



Department of Information Technology  
Bachelor of Computer Application (Honours)

Semester IV							
Sl. No.	Category	Course Code	Course Name	L	T	P	Credits
<b>Theory + Practical</b>							
1	CC8	BCAC401 BCAC491	Database Management System	4	0	4	6
2	CC9	BCAC402 BCAC492	Software Engineering	4	0	4	6
3	CC10	BCAC403 BCAC493	Design and Analysis of Algorithms	4	0	4	6
4	GE-4	BCAG401	A. Digital Marketing B. Entrepreneurship Theory and Practice C. Project Management D. E-Commerce System Development	5	1	0	6
<b>Practical</b>							
5	SEC-3	BCAS481	Minor Project and Entrepreneurship II	0	0	4	2
<b>Total Credit</b>							26



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Semester-4

<b>Name of the Course: BCA</b> <b>Subject: Database Management System</b>	
<b>Course Code: BCAC401 + BCAC491</b>	<b>Semester: 3rd</b>
<b>Duration: 48 Hours</b>	<b>Maximum Marks: 100 + 100</b>
<b>Teaching Scheme</b>	<b>Examination Scheme</b>
Theory: 4	End Semester Exam: 70
Tutorial: 0	Attendance : 5
Practical: 4	Continuous Assessment: 25
Credit: 4 + 2	Practical Sessional internal continuous evaluation: 40
	Practical Sessional external examination: 60
<b>Aim:</b>	
<b>Sl. No.</b>	
1	Familiarization with Database Management System.
2	Comprehensive knowledge of database models.
3	Ability to code database transactions using SQL.
<b>Objective:</b>	
<b>Sl. No.</b>	
1	To introduce the students to the database system.
2	To learn how to design a database by using different models.
3	To enable the students to understand the database handling during execution of the transactions.
4	To understand the handling of database by concurrent users.
5	To gain complete knowledge of SQL and PL/SQL.
<b>Pre-Requisite:</b>	
<b>Sl. No.</b>	
	<b>None</b>



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<b>Contents</b>			
<b>Chapter</b>	<b>Name of the Topic</b>	<b>Hours</b>	<b>Marks</b>
01	Introduction Concept & Overview of DBMS, Data Models, Database Languages, Database Administrator, Database Users, Data Abstraction, Three Schema architecture of DBMS.	6	5
02	E-R Model  Need for E-R Model, Various steps of database design, Mapping Constraints, E-R diagram, Subclass, Generalization, Specialization, Aggregation, Strong Entity-Weak Entity,	6	10
03	SQL  Concept of DDL, DML, DCL. Basic Structure, Set operations, Aggregate Functions, Null Values, Domain Constraints, Referential Integrity Constraints, assertions, views, Nested Subqueries, Stored procedures, cursors and triggers.	6	10
04	Relational Model and Relational Database Design  Concept of Relational Model, Design Issues, Keys, Closure set, Functional Dependency, Different anomalies in designing a Database., Normalization using functional dependencies, Decomposition, Boyce-Codd Normal Form, 3NF, Normalization using multivalued dependencies, 4NF, 5NF, Centralized and distributed database.	8	20
05	File Organization and Query Optimization  Concepts of File and Records, Fixed Length-Variable length Record, Query optimization.	6	10
06	Indexing Primary, secondary, clustering, Multilevel Indexes.	6	5
07	Transaction Management Transaction definition, properties, transaction state diagram, commit and rollback, Concurrency control, lock based protocols, two phase locking, Recovery management.	6	10
	<b>Sub Total:</b>	<b>44</b>	<b>70</b>
	<b>Internal Assessment Examination &amp; Preparation of Semester Examination</b>	<b>4</b>	<b>30</b>
	<b>Total:</b>	<b>48</b>	<b>100</b>



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**Practical**

**Course Code: BCAC491**

**Credit: 2**

**Skills to be developed:**

**List of Practical:**

- Basics of SQL and different types of queries that should cover major portion of DDL,DML structures.

**Assignments:**

Based on the curriculum as covered by the subject teacher.

