

## CORE – 1: Programming Using C

### OBJECTIVES:

- To learn basics of C programming language.
- To be able to develop logics to create programs/ applications in C.

### Unit-1

Introduction: Introduction to Programming Language, Introduction to C Programming, Keywords & Identifiers, Constants, Variables, Input and Output Operations, Compilation and pre-processing, Data types: Different data types, Data types qualifier, modifiers, Memory representation, size and range, Operators: Operators (Arithmetic, Relational, Logical, Bitwise, Assignment & compound assignment, Increment & Decrement, Conditional), Operator types (unary, binary, ternary). Expressions, Order of expression (Precedence and associativity) Control structures: Decision Making and Branching (Simple IF Statement, IF...ELSE Statement, Nesting IF... ELSE Statement, ELSE IF Ladder), Selection control structure (Switch Statement).

### Unit-2

Loops: The WHILE Statement, The DO...WHILE Statement, The FOR Statement, Jumps in Loops, Array: Concept of Array, Array Declaration, types of array (one and multiple dimension), Character Arrays and Strings, Subscript and pointer representation of array, Array of Pointers, Limitation of array, Pointers: Concept of Pointer (null pointer, wild pointer, dangling pointer, generic pointer), Pointer Expressions, Accessing the Address of a Variable, Declaring Pointer Variables, Initializations of Pointer Variable, Accessing a Variable through its Pointer, Pointer arithmetic.

### Unit-3

Storage class: Types (auto, register, static, extern), scope rules, declaration and definition. Function: Function & types (User defined function, library function) Function Definition, Declaration, Function Calls, Header file and library, Function Arguments, string handling function (strlen, strcmp, strcpy, strncpy, strcat, strstr), Function recursion, Functions Returning Pointers, Pointers to Functions, Command line arguments, Application of pointer (dynamic memory allocation).

### Unit-4

Structure and Union: Defining, Declaring, Accessing, Initialization Structure, nested structure, self-referential structure, bit-field, Arrays of Structures, Structures and Functions, Unions, difference between structure and union, active data member, structure within union, Self-referential Structure, File: File Management in C, Defining and Opening a File, File opening modes (read, write, append), Closing a File, File operations, file and stream, Error Handling During I/O Operations, sequential and random access file, low level and high level file.

### Text Books:

1. E. Balagurusamy, "Programming in ANSI C", 4/e, (TMH)

### Reference Books:

1. B. Kernighan & Dennis Ritchie, "The C Programming Language", 2/e PHI
2. Paul Deitel, Harvey Deitel, "C: How to Program", 8/e, Prentice Hall.
3. P.C. Sethi, P.K. Behera, "Programming using C", Kalyani Publisher, Ludhiana

### **CORE–3: Programming Using C++**

#### **OBJECTIVES**

- To know about the Object Oriented Programming concepts.
- To learn basics of C++ programming language.
- To be able to develop logics to create programs/ applications in C++.

#### **Unit-1**

Principles of Object-Oriented Programming: Object-Oriented Programming (OOP) Paradigm, Basic Concepts of OOP, Benefits of OOP, Characteristics of OOPS, Object Oriented Languages, Applications of OOP.

Introduction to C++, Difference between C & C++, Tokens, Data types, Operators, Structure of C++ Program, C++ statements, Expressions and Control Structures.

Functions in C++: Argument passing in function, Inline Functions, Default Arguments, Const. Arguments, Friend function.

#### **Unit-2**

Classes and Objects: Defining Member Functions, Making an outside Function Inline, Nested Member Functions, Private Member Functions, Arrays within a Class, Memory Allocation for Objects, Static Data Members, Static Member Functions, Arrays of Objects, Objects as Function Arguments, Friend Functions.

Constructors & Destructors: Constructors, Parameterized Constructors, Constructors with Default Arguments, Dynamic Initialization of Objects, Copy Constructor, Dynamic Constructors, Destructors.

#### **Unit-3**

Inheritance: Basics of Inheritance, Type of Inheritance, Virtual Base Classes, Abstract Classes, Member Classes, Nesting of Classes. Polymorphism: Pointers, Pointers to Objects, this Pointer, Pointers to Derived Classes, Virtual Functions, Pure Virtual Functions, Function Overloading, Operator Overloading.

#### **Unit-4**

Managing Console I/O Operations: C++ Streams, C++ Stream Classes, Unformatted I/O Operations, Formatted Console I/O Operations, Managing Output with Manipulators.

