



# **FATIMA COLLEGE**

**(Autonomous)**

***Re-Accredited with 'A++' by NAAC (Cycle- IV)***

**Mary Land, Madurai - 625018.**

**NAME OF THE DEPARTMENT :UG COMPUTER APPLICATIONS**

**NAME OF THE PROGRAMME :PGDCA**

**PROGRAMME CODE :OSCA**

**ACADEMIC YEAR : 2023-2024**

FATIMA COLLEGE (AUTONOMOUS), MADURAI - 625012  
THE MINUTES OF THE BOARD OF STUDIES  
DEPARTMENT OF COMPUTER APPLICATIONS [BCA & PGDCA]  
TO BE IMPLEMENTED FROM 2023-2024 ONWARDS

The board of studies meet for framing the syllabus for Department of Computer Applications [BCA & PGDCA] was held on 03.04.2023 at 10.00 AM.

The members of the board were,

UNIVERSITY NOMINEE (BCA):

Dr. K. SUNDARAVADIVELU,  
ASSISTANT PROFESSOR,  
DEPARTMENT OF COMPUTER SCIENCE,  
MADURAI KAMARAJ UNIVERSITY,  
MADURAI.

K. Sundaravadivelu  
3/4/2023

UNIVERSITY NOMINEE (PGDCA):

Dr. R. RATHINASABAPATHY,  
ASSOCIATE PROFESSOR,  
DEPARTMENT OF COMPUTER APPLICATIONS,  
SCHOOL OF INFORMATION TECHNOLOGY,  
MADURAI KAMARAJ UNIVERSITY,  
MADURAI.

R. Rathinasabapathy  
3/4/2023



SUBJECT EXPERT :

Dr. M. PUSHPARANI,  
PROFESSOR & HEAD,  
DEPARTMENT OF COMPUTER SCIENCE,  
MOTHER TERESA UNIVERSITY,  
RESEARCH EXTENSION CENTRE,  
MADURAI.

*[Signature]*  
3/4/2023

SUBJECT EXPERT :

Mr. V. NEETHIDEVAN,  
ASSISTANT PROFESSOR,  
DEPARTMENT OF MCA,  
MEPCO ENGINEERING COLLEGE,  
SIVAKASI.

*[Signature]* 3/4/23

INDUSTRIALIST :

Dr. S. BALAMURUGAN,  
MANAGING DIRECTOR,  
ESHA TECHNOLOGIES,  
MADURAI.

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ALUMNA :

Ms. A. DIVYASRI,  
SOFTWARE DEVELOPER,  
BRICKSTEEL TECHNOLOGIES Pvt LTD,  
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STAFF MEMBERS :

Ms. S. SELVARANI,  
ASSISTANT PROFESSOR & HEAD,  
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Ms. RANIYA, R,  
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Ms. J. AROCKIA JACKULINE JONI,  
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Ms. P. RENGIANAYAGI,  
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3/4/23



DEAN OF ACADEMIC AFFAIRS :

Dr. K. SANGEETHA,  
ASSISTANT PROFESSOR,  
DEAN OF ACADEMIC AFFAIRS,  
FATIMA COLLEGE,  
MADURAI. -18



In the beginning of the meeting the Head of the Department Ms. S. Selvarani welcomed all the members of the board and briefed them about the current updations and progress of the department.

The members of the board expressed their high appreciation and satisfaction about the department.



