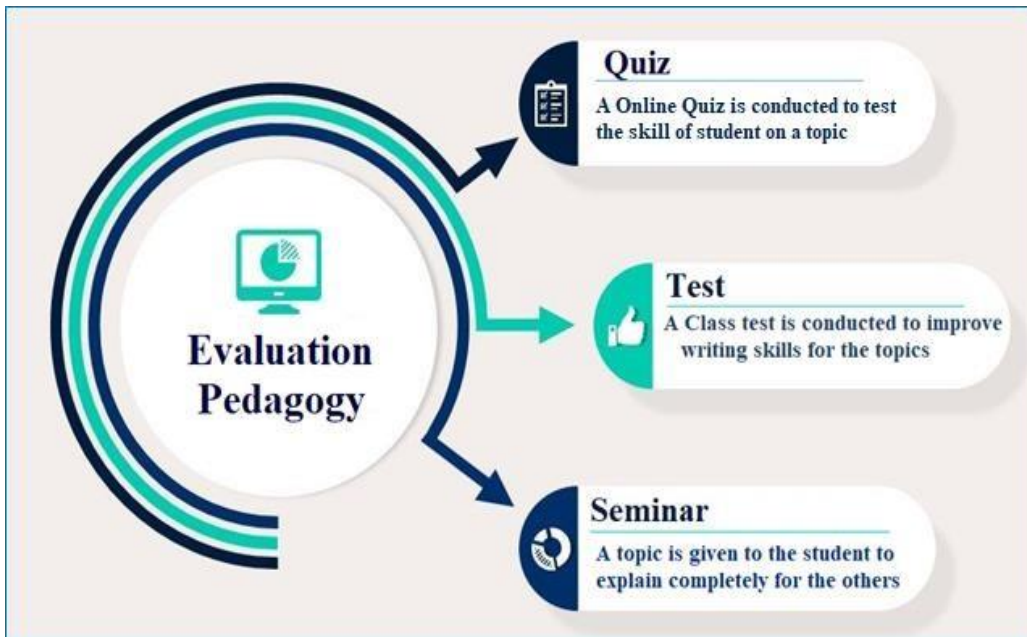
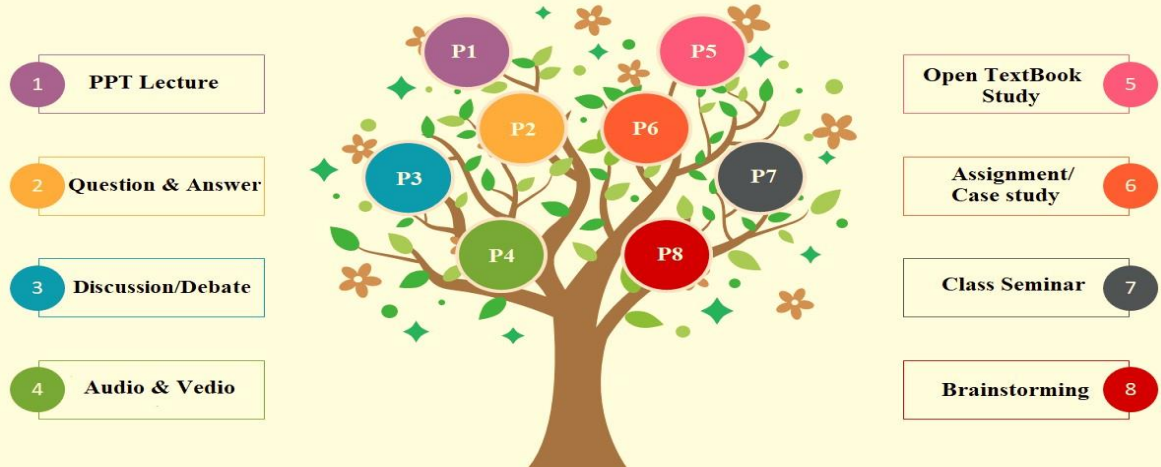