Files: Classes for File Stream Operations, Opening and Closing a File, Detecting end-of-file, File Modes, File Pointers and their Manipulations, Sequential Input and Output Operations, Updating a File: Random Access, Error Handling during File Operations, Command-line Arguments.

#### **Text Books**

1. E. Balgurusawmy, Object Oriented Programming with C++, 4/e (TMH).
2. Paul Deitel, Harvey Deitel, "C++: How to Program", 9/e. Prentice Hall.

#### **Reference Books:**

1. Bjarne Stroustrup, Programming - Principles and Practice using C++, 2/e, Addison- Wesley 2014
2. Herbtz Schildt, C++: The Complete reference, MGH, 4/ed.
3. P. C. Sethi, P. K. Behera, "Programming in C++"- Kalyani Publisher, Ludhiana

## **CORE – 5: Java Programming**

### **OBJECTIVES**

- To learn the fundamentals of Object Oriented Programming in Java environment.
- To learn the use of Java language and the Java Virtual Machine.
- To write simple Java programming applications.

### **Unit-1**

Introduction to Java: Java History, Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords (super, this, final, abstract, static, extends, implements, interface) , Data Types, Wrapper class, Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments, Type Conversion and Type and Checking, Built-in Java Class Methods). Input through keyboard using Command line Argument, the Scanner class, BufferedReader class.

### **Unit-2**

Object-Oriented Programming Overview: Principles of Object-Oriented Programming, Defining & Using Classes, Class Variables & Methods, Objects, Object reference, Objects as parameters, final classes, Garbage Collection.

Constructor- types of constructor, this keyword, super keyword. Method overloading and Constructor overloading. Aggregation vs Inheritance, Inheritance: extends vs implements, types of Inheritance, Interface, Up-Casting, Down-Casting, Auto-Boxing, Enumerations, Polymorphism, Method Overriding and restrictions. Package: Pre-defined packages and Custom packages.

### **Unit-3**

Arrays: Creating & Using Arrays ( 1D, 2D, 3D and Jagged Array), Array of Object, Referencing Arrays Dynamically. Strings and I/O: Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability& Equality, Passing Strings To & From Methods, StringBuffer Classes and StringBuilder Classes. IO package: Understanding StreamsFile class and its

methods, Creating, Reading, Writing using classes: Byte and Character streams, FileOutputStream, FileInputStream, FileWriter, FileReader, InputStreamReader, PrintStream, PrintWriter. Compressing and Uncompressing File.

#### **Unit-4**

Exception Handling, Threading, Networking and Database Connectivity: Exception types, uncaught exceptions, throw, built-in exceptions, Creating your own exceptions; Multi-threading: The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, synchronization and communication, suspending/resuming threads. Using java.net package, Overview of TCP/IP and Datagram programming. Accessing and manipulating databases using JDBC.

#### **Text Books:**

1. E. Balagurusamy, "Programming with Java", TMH, 4/Ed,

#### **Reference books:**

1. Herbert Schildt, "The Complete Reference to Java", TMH, 10/Ed.

### **CORE – 9: Computer Networks**

#### **OBJECTIVES**

- To learn how do computers and terminals actually communicate with each other.
- To understand the parts of a communication network and how they work together.

#### **Unit-1**

Introduction to Data Communications and Network Models: Protocols and Standards, Layers in OSI Models, Analog and Digital Signals, Transmission Modes, Transmission Impairment, Data Rate Limits, Performance, Digital Transmission, Network Devices & Drivers: Router, Modem, Repeater, Hub, Switch, Bridge (fundamental concepts only).

#### **Unit-2**

Signal Conversion: Digital-to-Digital Conversion, Analog-to-Digital Conversion, Digital-to-analog Conversion, Analog-to-analog Conversion.

Transmission Media: Guided Media, Unguided Media, Switching Techniques: Packet Switching, Circuit Switching, Datagram Networks, Virtual-Circuit Networks, and Structure of a Switch.

#### **Unit-3**

Error Detection and Correction: Checksum, CRC, Data Link Control: Framing, Flow and Error Control, Noiseless Channels, Noisy channels, (Stop and Wait ARQ, Sliding Window Protocol, Go Back N,

Selective Repeat) HDLC, Point-to-Point Protocol. Access Control: TDM, CSMA/CD, and Channelization (FDMA, TDMA, and CDMA).