## Action Taken Report for 2022-2023

3. No.	COMMON SUGGESTIONS OFFERED IN THE PREVIOUS BOARD	ACTION TAKEN FOR THE ACADEMIC YEAR 2021-2022
1.	The Non-Major Elective courses, 21JINME and 21J2NME - Animation Tools and Techniques was introduced for other major students.	To develop animation techniques and create motion movies using Alice.
2.	The Self Learning course 21J2SL1- Open Source Animation Tools was introduced for the first-year BCA students.	To develop animation techniques and create motion movies using Alice.
3.	The Self Learning course 21J4SL1J192 Content Writing and Video Making was introduced for the second-year BCA and JMC students.	To create appropriate content while designing webpages and enhance the ability to develop creative videos.
4.	The Self Learning course 21J6SL16- Data Science was introduced for the final-year BCA and IT students.	To know about 'R' Language that is widely used to do analysis and focus on research.
<b>For Diploma</b>		
5.	The lab course 21PDB106 - Design Techniques was introduced.	To get skill in designing and to improve employability skills.
6.	The course 21PDB202 - Python Programming was introduced.	To gain knowledge in python programming and to create real time applications.



# Minutes of The Board of Studies

## CORE COURSES INTRODUCED (PART-III)

S. No.	Course Code	Course Title with Semester	Relevance To *				Scope for #			Need for Introduction
			L	R	N	G	Emp	En	S	
1.	23J1CC1	Object Oriented Programming Concepts using C++				*	#		#	All courses are introduced as per the TANSICHE syllabus
2.	23J1CC2	C++ Programming (Pr)				*	#		#	
3.	23J2CC3	Python Programming				*	#			To gain knowledge in Realtime applications of python
4.	23J2CC4	Python Programming (Pr)				*	#			
5.	23J3CC5	Operating Systems				*			#	
6.	23J3CC6	Relational DataBase Management System (Pr)				*	#			To gain knowledge on online Query executors.
7.	23J4CC7	Data Structures				*	#		#	
8.	23J4CC8	Web Designing (Pr)				*	#			
9.	23J5CC9	Java Programming				*	#			To meet the current trends



10.	23J5CC10	Java Programming (Pr)	*	#					
11.	23J5CC11	Software Engineering	*	#					To create dynamic projects & Applications
12.	23J5CC12	Project with Viva Voce	*	#	#				
13.	23J6CC13	R Programming	*	#	#				To know about R-libra
14.	23J6CC14	R Programming (Pr)	*	#	#				ries and implement in projects
15.	23J6CC15	Computer Networks	*	#					

### ELECTIVE COURSES INTRODUCED (PART-II)

S. No.	Generic/ Discipline Specific	Course Code	Course Title	Relevance To				Scope For			Need for Introduction
				L	R	N	G	Em P	En ter	S D	
1.	Generic	23J1EC1G1	Programming in C				*	#	#		To meet the future trends of
2.	Generic	23J2EC2G2	Object Oriented Programming in C++				*	#	#		object oriented programming
3.	Generic	23J3EC3A3	Data Analysis using Spread Sheet				*	#	#		To create awareness on Analysis



4.	Generic	23J4EC4J14	Web Security	*	#	To get awareness on security practices
5.	Discipline Specific	23J5EC51/ 23J5EC52/ 23J5EC53	Security Practices/ Data Mining/ Cloud Computing	*	#	
6.	Discipline Specific	23J5EC61/ 23J5EC62/ 23J5EC63	Dot Net Programming/ Android Programming/ UAX Framework Design	*	#	To know about the latest Framework designs
7.	Discipline Specific	23J6EC71/ 23J6EC72/ 23J6EC73	Human Computer Interaction/ Internet of Things/ Mobile Computing	*	#	To incorporate AI trends and tools
8.	Discipline Specific	23J6EC81/	Open Source Tools	*	#	To use free and public license tools



# Skill Enhancement / Foundation / Ability Enhancement Course (Part-IV)

S. No.	SEC/FC/AECC	Course Code	Course Title	Relevance To *					Scope For #			Head for Introduction
				L	R	N	G	E	In	S	D	
1.	SEC	23J1SEC1	Animation Tools And Techniques (Lab)					*				To learn about animations
2.	FC	23J1FC	Problem Solving Using C (Lab)					*				To prepare for competitive Exams.
3.	AECC	23J1AECC1	Non Verbal Reasoning					*				
4.	SEC	23J2SEC2	Animation Tools And Techniques (Lab)					*				To learn and work on frames Audio & video processing.
5.	SEC	23J2SEC3	Animation Techniques (Lab)					*				
6.	AECC	23J2AECC2	Verbal Reasoning					*				
7.	SEC	23J3SEC4	Spread Sheet (Lab)					*				To work on Analysis
8.	SEC	23J3SEC5	Photo Editing Techniques (Lab)					*				To create and edit images



