & deleting users, changing permissions and ownerships, Creating and managing groups, modifying group attributes, Temporary disabling of users accounts, creating and mounting file system.

UNIT IV

Checking and monitoring system performance - file security & Permissions, becoming super user using su. Getting system information with uname, host name, disk partitions & sizes, users, kernel. Installing and removing packages. Backup, restore and Compress utilities - tar, cpio, dump,rsync and restore utilities.

UNIT V

Communication in Linux - mesg, who- T, talk, write, wall, finger, chfn, ping, traceroute utilities, email facilities . Configuration of servers- Telnet, FTP, DHCP,NFS, SSH, Proxy Server(Squid), Web server (Apache), Samba. Daemons- init, crond, atd, xinetd, inetd, the services file. named, sshd, httpd.

REFERENCES

- Operating System - Linux, NIIT Press, PHI Publisher, 2006 Edition
- Red Hat Linux Bible, Cristopher Negus, Wiley Dreamtech India
- UNIX Shell Programming by Yeswant Kanetkar, BPB
- Linux Administration Handbook, Evi Nemeth, Garth Snyder, Trent KHein –Pearson Education.
- Beginning Linux Programming by Neil Mathew & Richard Stones, Wiley Dreamtech

MCA 405E ELECTIVE I

LIST OF ELECTIVES FOR SEMESTER 4

- 1. E41 – MICROPROCESSORS AND EMBEDDED SYSTEMS**
- 2. E42 – BIG DATA ANALYTICS**
- 3. E43 – CLOUD AND GRID COMPUTING**
- 4. E44 – SOCIAL NETWORK ANALYSIS**
- 5. E45 – CRYPTOGRAPHY AND COMPUTER SECURITY**
- 6. E46 – SOFT COMPUTING**

Every Student is supposed to take one elective paper in Semester 4 as part of the MCA course. Examinations will be conducted for the selected paper by the University with both internal and external components like other core papers.

MCA 405 E41 - MICROPROCESSORS AND EMBEDDED SYSTEMS

UNIT I

The Processors : 8086 - Register Organization of 8086, Architecture, Signal Description of 8086, Physical Memory Organization, General Bus Operation, I/O Addressing Capability, Special Processor Activities, Minimum Mode 8086 System and Timings, Maximum Mode 8086 System and Timings. Addressing Modes of 8086.

UNIT II

Instruction Set, Assembler Directives and Assembly Language Programming of 8086 - Machine Language Instruction Formats – Instruction Set of 8086-Data transfer instructions, Arithmetic and Logic instructions, Branch instructions, Loop instructions, Processor Control instructions, Flag Manipulation instructions, Shift and Rotate instructions ,String instructions, Assembler Directives and operators, Example Programs, Introduction to Stack, STACK Structure of 8086, Interrupts and Interrupt Service Routines, Interrupt Cycle of 8086, Non-Maskable and Maskable Interrupts, Interrupt Programming, MACROS.

UNIT III

Special Purpose Programmable Devices and their Interfacing - Data transfer schemes-programmed I/O, Interrupt I/O, DMA, DMA Controller 8257, Programmable Interval Timer 8253, Programmable Interrupt Controller 8259A, Programmable Communication Interface 8251 USART, Programmable Peripheral Interface 8255.

UNIT IV

Architecture and Comparison of various Processors - 80186, 80286, 80386, 80486, Pentium Processors, Case Study on Advanced Multiprocessors

UNIT V

Introduction to Embedded Systems .

Embedded system – classification, Hardware Components of an Embedded system.

Microcontrollers 8051 – Introduction, Architecture, Memory Organization, Instruction Set – Programming.

References

- Advanced Microprocessors and Peripherals – Architecture, Programming and Interfacing by A.K. Ray and K.M. Bhurchand, Tata McGraw Hill,2002 Edition
- Embedded Systems – Architecture, Programming & Design by Raj Kamal -Tata McGraw Hill.
- The Intel Microprocessors 8086/8088, 80816/80188, 80286, 80486 Pentium and Pentium Pro Processor – Architecture, Programming and interfacing by Brey, 4th Edition, PHI.
- Microprocessors and Interfacing – Programming and Hardware by Douglas V Hall, 2nd Edition, Tata McGraw Hill, 2002.
- Microprocessor x86 Programming by K.R. Venugopal and Raj Kumar – BPB publications
- Micro Controllers – [Theory And Applications] by Ajay V. Deshmukh- Tata McGraw Hill.

MCA 405 E42 - BIG DATA ANALYTICS

UNIT I

UNDERSTANDING BIG DATA - What is big data; why big data – convergence of key trends – unstructured data – industry examples of big data – web analytics – big data and marketing – fraud and big data – risk and big data – credit risk management – big data and algorithmic trading – big data and healthcare – big data in medicine – advertising and big data – big data technologies – introduction to Hadoop – open source technologies – cloud and big data – mobile business intelligence – Crowd sourcing analytics – inter and trans firewall analytics .

UNIT II

NOSQL DATA MANAGEMENT - Introduction to NoSQL – aggregate data models – aggregates – key-value and document data models – relationships – graph databases – schemaless databases – materialized views – distribution models – sharding – master-slave replication – peer-peer replication – sharding and replication – consistency – relaxing consistency – version stamps – mapreduce – partitioning and combining – composing map-reduce calculations.

UNIT III

BASICS OF HADOOP - Data format – analyzing data with Hadoop – scaling out – Hadoop streaming – Hadoop pipes – design of Hadoop distributed file system (HDFS) – HDFS concepts – Java interface – data flow – Hadoop I/O – data integrity – compression – serialization – Avro – file-based data structures

UNIT IV

MAPREDUCE APPLICATIONS- MapReduce workflows – unit tests with MRUnit – test data and local tests – anatomy of MapReduce job run – classic Map-reduce – YARN – failures in classic Map-reduce and YARN – job scheduling – shuffle and sort – task execution – MapReduce types – input formats – output formats

UNIT V

HADOOP RELATED TOOLS 9 Hbase – data model and implementations – Hbase clients – Hbase examples – praxis. Cassandra – cassandra data model – cassandra examples – cassandra clients – Hadoop integration. Pig – Grunt – pig data model – Pig Latin – developing and testing Pig Latin scripts. Hive – data types and file formats – HiveQL data definition – HiveQL data manipulation – HiveQL queries.

REFERENCES

- Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, "Big Data, Big Analytics: Emerging Business Intelligence and Analytic Trends for Today's Businesses", Wiley, 2013.
- P. J. Sadalage and M. Fowler, "NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence", Addison-Wesley Professional, 2012.
- Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012.
- Eric Sammer, "Hadoop Operations", O'Reilley, 2012.
- E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.
- Lars George, "HBase: The Definitive Guide", O'Reilley, 2011.
- Eben Hewitt, "Cassandra: The Definitive Guide", O'Reilley, 2010.
- Alan Gates, "Programming Pig", O'Reilley, 2011.

MCA 405 E43 - CLOUD AND GRID COMPUTING

UNIT I

Cloud Computing Basics-Overview, Applications, Intranets and the Cloud, Hardware and Infrastructure-Clients, Security, Network, Services. Software as a Service (SaaS)- Understanding the Multitenant Nature of SaaS Solutions, Understanding SOA. Platform as a Service (PaaS), Benefits of PaaS Solutions, Disadvantages of PaaS Solutions. Infrastructure as a Service (IaaS)-Understanding IaaS, Improving Performance through Load Balancing, System and Storage Redundancy, Utilizing Cloud-Based NAS Devices, Advantages, Server Types. Identity as a Service (IDaaS)- Understanding Single Sign-On (SSO), OpenID, Mobile ID Management. Cloud Storage-Overview, Cloud Storage Providers.

