

NAAC Re-accredited with Grade 'A'

Dr. Babasaheb Ambedkar Marathwada University

Aurangabad-431004



**REVISED SYLLABUS OF
B.Sc. (Computer Science)
III Year
Three Year Degree Course**

(With Effective From: 2016-17)



हे ज्ञानिची पवित्रता | ज्ञानीचि आथि ||

Dr. Babasaheb Ambedkar Marathwada University
Aurangabad-431004.

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Curriculum Structure and Scheme of Evaluation: B.Sc. (C.S.)

Sr. No.	Paper Number	Name of the Paper Titles	Scheme of Teaching	Scheme of Evaluation(Marks)		
			Theory / Practical (Lect./week)	Theory / Practical (Marks)	Exam Duration (in hrs.)	Total Mark
V Semester						
1	CS501-T	Software Cost Estimation	3	50	2	50
2	CS502-T	Basic of Android O. S.	3	50	2	50
3	CS503-T	Core Java-II	3	50	2	50
4	CS504-T	Basic of Computer Graphics	3	50	2	50
5*	CS505-T	Beginners Prog. with PHP	3	50	2	50
6*	CS506-T	Basic of ASP.Net	3	50	2	50
7 [#]	CS507-T	Data Mining	3	50	2	50
8 [#]	CS508-T	Advanced Networking	3	50	2	50
9	CS509-P	Pr. Based on Adv. Java	4	100	2	100
10		Pr. Based on Comp. Graphics	4		2	
11	CS510-P	Pr. Based on Android O.S.	4	100	2	100
12		Pr. Based on PHP/ASP.Net	4		2	
VI Semester						
1	CS601-T	Software Quality & Testing	3	50	2	50
2	CS602-T	Android Application Development	3	50	2	50
3	CS603-T	Theory of Computation	3	50	2	50
4	CS604-T	Advanced Computer Graphics	3	50	2	50
5*	CS605-T	Advanced Prog. With PHP	3	50	2	50
6*	CS606-T	Programming Language: C#	3	50	2	50
7 [#]	CS607-T	e-Commerce	3	50	2	50
8 [#]	CS608-T	Ethics and Cyber Law	3	50	2	50
9	CS609-P	Pr. Based on Android Develop.	4	100	2	100
10		Pr. Based on PHP / C#	4		2	
11	CS610-P	Major Project	8	100	4	100
12						

*** and #: Any one paper is to be opted from the group**

PATTERN OF QUESTION PAPERS

- Note : 1) All questions carry equal marks.
2) All questions are compulsory.

Q. No.	Format	Marks
1.	Multiple Choice/Fill in the blank/Match the pair/ one line answer. 1) 2) • • 10)	1 x 10 = 10
2.	a) b) OR a)	5 * 2 =10 10
3.	a) b) OR a)	5 * 2 =10 10
4.	a) b) OR a)	5 * 2 =10 10
5.	Write Short Notes On: (Any Two) a) b) c) d)	5 * 2 =10
	Total	50

* Not More than 3 bits should be asked in each question of 10 Marks.

(Only for Paper Setter)

B.Sc.(Computer Science)

Semester -V

Course: B.Sc.(C.S.) – V Seme

Paper Code: CS-501

Software Cost Estimation

Unit- I

Introduction

Observation on Estimation, Planning process, Software Scope and Feasibility, Types of Resources, Project estimation.

Unit-II

Decomposition Techniques

Software sizing, Problem-Based Estimation, LOC-Based Estimation with example, FP- Based Estimation with example, Process-Based Estimation with example, Designing Use Cases, Use Cases- Based Estimation with example, Estimate Reconciliation.

Unit-III

Empirical Estimation Models

Structure of Estimation Model, COCOMO Models, Software Equation, Estimation for Object-Oriented Projects, Estimation for Agile Development, Estimation for Web Projects, Creating a Decision Tree, Outsourcing.

Reference Books:

1. Software Engineering a Practitioner's Approach By Roger S. Pressman (Seventh Edition) McGraw Hill
2. An Integrated Approach to Software Engineering, Pankaj Jalote, Narosa.