9.	AECC	23J3AECC3	Technical Interview Skills	*	To prepare with the skills to face interview
10.	SEC	23J4SEC6	E-Content Creation	*	
11.	SEC	23J4SEC7	Linux (Lab)	*	To get about open source Software
12.	AECC	23J4AECC4	Non-Technical Interview Skills	*	To train the students and create
13.	SEC	23J6SEC8	Problem Solving Skills	*	problem Solving awareness

### 1. Introduction of Value-Added Course - Certificate / Diploma / Advanced

Diploma

S. No.	Course Code	Course Title	MoU with Industry / Organisation	Skill Sharpened	Course Outcome
	NIL				

### 2. Introduction of Purely Skill-Embedded Certificate / Diploma / Advanced

Diploma Course

S. No.	Course Code	Course Title	MoU with Industry / Organisation	Skills Sharpened	Course Outcome
	NIL				



## Revision Of Courses

S. No.	Course Code	Course Title	No. & Title of Units Revised with The Revised Content specified if it is not the whole unit	% of Revision	Need For Revision	Relevant To *					Scope For #		
						L	R	N	G	Em	Ent	S	
1.	19J3CC6	Lab in Relational Database Management System	Include Lab programs based on DDL, DML & DCL Queries, PL/SQL programming concepts which comprises of a minimum of 15 Lab Exercises.	10%	To get deeper knowledge in the Database Concepts						#	#	
2.	19J4CC8	Lab in Web Programming	Include Lab programs based on Scripting, CSS and PHP Server side Programming which comprises of a minimum of 15 Lab Exercises	10%	To expertise in the concept of creating dynamic web pages.						#	#	
3.	19J5CC9	Software Engineering	IV & V - Testing was given as a separate unit which comprises of Online &	10%	To acquire knowledge about Software						*	#	



			Manual Testing Tools.	Testing		
4.	19J50012	Lab in Dot Net Programming	Programs related to dynamic Website Creation using VB.Net & ASP.Net which comprises of 15 Lab programs.	10%.	To expertise in the Concept of Dynamic WebPages.	* #
5.	19J619E5	Internet of Things	Domain specific IoT concepts are added and Machine To Machine ideologies are implemented	70%.	To adapt to the latest Technologies	* #
6.	19J619E6	Human Computer Interaction	Latest Searching Algorithms are replaced with the existing algorithms and concept of Virtual Reality are implemented.	65%.	To get knowledge on Current Algorithms.	* #



## For Diploma:

S. No.	Course Code	Course Title	No. & Titles of Units Revised with the Revised Content specified if it is not the whole	%. Revision	Need For Revision	Scope For #				Scope For #			
						L	R	H	G	E n	E m	S	D
1.	19RDB102	Problem Solving Using C	IV & V - Object Oriented Programming in C++ Concepts of classes, objects, Inheritance will be included	40%	To gain the knowledge of OOPS concepts					*	#		
2.	19RDB104	Lab-I Programming in C	Object Oriented Programming concepts with Class, Objects, Inheritance Exercises will be included	40%	To gain knowledge in OOPS Concept					*	#		
3.	19RDB103	Web Designing	Include PHP with DataBase Programming	10%	To acquire knowledge about Dynamic Web pages					*	#		
4.	19RDB105	Lab-II Web Programming	Include lab programs based on scripting, CSS and PHP server side Programming.	10%	To acquire knowledge about Dynamic Web Pages.					*	#		



### Other Suggestions:

1. Computer Fundamentals & Architecture can be given as sepetate course.
2. Data Mining & Human Computer Interaction courses can be replaced by Digital Principles and Computer Organization.
3. Open Source Tools can be included for programming concepts.
4. Minimum of 15 lab exercises can be included for practical courses.