**List of Books**

**Text Books:**

Name of Author	Title of the Book	Edition/ISSN/ISBN	Name of the Publisher
Henry F. Korth and Silberschatz Abraham	Database System Concepts		Mc.Graw Hill
Ramez Elmasri, Shamkant B.Navathe	Fundamentals of Database Systems		Addison Wesley

**Reference Books:**

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**List of equipment/apparatus for laboratory experiments:**

Sl. No.	
1.	Computer with Oracle/ any other DBMS package installed.

**End Semester Examination Scheme.**

**Maximum Marks-70.**

**Time allotted-3hrs.**

Group	Unit	Objective Questions (MCQ only with the correct answer)		Subjective Questions			
		No of question to be set	Total Marks	No of question to be set	To answer	Marks per question	Total Marks
A	1 to 7	10	10				
B	1 to 7			5	3	5	70
C	1 to 7			5	3	15	

- Only multiple choice type question (MCQ) with one correct answer are to be set in the objective part.
- Specific instruction to the students to maintain the order in answering objective questions should be given on top of the question paper.

**Examination Scheme for end semester examination:**

Group	Chapter	Marks of each question	Question to be set	Question to be answered
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<b>A</b>	<b>All</b>	<b>1</b>	<b>10</b>	<b>10</b>
<b>B</b>	<b>All</b>	<b>5</b>	<b>5</b>	<b>3</b>
<b>C</b>	<b>All</b>	<b>15</b>	<b>5</b>	<b>3</b>
<b>Examination Scheme for Practical Sessional examination:</b>				
<b>Practical Internal Sessional Continuous Evaluation</b>				
<b>Internal Examination:</b>				
Five No of Experiments				
<b>External Examination: Examiner-</b>				
Signed Lab Note Book(for five experiments)			<b>5*2=10</b>	
On Spot Experiment(one for each group consisting 5 students)			<b>10</b>	
	Viva voce		<b>5</b>	



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<b>Name of the Course: BCA</b>			
<b>Subject: Software Engineering</b>			
<b>Course Code: BCAC402 + BCAC492</b>		<b>Semester: 4th</b>	
<b>Duration: 48 Hours</b>		<b>Maximum Marks: 100 + 100</b>	
<b>Teaching Scheme</b>		<b>Examination Scheme</b>	
Theory: 4		End Semester Exam: 70	
Tutorial: 0		Attendance : 5	
Practical: 4		Continuous Assessment: 25	
Credit: 4 + 2		Practical Sessional internal continuous evaluation: 40	
		Practical Sessional external examination: 60	
<b>Aim:</b>			
<b>Sl. No.</b>			
1	Familiarization with the concept of software engineering and its relevance.		
2	Understanding of various methods or models for developing a software product.		
3	Ability to analyze existing system to gather requirements for proposed system.		
4	Gain skill to design and develop softwares.		
<b>Objective:</b>			
<b>Sl. No.</b>			
1	To introduce the students to a branch of study associated with the development of a software product.		
2	To gain basic knowledge about the pre-requisites for planning a software project.		
3	To learn how to design of software		
4	To enable the students to perform testing of a software.		
<b>Pre-Requisite:</b>			
<b>Sl. No.</b>			
1.	None		
<b>Contents</b>			
<b>Chapter</b>	<b>Name of the Topic</b>	<b>Hours</b>	<b>Marks</b>



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01	Overview of Computer Based Information System- TPS, OAS, MIS, DSS, KBS Development Life Cycles- SDLC and its phases Models- Waterfall, Prototype, Spiral, Evolutionary Requirement Analysis and Specification, SRS System analysis- DFD, Data Modeling with ERD	12	20
02	Feasibility Analysis System design tools- data dictionary, structure chart, decision table, decision tree. Concept of User Interface, Essence of UML. CASE tool.	12	15
03	Testing- Test case, Test suit, Types of testing- unit testing, system testing, integration testing, acceptance testing Design methodologies: top down and bottom up approach, stub, driver, black box and white box testing.	10	20
04	ERP, MRP, CRM, Software maintenance SCM, concept of standards [ISO and CMM]	10	15
	<b>Sub Total:</b>	<b>44</b>	
	<b>Internal Assessment Examination &amp; Preparation of Semester Examination</b>	<b>4</b>	
	<b>Total:</b>	<b>48</b>	<b>70</b>