Teaching - Learning Pedagogy



Course: B.SC	Year:I	Semester:I			
Subject	PROBLEM SOLVING IN C				
Units	1.1 General Fundamentals 1.2 Introduction of Algorithms and Programming Languages 2.1 Introduction to C 2.2 Decision Control and looping Statements 3.1 Arrays 4.1 Functions 4.2 Structure Union and Enumerated Data types 5.1 Pointers 5.2 Files				
Duration	60hours				
LearningObjectives	<ul style="list-style-type: none"> To understand the evolution and functionality of a Digital Computer. Apply logical skills to analyze a given problem. Develop an algorithm for solving a given problem. Understand 'C' language constructs like iterative statements, Array processing , Pointers etc. Apply 'C' language constructs to the algorithm to write a 'C' language program 				
Units	U1	U2	U3	U4	U5
Hours Split:Total: 60	10	12	14	10	14
Internal valuation:40marks	8	8	8	8	8
Resource Material:	<p>StudyMaterial(Handouts): 1. https://www.mcemotihari.ac.in/wpcontent/uploads/2019/11/file_5dc2a6c80c260.pd 2. https://onlinecourses.nptel.ac.in/noc20_cs06/preview</p> <p>Reference Books: 1. E Balagurusamy – Programming in ANSIC – Tata McGraw-Hill publications. 2. Brain W Kernighan and Dennis M Ritchie - The ‘C’ Programming language” - Pearson publications. 3. Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson Edition Publications. 4. YashavantKanetkar - Let Us ‘C’ – BPB Publications.</p> <p>YouTube Links: https://youtu.be/8PopR3x-VMY</p> <p>Power Point Presentations: https://www.slideshare.net/gauravjuneja11/c-language-ppt</p> <p>QuestionBank: https://www.acsce.edu.in/acsce/wp-content/uploads/2020/03/Module-wise-Question-Bank-CPS.pdf</p>				

I. Academic-Pedagogical-Evaluation:Unit-wisePedagogy

UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>Introduction to General Fundamentals: Introduction to computers: Block diagram of a computer, characteristics and limitations of computers, applications of computers, types of computers, computer generations.</p> <p>Introduction to Algorithms and Programming Languages: Algorithm – Key features of Algorithms, Flow Charts, Programming Languages – Generation of Programming Languages – Structured Programming Language- Design and Implementation of Correct, Efficient and Maintainable Programs.</p>	P1,P2,P3	PQ,P6,PT
II	<p>Introduction to C: Introduction – Structure of C Program – Writing the first C Program – File used in C Program – Compiling and Executing C Programs – Using Comments – Keywords – Identifiers – Basic Data Types in C – Variables – Constants – I/O Statements in C- Operators in C- Programming Examples.</p> <p>Decision Control and Looping Statements: Introduction to Decision Control Statements– Conditional Branching Statements – Iterative Statements – Nested Loops – Break and Continue Statement – Goto Statement</p>	P1,P2,P3,P5	P6,PT
III	<p>Arrays: Introduction – Declaration of Arrays – Accessing elements of the Array – Storing Values in Array – Operations on Arrays – one dimensional, two dimensional and multidimensional arrays, character handling and strings.</p>	P1,P2,P3,P5	PQ,PT
IV	<p>Functions: Introduction – using functions – Function declaration/prototype – Function definition – function call – return statement – Passing parameters – Scope of variables – Storage Classes – Recursive functions. Structure, Union, and Enumerated Data Types: Introduction – Nested Structures – Arrays of Structures – Structures and Functions – Union – Arrays of Unions Variables – Unions inside Structures – Enumerated Data Types.</p>	P1,P2,P4	PQ,P6,PT
V	<p>Pointers: Understanding Computer Memory – Introduction to Pointers – declaring Pointer Variables – Pointer Expressions and Pointer Arithmetic – Null Pointers – Passing Arguments to Functions using Pointer – Pointer and Arrays – Memory Allocation in C Programs – Memory Usage – Dynamic Memory Allocation – Drawbacks of Pointers</p> <p>Files: Introduction to Files – Using Files in C – Reading Data from Files – Writing Data to Files – Detecting the End-of-file – Error Handling during File Operations – Accepting Command Line Argument</p>	PQ,P6,PT,P8	PQ,PT

Course: B.SC	Year:I	Semester:II			
Subject	Data Structures Using C				
Units	1. Introduction to Data Structures and Principles of Programming and Analysis of Algorithms 2. Arrays and Linked lists 3. Stack and Queues 4. Binary trees 5. Searching and Sorting and Graphs				
Duration	60hours				
LearningObjectives	1. Provide the knowledge of basic data structures and their implements 2. Understand the importance of data structures in context of writing efficient programs 3. Develop skills to apply appropriate data structures in problem solving 4. Know strength and weakness of different data structures				
Units	U1	U2	U3	U4	U5
Hours Split:Total: 60	10	12	14	10	14
Internal valuation:40marks	8	8	8	8	8