### Commandations:

1. Python can be shifted to II year C II or IV Semester.
2. Frameworks like React / Angular JS etc. can be included in web designing.
3. For Software Engineering course Roger. S. Pressman book can be followed. Testing Manual Automated Tools can be included.
4. Online courses like MOOC, SWAYAM, NPTEL. Courses should be completed by the students.
5. Text Books utilization to be given for all courses.



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3/4/2023

2. Dr. R. RATHINASABAPATHY

R. Rathina  
3/4/2023

3. Dr. M. PUSHPARANI

M. Pushpa  
3/4/2023

4. Mr. V. NEETHIDEVAN

V. Neethi  
2-4-23

5. Dr. S. BALAMURUGIAN

S. Bala  
3/4/23

6. Ms. A. DIVYASRI

A. Divya  
3.4.23

7. Ms. S. SELVARANI

S. Selva  
3/4/23

8. Ms. RAMYA. R

R. Ramya  
3/4/23

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J. Arockia  
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10. Ms. K. P. MAHESWARI

K. P. Maheswari  
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11. Ms. P. RENGIANAYAGI

P. Rengianayagi  
3/4/23

12. Dr. K. SANGEETHA  
DEAN OF ACADEMIC AFFAIRS

K. Sangeetha



**PROGRAMME EDUCATIONAL OBJECTIVES (PEO)**

A Post graduate Diploma in Computer Application programme after years will be

<b>PEO 1</b>	PGDCA graduates who will have successful careers based on their understanding of formal and practical methods of Application Development using the concepts of computer programming, software and design principles
<b>PEO 2</b>	PGDCA graduates are provided with practical training, hands-on and project experience to meet the industrial needs.
<b>PEO 3</b>	This programme enrich the students with sound and comprehensive knowledge of widely known programming languages like java, android and python
<b>PEO 4</b>	The program offers specialization in computer science with technical, professional skills along with training to groom future industry professionals.

**PROGRAMME OUTCOMES (PO)**

On completion (after one year) of PGDCA, the students are able to

<b>PO 1</b>	To learn the latest trends in various subjects of computers applications.
<b>PO 2</b>	To learn computer applications in different fields like banking, insurance, software industry, govt& Corporate sectors.
<b>PO 3</b>	To provides specialisation in computer science with technical, professional and communications skills. It also trains students to become future IT professionals.



<b>PO 4</b>	To design, implement and evaluate a computer-based system, process, component, or programme.
<b>PO 5</b>	To Design and develop applications to analyze and solve all computer related problems.

### PROGRAMME SPECIFIC OUTCOMES (PSO)

On completion (after one year) of PGDCA, the students are able to

<b>PSO 1</b>	To expose the students to open Source technologies so that they become familiar with it and can seek appropriate opportunity in trade and industry
<b>PSO 2</b>	To the ability to employ modern computer languages and graphics editor for their successful career, to create platforms to become an entrepreneur and a relish for higher studies.
<b>PSO 3</b>	To train themselves professionally in the areas of programming, multimedia, animation, web designing, and networking and to acquire knowledge in various domains based electives.
<b>PSO 4</b>	To generate ideas of innovation and to identify, formulate and solve problems in software solutions, outsourcing services, public and private sectors.
<b>PSO 5</b>	To equip the students to meet the requirement of Corporate world and Industry standards.