UNIT II

Virtualization-Understanding Virtualization, History, Leveraging Blade Servers, Server Virtualization, Data Storage Virtualization. Securing the Cloud- General Security Advantages of Cloud-Based Solutions, Introducing Business Continuity and Disaster Recovery. Disaster Recovery- Understanding the Threats.

UNIT III

Service Oriented Architecture-Understanding SOA, Web Services Are Not Web Pages, Understanding Web Service Performance, Reuse and Interoperability. Developing Applications-Google, Microsoft, Cast Iron Cloud, Bungee Connect, Development. Migrating to the Cloud-Cloud Services for Individuals, Cloud Services Aimed at the Mid-Market, Enterprise-Class Cloud Offerings, and Migration. Designing Cloud Based Solutions-System Requirements, Design Is a Give-and-Take Process. Coding Cloud Based Applications-Creating a Simple Yahoo Pipe, Using Google App Engine and creating a Windows Azure Application.

UNIT IV

Grid Computing: Introduction - Definition -Scope of grid computing. Grid computing model - Grid.Protocols – Desktop grids: Characteristics – key elements – Role in enterprise computing infrastructure. Data grids: Avaki Data Grid – Data grid Architecture. Grid Computing Initiatives: Grid Computing Organizations and their roles – Grid Computing anatomy – Grid Computing road map. Grid Computing Applications: Merging the Grid services architecture with the Web Services Architecture.

UNIT V

Technologies: OGSA – Sample use cases – OGSA platform components – OGSI – OGSA Basic Services. Managing Grid Environments: Managing grids – management reporting – monitoring – service level management – data catalogs and replica management.

REFERENCES

- Joshy Joseph & Craig Fellenstein, “Grid Computing”, PHI, PTR-2003.
- Ahmar Abbas, “Grid Computing: A Practical Guide to technology and Applications”, Charles, River media – 2003.
- Fran Bermn, Geoffrey Fox, Anthony Hey J.G., “Grid Computing: Making the Global Infrastructure a Reality”, Wiley, USA, 2003
- Maozhen Li, Mark Baker, “The Grid: Core Technologies”, John Wiley & Sons, 2005.
- Cloud Computing : A Practical Approach by Anthony T. Velte Toby J. Velte, Robert Elsenpeter, 2010, The McGraw-Hill.
 - Cloud Computing Bible by Barrie Sosinsky, Published by Wiley Publishing, 2011.

MCA 405 E44 - SOCIAL NETWORK ANALYSIS

UNIT I INTRODUCTION

Introduction to Semantic Web: Limitations of current Web – Development of Semantic Web – Emergence of the Social Web – Social Network analysis: Development of Social Network Analysis – Key concepts and measures in network analysis – Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities – Web-based networks – Applications of Social Network Analysis.

UNIT II MODELLING, AGGREGATING AND KNOWLEDGE REPRESENTATION

Ontology and their role in the Semantic Web: Ontology-based knowledge Representation – Ontology languages for the Semantic Web: Resource Description Framework – Web Ontology Language – Modelling and aggregating social network data: State-of-the-art in network data representation – Ontological representation of social individuals – Ontological representation of social relationships – Aggregating and reasoning with social network data – Advanced representations.

UNIT III EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS

Extracting evolution of Web Community from a Series of Web Archive – Detecting communities in social networks – Definition of community – Evaluating communities – Methods for community detection and mining – Applications of community mining algorithms – Tools for detecting communities social network infrastructures and communities – Decentralized online social networks – Multi – Relational characterization of dynamic social network communities.

UNIT IV - PREDICTING HUMAN BEHAVIOUR AND PRIVACY ISSUES

Understanding and predicting human behaviour for social communities – User data management – Inference and Distribution – Enabling new human experiences – Reality mining – Context – Awareness – Privacy in online social networks – Trust in online environment – Trust models based on subjective logic – Trust network analysis – Trust transitivity analysis – Combining trust and reputation – Trust derivation based on trust comparisons – Attack spectrum and countermeasures.

UNIT V -VISUALIZATION AND APPLICATIONS OF SOCIAL NETWORKS

Graph theory – Centrality – Clustering – Node-Edge Diagrams – Matrix representation – Visualizing online social networks, Visualizing social networks with matrix-based representations – Matrix and Node-Link Diagrams – Hybrid representations – Applications – Cover networks – Community welfare –Collaboration networks – Co-Citation networks.

REFERENCE BOOKS

- Peter Mika, “Social Networks and the Semantic Web”, First Edition, Springer 2007.
- Borko Furht, “Handbook of Social Network Technologies and Applications”, 1st Edition, Springer, 2010.
- Guandong Xu ,Yanchun Zhang and Lin Li, “Web Mining and Social Networking – Techniques and applications”, First Edition Springer, 2011.
- Dion Goh and Schubert Foo, “Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively”, IGI Global Snippet, 2008.
- John G. Breslin, Alexander Passant and Stefan Decker, “The Social Semantic Web”, Springer, 2009.

MCA 405 E45 – CRYPTOGRAPHY AND COMPUTER SECURITY

UNIT I

Foundations of Cryptography and Security – Ciphers and Secret Messages, Security Attacks and Services, Mathematical Tools for Cryptography, Substitutions and Permutations, Modular Arithmetic, Euclid's Algorithm, Finite Fields, Polynomial Arithmetic, Discrete Logarithms, Conventional Symmetric Encryption Algorithms, Theory of Block Cipher Design, Feistel Cipher Network Structures, DES and Triple DES, Strength of DES.

UNIT II

Modern Symmetric Encryption Algorithms, IDEA, CAST, Blowfish, Twofish, RC2, RC5, Rijndael (AES), Key Distribution, Stream Ciphers and Pseudo Random Numbers, Pseudo Random Sequences, Linear Congruential Generators, Cryptographic Generators, Design of Stream Cipher, One Time Pad.

UNIT III

Public Key Cryptography – Prime Numbers and Testing for Primality, Factoring Large Numbers, RSA, Diffie-Hellman, ElGamal, Key Exchange Algorithms, Public-Key Cryptography Standards

UNIT IV

Hashes and Message Digests – Message Authentication, MD5, SHA, RIPEMD, HMAC, Digital Signatures, Certificates, User Authentication, Digital Signature Standard, Security Handshake Pitfalls, Elliptic Curve Cryptosystems.

UNIT V

Authentication of Systems, Kerberos, Electronic Mail Security, Pretty Good Privacy, IP and Web Security, Secure Sockets and Transport Layer, Electronic Commerce Security, electronic Payment Systems, Secure Electronic Transaction, Digital Watermarking.

REFERENCES

- Behrouz A Forouzan, Cryptography and Network Security, Tata Mc Graw Hill, 2005
- William Stallings, Cryptography and Network Security, Principles and Practices. 6th Edition, Pearson Education, 2005.
- Menezes, Network Security and Cryptography, Cengage Learning

MCA 405 E46 - SOFT COMPUTING

UNIT I

Introduction to Neuro, Fuzzy and Soft Computing, Fuzzy Sets, Basic Fuzzy Set Operations, Properties of Fuzzy Sets, Fuzzy Relations – Operations on Fuzzy Relations, Properties, Membership Functions, Fuzzification, Defuzzification Methods. Fuzzy If-Then Rules, Fuzzy Reasoning, Fuzzy Inference Systems, Mamdani Fuzzy Models, Sugeno Fuzzy Models.