Resource Material:	StudyMaterial(Handouts):
	https://www.cet.edu.in/noticefiles/280_DS%20Complete.pdf https://www.pdfdrive.com/data-structures-in-c-books.html
	Reference Books:
	1. "Data Structures Using C" Balagurusamy E. TMH 2. "Data Structures through C", YashavantKanetkar, BPB Publications
	YouTube Links:
	https://www.youtube.com/watch?v=MtVZAXepMPM https://www.youtube.com/watch?v=11i8bRojtYk
Power Point Presentations:	
https://www.slideshare.net/adishesha12/data-structures-using-c-59540025	
QuestionBank:	
http://gn.dronacharya.info/CSE2Dept/Downloads/Questionpapers/3rd_sem/Data-Structure-Question-Bank.pdf	

I. Academic-Pedagogical-Evaluation:Unit-wisePedagogy

UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>Introduction to Data Structures: Introduction to the Theory of Data Structures, Data Representation, Abstract Data Types, Data Types, Primitive Data Types, Data Structure and Structured Type, Atomic Type, Difference between Abstract Data Types, Data Types, and Data Structures, Refinement Stages</p> <p>Principles of Programming and Analysis of Algorithms: Software Engineering, Program Design, Algorithms, Different Approaches to Designing an Algorithm, Complexity, Big „O“ Notation, Algorithm Analysis, Structured Approach to Programming, Recursion, Tips and Techniques for Writing Programs in „C“</p>	P1,P3,P2,P6	PQ,PT
II	<p>Arrays: Introduction to Linear and Non-Linear Data Structures, One- Dimensional Arrays, Array Operations, Two- Dimensional arrays, Multidimensional Arrays, Pointers and Arrays, an Overview of Pointers</p> <p>Linked Lists: Introduction to Lists and Linked Lists, Dynamic Memory Allocation, Basic Linked List Operations, Doubly Linked List, Circular Linked List, Atomic Linked List, Linked List in Arrays, Linked List versus Arrays</p>	P1,P5,P3,P2	P6,PT,PQ
III	<p>Stacks: Introduction to Stacks, Stack as an Abstract Data Type, Representation of Stacks through Arrays, Representation of Stacks through Linked Lists, Applications of Stacks, Stacks and Recursion</p> <p>Queues: Introduction, Queue as an Abstract data Type, Representation of Queues, Circular Queues, Double Ended Queues- Deques, Priority Queues, Application of Queues</p>	P1,P3,P5,P7	P6,PT

<p>IV</p>	<p>Binary Trees: Introduction to Non- Linear Data Structures, Introduction Binary Trees, Types of Trees, Basic Definition of Binary Trees, Properties of Binary Trees, Representation of Binary Trees, Operations on a Binary Search Tree, Binary Tree Traversal, Counting Number of Binary Trees, Applications of Binary Tree</p>	<p>P1,P2,P5,P6</p>	<p>PQ, PT</p>
<p>V</p>	<p>Searching and sorting: Sorting – An Introduction, Bubble Sort, Insertion Sort, Merge Sort, Searching – An Introduction, Linear or Sequential Search, Binary Search, Indexed Sequential Search</p> <p>Graphs: Introduction to Graphs, Terms Associated with Graphs, Sequential Representation of Graphs, Linked Representation of Graphs, Traversal of Graphs, Spanning Trees, Shortest Path, Application of Graphs.</p>	<p>PQ,P7,PT,P8</p>	<p>PQ,P6,PT</p>

Course: B.SC	Year:II	Semester:III			
Subject	Data Base Management System				
Units	1. Overview of Database Management System 2. Entity-Relationship Model 3. Relational Model 4. Structured Query Language 5. PL/SQL				
Duration	60hours				
Learning Objectives	1. Gain knowledge of Database and DBMS. 2. Understand the fundamental concepts of DBMS with special emphasis on relational data model. 3. Demonstrate an understanding of normalization theory and apply such knowledge to the normalization of a database. 4. Model a database using ER Diagrams and design database schemas based on the model. 5. Create a small database using SQL. 6. Store, Retrieve data in a database.				
Units	U1	U2	U3	U4	U5
Hours Split: Total: 60	10	12	14	10	14
Internal valuation: 40 marks	8	8	8	8	8