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-502****Basic of Android Operating System****Unit – I** **Environment Setup:** Setup Java Development Kit (JDK), Android SDK,

Eclipse IDE, Android Development Tools (ADT) Plugin, Create Android Virtual Device, Architecture: Linux kernel, Libraries, Android Runtime, Application Framework.

Application Components

Application Components Activities, Services, Broadcast Receivers, Content

Providers, Additional Components, Create Android Application, Anatomy of Android Application, The Main Activity File, The Manifest File, The Strings File, The R File, The Layout File, Running the Application.

Unit-II**Resources Organizing & Accessing:** Alternative Resources, Accessing

Resources

Intents and Filters: Intent Objects, Action, Android Intent Standard Actions, Data, Category, Extras, Flags, Component Name, Types of Intents: Explicit Intents, Implicit Intents.**UI Layouts**

Android Layout Types, Relative Layout Attributes, Grid View Attributes, Sub-Activity, Layout Attributes, View Identification, UI Controls, Android

UI Controls, TextView Attributes, AutoComplete Text View Attributes, Button Attributes, ImageButton Attributes, CheckBox Attributes, ToggleButton Attributes, RadioButton Attributes, RadioGroup Attributes.

Unit-III**Event Handling:**

Event Listeners & Event Handlers, Event Listeners Registration, Styles and Themes, Defining Styles, Using Styles, Style Inheritance, Android Themes, Default Styles & Themes, Custom Components, Creating a Simple Custom Components.

Books & References:

- 1) Android Tutorial, Simply Easy Learning by tutorialspoint.com.
Link:http://www.tutorialspoint.com/android/android_tutorial.pdf
- 2) Professional Android 4 Application Development :Retomeier, Wrox publication.
- 3) Android Apps for Absolute beginners : Wallace Jadson, Apress.
- 4) The Complete Android Guide: Kevin Purdy
- 5) Javapoint Tutorial : <http://www.javapoint.com/android-tutorial>

Course: B.Sc. (C.S.) – V Seme**Paper Code: CS-503****Core Java-II****Unit – I**

Input/Output Stream: File, Directories, FilenameFilter, Byte stream, Character stream, InputStream ,OutputStream ,Working with Reader classes, InputStreamReader, BufferedReader , FileInputStream , FileOutputStream, Writer classes

Utilities: Simple Type Wrapper: Number, Character, Boolean,

Enumerations: Dictionary and StringTokenizer, Date,Math :Tramsendentals, Exponential, Rounding function,

Unit -II

Applets : Introduction to Applet , Types of Applet, Applet vs Application , Applet class, advantages of Applet , Applet Lifecycle, My First Applet, Applet tag, Passing Parameters to Applet .

Graphics:Basic Shapes: drawLine, drawArc, fillArc, drawPolygon, fillPolygon, Color & Color Methods, Fonts.

Unit III

Java Database Connectivity (JDBC): Design of JDBC, JDBC configuration, Executing SQL statement, QueryExecution, Scrollable and updatable resultsets, row sets, metadata, Transaction Processing.

Networking: InetAddress, Datagrams, Socket for client and Server, URL, URL Connection.

Reference Books:

1. Java Complete Reference, Herbert Schildt, Seventh Edition, Tata McGraw Hill.
2. Java Handbook, Herbert Schildt, Tata McGraw Hill.
3. Java EE 6 for Beginners, Sharanam Shah, Vaishali Shah, Shroff Publishers and Distributors
4. Advanced Java™ 2 Platform How to Program by H. M. Deitel , P. J. Deitel,S. E. Santry
Prentice Hall publication.

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-504****Basic of Computer Graphics****Unit-I****Basics Concept in Computer Graphics**

Introduction to Computer Graphics, Application of Computer Graphics, Classification of Computer Graphics, Types of Graphics Devices, Video Display Devices, Input Devices, Display File and its Structure, Display file Interpreter, Display Processor, Graphics file Format.

Graphics in C:

Introduction to graphics in C : initgraph(), detectgraph() and closegraph() function, Drawing object in C , Line, Circle, Rectangle, Ellipse, Changing foreground & background colors, Filling object by color function.,drawpoly, fillpoly, floodfill, getcolor, settext, outtext,style,fonts,coloring.

Unit-II**2-D Transformation**

Translation, Rotation, Scaling, Homogenous Coordinates for Translation, Homogenous Coordinates for Rotation, Homogenous Coordinates for Scaling, Composogation from 2D Transformation, Other Transformation Reflection, Shear, and Inverse Transformation.