**FATIMA COLLEGE (AUTONOMOUS), MADURAI-18****PGDCA****PROGRAMME CODE:OSCA**

<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>HRS / WK</b>	<b>CREDIT</b>	<b>CIA Mks</b>	<b>ESE Mks</b>	<b>TOT. MKs</b>
<b>SEMESTER – I</b>						
<b>19PDB101</b>	Computer Fundamentals	3	3	25	75	100
<b>23PDB102</b>	Problem solving using C and C++	3	3	25	75	100
<b>19PDB103</b>	Web Designing	3	3	25	75	100
<b>23PDB104</b>	Lab –I Programming in C and C++	3	2	25	75	100
<b>19PDB105</b>	Lab –II Web Programming	3	2	25	75	100
<b>19PDB106</b>	Lab –III Design Techniques	3	2	25	75	100
<b>19PDB107</b>	Mini Project	-	4	25	75	100
<b>Total</b>		<b>18</b>	<b>19</b>			
<b>SEMESTER – II</b>						
<b>19PDB201</b>	Database Management System	4	3	25	75	100
<b>21PDB202</b>	Python	4	3	25	75	100
<b>19PDB203</b>	Lab –IV RDBMS	3	2	25	75	100
<b>21PDB204</b>	Lab –V Python Programming	3	2	25	75	100
<b>19PDB205</b>	Project	4	4	25	75	100
<b>19PDB206</b>	Internship (1month)	-	5	100	-	100
<b>Total</b>		<b>18</b>	<b>19</b>	-	-	-



**OFF-CLASS PROGRAMME**

<b>Courses</b>	<b>Hrs.</b>	<b>Credits</b>	<b>Semester in which the course is offered</b>	<b>CIA Mks</b>	<b>ESE Mks</b>	<b>Total Marks</b>
<b>COMPUTER APPLICATIONS</b> For I Semester – <b>UG SCIENCE (I Yr)</b>	45	2	I	100	-	100
<b>COMPUTER APPLICATIONS</b> For II Semester – <b>UG ARTS (I Yr)</b>	45	2	II	100	-	100
<b>TOTAL</b>	90	4		100		100

- **Lab Courses :**
  - A range of 10-15 exercises per semester
- **Internship:**
  - Duration-1 month (2<sup>nd</sup> Week of Feb to 2<sup>nd</sup> week of Mar- before college gets closed)
- **Project:**
  - Evaluation components-Report writing + Viva Voce (Internal marks-40) + External marks 60



**OLD-40%**

**PGDCA**  
**SEMESTER –I**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
<b>OSCA</b>	<b>19PDB102</b>	<b>Problem Solving Using C</b>	<b>THEORY</b>	<b>3HRS</b>	<b>3</b>

**COURSE DESCRIPTION:**

To develop programs using C programming language, in order to solve simple to moderate problems.

**COURSE OBJECTIVE:**

- To introduce and form a firm foundation in programming.
- To stress the importance of clarity, simplicity the efficiency in writing

**UNIT I: INTRODUCTION TO ‘C’****(6HRS)**

Overview of C-Constants, Variables and Datatypes – Operators and Expression – Managing Input and output Operators.

**UNIT II: DECISION MAKING, BRANCHING AND LOOPING****(6HRS)**

Simple If Statement - The if else Statement - Nesting of if...else statement - The Else if Ladder - The Switch Statement - The Conditional Operator – The GOTO Statements – The while Statements – The DO Statements – The For Statements – Jump in Loops.

**UNIT III: ARRAYS, STRINGS & FUNCTIONS****(6HRS)**

One Dimensional Arrays - Two Dimensional Arrays - Initializing Two Dimensional Arrays - Multi - Dimensional Arrays. Declaring and Initializing and String Variables – Reading and Writing of Strings – Comparison of Two Strings.



**UNIT IV: FUNCTION DEFINITION****(6HRS)**

Elements of User-defined Functions – Definition of Functions – Function Calls – Function Declaration – Category of Function – Recursion

**UNIT V: STRUCTURES AND POINTERS****(6HRS)**

Definition - Giving Values to Members – Structure Initialization -Comparison of Structure Variables - Array of Structures - Declaring and Initializing Pointers - Accessing a Variable through Pointers – Pointer Expression.