UNIT II

Artificial Neuron, Activation Functions, Training an Artificial Neural Network- Supervised, Unsupervised, Reinforced Training, Single and multi layer networks, Basic learning laws, Perceptron convergence, Back Propagation Network, Associative memory, Competitive Learning, Self organizing neural networks- Kohonen self organizing Maps

UNIT III

Difference between Traditional Algorithms and GA, The basic concepts, creation of offspring, working principles, Encoding, Fitness function, Reproduction, Cross Over, Mutation, Convergence Theory, Applications.

UNIT IV

Evolutionary Computing, Simulated Annealing, Particle Swarm optimization, Real to Artificial Ants, Ant colony optimization, Ant Colony Optimization Algorithms for the Traveling Salesman Problem

UNIT V

Hybrid Systems: Neural-Network-Based Fuzzy Systems, Fuzzy Logic-Based Neural Networks, Genetic Algorithm for Neural Network Design and Learning, Fuzzy Logic and Genetic Algorithm for Optimization, Applications.

REFERENCES

- Neuro-Fuzzy and Soft Computing, Jang, Sun, & Mizutani, PHI.
- S. N. Sivanandan and S. N. Deepa, Principles of Soft Computing, Wiley India 2nd Ed, 2011.
- S. Rajasekaran & GA Vijayalakshmi Pai “Neural Networks, Fuzzy Logic, and Genetic Algorithms synthesis and application”, PHI
- S.N.Sivanandam · S.N.Deepa, “Introduction to Genetic Algorithms”, Springer, 2007.
- Neural Networks, S. Haykin, Pearson Education, 2ed, 2001.
- James F. Kennedy, Russell C. Eberhart, Swarm intelligence, Morgan Kaufman, 2001
- Introduction To Evolutionary Computing, A.E.Eiben, J.E.Smith, Springer 2003.

MCA 406P LINUX OS & SHELL PROGRAMMING PRACTICALS

Develop Programs to demonstrate the following concepts

Installation of Linux, network based installation,

Basic Overview of various commands- cal, pwd, cd, ls, mv, cd, cp, rm, mkdir, rmdir, more, less, touch.

Creating and viewing files using cat, file comparisons, disk related commands, checking disk free spaces.

Batch commands, kill, ps, who, Printing commands, find, sort, touch, file, file processing commands- wc, cut, paste etc . mathematical commands - expr, factor etc.

Filter commands- pr, head, tail, cut, sort, uniq, tr - Filter using regular expression grep, egrep, sed, awk.

Shell Programming -Shells, Scripting Rationale Creating a bash Script, bash Start up Files, A Script's Environment, Exporting Variables, Exit Status, Programming the Shell, Parameter Passing, Operators, looping, Input and Output.

Process Management with Linux, File System management, User Administration, Linux Start up and Shutdown, Software package Management

Network Administration LAN Card configuration, Server Configuration- DHCP, DNS, FTP, Telnet, SSH, NFS, WebServer, SQUID Proxy server.

References

- Operating System - Linux, NUT Press, PHI Publisher, 2006 Edition
- Red Hat Linux Bible, Cristopher Negus, Wiley Dreamtech India
- UNIX Shell Programming by YeswantKanetkar, BPB
- Linux Administration Handbook, EviNemeth, Garth Snyder, Trent KHein –Pearson education.
- Beginning Linux Programming by Neil Mathew & Richard Stones, Wiley Dreamtech India

MCA407D MINI PROJECT – APPLICATION DEVELOPMENT

The mini project is designed to help students develop practical ability and knowledge about practical tools/techniques in order to solve real life problems related to the industry, academic institutions and computer science research.

The course Mini Project is one that involves practical work for understanding and solving problems in the field of computing. Any computer science project usually consists of the following: **analysis, design, coding/implementation and testing** of some information system or subsystem, such as, a piece of software. In this course we expect a software system or subsystem.

This course will also develop your investigative, research and report writing skills and will provide an opportunity for you, to investigate a chosen topic in considerable depth. Mini Project provides the opportunity for students to demonstrate the application of their programming and research skills, and to apply their knowledge to complex computing problems.

Project Team

The project team should be organized and determined towards the fulfilment of their projects' objectives and tasks. A maximum of two students should work on a project, however, an individual student can also undertake the project on his/her own.

The main responsibilities of the project team/student are to:

- Ensure that an appropriate amount of time and effort is applied to the project,
- Ensure that they are responsive to the guidance of their counsellor,
- Acknowledge the text, material and ideas of others properly,
- Meet all milestones and regulations related to the work, and
- To communicate any problems that are likely to prejudice the quality or time lines of the work to the counsellor as and when such problems arise.

Project Categories

Four broad areas / categories of computer science are given below, so that you can select any of these category for your Mini project.

- Application development
- Networking project
- System software
- Website development.

MCA 501T USER INTERFACE DESIGN

UNIT I Introduction

Introduction-Importance-Human-Computer interface-characteristics of graphical and web user interface-advantages and disadvantages of graphical systems-characteristics of GUI - web user interface- popularity-characteristics of Web interface-internet-intranet-extranet-principles of UID

UNIT II Human Computer Interaction

User interface design process- obstacles-usability-Creating graphical systems-Know your user client-human characteristics in design-Understand the business functions-requirement analysis-Direct-Indirect methods-basic business functions-Design standards-system trainings- Understand the principles of good screen design-Human consideration in screen design- Develop System Menus and Navigation Schemes-structures of menus - functions of menus- contents of menu-formatting - phrasing the menu - selecting menu choice-navigating menus-graphical menus.

UNIT III Windows

Windows: Characteristics- components- presentation styles-types-managements Organizations- Operations-web systems-device-based controls: characteristics-Screen-based Controls: operate control-text boxes-selection control-combination control-custom control presentation Control.

UNIT IV - Multimedia

Write clear text and messages-Text for web pages - effective feedback-guidance & assistance- Internationalization accessibility-Icons-Image - Multimedia -coloring.

UNIT V Windows Layout - Test

Windows layout-test: prototypes - kinds of tests - retest - Information search - Visualization - Hypermedia - www - Software tools.

References

1. Wilbent. O. Galitz ,“The Essential Guide to User Interface Design”, John Wiley& Sons, 2001.
2. Ben Sheiderman, “Design the User Interface”, Pearson Education, 1998.
3. Alan Cooper, “The Essential of User Interface Design”, Wiley – Dream Tech Ltd., 2002.

MCA 502T KNOWLEDGE MANAGEMENT AND BUSINESS INTELLIGENCE

UNIT - I

Basics - What is Knowledge Management? - Key Challenges - KM Life Cycle - Understanding Knowledge – Definitions - Cognition and Knowledge Management - Data, Information, and Knowledge - Types of Knowledge - Expert Knowledge.

UNIT - II

Knowledge Management System Life Cycle - Challenges in Building KM Systems - Conventional Versus KM System Life Cycle - KM System Life Cycle - System Justification - Role of Rapid Prototyping - Role of Knowledge Developer – User Training.

UNIT - III

Knowledge Creation - Nonaka's Model of Knowledge Creation and Transformation - Knowledge Architecture - Capturing Tacit Knowledge – Evaluating the Expert – Developing a relationship with Expert – Interview as a tool – Brainstorming – Repertory Grid - Nominal Group Techniques (NGT) – Delphi method – Concept mapping Knowledge Codification - Codification Tools and Procedures - Knowledge Developers Skill Set - Knowledge Transfer - Transfer Methods - Portals Basics - Business Challenge - Knowledge Portal Technologies - Ethical and Legal Issues - Knowledge Owners - Legal Issues.