Unit-III**Line, Circle and Character Generation**

Basics concept in line Drawing, Line Drawing Algorithm, Digital Differential Analyzer, Bresenham's Line Algorithm, Antialiasing of Lines, Method of Antialiasing, Increasing Resolution, Unweighted Area Sampling, Pixel Phasing, Representation of Circle ,Polynomial Method, Trigonometric Method, Circle Drawing Algorithm, DDA Circle Drawing Algorithm, Bresenham's Circle Drawing Algorithm, Character Generation, Stroke Method, Starbust Method, Bitmap Method.

Text Books:

1. Procedural Elements for Computer Graphics: D.F.Rogers
2. Mathematical Elements for Computer Graphics: D.F.Rogersand J.A.Adams
3. Computer Graphics : A.P.Godse, (IIIrd Edition) ,Technical Publication

Reference Books:

1. Computer Graphics by M. Pauline Baker, Donald Hearn, (2ndEdition) PHI Publication
2. Principles of Interactive Computer Graphics By. William. M. Newman. (IInd Edition) Mc.Graw Hill Publication.
3. Computer Graphics by V.K. Pachghare, (II nd Edition), Laxmi Publication

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-505****Beginners Programming with PHP**

- Unit-1:** Introduction to PHP: What is PHP? Why PHP? Evolution of PHP.
Installation: PHP on windows and Linux, Configuring: Apache & PHP,
Running & Testing PHP Script, Combining PHP with HTML.
PHP Language Basics: Building blocks of PHP: Variables, Data Types,
Operators and Expressions and Constant.
Decision within PHP: *if* , *if.. else*, *if.. elseif .. else*, *switch*, Ternary
Operator
- Unit – 2:** Looping within PHP: *while*, *do...while*, *for*, *Break* & *Continue*
statement Functions in PHP: What is function, why functions, Calling
function, Returning Value from function, Recursive function.
Arrays in PHP: What & Why Array, Creating Array, Associative Array,
Multidimensional Arrays, Accessing Array, Manipulating Arrays,
Sorting Arrays, Merging Arrays,
- Unit -3:** Objects in PHP: What is Class & Object, Creating a Class & Object,
Object properties, object methods, Overloading, inheritance,
Constructor and Destructor. String in PHP: Creating and Accessing
String, formatting String, Searching String, Manipulating String.
Date and Time: Understanding TimeStamp, Getting Date and time,
Extracting values of date-time, Formatting date-time.

Reference Books:

- 1) **Beginning PHP 5.3** , Author: Matt Doyle, Wiley Publishing, Inc.
- 2) **SAMS Teach yourself PHP in 24 hours**, Author: Matt Zandstra, Sams
Publishing.
- 3) **“PHP, MySQL and Apache All in One”** , Author: Juliea C. Meloni, SAMS series

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-506****Core Java-II****Unit – I**

Stream: Byte stream, Character stream, InputStream ,OutputStream, Working with Reader classes , InputStreamReader, BufferedReader , FileInputStream , FileOutputStream, Writer classes

Applets : Introduction to Applet , Types of Applet, Applet vs Application , Applet class, advantages of Applet , Applet Lifecycle, My First Applet, Applet tag, Passing Parameters to Applet

Unit – II

Swing: Introduction to JFC (Java Foundation Classes) , Swing ,Swing Features ,JComponent , JApplet , JFrame , JPanel , JButtons, Jcheckboxes and JRadiobuttons ,JTextField ,JMenu, JMenuBar, JMenuItem , JOptionPane

Java Database Connectivity (JDBC): Design of JDBC, JDBC configuration, ExecutingSQL statement, QueryExecution, Scrollable and updatable resultsets, row sets, metadata, Transaction Processing

Unit – III

Servlets: Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, HandlingHTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with HttpSession

JavaServer Pages (JSP): Introduction, JavaServer Pages Overview,First JavaServer Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries

Reference Books:

1. Java Complete Reference, Herbert Schildt, Seventh Edition, Tata McGraw Hill.
2. Java EE 6 for Beginners, Sharanam Shah, Vaishali Shah, Shroff Publishers and Distributors
3. Advanced Java™ 2 Platform How to Program by H. M. Deitel , P. J. Deitel,S. E. Santry
Prentice Hall publication.