Resource Material:	Study Material (Handouts): https://sircrengg.ac.in/images/CSEMATERIALS/R19_DBMS_MATERIAL.pdf
	Reference Books: <ol style="list-style-type: none"> 1. Database System Concepts by Abraham Silberschatz, Henry Korth, and S. Sudarshan, McGraw Hill 2. Database Management Systems by Raghu Ramakrishnan, McGraw Hill 3. Principles of Database Systems by J. D. Ullman 4. Fundamentals of Database Systems by R. Elmasri and S. Navathe 5. SQL: The Ultimate Beginners Guide by Steve Tale.
	YouTube Links: https://www.youtube.com/watch?v=c5HAWKX-suM
	Power Point Presentations: https://www.slideshare.net/OECLIBOdishaElectron/database-management-system-ppt
	Question Bank: https://blog.oureducation.in/sample-paper-for-dbmsdata-base-management-system/

Academic-Pedagogical-Evaluation:Unit-wisePedagogy

UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>Overview of Database Management System: Introduction, file-based system, Drawbacks of file-Based System ,Data and information, Database, Database management System, Objectives of DBMS, Evaluation of Database management System, Classification of Database Management System, DBMS Approach, advantages of DBMS, Anis/spark Data Model, data models, Components and Interfaces of Database Management System. Database Architecture, Situations where DBMS is not Necessary, DBMS Vendors and Their Products.</p>	P1,P2,P3	PQ,P6,PT
II	<p>Entity-Relationship Model: Introduction, the building blocks of an entity relationship diagram, classification of entity sets, attribute classification, relationship degree, relationship classification, reducing ER diagram to tables, enhanced entity-relationship model (EER model), generalization and specialization, IS A relationship and attribute inheritance, multiple inheritance, constraints on specialization and generalization, aggregation and composition, entity clusters, connection types, advantages of ER modeling.</p>	P1,P2,P4,P5	P6,PT
III	<p>Relational Model: Introduction, CODD Rules, relational data model, concept of key, relational integrity, relational algebra, relational algebra operations, advantages of relational algebra, limitations of relational algebra, relational calculus, tuple relational calculus,domain relational Calculus (DRC). QBE</p>	P1,P2,P3	PQ,PT
IV	<p>Structured Query Language: Introduction, History of SQL Standard, Commands in SQL, Data Types in SQL, Data Definition Language, Selection Operation, Projection Operation, Aggregate functions, Data Manipulation Language, Table Modification Commands, Table Truncation, Imposition of Constraints, Join Operation, Set Operation,</p> <p>View, Sub Query, Embedded SQL,</p>	P1,P2,P4,P5	PQ,P6,PT
V	<p>PL/SQL: Introduction, Shortcoming in SQL, Structure of PL/SQL, PL/SQL Language Elements, Data Types, Operators Precedence, Control Structure, Steps to Create a</p> <p>PL/SQL, Program, Iterative Control, Cursors, Steps to create a Cursors, Procedure,</p> <p>Function, Packages, Exceptions Handling, Database Triggers, Types of Triggers.</p>	PQ,P6,PT	PQ,PT

Course: B.SC	Year:II	Semester:IV			
Subject	Object Oriented Programming Using Java				
Units	6. IntroductiontoJava & Naming Conventions and Data Types 7. Strings & IntroductiontoOOPs 8. Polymorphism and ExceptionHandling 9. Streams and Threads 10. Applets and Java Database Connectivity				
Duration	60hours				
LearningObjectives	<ul style="list-style-type: none"> • Understand the concept and underlying principles of Object-Oriented Programming • Understand how object-oriented concepts are incorporated into the Java programming language • Develop problem-solving and programming skills using OOP concept • Understand the benefits of a well structured program • Develop the ability to solve real-world problems through software development in high-level programming language like Java • Develop efficient Java applets and applications using OOP concept 				
Units	U1	U2	U3	U4	U5
Hours Split:Total: 60	10	12	14	10	14
Internal valuation:40marks	8	8	8	8	8