UNIT - IV

Changing Business Environments and Computerized Decision Support - A Framework for Business Intelligence - Intelligence Creation and Use and BI Governance - Transaction Processing versus Analytic Processing - Successful BI Implementation - Major Tools and Techniques of Business Intelligence.

UNIT - V

Implementing BI: An Overview - BI and Integration Implementation - Connecting BI Systems to Databases and Other Enterprise Systems - On-Demand BI - Issues of Legality, Privacy, and Ethics - Emerging Topics in BI: An Overview - The Web 2.0 Revolution - Online Social Networking: Basics and Examples - Virtual Worlds - Social Networks and BI: Collaborative Decision Making - RFID and New BI Application Opportunities - Reality Mining.

REFERENCES:

1. Elias M. Awad, Hassan M. Ghaziri, "Knowledge Management", Pearson Education, 2004, (For Units I, II and III).
2. Efraim Turban, Ramesh Sharda, Dursun Delen and David King, "Business Intelligence" 2nd Edition, 2010. (For Unit IV – Chapter 1, Unit – V -Chapter 6)03

MCA 503T ENTERPRISE RESOURCE PLANNING

MODULE I

INTRODUCTION - Overview of enterprise systems – Evolution - Risks and benefits - Fundamental technology - Issues to be consider in planning design and implementation of cross functional integrated ERP systems.

MODULE II

ERP SOLUTIONS AND FUNCTIONAL MODULES - Overview of ERP software solutions- Small, medium and large enterprise vendor solutions, BPR, and best business practices - Business process Management, Functional modules.

MODULE III

ERP IMPLEMENTATION - Planning Evaluation and selection of ERP systems - Implementation life cycle - ERP implementation, Methodology and Frame work- Training – Data Migration. People Organization in implementation-Consultants, Vendors and Employees.

MODULE IV

POST IMPLEMENTATION - Maintenance of ERP- Organizational and Industrial impact; Success and Failure factors of ERP Implementation.

MODULE V

EMERGING TRENDS ON ERP - Extended ERP systems and ERP add-ons -CRM, SCM, Business analytics - Future trends in ERP systems-web enabled, Wireless technologies, cloud computing.

Case studies on ERP Systems used in Industries/Organizations

REFERENCES

1. Sinha P. Magal and Jeffery Word, Essentials of Business Process and Information System, Wiley India, 2012
2. Jagan Nathan Vaman, ERP in Practice, Tata McGraw-Hill, 2008
3. Alexis Leon, Enterprise Resource Planning, second edition, Tata McGraw-Hill, 2008.
4. Mahadeo Jaiswal and Ganesh Vanapalli, ERP Macmillan India, 2009
5. Vinod Kumar Grag and N.K. Venkitakrishnan, ERP- Concepts and Practice, Prentice Hall of India, 2006.
6. Alexis Leon, ERP demystified, second Edition Tata McGraw-Hill, 2008.

MCA504T ADVANCED JAVA PROGRAMMING

UNIT I - JAVA FUNDAMENTALS

Java I/O streaming – filter and pipe streams – Byte Code interpretation - Threading – Swing.

UNIT II NETWORK PROGRAMMING IN JAVA

Sockets – secure sockets – custom sockets – UDP datagrams – multicast sockets – URL classes – Reading Data from the server – writing data – configuring the connection – Reading the header – telnet application – Java Messaging services

UNIT III APPLICATIONS IN DISTRIBUTED ENVIRONMENT

Remote method Invocation – activation models – RMI custom sockets – Object Serialization – RMI – IIOP implementation – CORBA – IDL technology – Naming Services – CORBA programming Models - JAR file creation

UNIT IV MULTI-TIER APPLICATION DEVELOPMENT

Server side programming – servlets – Java Server Pages - Applet to Applet communication – applet to Servlet communication - JDBC – Applications on databases – Multimedia streaming applications – Java Media Framework.

UNIT V ENTERPRISE APPLICATIONS

Server Side Component Architecture – Introduction to J2EE – Session Beans – Entity Beans – Persistent Entity Beans.

REFERENCES:

- Elliotte Rusty Harold, “Java Network Programming”, O’Reilly publishers, 2000 (UNIT II)
- Ed Roman, “Mastering Enterprise Java Beans”, John Wiley & Sons Inc., 1999. (UNIT III and UNIT V)
- Hortsman & Cornell, “CORE JAVA vol. 2 ADVANCED FEATURES, VOL II”, Pearson Education, 2002. (UNIT I and UNIT IV)
- Web reference: <http://java.sun.com>. 2. Patrick Naughton, “COMPLETE REFERENCE: JAVA2”, Tata McGraw-Hill, 2003.

MCA 505E ELECTIVE II

LIST OF ELECTIVES FOR SEMESTER 5

- 1. E51 – ADHOC AND SENSOR NETWORKS**
- 2. E52 – MULTIMEDIA SYSTEMS**
- 3. E53 – INFORMATION SECURITY AND E-COMMERCE**
- 4. E54 – DIGITAL IMAGE PROCESSING**
- 5. E55 – DISTRIBUTED COMPUTING**
- 6. E56 – COMPUTER GRAPHICS WITH OPENGL**

Every Student is supposed to take one elective paper in Semester 5 as part of the MCA course. Examinations will be conducted for the selected paper by the University with both internal and external components like other core papers.

MCA E51 - ADHOC AND SENSOR NETWORKS

UNIT - 1

Fundamentals of Wireless Communication Technology –Routing in Ad Hoc Networks, Broadcasting, Multicasting and Geocasting-mobile ad hoc networks (MANETs) and wireless sensor networks (WSNs): concepts and architectures. Applications of Ad Hoc and Sensor networks. Design Challenges in Ad hoc and Sensor Networks.. Routing in Wireless Networks: proactive routing, reactive routing (on demand), hybrid routing, power-aware routing, Agent-based routing, random walk, trace routing

UNIT - II

TCP over mobile ad hoc networks: IP address acquisition, effects of partitions on TCP, provisions for mobility and fairness. Issues in designing a MAC Protocol- Classification of MAC Protocols- Contention based protocols- Contention based protocols with Reservation Mechanisms- Contention based protocols with Scheduling Mechanisms – Multi channel MAC-IEEE 802.11, Network simulators

UNIT -III

Issues in designing a routing and Transport Layer protocol for Ad hoc networks-. Classification of Transport Layer solutions-TCP over Ad hoc wireless Networks.. WSN Clock Synchronization: clustering for synchronization, sender-receiver and receiver-receiver synchronization. Error analysis. WSN Node Localization: absolute and relative localization, triangulation, multi-hop localization and error analysis, anchoring, geographic localization.