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-507****Data Mining****Unit -1****Data Mining Introduction:**

What is Data Mining?, Definition, DBMS Vs Data Mining, DM Techniques, Issues and Challenges in DM, DM Application Areas, DM Applications-Case Studies, Current Trends Affecting DM, Basic Data Mining Task.

Unit – 2**Association Rule:**

What is an Association rule?, Method to discover Association Rule, A Priori Algorithm, Partition Algorithm.

Clustering Techniques: Clustering Paradigm, Partitioning Algorithm, Similarity and Distance Measure, Hierarchical Algorithm.

Unit – 3

Decision Tree: What is a decision tree? Tree Construction Principle, Best Split, Splitting indices, Splitting Criteria

Web Mining: Introduction, Web Content Mining, Web Structure Mining, Web Usage Mining.

Reference:

1. **Data Mining Techniques** : Arun K. Pujari ,
2. **Data Mining: Introductory and Advanced Topics:** M.H.Dunham
Pearson Education.
3. **Data Mining: Concepts & Techniques**, Morgan Kaufman. 2006

Course: B.Sc.(C.S.) – V Seme**Paper Code: CS-508****Advanced Networking****Unit I**

The OSI reference model: concept of layers, protocols, interfaces and services, TCP/IP model.

Data Link Layer: Error correction & detection, Types of errors, Detection VS Correction, Block Coding, Linear Block codes(single parity check, hamming codes), Cyclic codes, CRC Encoder & Decoder, CRC Polynomial, Checksum.

Data Link Control & Protocols: Framing, Flow & Error Control, Simplest, Stop-N-Wait, Stop-N-Wait ARQ, Go Back N ARQ, Selective Repeat ARQ, Piggybacking. HDLC

Unit II

Network Layer: Logical addressing, IPv4 Addresses, Classful & Classless addresses, NAT, IPv6 Addressing,

Network layer protocol: Internetworking, IPv4, IPv4 protocol packet format, IPv6 Protocol & Packet format, IPv4 VS IPv6, Transition from IPv4 to IPv6, Address

Resolution protocols: (ARP, RARP), BOOTP, DHCP, Routing Protocols - Delivery, forwarding, routing, types of routing, routing tables, Unicast Routing, Unicast Routing protocols, RIP, Concepts of OSPF, BGP & Multicast Routing

Unit III

Transport Layer: Process to process delivery, UDP, TCP.

Congestion Control & Quality of Service: Data traffic, Congestion, Congestion Control (Open Loop, Closed Loop & Congestion control in TCP), QoS and Flow Characteristics.

Application Layer: DNS, Remote Logging(Telnet), SMTP, FTP, WWW, HTTP

Reference:

- 1) Data Communication & Networking (Forouzan) , Tata McGraw-Hill Education

Additional Reference:

- 1) Computer Networks and Internets - Douglas Comer, Prentice Hall
- 2) Computer Networks - Andrew Tanenbaum, Prentice Hall

Course: B.Sc.(C.S.)

Semester : V

Topic: Pr. Based on Adv. Java

Paper No.: CS509P (A)

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

Course: B.Sc.(C.S.)

Semester : V

**Topic: Pr. Based on Computer Graphics
CS509P (B)**

Paper No.:

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

Course: B.Sc.(C.S.)

Semester : V

Topic: Pr. Based on Android O.S.

Paper No.: CS510P (A)

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

Course: B.Sc.(C.S.)

Semester : V

Topic: Pr. Based on PHP/ASP.Net

Paper No.: CS510P (B)

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

B.Sc.(Computer Science)

Semester -VI

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-601****Software Quality and Testing****Unit-I****Quality Concepts**

Software and Quality, Garvin's Quality Dimensions, McCall's Quality Factors, ISO 9126 Quality Factors, Risk, Quality and Security, SE Methods, Project Management Techniques, Quality Control and Assurance

Quality Assurance

Elements of Software Quality Assurance, SQA Task Goals and Matrices, Formal Approach to SQA, Six Sigma for SE, ISO 9000 Quality Standards, SQA Plan.