Resource Material:	<p>StudyMaterial(Handouts): https://sircrengg.ac.in/images/CSEMATERIALS/R19_DBMS_MATERIAL.pdf</p> <p>Reference Books:</p> <ol style="list-style-type: none"> 1. CoreJava:AnIntegratedApproach,AuthoredbyDr.R.NageswaraRao&KogentLearningSolutionsInc. 2. E.Balaguruswamy, Programming with JAVA, A primer, 3e, TATA McGraw-HillCompany. 3. JohnR.Hubbard,ProgrammingwithJava,SecondEdition,Schaum'soutlineSeries,TMH. 4. Deitel&Deitel.JavaTM:HowtoProgram,PHI(2007) <p>YouTube Links: https://www.youtube.com/watch?v=bSrm9RXwBaI</p> <p>Power Point Presentations: https://www.slideshare.net/nileshdalvi01/basics-concepts-of-oops</p> <p>QuestionBank: https://www.academia.edu/9901808/CS2311</p>
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Academic-Pedagogical-Evaluation:Unit-wisePedagogy

UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>Introduction to Java: Features of Java, The Java virtual Machine, Parts of Java</p> <p>Naming Conventions and Data Types: Naming Conventions in Java, Data Types in Java, Literals</p> <p>Operators in Java: Operators, Priority of Operators</p> <p>Control Statements in Java: if... else Statement, do... while Statement, while Loop, for Loop, switch Statement, break Statement, continue Statement, return Statement</p> <p>Input and Output: Accepting Input from the Keyboard, Reading Input with Java.util.Scanner Class, Displaying Output with System.out.printf(), Displaying Formatted Output with String.format()</p> <p>Arrays: Types of Arrays, Three Dimensional Arrays (3D array), arrayname.length, Command Line Arguments</p>	P1,P2,P3,P4	PQ,PT
II	<p>Strings: Creating Strings, String Class Methods, String Comparison, Immutability of Strings</p> <p>Introduction to OOPs: Problems in Procedure Oriented Approach, Features of Object-Oriented Programming System (OOPS)</p> <p>Classes and Objects: Object Creation, Initializing the Instance Variables, Access Specifiers, Constructors</p> <p>Methods in Java: Method Header or Method Prototype, Method Body, Understanding Methods, Static Methods, Static Block, The keyword 'this', Instance Methods, Passing Primitive Data Types to Methods, Passing Objects to Methods, Passing Arrays to Methods, Recursion, Factory Methods</p> <p>Inheritance: Inheritance, The keyword 'super', The Protected Specifier, Types of Inheritance</p>	P1,P2,P3,P5	P6,PT
III	<p>Polymorphism: Polymorphism with Variables, Polymorphism using Methods, Polymorphism with Static Methods, Polymorphism with Private Methods, Polymorphism with Final Methods, final Class</p> <p>Type Casting: Types of Data Types, Casting Primitive Data Types, Casting Referenced Data Types, The Object Class</p> <p>Abstract Classes: Abstract Method and Abstract Class</p> <p>Interfaces: Interface, Multiple Inheritance using Interfaces</p> <p>Packages: Package, Different Types of Packages, The JAR Files, Interfaces in a Package, Creating Sub Package in a Package, Access Specifiers in Java, Creating API</p> <p>Exception Handling: Errors in Java Program, Exceptions, throws Clause, throw Clause, Types of Exceptions, Re-throwing an Exception</p>	P1,P2,P3,P4	PQ,PT,P8

IV	<p>Streams: Stream, Creating a File using FileOutputStream, Reading Data from a File using FileInputStream, Creating a File using FileWriter, Reading a File using FileReader, Zipping and Unzipping Files, Serialization of Objects, Counting Number of Characters in a File, File Copy, File Class</p> <p>Threads: Single Tasking, Multi Tasking, Uses of Threads, Creating a Thread and Running it, Terminating the Thread, Single Tasking Using a Thread, Multi Tasking Using Threads, Multiple Threads Acting on Single Object, Thread Class Methods, Deadlock of Threads,</p> <p>Thread Communication, Thread Priorities, thread Group, Daemon Threads, Applications of Threads, Thread Life Cycle</p>	P1,P2,P5	PQ,P6,PT
V	<p>Applets: Creating an Applet, Uses of Applets, <APPLET> tag, A Simple Applet, An Applet with Swing Components, Animation in Applets, A Simple Game with an Applet, Applet Parameters</p> <p>Java Database Connectivity: Database Servers, Database Clients, JDBC (Java Database Connectivity), Working with Oracle Database, Working with MySQL Database, Stages in a JDBC Program, Registering the Driver, Connecting to a Database, Preparing SQL Statements, Using jdbc-odbc Bridge Driver to Connect to Oracle Database, Retrieving Data from MySQL Database, Retrieving Data from MS Access Database, Stored Procedures and CallableStatements, Types of Result Sets</p>	P1,P2,P6	PQ,PT,P5