**TEXT BOOK:** Programming in ANSI C - E.Balagurusamy, Tata McGraw-Hill Publications. Edition:- 5<sup>th</sup> Edition.

**Chapters:**1-12. (Except – 10.9, 10.10, 10.11)

**REFERENCE BOOK:** Programming with C - Byron S.Gottfried, Tata McGraw - Hill Publications.

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>PROBLEM SOLVING USING C&amp; C++ – 19PDB102</b>				
<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT –I INTRODUCTION TO C</b>				
1.1	C fundamentals Character set - Identifier and keywords - data types - constants - Variables – Declarations	1	Lecture	PPT & White board
1.2	Operators and Expression – Managing Input and output Operators	1	Lecture	PPT & White board
1.3	Simple If Statement - The if else Statement - Nesting of if...else statement - The Else if	1	Lecture	PPT & White board



## Curriculum for PGDCA

	Ladder - The Switch Statement			
1.4	The Conditional Operator – The GOTO Statements – The while Statements	1	Lecture	LCD
1.5	The DO Statements – The For Statements – Jump in Loops.	1	Lecture	PPT
<b>UNIT –II ARRAYS, STRINGS &amp; FUNCTIONS</b>				
2.1	One Dimensional Arrays - Two Dimensional Arrays	1	Lecture	PPT & White board
2.2	Initializing Two Dimensional Arrays - Multi - Dimensional Arrays.	2	Lecture	PPT & White board
2.3	Declaring and Initializing and String Variables	1	Lecture	PPT & White board
2.4	Reading and Writing of Strings	1	Lecture	Smart Board
2.5	Comparison of Two Strings.	1	Lecture	PPT
<b>UNIT III:FUNCTION DEFINITION</b>				
3.1	Elements of User-defined Functions	1	Lecture	PPT & White board
3.2	Definition of Functions.	1	Lecture	PPT & White board
3.3	Function Calls	1	Lecture	PPT & White board
3.4	Function Declaration	1	Lecture	Smart Board
3.5	Category of Function	1	Lecture	PPT

Curriculum for PGDCA

3.6	Recursion	1	Lecture	PPT & White board
<b>UNIT -IV INTRODUCTION TO C++</b>				
4.1	Elements of User-defined	1	Lecture	PPT & White board
4.2	Definition of Functions	1	Lecture	PPT & White board
4.3	Functions Function Calls – Function Declaration	1	Lecture	PPT & White board
4.4	Category of Function	2	Lecture	Smart Board
4.5	Recursion	1	Lecture	PPT
<b>UNIT -V INHERITANCE</b>				
5.1	Definition - Giving Values to Members	2	Lecture	PPT & White board
5.2	Structure Initialization - Comparison of Structure Variables	1	Lecture	PPT & White board
5.3	Array of Structures - Declaring and Initializing Pointers	1	Lecture	PPT & White board
5.4	Accessing a Variable through Pointers	1	Lecture	Smart Board
5.5	Pointer Expression	1	Lecture	PPT

**INTERNAL - PG**



### Curriculum for PGDCA

Levels	C 1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT / PPT	35 Mks.	5 Mks.	40 Mks.	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %

### Curriculum for PGDCA

<b>K4</b>	-	-	-	<b>4</b>	-	10	<b>14</b>	23.34 %
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### PG CIA Components

#### Nos

<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks
<b>C3</b>	-	Assignment	1	-	5 Mks
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	-	Quiz	2 *	-	5 Mks
<b>C6</b>	-	Attendance		-	5 Mks

***\*The best out of two will be taken into account***

### COURSE OUTCOMES



## Curriculum for PGDCA

On the successful completion of the course, students will be able to:

<b>NO.</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
<b>CO 1</b>	Understand the basic concepts in C	<b>K1</b>	<b>PSO1&amp;PSO2</b>
<b>CO 2</b>	Explain the functionalities of arrays and strings	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the usage and implementations of functions	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the basic concepts of C++	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>
<b>CO 5</b>	Outline the concept of inheritance	<b>K2 &amp; K4</b>	<b>PSO5</b>