Unit-II**Software Testing Strategies**

Verification and Validation, Picture of Software Testing Strategies, Criteria for complication of testing, Strategies issue, Strategies for Conventional Software and Web Apps, Validation Testing, System Testing, Debugging.

Unit-III**Testing Conventional Applications**

Testing Fundamentals, Internal and External view, White-Box Testing, Basic Path Testing, Control Structure Testing, Black-Box Testing, Testing Client-Server Architecture.

Testing Web Applications

Dimensions of Quality, Errors within a Web App, Testing Strategy and planning, Testing process, Content Testing, Database Testing, User Interface Testing, Navigation Testing, Configuration Testing, Load Testing, Stress Testing.

Reference Books:

1. Software Engineering a Practitioner's Approach By Roger S. Pressman (Seventh Edition) McGraw Hill.
2. An Integrated Approach to Software Engineering, Pankaj Jalote, Narosa.

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-602****Android Application Development****Unit I: Android SDK Features**

Access to Hardware including Camera, GPS, and Accelerometer, Native Google Maps, Geocoding, and Location-Based Services, Background Services, SQLite Database for Data Storage and Retrieval, Shared Data and Interapplication Communication, P2P Services with Google Talk, Extensive Media Support and 2D/3D Graphics, Optimized Memory and Process Management, The Dalvik Virtual Machine, Advanced Android Libraries.

Android Development Tools

Types of Android Applications, Hardware-Imposed Design Considerations, Users, Environment, The Android Emulator, Dalvik Debug Monitor Service (DDMS), The Android Debug Bridge (ADB).

Unit II: Applications and Activities:

Application Manifest, Manifest Editor, Android Application Life Cycle, Understanding Application Priority and Process States, Externalizing Resources, Fundamental Android

UI Design: The Android Widget Toolbox, Layouts, Compound Controls, Custom

Widgets and Controls, Android Menu System, Activity Menu, Intents, Broadcast Receivers, Adapters, and the Internet: Intents to Launch Activities, Intent Filters to Service Implicit Intents, Intent Filters for Plug-ins and Extensibility, Intents to Broadcast Events, Android-Supplied Adapters, Internet Resource.

Data Storage, Retrieval, and Sharing

Creating and Saving Preferences, Retrieving Shared Preferences, Saving the Activity State, File Management Tools, Databases in Android: SQLite, Cursors and Content Values, Content Providers.

Maps, Geocoding, and Location-Based Services: Location Providers, Geocoder, Map-Based Activities.

Unit III: Advanced Development in Android:

Controlling Services, Threads, Customizing Toasts, Toasts in Worker Threads, Notification Manager, Triggering Notifications. Peer-to-Peer Communication: Android Instant Messaging, Sending & Listening SMS.

Accessing Android Hardware: Media APIs, Controlling Camera Settings, Sensor Manager, Accelerometer and Compass, Android Telephony, Bluetooth, Managing Network and Wi-Fi Connections. Advanced Android Development: Paranoid Android, AIDL to Support IPC for Services, Internet Services, Rich User Interfaces.

Books & References:

- 1) Android Tutorial, Simply Easy Learning by tutorialspoint.com.
Link:http://www.tutorialspoint.com/android/android_tutorial.pdf
- 2) Professional Android 4 Application Development :Retomeier, Wrox publication.
- 3) Android Apps for Absolute beginners : Wallace Jadson, Apress.
- 4) The Complete Android Guide: Kevin Purdy

Javapoint Tutorial : <http://www.javapoint.com/android-tutorial>

**Course: B.Sc.(C.S.) – VI Seme
603**

Paper Code: CS-

Theory of Computation

Unit-I

Introduction: Sets, relations, functions, graphs, trees, mathematical induction.

Regular expressions: FA and regular expression, pumping lemma for regular sets, applications of pumping lemma, closure properties of regular sets, regular sets and grammar, types of grammar (type 0, type 1, type 2, type 3)

Unit-II

Finite automata: definition, transition systems, acceptability of strings, NFA, DFA, equivalence of DFA and NFA, mela moore model, minimization of automaton, Applications.

Unit-III

Formal Languages, Chomsky classification of languages, languages, their relation and automaton.