Course: B.SC	Year:II	Semester:IV			
Subject	OPERATING SYSTEMS				
Units	1. Introduction to Operating System 2. Threads and Process scheduling 3. Process Management 4. Memory Management 5. File and I/O Management, OS security and introduction to Android operating system				
Duration	60hours				
LearningObjectives	1. To learn how Operating System is important for Computer System 2. To learn secondary memory management 3. To know virtual memory concepts 4. To make aware of different types of operating systems and devices				
Units	U1	U2	U3	U4	U5
Hours Split:Total: 60	10	12	14	10	14
Internal valuation:40marks	8	8	8	8	8

Resource Material:	<p>StudyMaterial(Handouts):</p> <p>https://www.svecw.edu.in/Docs%5CCSEOSLNotes2013.pdf https://byjus.com/govt-exams/operating-system-introduction/ https://www.geeksforgeeks.org/operating-systems/</p> <p>Reference Books:</p> <ol style="list-style-type: none"> 1. Operating System Principles by Abraham Silberschatz, Peter Baer Galvin and Greg Gagne (7thEdition) Wiley India Edition. 2. Operating Systems: Internals and Design Principles by Stallings (Pearson) 3. Operating Systems by J. Archer Harris (Author), Jyoti Singh (Author) (TMH) 4. W.Stalling, Operating Systems, Addison Wesley Longman <p>YouTube Links:</p> <p>https://www.youtube.com/watch?v=RozoeWzT7IM https://www.youtube.com/watch?v=2i2N_Qo_FyM</p> <p>Power Point Presentations:</p> <p>https://cag.gov.in/uploads/media/OS-20210426203801.ppt https://www.os-book.com/OS9/slide-dir/index.html https://www.svecw.edu.in/Docs%5CCSEOSLNotes2013.pdf</p> <p>QuestionBank:</p> <p>https://scitechgen.com/operating-systems-question-bank/ https://engg.mit.asia/admin/assets/images/QuestionBank/TE_QuestionBank_OperatingSystem.pdf</p>
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UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>Introduction to Operating system:</p> <p>What is Operating System? History and Evolution of OS, Basic OS functions, Resource Abstraction, Types of Operating Systems– Multiprogramming Systems, Batch Systems, Time Sharing Systems; Operating Systems for Personal Computers, Workstations and Hand-held Devices, Process Control & Real time Systems.</p>	P1,PQ,P5,P7	P6,PT,PQ
II	<p>Threads and Process scheduling:</p> <p>Processor and User Modes, Kernels, System Calls and System Programs, System View of the Process and Resources, Process Abstraction, Process Hierarchy, Threads, Threading Issues, Thread Libraries; Process Scheduling, Non-Preemptive and Preemptive Scheduling Algorithms.</p>	P1,P3,P5,P7	PQ,PT

<p style="text-align: center;">III</p>	<p>Process Management:</p> <p>Deadlock, Deadlock Characterization, Necessary and Sufficient Conditions for Deadlock, Deadlock Handling Approaches: Deadlock Prevention, Deadlock Avoidance and Deadlock Detection and Recovery.</p> <p>Concurrent and Dependent Processes, Critical Section, Semaphores, Methods for Inter- process Communication; Process Synchronization, Classical Process Synchronization Problems: Producer-Consumer, Reader-Writer.</p>	<p>P1,P5,P3,P2</p>	<p>PQ,P6,PT</p>
<p style="text-align: center;">IV</p>	<p>Memory Management:</p> <p>Physical and Virtual Address Space; Memory Allocation Strategies– Fixed and -Variable Partitions, Paging, Segmentation, Virtual Memory</p>	<p>PQ,PT,P8,P7</p>	<p>P6,PT</p>
<p style="text-align: center;">V</p>	<p>File and I/O Management, OS security :</p> <p>Directory Structure, File Operations, File Allocation Methods, Device Management, Pipes, Buffer, Shared Memory, Security Policy Mechanism, Protection, Authentication and Internal Access Authorization</p> <p>Introduction to Android Operating System:</p> <p>Android Development Framework, Android Application Architecture, Android Process Management and File System, Small Application Development using Android Development Framework.</p>	<p>P1,P2,P5,P6</p>	<p>PQ, PT</p>