### Mapping COs Consistency with PSOs

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO5</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>

### Mapping of COs with POs

<b>CO/ PO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>2</b>

Curriculum for PGDCA

<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>

**Note:**

- ♦ Strongly Correlated – **3**
- ♦ Moderately Correlated – **2**
- ♦ Weakly Correlated -**1**

**COURSE DESIGNER:**

**STAFF NAME:**

- 1. AROCKIA JACKULINE JONI J**
- 2. MAHESWARI K P**



**FORWARDED BY**

**HOD'S SIGNATURE**



**PGDCA**  
**SEMESTER –I**

**NEW**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
<b>OSCA</b>	<b>23PDB102</b>	<b>Problem Solving Using C and C++</b>	<b>THEORY</b>	<b>3HRS</b>	<b>3</b>

**COURSE DESCRIPTION:**

To develop programs using **C programming** language, in order to solve simple to moderate problems.

**COURSE OBJECTIVE:**

- To introduce and form a firm foundation in programming.
- To stress the importance of clarity, simplicity the efficiency in writing

**UNIT I:INTRODUCTION TO ‘C’& DECISION MAKING LOOPING (6HRS)**

Overview of C-Constants, Variables and Datatypes – Operators and Expression – Managing Input and output Operators-Simple If Statement - The if else Statement - Nesting of if...else statement - The Else if Ladder - The Switch Statement - The Conditional Operator – The GOTO Statements – The while Statements – The DO Statements – The For Statements.

**UNIT II:ARRAYS, STRINGS & FUNCTIONS (6HRS)**

One Dimensional Arrays - Two Dimensional Arrays - Initializing Two Dimensional Arrays - Multi - Dimensional Arrays. Declaring and Initializing and String Variables – Reading and Writing of Strings – Comparison of Two Strings.

**UNIT III:FUNCTION DEFINITION**

**(6HRS)**

Elements of User-defined Functions – Definition of Functions – Function Calls – Function Declaration – Category of Function – Recursion

**UNIT IV: INTRODUCTION TO C++**

**(6HRS)**

Basic concept of OOP, Comparison of Procedural Programming and OOP, Benefits of OOP, C++ compilation, Abstraction, Encapsulation, Inheritance, Polymorphism, Difference between C and C++.

**UNIT V: FILE HANDLING**

**(6HRS)**

File classes, Opening and Closing a file, File modes, Manipulation of file pointers, Functions for I/O operations.

**TEXT BOOK:**

1. Programming in ANSI C - E.Balagurusamy, Tata McGraw-Hill Publications. Edition:- 5th Edition.
2. E.Balagurusamy: Object oriented programming with C++, Tata McGraw-Hill Publications. Edition:- 6th Edition.

**REFERENCE BOOK:**

1. Programming with C - Byron S.Gottfried, Tata McGraw - Hill Publications.
2. The C++ Programming Language- BjarneStroustrup. Edition:- 4th Edition

**TEXT BOOK:**

3. Programming in ANSI C - E.Balagurusamy, Tata McGraw-Hill Publications. Edition:- 5th Edition.
4. E.Balagurusamy: Object oriented programming with C++, Tata McGraw-Hill Publications. Edition:- 6th Edition.

**REFERENCE BOOK:**

1. Programming with C - Byron S.Gottfried, Tata McGraw - Hill Publications.
2. The C++ Programming Language- BjarneStroustrup. Edition:- 4th Edition



**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>PROBLEM SOLVING USING C&amp; C++ – 19PDB102</b>				
<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT –I INTRODUCTION TO C</b>				
1.1	C fundamentals Character set - Identifier and keywords - data types - constants - Variables – Declarations	1	Lecture	PPT & White board
1.2	Operators and Expression – Managing Input and output Operators	1	Lecture	PPT & White board
1.3	Simple If Statement - The if else Statement - Nesting of if...else statement - The Else if Ladder - The Switch Statement	1	Lecture	PPT & White board
1.4	The Conditional Operator – The GOTO Statements – The while Statements	1	Lecture	LCD
1.5	The DO Statements – The For Statements – Jump in Loops.	1	Lecture	PPT
<b>UNIT –II ARRAYS, STRINGS &amp; FUNCTIONS</b>				
2.1	One Dimensional Arrays - Two Dimensional Arrays	1	Lecture	PPT & White board
2.2	Initializing Two Dimensional Arrays - Multi - Dimensional Arrays.	2	Lecture	PPT & White board