Reference Books

1. J E Hopcroft, R Motwani and J D Ullman, Introduction to Automata theory, Languages and Computation, Pearson Education Asia, 2003.
2. Daniel A Cohen, Introduction to Computer Theory, Hardcover (1990) by. John Wiley & Sons
3. K. L P Mishra, N Chandrashekharan, Theory of Computer Science, PHI 2001
4. Martin John C, Introduction to Language and Theory of computations (TMH) 2004

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-604****Advanced Computer Graphics****Unit-I****3-D Transformation**

Translation, Scaling, Rotation, Shearing, Reflection, Multiple Transformation Projection, Perspective Projection, Parallel Projection, Types of Parallel & Perspective Projection, Vanishing Points. Diffuse Illumination, Specular Reflection.

Unit-II**Curves and Fractals**

Curve Generation, Representation of Parametric & Non-Parametric Curves, Spline Representation Parametric Representation of Circle & Ellipse, Bezier curves, B-Spline curves Fractals, classification of fractals, Topological Dimension, fractal Dimension, Hilbert's curves, Koch curve.

Unit-III**Colour Model and Animation**

Properties of Light, CIE Chromaticity Diagram, Colour Primary Systems, Color Matching Experiments, Colour Models: RGB, CMY and HSV. Introduction of Animation, Animation Using Colour Table, Animation of Wireframe Models.

Text Books:

1. Procedural Elements for Computer Graphics: D.F.Rogers
2. Mathematical Elements for Computer Graphics: D.F.Rogers and J.A.Adams
3. Computer Graphics by M. Pauline Baker, Donald Hearn, (2nd Edition) PHI Publication

Reference Books:

1. Computer Graphics: A.P.Godse, (IIIrd Edition), Technical Publication
2. Principles of Interactive Computer Graphics By. William. M. Newman. (IInd Edition) Mc.Graw Hill Publication.
3. Computer Graphics by V.K. Pachghare, (II nd Edition), Laxmi Publication

Course: B.Sc.(C.S.) – VI Seme

Paper Code: CS-605

Advanced Programming with PHP

Unit-I: Handling HTML Forms in PHP: Creating HTML Form, Capture Data Sent,

Handling: Empty form data, Multi-Value fields, Validating Form Data, Difference between GET and POST, Global and Environment Variables, Generating Web-form in PHP, Create Multi-step Form, Hidden fields, Redirecting the user.

Unit – II: Cookies and user sessions in PHP: State and Stateless Webpage,
Deleting a

cookies, Creating Session Cookies,

QueryString: Working with QueryString, Creating QueryString.

Session: Using PHP Session to Store Data: Creating a Session, Reading & Writing Session Data, Destroying a Session, Create a User Login System.

Unit – III: Introducing Database and SQL: Basics of MySQL, Connecting to the Database Server, Creating Database, Creating Table.

Retrieving data: Limit the number of results returned, Order and group results, Query multiple tables at once, Use various MySQL functions and other features to build more flexible queries

Manipulating data from SQL with PHP: Inserting new records into tables using INSERT statements, changing field values within records with UPDATE statements, deleting records using DELETE statements.

Reference Books:

- 1) **Beginning PHP 5.3** , Author: Matt Doyle, Wiley Publishing, Inc.
- 2) **SAMS Teach yourself PHP in 24 hours**, Author: Matt Zandstra, Sams Publishing.
- 3) **“PHP, MySQL and Apache All in One”** , Author: Juliea C. Meloni, SAMS series

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-606****Programming Language: C Sharp****UNIT I :**

Introduction : Basic Concepts, Features, Common Language Specification

C# Types: Simple type, Struct type, Object type Class type, Interfaces, String type, Arrays , Boxing & unboxing Conversions , Implicits , Explicits , Standard & User Defined Conversions.

UNIT II :

Control Statements : Selection Statements – if , Switch, Iteration Statements – For, For-Each, While , Do statements.