Course:B.SC	Year:III	Semester:V			
Subject	6A.WebInterfaceDesigning Technologies				
Units	<ol style="list-style-type: none"> 1. HTML 2. HTMLforms 3. HTMLAPI'S 4. CSS 5. Client side Validation 6. Word press 7. Working with themes 				
Duration	60hours				
LearningObjectives	<ol style="list-style-type: none"> 1. Createabasic website with thehelpof HTMLand CSS. 2. Acquirethe skill of installingword press and variousplugins ofWordpress. 3. Createastatic website with thehelpofWordpress. 4. Createaninterfacefor adynamicwebsite. 5. Applyvarious themesfortheirwebsites usingWordpress. 				
Units	U1	U2	U3	U4	U5
HoursSplit:Total: 60	12	14	12	10	12
Internal valuation:40marks	8	8	8	8	8

Resource Material:	<p>Study Material (Handouts): http://www.w3schools.com</p> <p>Reference Books:</p> <ol style="list-style-type: none"> 1. Chris Bates, Web Programming Building Internet Applications, Second Edition, Wiley (2007) 2. Paul S. Wang, Sanda S. Katila, An Introduction to Web Design plus Programming, Thomson (2007). 3. Head First HTML and CSS, Elisabeth Robson, Eric Freeman, O'Reilly Media Inc. <p>YouTube Links: https://youtu.be/wXUhtZpF_HQ</p> <p>Power Point Presentations: https://slideplayer.com/slide/3121381/</p> <p>Question Bank: https://youtu.be/Iar_cR3zT8g</p>
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UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	<p>HTML: Introduction to web designing, difference between web applications and desktop applications, introduction to HTML, HTML structure, elements, attributes, headings, paragraphs, styles, colours, HTML formatting, Quotations, Comments, images, tables, lists, blocks and classes, HTML CSS, HTML frames, file paths, layout, symbols, HTML responsive.</p>	P1, P2, P3	PQ, P6, PT
II	<p>HTML forms: HTML form elements, input types, input attributes, HTML5, HTML graphics, HTML media – video, audio, plug-ins, YouTube.</p> <p>HTML APIs: Geolocation, Drag/drop, local storage, HTML5 SSE.</p> <p>CSS: CSS home, introduction, syntax, colours, background, borders, margins, padding, height/width, text, fonts, icons, tables, lists, position, overflow, float, CSS combinators, pseudo class, pseudo elements, opacity, tool tips, image gallery, CSS forms, CSS counters, CSS responsive.</p>	P1, P2, P3, P5	P6, PT

<p style="text-align: center;">III</p>	<p>Client side Validation: Introduction to JavaScript - What is DHTML, JavaScript, basics, variables, string manipulations, mathematical functions, statements, operators, arrays, functions. Objects in JavaScript- Data and objects in JavaScript, regular expressions, exception handling. DHTML with JavaScript- Data validation, opening a new window, messages and confirmations, the status bar, different frames, rollover buttons, moving images.</p>	<p style="text-align: center;">P1,P2,P3,P5</p>	<p style="text-align: center;">PQ,PT</p>
<p style="text-align: center;">IV</p>	<p>Word press: Introduction to word press, servers like wamp, bitnami e.tc, installing and configuring word press, understanding admin panel, working with posts and pages, using editor, text formatting with shortcuts, working with media-Adding, editing, deleting media elements, working with widgets, menus.</p>	<p style="text-align: center;">P1,P2,P4</p>	<p style="text-align: center;">PQ,P6,PT</p>
<p style="text-align: center;">V</p>	<p>Working with themes-parent and child themes, using featured images, configuring settings,user and user roles and profiles, adding external links, extending word press with plugins.Customizing the site,changing the appearance of site using css , protecting word press website from hackers.</p>	<p style="text-align: center;">PQ,P6,PT,P8</p>	<p style="text-align: center;">PQ,PT</p>