**Practical: BCAC492**

**Credit: 2**

**List of Practicals:**

- 1: Develop requirements specification for a given problem (The requirements specification should include both functional and non-functional requirements).
- 2: Develop Structured Design for a given software in its requirement phase
- 3: Develop Object Modelling Using UML for a given software in its requirement phase
- 4: Develop Use Case Diagram for a given software in its requirement phase
- 5: Develop Class Diagrams for a given software in its requirement phase







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<b>A</b>	<b>1 to 4</b>	<b>10</b>	<b>10</b>				
<b>B</b>	<b>1 to 4</b>			<b>5</b>	<b>3</b>	<b>5</b>	<b>70</b>
<b>C</b>	<b>1 to 4</b>			<b>5</b>	<b>3</b>	<b>15</b>	

- Only multiple choice type question (MCQ) with one correct answer are to be set in the objective part.
- Specific instruction to the students to maintain the order in answering objective questions should be given on top of the question paper.

**Examination Scheme for end semester examination:**

<b>Group</b>	<b>Chapter</b>	<b>Marks of each question</b>	<b>Question to be set</b>	<b>Question to be answered</b>
<b>A</b>	<b>All</b>	<b>1</b>	<b>10</b>	<b>10</b>
<b>B</b>	<b>All</b>	<b>5</b>	<b>5</b>	<b>3</b>
<b>C</b>	<b>All</b>	<b>15</b>	<b>5</b>	<b>3</b>

**Examination Scheme for Practical Sessional examination:**

**Practical Internal Sessional Continuous Evaluation**

**Internal Examination:**

Five No of Experiments			

**External Examination: Examiner-**

Signed Lab Note Book(for five experiments)	<b>5*2=10</b>	
On Spot Experiment(one for each group consisting 5 students)	<b>10</b>	
Viva voce	<b>5</b>	



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<b>Name of the Course: BCA</b>			
<b>Subject: Design and Analysis of Algorithms</b>			
<b>Course Code: BCAC403 + BCAC493</b>		<b>Semester: 4th</b>	
<b>Duration: 48 Hours</b>		<b>Maximum Marks: 100 + 100</b>	
<b>Teaching Scheme</b>		<b>Examination Scheme</b>	
Theory: 4		End Semester Exam: 70	
Tutorial: 0		Attendance : 5	
Practical: 4		Continuous Assessment: 25	
Credit: 4 + 2		Practical Sessional internal continuous evaluation: 40	
		Practical Sessional external examination: 60	
<b>Aim:</b>			
<b>Sl. No.</b>			
1	To gain knowledge of algorithm complexity analysis.		
2	To understand and apply several algorithm design strategies.		
3			
<b>Objective:</b>			
<b>Sl. No.</b>			
1	To be familiar with algorithm complexity analysis.		
2	To understand and apply several algorithm design strategies.		
3			
4			
<b>Pre-Requisite:</b>			
<b>Sl. No.</b>			
1.	Basic knowledge of mathematics.		
2.	Basic Knowledge of programming.		
<b>Contents</b>			
<b>Chapter</b>	<b>Name of the Topic</b>	<b>Hours</b>	<b>Marks</b>
01	Complexity Analysis Time and Space Complexity, Different Asymptotic notations big O,Ω,Θ, Little o,,ω and their mathematical significance and proof.	8	10