Classes & Methods : Constructors & Destructors ,Methods-Parameters, Overriding, Hiding class properties , Indexes , Modifiers, Class member Access, Multi cast delegates

Inheritance & Polymorphism : Inheritance- Basic class & Derived Class , Polymorphism , Base class with Virtual method, Derived class with override methods

UNIT III :

Interfaces: Base, body , members , methods , properties , events, indexes, mapping, implementation

Exception Handling : Checked & Unchecked statements, compiler settings for overflow checking , Programmatic overflow checking , Exception handling statements – try & catch , try & finally , try- catch- finally , throwing exception & rethrowing exception

Reference Books :

1. C# : A Beginners Guide – Childt , Herbert (Tata Mcgraw Hill , New Delhi)
2. C# The basics , Vijay Mukhi (BPB Publications)
3. C# Programming (Wrox Publications)
4. C# Programming Black Book – Matt Telles (DreamTech Publications)

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-607****E-Commerce****Unit-I**

Introduction, IT and business, E-commerce: Concepts Electronic Communication, PCs and Networking, E-mail, Internet and intranets. EDI to E-commerce, EDI, UN/EDIFACT

Unit-II

Concerns for E-commerce Growth, Internet bandwidth, Technical issues, Security issues. India E-commerce Readiness, Legal issues, Getting started.

Security Technologies: Encryption, Symmetric key Encryption, Public key encryption, Public key encryption using digital Signatures. Hashing techniques, Certification and key Distribution, Cryptographic.

Unit-III

The elements of E-commerce. SSL-Secure Socket Layer, SET-Secure Electronic Transaction Protocol for Credit card payment, E-Cash, E-check, Smart cards.

Electronic Payment System: Digital Cash, Digital Wallets, Digital checking payment systems, Electronic Billing, Wireless payment systems.

Software Package: PGP e-mail encryption software

Textbook:

1. E-Commerce: The Cutting Edge of Business, Kamlesh K. Bajaj & Debjani Nag, Tata McGraw Hill.
2. E- Commerce Strategy , Technologies and Applications, David Whiteley, McGraw Hill Edition

Reference Books:

1. E- Security, Electronic Authentication and Information Systems Security Sundeep Oberoi, TMG
2. E-Commerce Concepts, Models , Strategies by - G.S.V Murthy
3. E-Commerce- Kenneth C.Laudon and Carol Guercio Traver
4. Internet marketing and E-commerce-Ward Hanson and Kirthi Kalyanam

Course: B.Sc.(C.S.) – VI Seme**Paper Code: CS-608****Ehtics & Cyber Law****Unit-I**

Basic Concepts of Technology and Law, Understanding the Technology of Internet, Scope of Cyber Laws, Cyber Jurisprudence. Law of Digital Contracts The Essence of Digital Contracts.

Unit-II

The System of Digital Signatures. The Role and Function of Certifying Authorities. The Science of Cryptography, E-Governance, Cyber Crimes and Cyber Laws. Introduction to Intellectual Property.

Unit-IIIInformation Technology Act 2000 Cyber Law

Issues in E-Business Management. Major issues in Cyber Evidence Management, Cyber Law Compliancy Audit, The Ethics of Computer Security. Relevant Rules Notifications, Information Technology (Amendment) Act, 2008.

Text books:

1. Godbole, "Information Systems Security", Willey
2. Merkov, Breithaupt, "Information Security", Pearson Education
3. Yadav, "Foundations of Information Technology", New Age, Delhi
4. Schou, Shoemaker, "Information Assurance for the Enterprise", Tata McGraw Hill
5. Sood, "Cyber Laws Simplified", Mc Graw Hill
6. Furnell, "Computer Insecurity", Springer

Course: B.Sc.(C.S.)**Semester : VI****Topic: Pr. Based on Android Development****Paper No.: CS609 P (A)**

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

Course: B.Sc.(C.S.)**Semester : VI****Topic: Pr. Based on PHP/C#****Paper No.: CS609 P (B)**

Minimum 10 Practicals to be performed as per the guidelines of teaching Faculty depending upon all theory units of concerned subject.

Course: B.Sc.(C.S.)**Semester : VI****Topic: Major Project****Paper No.: CS610****Note:**

- 1) It is expected that concerned Faculty is to introduce and make the students aware about the Project Development Environment as well as distribute all the students in group with minimum 2 and maximum 4 student's strength.

Minimum contents of Project Report

1. Introduction
2. Problem definition.
3. System Requirement Specification
 - 3.1. User Interview
 - 3.2. Current System flow diagram
 - 3.3. Proposed System.
4. E-R Diagram
5. DFD
6. Sample Screens
7. Conclusion

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