UNIT - IV

Hybrid wireless networks and wireless sensor networks: Architectures and routing protocols for hybrid wireless networks; Load balancing schemes; Pricing schemes for multihop wireless Networks, Single node architecture: hardware and software components of a sensor node – WSN Network architecture: typical network architectures-data relaying and aggregation strategies -MAC layer protocols: self-organizing, Hybrid TDMA/FDMA and CSMA based MAC- IEEE 802.15.4

UNIT - V

Recent advances in wireless networks Wide Band (UWB) communication; Issues and challenges in UWB communication; Applications of UWB communication; Wireless Fidelity (Wi-Fi) systems; Issues in Wi-Fi Systems; Pricing/billing in Wi-Fi systems; Multimode 802.11; Optical wireless communications; Optical Wireless Wavelength Division Multiplexing (OWWDM). Security in Ad Hoc and Sensor Networks, Integrating MANETs, WLANs and Cellular Networks

References

- Carlos de MoraesCordeiro and Dharma Prakash Agrawal, “Ad Hoc and Sensor Networks : Theory and Applications”, Second Edition, World Scientific Publishers, 2011
- PrasantMohapatra and Sriramamurthy, “Ad Hoc Networks: Technologies and Protocols”, Springer International Edition, 2009
- KazemSohraby, Daniel Minoli, TaiebZnati, “Wireless Sensor Networks’, A John Wiley & Sons Inc. Publication, 2007
- C. Siva Ram Murthy, and B. S. Manoj, “Ad Hoc Wireless Networks: Architectures and Protocols “, Prentice Hall Professional Technical Reference, 2008.

MCA E52 - MULTIMEDIA SYSTEMS

UNIT I

Introduction, Characteristics, Hardware and Software Requirements, Applications of Multimedia. **Media and data Streams**-Medium, Properties of Multimedia System, Traditional Data Streams, Continuous Data Stream.

UNIT 2

Text-Types, Font, Compression, File Formats. **Sound** - Basic Concepts, Representation, Audio Formats. Music: MIDI, MIDI Devices, MIDI Software Speech: Generation, Analysis, Transmission. **Animation**: Introduction, Key frames, Tweening, File Formats, Types. **Video**: Concepts and Formats

UNIT 3

Image & Graphics: Concepts, Image processing. **Data Compression**: Compression Algorithms : Need for compression, Lossless compression algorithms: Run-Length Encoding, Pattern Substitution, Entropy Encoding; Huffman Coding; Arithmetic Coding; Simple Arithmetic Coding, Lossy compression algorithms – DCT, Wavelet –based coding , JPEG – Image preparation, MPEG – Video/ Audio Encoding, MPEG -2, MPEG -4, DVI

UNIT 4

Multimedia DBMS : Characteristics , Data Structure, Operations, Database Model, SGML, ODA, MHEG. **Synchronization** – Notion of synchronization, presentation requirements, Synchronization case studies –MHEG, HyTime, MODE, ACME

UNIT 5

Multimedia Application Development: Design, Development and evaluation of multimedia a system - The development of user interface design. Multimedia & the Internet, Multimedia conferencing and file sharing, Multimedia broadcasting, Multimedia Development Issues, Multimedia project - Structured Multimedia development, Multimedia project timing

REFERENCES:

- Steinmetz & Nahrstedt, “Multimedia : Computing, Communications and Applications” , Pearson Education
- Ranjan Parekh, “ Principles of Multimedia” , Tata Mc-GrawHill 2006
- Mohammad Dastbaz, Designing Interactive Multimedia Systems
- Multimedia – Technology and applications David Hillman Galgotia Publications, Delhi
- Tay Vaughan, “ Multimedia : Making it work” , 7th Edition Tata McgrawHill 2007
- John F. Koegel Bufend , “Multimedia systems” , Pearson Education, Delhi, 2002
- Ralf Steinmetz and Klara Nahrstedt “Multimedia Applications”, Springer, 2007.

MCA E53 -INFORMATION SECURITY AND E-COMMERCE

UNIT I

The History of Information Security ,Importance of Security,CNSS Security Model , Components of an Information System ,The Systems Development Life Cycle ,The Security Systems Development Life Cycle,The Need for Security-Business Needs ,Threats, Attacks, Secure Software Development.

UNIT II

Risk Management ,Planning for Security, Security Technology Firewalls, VPNs ,Intrusion detection, Access Control and other security Tools.

UNIT III

Overview of E- Commerce framework – E- Business models – Network infrastructure - Role of Internet – E- commerce and World Wide Web, Consumer oriented E- Commerce applications – Mercantile process models -Electronic Payment Systems –Digital Token based EPS – Smart cards – Credit cards – Risks – designing EPS.

UNIT IV

Electronic Data Interchange: EDI applications in Business – EDI and e Commerce – EDI standardization and implementation – Internet based EDI

UNIT V

Internet security standards – secure electronic payment protocols ; cryptography and authentication – security issues – encryption techniques; e commerce payment mechanisms –SET protocol – electronic check – E-commerce ethics, regulations and social responsibility.

REFERENCES:

1. Principles and Practices of Information Security, Michael E. Whitman, Herbert J. Mattord,
2. Ravi Kalakota, Andrew, “Frontiers of Electronic Commerce”, Addison Wesley
3. Greenstein and Feinman, “E-Commerce”, TMH
4. Electronic Commerce, By M. Green Stein, Todd M. Feinman. Tata McGraw Hill Pub. 2001.
5. Information Systems Security, Godbole, Wiley-India
6. Information Security Principles and Practice, Deven Shah, Wiley-India
7. Marilyn Greenstein and Todd M Feinman, “Electronic Commerce: Security, Risk Management and Control” Tata McGraw-Hill, 2000
8. Stallings, W., Cryptography and Network Security. Principles and Practice, 4th edition, Prentice Hall.

UNIT I

Digital Image Processing: Origins of Digital Image Processing, Steps in Digital Image Processing, Digital Image Fundamentals: Elements of Visual Perception, Light and the Electromagnetic Spectrum, Image Sensing and Acquisition, Image Sampling and Quantization, Basic Relationships between Pixels, Mathematical Tools used in Digital Image Processing.

UNIT II

Image Transformation & Filters: Basic Intensity Transformation Functions, Histogram Processing, Fundamentals of Spatial Filtering, Smoothing Spatial Filter, Sharpening Spatial Filters, Combining Spatial Enhancement methods, Fuzzy techniques for Intensity Transformation and Spatial Filtering. Filtering in the Frequency Domain: Preliminary Concepts, Sampling and the Fourier Transforms of Sampled Functions, The Discrete Fourier Transform (DFT), Properties of the 2-D DFT, Filtering in the Frequency Domain, Image Smoothing and Sharpening using Frequency Domain Filters, Selective Filtering.

UNIT III

Image Restoration, Reconstruction and Image Segmentation: Image Degradation/Restoration process, Noise Models, Restoration in the presence of Noise only-Spatial Filtering, Periodic Noise Reduction by Frequency Domain Filtering, Linear, Position-Invariant Degradations, Estimating the Degradation Functions, Inverse Filtering, Wiener Square Error Filtering, Constrained Least Square Filtering, Geometric Mean Filter, Image Reconstruction from Projections. Image Segmentation: Point, Line and Edge Detection, Thresholding, Region-Based Segmentation, Segmentation Using Morphological Watersheds, Use of Motion in Segmentation.

UNIT IV

Color Image Processing: Color Fundamentals, Color Models, Pseudocolor Image Processing, Full Color Image Processing, Color Transformation, Smoothing and Sharpening, Image Segmentation Based on Color, Noise in Color Images. Wavelets and Multiresolution Processing: Multiresolution Expansion, Wavelet Transforms in One Dimension, The Fast Wavelet Transforms, Wavelet Transforms in Two Dimensions, Wavelet Packets. Image Compression: Fundamentals, Basic Compression Methods, Digital Image Watermarking.