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02	Algorithm Design by Divide and Conquer Basic concept of divide and conquer, Merge sort, Quick sort ,heap sort and their complexity analysis in best case, worst case and average case.	8	15
03	Disjoint Set Data Structure Set Manipulation Algorithm by Union-Find, Union by Rank, Path Compression	8	10
04	Algorithm Design by Greedy Strategy Basic concept, Activity Selection Problem, Fractional Knapsack problem, Job sequencing with deadline,Prims, Kruskal.	6	10
05	Algorithm Design by Dynamic Programming Basic concept, 0/1 Knapsack Problem, Matrix Chain Multiplication, All Pair Shortest Path - Floyd Warshall Algorithm, Dijkstra's.	6	15
06	Algorithm Design by Backtracking Basic concept, Use - N-Queen Problem, Graph Coloring Problem, Hamiltonian Path Problem	8	10
	<b>Sub Total:</b>	<b>44</b>	<b>70</b>
	<b>Internal Assessment Examination &amp; Preparation of Semester Examination</b>	<b>4</b>	<b>30</b>
	<b>Total:</b>	<b>48</b>	<b>100</b>

**Practical**

**Course Code: BCAC493**

**Credit: 2**

**Skills to be developed:**

Intellectual skills:

1. Skill to analyze algorithms and to determine algorithm correctness and their time efficiency.
2. Knowledge of advanced abstract data type (ADT) and data structures and their implementations.
3. Ability to implement algorithms to perform various operations on data structures.

**List of Practical:**

1. Implement Merge sort, Implement Quicksort.
2. Find maximum and minimum elements from an array of integers using divide and conquer strategy.
3. Implement fractional knapsack,
4. Implement Job sequence with deadline
5. Implement Dijkstra's algorithm,
6. Implement Prim's algorithm
7. Implement Kruskal's algorithm.
8. Implement Matrix Chain Multiplication

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9. Implement Floyd Warshall Algorithm

10. Implement Dijkstra's Algorithm

**Assignments:**

Based on the curriculum as covered by subject teacher.

**List of Books**

**Text Books:**

Name of Author	Title of the Book	Edition/ISSN/ISBN	Name of the Publisher
E.Horowitz and Sahni	Fundamentals of Computer Algorithms		
T. H. Cormen, C. E. Leiserson, R. L. Rivest and C. Stein	Introduction to Algorithms		

**Reference Books:**

**List of equipment/apparatus for laboratory experiments:**

Sl. No.	
1	Computer with moderate configuration
2	Softwares as required.

**End Semester Examination Scheme. Maximum Marks-70. Time allotted-3hrs.**

Group	Unit	Objective Questions (MCQ only with the correct answer)		Subjective Questions			
		No of question to be set	Total Marks	No of question to be set	To answer	Marks per question	Total Marks
A	1 to 6	10	10				
B	1 to 6			5	3	5	70
C	1 to 6			5	3	15	

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**Examination Scheme for end semester examination:**



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<b>Group</b>	<b>Chapter</b>	<b>Marks of each question</b>	<b>Question to be set</b>	<b>Question to be answered</b>
<b>A</b>	<b>All</b>	<b>1</b>	<b>10</b>	<b>10</b>
<b>B</b>	<b>All</b>	<b>5</b>	<b>5</b>	<b>3</b>
<b>C</b>	<b>All</b>	<b>15</b>	<b>5</b>	<b>3</b>
<b>Examination Scheme for Practical Sessional examination:</b>				
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<b>Internal Examination:</b>				
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On Spot Experiment(one for each group consisting 5 students)			<b>10</b>	
Viva voce			<b>5</b>	



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GE Basket 1		GE Basket 2		GE Basket 3		GE Basket 4	
Mathematics		Humanities and Social Sciences		General Science		Emerging Technologies, Innovation & Entrepreneurship	
1	Mathematics for Computing	1	Creative Writing	1	Climate Change and Health	1	Digital Marketing
2	Probability & Statistics	2	Business English	2	Environmental Law and Policy	2	Entrepreneurship Theory and Practice
3	Bayesian Statistics	3	Leadership	3	Environmental Informatics	3	Project Management



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4	Operations Research	4	Professional Communication	4	Health Informatics	4	E-Commerce System Development
5	Data Analytics	5	E-Learning	5	Intelligence of Biological Systems	5	Effective Problem-Solving and Decision-Making
6	Applied Cryptography	6	Model Thinking	6	Simulation and Modelling Natural Processes	6	Business Analytics
7	Inferential Statistics	7	Digital Transformation and Industry 4.0	7	Bioinformatics	7	Design Thinking for Innovation