Course:B.SC	Year:III	Semester:V			
Subject	7A.WebApplications DevelopmentusingPHP&MYSQL				
Units	<ol style="list-style-type: none"> 1. The Building blocks of PHP 2. Working with Arrays 3. Working with Forms 4. Working with Files and Directories Working with Images 5. Interacting with MySQL using PHP 				
Duration	60hours				
LearningObjectives	<ol style="list-style-type: none"> 1. Writesimpleprograms inPHP. 2. Understand how to use regular expressions, handle exceptions, and validate data usingPHP. 3. ApplyIn-Builtfunctions andCreate Userdefined functionsinPHPprogramming. 4. WritePHPscriptsto handleHTMLforms. 5. WriteprogramstocreatedynamicandinteractivewebbasedapplicationsusingPHPand MYSQL. 6. KnowhowtousePHPwithaMySQLdatabaseandcanwritedatabasedrivenwebpages. 				
Units	U1	U2	U3	U4	U5
HoursSplit:Total: 60	14	12	10	14	10
Internal valuation:40marks	8	8	8	8	8

Study Material (Handouts):

<http://www.w3schools.com/PHP>

Reference Books:

1. Julie C. Meloni, SAMSTeachyourselfPHPMySQLandApache, Pearson Education (2007).
2. Steven Holzner, PHP: The Complete Reference, McGraw-Hill
3. Robin Nixon, Learning PHP, MySQL, JavaScript, CSS & HTML5, Third Edition O'Reilly, 2014
4. Xue Bai Michael Ekedahl, The web warrior guide to Web Programming, Thomson (2006).
5. Web resources:
 - e. <http://www.codecademy.com/tracks/php>
 - f. <http://www.w3schools.com/PHP>
 - g. <http://www.tutorialpoint.com>
6. Other web sources suggested by the teacher concerned and the college librarian including reading material.

Resource Material:**YouTube Links:**

<https://www.youtube.com/live/s-iza7kAXME?feature=share>

Power Point Presentations:

https://www.slideshare.net/karmaeshop_prism/php-mysql-ppt

Question Bank:

<https://simpletocompute.files.wordpress.com/2021/07/php-important-questions.pdf>

UNIT	DESCRIPTION	PEDAGOGY	INTERNAL EVALUATION
I	The Building blocks of PHP: Variables, Data Types, Operators and Expressions, Constants.Flow Control Functions in PHP: Switching Flow, Loops, Code Blocks and Browser Output.Working with Functions: What is function?, Calling functions, Defining Functions, Returningthe values from User-Defined Functions, Variable Scope, Saving state between Function callswiththestatic statement, moreabout arguments.	P1,P2,P3	PQ,P6,PT
II	Working with Arrays: What are Arrays? Creating Arrays, Some Array-Related Functions.Working with Objects: Creating Objects, Object Instance Working with Strings, Dates andTime: Formatting strings with PHP, Investigating Strings with PHP, Manipulating StringswithPHP, UsingDate and TimeFunctions in PHP.	P1,P2,P3,P5	P6,PT
III	Working with Forms: Creating Forms, Accessing Form Input with User defined Arrays,Combining HTML andPHP code on a single Page, Using Hidden Fields to save state,Redirecting the user, Sending Mail on Form Submission, and Working with File Uploads.Working with Cookies and User Sessions: Introducing Cookies, Setting a Cookie with PHP,Session Function Overview, Starting a Session, Working with session variables, passingsessionIDsintheQueryString,DestroyingSessionsandUnsetting Variables,UsingSessionsin an Environment with Registered Users.	P1,P2,P3,P5	PQ,PT
IV	Working with Files and Directories: Including Files with include(), Validating Files, Creatingand Deleting Files, Opening a File for Writing, Reading or Appending, Reading from Files,Writing or Appending to a File, Working with Directories, Open Pipes to and from ProcessUsingpopen(),RunningCommandswithexec(),RunningComma ndswithsystem()orpassthru(). Working with Images: Understanding the Image-Creation Process, Necessary Modificationsto PHP, Drawing a New Image, Getting Fancy with Pie Charts, Modifying Existing Images,ImageCreation from UserInput.	P1,P2,P4	PQ,P6,PT
V	Interacting with MySQL using PHP: MySQL Versus MySQLi Functions, Connecting toMySQL with PHP, Working with MySQL Data. Creating an Online Address Book: PlanningandCreatingDatabaseTables,CreatingMenu,CreatingRecord AdditionMechanism,ViewingRecords,CreatingtheRecordDeletionMe chanism,AddingSub-entitiestoaRecord	PQ,P6,PT,P8	PQ,PT