UNIT V

Morphological Image Processing: Erosion and Dilation, Opening and Closing, The Hit-Or-Miss Transformation, Basic Morphological Algorithms, Gray-Scale Morphology. Object Recognition: Patterns and Pattern Classes, Recognition Based on Decision-Theoretic Methods, Structural Methods.

REFERENCES:

- Rafael C. Gonzalez, Richard E. Woods, "Digital Image Processing", 3rd Edition, Pearson Education, 2008.
- Rafael C. Gonzalez, Richard E. Woods, "Digital Image Processing using MATLAB", 2nd Edition, Prentice Hall of India, 2002.
- A. Jain, "Fundamentals of Digital Image Processing", Prentice Hall of India.

UNIT I

Introduction to distributed systems –definition, goals, types. Architectures- System architectures, architectures versus middle ware. Processes – Threads, Virtualisation. Client-Networked User Interfaces, Client-Side Software for Distribution Transparency. Server-design issues, Distributed Servers, Code Migration-Reasons for Migrating Code

UNIT II

Communication – RPC, Message oriented Communication-Transient communication, Persistent Communication-Message queuing model, Architecture of queuing system, Message Brokers, Stream oriented Communication

UNIT III

Synchronization – Clock synchronization, Logical Clocks, Mutual Exclusion, Election Algorithms-Bully Algorithm, Ring Algorithm Consistency and replication – Data centric consistency, client centric consistency, consistency protocols.

UNIT IV

Fault Tolerance – introduction, process resilience, reliable client-server communication, reliable group communication- Basic Reliable-Multicasting Schemes, Atomic Multicast, distributed commit.

UNIT V

Security – Threats, cryptography, Secure Group Communication, access control mechanisms, security management-Key Management, Secure Group Management Distributed File Systems – Network File System, CODA, XFS

REFERENCES:

- Distributed Systems – Principles and Paradigm, Tanenbaum & Van Steen, 2nd Edition, PHI Publications
- Elements of Distributed Computing, Garg, Wiley Publications
- Distributed Operating System, Pradeep K Sinha, PHI Publications
- M.L. Liu “Distributed Computing Principles and Applications” First Edition
- Robert J. Thierauf “Distributed Processing Systems” 1978, Prentice Hall.
- George Coulouris,”Distribute System: Design and Concepts”, 5th Edition Pearson Education.

MCA E56 - COMPUTER GRAPHICS WITH OPEN GL

UNIT I

Introduction: Applications of Computer graphics - Input devices-Display Devices-Graphic software – Output Primitives-Points and Lines- Line drawing Algorithms- Circle generating Algorithms-Introduction to Open GL-Why OpenGL-OpenGL Drawing Primitives.

UNIT II

Transformations: Basic 2D transformations - Reflection, Shear, Composite Transformations.

Viewing Pipeline-Window to view port transformation-changing coordinate systems-Clipping-Line clipping Algorithms-Polygon Clipping Algorithms.

UNIT III

Projection: 3D Geometric transformations- Translation, Scaling, Rotation. Perspective parallel Matrix representation – 3D viewing pipeline – 3D clipping

UNIT IV

Representations of 3D Objects :Representation of curves and surfaces –Polygon surfaces-, Quadric surfaces- Super quadrics- Blobby Objects -Bezier, B-Splines, NURBS. Representing surfaces using polygon meshes- Sweep representations, Boundary representations, Spatial-partitioning representations, Octrees, BSP trees, Constructive solid geometry- Ray casting.

UNIT V

Visible surface detection methods- Basic Illumination Models –Polygon Rendering Methods-Constant, Gouraud, Phong. Comparison of different shading methods-Ray tracing.

REFERENCES

- Hearn D., Baker M.P., Computer Graphics using OpenGL, Prentice-Hall of India 2006.
- Foley J.D., Andries Van Dam, Computer Graphics-Principles and Practice, Addison-Wesley.
- Angel, Edward. Interactive Computer Graphics-A Top-down Approach with OpenGL, Addison-Wesley, 1996.
- Computer Graphics using Open GLFS Hill-Prentice Hall
- Geometric tools for Computer Graphics-Philip J. Schneider and David H. Eberly – The Morgan Kaufman series in Computer Graphics & Modeling.

MCA 506P ADVANCED JAVA PROGRAMMING PRACTICALS

Students are directed to develop programs on demonstrating the theoretical concepts on Advanced Java. A minimum of 20 programs is required in this practical course.

Some tentative programs that can be experimented are as follows:

1. Development of dynamic website of an online Departmental Store. The website should be user friendly and should have the following pages: • Home page • Registration and user login • User profile page • Items catalog • Shopping cart • Payment by credit card • Order confirmation
2. Add validations to the above site for registration, user login, user profile and payment by credit card using Java Script.
3. Creation of a JavaBean which gives the converted value of Temperature (in degree celcius) into equivalent Fahrenheit
4. Creation of a simple Bean with a label – which is a “count” of number of clicks. Then create a BeanInfo class such that only the “count” is visible in the Property Window.
5. Creation of two Beans a) Keypad b) Display pad. After that integrate the two beans to make it work as a calculator.
6. Do the assignment 2 using JSP by converting the static web pages of assignment 2 into dynamic web pages. Create database with User Information and Item information. The Item catalog should be dynamically loaded from the database.
7. Implementation of currency converter program using JSP Struts Framework.

MCA 507P PYTHON Programming Practicals

UNIT I

Introduction: The Process of Computational Problem Solving, Python Programming Language, Python Data Types: Numbers, Expressions, Variables and Assignments, Strings, List, Python Standard Library, Imperative Programming: Python programs, Execution Control Structures, User-Defined Functions, Python Variables and Assignments, Parameter Passing.

UNIT II

Text Files: Strings, Formatted Output, Files, Errors and Exception Handling, Execution and Control Structures: if Statement, for Loop, Two Dimensional Lists, while Loop, More Loop Patterns, Additional Iteration Control Statements, Containers and Randomness: Dictionaries, Other Built-in Container Types, Character Encoding and Strings, Module random, Set Data Type.

UNIT III

Object Oriented Programming: Fundamental Concepts, Defining a New Python Class, User-Defined Classes, Designing New Container Classes, Overloaded Operators, Inheritance, User-Defined Exceptions, Namespaces: Encapsulation in Functions, Global versus Local Namespaces, Exception Control Flow, Modules and Namespaces.

UNIT IV

Objects and Their Use: Software Objects, Modular Design: Modules, Top-Down Design, Python Modules, Recursion: Introduction to Recursion, Examples of Recursion, Run Time Analysis, Searching, Iteration Vs Recursion, Recursive Problem Solving.

UNIT V

Graphical User Interfaces: Basics of tkinter GUI Development, Event-Based tkinter Widgets, Designing GUIs, OOP for GUI, The Web and Search: The World Wide Web, Python WWW API, Database Programming in Python.

Reference

1. Ljubomir Perkovic, "Introduction to Computing Using Python: An Application Development Focus", Wiley, 2012.
2. Charles Dierbach, "Introduction to Computer Science Using Python: A Computational Problem-Solving Focus", Wiley, 2013.
3. Allen B Downey, "Think Python", Oreilly, 2012
4. Dr. Varghese Paul, Dr. Anjana S. Chandran, "Introduction To Computing And Problem Solving Using Python", Educational Publishers And Distributors, 2016

MAIN SEMINAR MCA508S – Semester V

Regulation for conducting Main Seminar [MCA508S]

The Main Seminar [MCA508S] of Semester 5 is intended to make MCA students aware of the Current / Future trends related to Information Technology/ Computer Science/ Computer Application.