#### **Unit-4**

Network Layer: Logical Addressing, IPv4 Addresses, IPv6 Addresses, Virtual-Circuit Networks: Frame Relay and ATM, Transport Layer: Process-Process Delivery: UDP, TCP. Application layers: DNS, SMTP, POP, FTP, HTTP, Basics of WiFi (Fundamental concepts only), Network Security: Authentication, Basics of Public Key and Private Key, Digital Signatures and Certificates (Fundamental concepts only).

#### **Text Books:**

1. Data Communications and Networking, Fourth Edition by Behrouza A. Forouzan, TMH.

#### **Reference Books:**

1. Computer Networks, A. S. Tanenbaum, 4th edition, Pearson Education.

### **CORE – 10: Computer Graphics**

#### **OBJECTIVES**

- To be able to learn the core concepts of Computer Graphics.
- To be able to create effective programs for solving graphics problems.

#### **Unit-1**

Computer Graphics: A Survey of Computer graphics, Overview of Graphics System: Video Display Devices, Raster-Scan Systems, Input Devices, Hard-Copy Devices, Graphics Software.

#### **Unit-2**

Graphics Output Primitives: Point and Lines, Algorithms for line, circle & ellipse generation, Filled-Area Primitives. Attributes of Graphics Primitives: Point, line, curve attributes, fill area attributes, Fill methods for areas with irregular boundaries.

#### **Unit-3**

Geometric Transformations (both 2-D & 3-D): Basic Geometric Transformations, Transformation Matrix, Types of transformation in 2-D and 3-D Graphics: Scaling, Reflection, shear transformation, rotation, translation. 2-D, 3-D transformation using homogeneous coordinates.

#### **Unit-4**

Two Dimensional Viewing: Introduction to viewing and clipping, Viewing transformation in 2- D, Viewing pipeline, Clipping Window, Clipping Algorithms: Point clipping, Line clipping and Polygon clipping.

#### **Text books**

1. Mathematical Elements for Computer Graphics, D. F. Rogers & J. A. Adams, MGH, 2/ed.
2. Donald Hearn & M. Pauline Baker, "Computer Graphics with OpenGL", Pearson Education.

#### **Reference books**

1. D. Hearn and M. Baker, "Computer Graphics with Open GL", Pearson, 2/ed.
2. D. F. Rogers, "Procedural Elements for Computer Graphics", MGH

## **CORE – 11: Web Technologies**

### **OBJECTIVES**

- To learn the fundamentals of web designing.
- To design and develop standard and interactive web pages.
- To learn some popular web scripting languages.

### **Unit-1**

Web Essentials: Clients, Servers and Communication:

The Internet – Basic Internet protocols – The WWW, HTTP request message – response message, web clients web servers – case study.

Introduction to HTML: HTML, HTML domains, basic structure of an HTML document – creating an HTML document, mark up tags, heading, paragraphs, line breaks, HTML tags. Elements of HTML, working with text, lists, tables and frames, working with hyperlink, images and multimedia, forms and controls

### **Unit-2**

Introduction to cascading style sheets: Concepts of CSS, creating style sheet, CSS properties, CSS styling (background, text format, controlling fonts), working with the block elements and objects. Working with lists and tables, CSS ID and class. Box model (introduction, border properties, padding properties, margin properties), CSS colour, grouping, Dimensions, display, positioning, floating, align, pseudo class, Navigation bar, image sprites.

### **Unit-3**

JavaScripts: Client side scripting, what is JavaScript, simple JavaScript, variables, functions, conditions, loops and repetitions. JavaScripts and objects, JavaScript own objects, the DOM and web browser environment, forms and validations.

DHTML: Combining HTML, CSS, JavaScripts, events and buttons, controlling your browser.

### **Unit-4**

PHP: Starting to script on server side, PHP basics, variables, data types, operators, expressions, constants, decisions and loop making decisions. Strings – creating, accessing strings, searching, replacing and formatting strings. Arrays: Creation, accessing array, multidimensional arrays, PHP with Database.

### **Text Book:**

1. Web Technologies – Black Book – DreamTech Press
2. Matt Doyle, Beginning PHP 5.3 (wrox-Wiley publishing)
3. John Duckett, Beginning HTML, XHTML, CSS and JavaScript.

**Reference Book:**

1. HTML, XHTML and CSS Bible, 5ed, Wiley India-Sтивен M. Schafer.