As such, a seminar report of not less than 15 pages is to be prepared and submitted for final evaluation.

The Main Seminar is **evaluated internally** by the College and carries a total **Marks of 50** divided as follows:

1. Marks for relevance of topic and literature study (20)
2. Marks for Presentation – 2 presentations (20)
3. Marks for Seminar Report (10).

The seminar report should be prepared as per the following guidelines:

1. No of pages : Not less than 15
2. Size A4, One sided
3. Text Size 12 ; Title Size 14 Underlined; Line spacing : 1.5 Full Justified
4. Spiral Binding with uniformity in bind cover.

Every student is expected to present a minimum of 2 presentation of the seminar before the evaluation committee and for each presentation marks can be equally apportioned. A three member committee consisting of qualified **TEACHERS With PG in Computer Science / Computer Application** from the **MCA Department** has to be appointed by HoD. The Committee duly appointed will evaluate the seminar.

At the end of the semester the total marks have to be calculated and send to the University.

A Student shall have to score 50 % for getting a pass in the Seminar [MCA508S].

MCA 601D- MAIN PROJECT
Guidelines for Project Work- June 2016 Admn. onwards

The Master of Computer Applications (MCA) programme prepares the students to take up positions as Systems Analysts, Systems Designers, Software Engineers, Programmers and Project Managers in any field related to information technology. As part of the curriculum, all students who are into their sixth semester will have to carry out a project preferably in a software industry or any research organization for duration of one full semester. The courses studied and the mini project & the main project handled at final year will give the comprehensive background to work on diverse application domains.

The objective of the MCA project work is to develop quality software solution. During the development of the project, the student should involve in all the stages of the software development life cycle like requirements engineering, systems analysis, systems design, software development, testing strategies and documentation with an overall emphasis on the development of reliable software systems. The primary emphasis of the project work is to understand and gain the knowledge of the principles of software engineering practices, so as to participate and manage a large software engineering projects in future. Students should take this project work **very seriously**, and carry out the same individually. The topics selected should be complex and large enough to justify as an MCA project. The project should be genuine and original in nature and should not be copied from anywhere else.

After the completion of this project work, the student should be able to:

- Describe the Systems Development Life Cycle (SDLC).
- Evaluate systems requirements.
- Complete a problem definition and its evaluations.
- Construct and evaluate UML's/Data flow diagrams and Data Dictionaries
- Evaluate alternative tools for the analysis process.
- Create and evaluate such alternative graphical tools as systems flow charts and state transition diagrams.
- Plan the systems design phase of the SDLC.
- Distinguish between logical and physical design requirements.
- Design and evaluate system Inputs & outputs and UI.
- Decide various data structures.
- Perform coding for the project.
- Documentation requirements and prepare and evaluate systems documentation.
- Generate various reports.
- To decide the future scope and further enhancement of the system.
- Develop of the ability to assess the implications of work performed.
- Get good exposure and command in one or more application areas and on the software
- Develop of the ability to communicate effectively.

All students are expected to work on a real-life project preferably in some Industry / Research and Development Laboratories / IT-ITES Organisations. The complete project work should be done by the student only. The role of guide should be about guidance wherever any problem encounters during project.

- **Not more than one student is permitted to work on a project.**
- Each Student should be involved in each and every phase of Project Development. If it is found that student is not involved in any phase; for example coding phase, it may lead to the rejection/disqualifying of the project at any stage.
- Title of the project should be kept the same throughout the project.

Guidelines for preparing the Project Dissertation

This document lists the contents required for the academic project report done as part of the MCA Curriculum. Section names have been listed with description. The descriptions have been provided in italics. *Important: This page and the text in italics present throughout this document are to give you guidance. Please do not include them in your project report.*

CONTENTS OF THE ACADEMIC PROJECT REPORT

1. Cover Page as per format

Use the same format given in the project doc

2. Certificate of the Company/Organization

Use the same format given in the project doc

3. Certificate of the Head Of Department as per format

Use the same format given in the project doc

4. Certificate of the Internal project guide as per format

Use the same format given in the project doc

5. Declaration

By student – format given

6. Acknowledgement

Use the same format given in the project doc

7. Revision history

Table with version, date, author, changes done, approval

8. Table of Contents

Please use the MS Word Table of content feature for this and not a manual TOC.

9. Executive Summary

This should describe the problem and the solution given by your project in brief. You should also mention the process model you used for development, methodology and technology. Limit the description to 1-2 pages.

10. Background

UP Phase: Inception

10.1. Existing System

Describe the system that already exists. Please note that the system could be manual or automated or a combination of both. Provide the business flow using an activity diagram.

10.2. Definition of Problem-

Describe the problems/inadequacies of current set up.

10.3 Proposed System

Explain how the proposed system will solve the problems.

Provide the revised business flow involving your system using an activity diagram, if relevant.

11. Project Overview

UP Phase: Inception

11.1. Objective of the Project

Describe the business benefits expected from this project.

11.2. Stakeholders

List the stakeholders, their goals which will be satisfied by this system and the benefits.

11.3. Scope of the Project

Mention in brief the system proposed to meet the objective. Mention clearly if any part of the work is not in your scope – e.g. installation, or some data migration required for implementation of this system, integration with some other system etc.

11.4 Feasibility Analysis

11.4.1. Technical feasibility

Technology and system feasibility - The assessment is based on an outline design of system requirements in terms of Input, Processes, Output, Fields, Programs, and Procedures. This can be quantified in terms of volumes of data, trends, frequency of updating, etc. in order to estimate whether the new system will perform adequately or not

11.4.2. Operational feasibility

Is a measure of how well a proposed system solves the problems, and takes advantages of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development

11.4.3. Schedule feasibility

Schedule feasibility is a measure of how reasonable the project timetable is.

11.5.4. Economic feasibility - Cost - Benefit Analysis

If the company had already done the analysis before deciding on the project, then obtain the information from the company and just mention it here. If this analysis was performed by the student, then explanation of how the analysis was conducted should be provided. The analysis aims to determine the benefits and savings that are expected from a candidate system and compare them with costs.

12. Overall Project Planning

UP Phase: Inception

12.1. Development environment

Identify and list the technology and tools planned to be used in the development of the project – IDEs, compilers, UML tool, configuration management tool etc.

12.2. Constraints

List the constraints applicable to your project e.g. time constraints, budget constraints, resource constraints, any other constraints set by the customer.

12.3. Deliverables

List all deliverables expected by the customer – e.g. application, configuration files, source code, any 3rd party software packaged along with this, documents – requirements, design, user manual, installation manual, tutorial – as applicable for your project.

12.4. Assumptions and dependencies

List the assumptions and dependencies made while planning the project, eg .there could be an assumption that the required inputs will be given by users or that users will be available to review the documents or that the testing team will be available to test if required etc.

12.5. Risks

List any risks you foresee in the execution of this project and describe the plan to mitigate it.

12.6. Process model

Mention which process model you chose to develop this project and the justification for it.

12.7. Test Strategy

Mention all testing strategies – unit, integration, system, user acceptance testing that have been used.

12.8. Testing environment and tools

The environment for testing should give the specifications of hardware and software used for testing. Tools used for testing if any, should be listed here.

13. Iteration Planning

UP Phase – Each iteration in each phase

13.1. Schedule

Put the schedule here – activities, dependencies, start and end dates.

13.2. Risks

List any risks you foresee in the execution of this iteration and describe the plan to mitigate it.

14. High level system Analysis

UP Phases: Inception

This analysis will be performed completely during inception and will be continued to be revised in the elaboration stage.

14.1. User characteristics

Mention the different types of users or user groups of the proposed system and any special training needs they have in order to use this system.

14.2. Summary of system features/Functional requirements

List the features identified to be part of this system in order to satisfy this goal.

14.3. Non Functional Requirements / Supplementary Specification

List the non functional requirements applicable to your project related to performance, security etc.

14.4. Glossary

Define the business/domain terms specific to the context of this system

14.5. Business Rules

Define the business rules specific to the user's domain/organization that need to be satisfied by this system.

14.6. Use cases

List all the use case names here and a brief description of each use case.

14.7. Use case diagram

15. Domain Model

UP Phases: Inception and Elaboration

The initial model will be identified during elaboration and will be continued to be revised in the elaboration stage. Give the analysis level class diagram, i.e. the domain model here and a brief description of the analysis level classes.

16. Use Case Model

Relevant UP Phases: Inception and Elaboration

To be developed during inception for a critical few use cases and the remaining use cases (majority) will be developed during elaboration for the majority of the use cases.

16.1. Use case text

Write the detailed use case text, in the fully dressed format for each use case. Identify the non functional requirements and rules to be followed specific to the use case being considered. Also identify the user inputs in the form of text and file inputs to system (if any). Develop the format of input which the system will accept, with examples. If it is a file input, format of file and format of data within it (if relevant) have to be provided.

Develop error messages and information texts required as part of this use case. Any external system interface requirements also need to be identified

16.2. System sequence diagram

For each use case under consideration, draw the system sequence diagram(s).

16.3. Operation contracts

For each system sequence diagram under consideration, write up the operation contracts.

16.4. Reports

Develop the format of the reports generated as part of this use case, if any.

Design Model

UP Phases: Elaboration and Construction

Developed completely in elaboration and revised in construction phase.

16.5. Sequence diagrams

Develop the design level sequence diagrams for the use case under consideration.

16.6. Class diagrams

Develop the design level class diagram for the use case under consideration.

16.7. UI design

Develop the screens identified for the use case under consideration and provide snapshots. At this stage, static screens are sufficient.

16.8. Theoretical Background

Theoretical details about the technology, tools and algorithms you have used in this project should be mentioned here in brief.

16.9. Architecture

In this section, show pictorially the logical and deployment architecture of this system. Use package diagrams, component and deployment diagrams for this.

16.10. Database design

This should give a catalogue of the data elements used in the system / sub system developed. The following are the details require for each table and field in the table. Repeat this list as many times there are tables and fields. Write NA if NOT applicable:

16.10.1. Table Name

16.10.1.1. Field Name

16.10.1.2. Length

11.4.1.1 Type CHAR, VARCHAR, NUMBER, DATE etc.

11.4.1.2 Description

17. Testing

UP Phases: Construction and Transition

Developed completely in construction and revised in transition phase.

17.1. Test cases

List each test case – with description, inputs, expected output, pass/fail criteria.

17.2. Test Report

Actual result against the expected results of test cases should be compiled here. A measure of quality like % of passed test cases should also be provided.

17.3. Sample Code used for testing

Sample code used for unit testing should be provided.

18. Transition

Relevant UP Phase: Transition

18.1. System Implementation

Describe the implementation mechanisms. Describe the method of data conversion and migration for the new system if applicable.

18.2. System Maintenance

Describe the plan for maintenance of the system. Mention the documents and any training provided by the student for future maintenance.

18.3. User/Operational Manual

If there was a user manual expected as deliverable by the customer, provide it here. If there was a demo or training given to users on the system, mention that. If there are any limitations of the system or constraints on inputs like data format, which have to be taken care by users, list it here. Also mention the details required for operation of the system. This should include instructions on how to start and shutdown the system, description of expected folder structure of system related files after installation, list of roles of users required to be created and maintained in the system.

If there are any requirements to do periodic cleaning of data, those have to be mentioned here. If the delivery of scripts or programs for automatic data cleaning is in scope, usage of the scripts should be described. Configuration management related information, if applicable, should be provided to suggest frequency of backups of files.

19. Annexure :

19.1. Organization profile

Give a brief background of the organization where the student has developed the project

19.2. Document Glossary, Figures, Tables

List of abbreviations should be provided in the document glossary. Each figure and table should be labeled. You should create an index for these like the table of contents.

19.3. References :

Books: Any references you made to books and papers should be listed here with the book name, edition, name of author and publisher.

Websites: Any references you made to websites should be listed here with the URL and date of access.

19.4. User Interview Questionnaires

19.5. Sample Project code / Algorithm if project code is not available.

The format of various certificates to be included in the Project report is appended along with this guidelines.

Format of certificates to be attached in the project report

A Project Report
On
“PROJECT TITLE”

Submitted to the
Department of MCA

In partial fulfillment of the
MASTER OF COMPUTER APPLICATIONS

Under the guidance of
Internal Guide's Name

Project Done by
NAME OF STUDENT
(Reg No:)

EMBLEM OF COLLEGE

DEPARTMENT OF MCA
NAME AND ADDRESS OF COLLEGE

Month-Year

NAME AND ADDRESS OF COLLEGE

EMBLEM OF COLLEGE

BONAFIDE CERTIFICATE

Certified that the Project Work entitled

“PROJECT TITLE”

is a bonafide work done by

Name of the student

In partial fulfillment of the requirement for the Award of

MASTER OF COMPUTER APPLICATIONS

Degree From

Mahatma Gandhi University, Kottayam

(Period of study)

Head of Department

Project Guide

Submitted for the Viva-Voce Examination held on.....

External Examiner1
(Name & Signature)

External Examiner2
(Name & Signature)

NAME AND ADDRESS OF COLLEGE

EMBLEM OF COLLEGE

CERTIFICATE

This is to certify that the project entitled “**PROJECT TITLE**” has been successfully carried out by *NAME OF STUDENT* (Reg. No:) in partial fulfilment of the Course **Master of Computer Applications.**

INTERNAL GUIDE

Date:

HEAD OF THE DEPARTMENT

NAME AND ADDRESS OF COLLEGE
EMBLEM OF COLLEGE

CERTIFICATE

This is to certify that the project entitled “**PROJECT TITLE**” has been successfully carried out by **NAME OF STUDENT** (Reg no:) in partial fulfilment of the course **Master of Computer Applications** under my guidance .

Date:

Name of Guide

INTERNAL GUIDE

NAME AND ADDRESS OF COLLEGE
EMBLEM OF COLLEGE

DECLARATION

I, **NAME OF STUDENT**, hereby declare that the project work entitled “**NAME OF THE PROJECT**” is an authenticated work carried out by me at *XYZ SOFTWARE PVT. LTD.* under the guidance of **Guide’s Name** for the partial fulfilment of the course **MASTER OF COMPUTER APPLICATIONS**. This work has not been submitted for similar purpose anywhere else except to **NAME OF COLLEGE**.

I understand that detection of any such copying is liable to be punished in any way the school deems fit.

NAME OF STUDENT

Signature

Date:

Place:

MCA602V – VIVA VOCE

The Viva-Voce Examination of 6th Semester is a comprehensive evaluation of what has been learned through the entire MCA programme.

Students will be evaluated through all core subjects of the MCA programme and marks will be awarded on the basis of oral answers given by the student.

There is no internal mark component for the same. The maximum marks for the Viva Voce examination is 100. The evaluation is done by the evaluators duly appointed by the University.