Curriculum for PGDCA

2.3	Declaring and Initializing and String Variables	1	Lecture	PPT & White board
2.4	Reading and Writing of Strings	1	Lecture	Smart Board
2.5	Comparison of Two Strings.	1	Lecture	PPT
<b>UNIT III:FUNCTION DEFINITION</b>				
3.1	Elements of User-defined Functions	1	Lecture	PPT &White board
3.2	Definition of Functions.	1	Lecture	PPT & White board
3.3	Function Calls	1	Lecture	PPT & White board
3.4	Function Declaration	1	Lecture	Smart Board
3.5	Category of Function	1	Lecture	PPT
3.6	Recursion	1	Lecture	PPT & White board
<b>UNIT -IV INTRODUCTION TO C++</b>				
4.1	Basic concept of OOP, Comparison of Procedural Programming and OOP	1	Lecture	PPT & White board
4.2	Benefits of OOP, C++ compilation	1	Lecture	PPT & White board
4.3	Abstraction, Encapsulation, Inheritance	1	Lecture	PPT & White board
4.4	Polymorphism	2	Lecture	Smart Board



### Curriculum for PGDCA

4.5	Difference between C and C++.	1	Lecture	PPT
<b>UNIT -V INHERITANCE</b>				
5.1	File classes.	2	Lecture	PPT & White board
5.2	Opening and Closing a file,	1	Lecture	PPT & White board
5.3	File modes	1	Lecture	PPT & White board
5.4	Manipulation of file pointers	1	Lecture	Smart Board
5.5	Functions for I/O operations	1	Lecture	PPT

### INTERNAL - PG

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT / PPT	35 Mks.	5 Mks.	40 Mks.	
	10 Mks.	10 Mks.	5 Mks.	5 Mks	5 Mks				
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %

### Curriculum for PGDCA

K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total

## Curriculum for PGDCA

10	10	5	5	5	5	40	60	100
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### PG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks			
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks			
<b>C3</b>	-	Assignment	1	-	5 Mks			
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks			
<b>C5</b>	-	Quiz	2 *	-	5 Mks			
<b>C6</b>	-	Attendance		-	5 Mks			

***\*The best out of two will be taken into account***

### COURSE OUTCOMES

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
<b>CO 1</b>	Understand the basic concepts in C	<b>K1</b>	<b>PSO1&amp; PSO2</b>
<b>CO 2</b>	Explain the functionalities of arrays and strings	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the usage and implementations of functions	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the basic concepts of C++	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>



<b>CO 5</b>	Outline the concept of inheritance	<b>K2 &amp; K4</b>	<b>PSO5</b>
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### Mapping COs Consistency with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO5</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>

### Mapping of COs with POs

CO/ PO	PO1	PO2	PO3	PO4	PO5
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>2</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>

#### Note:

- ♦ Strongly Correlated – **3**
- ♦ Moderately Correlated – **2**
- ♦ Weakly Correlated -**1**

**COURSE DESIGNER:**

**STAFF NAME:**

**3. AROCKIA JACKULINE JONI J**

**4. MAHESWARI K P**


**FORWARDED BY****HOD'S SIGNATURE**

**PGDCA  
SEMESTER -I**

**OLD-10%**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDI TS
<b>OSCA</b>	<b>19PDB103</b>	<b>WEB DESIGNING</b>	<b>THEORY</b>	<b>3HRS</b>	<b>3</b>

**COURSE DESCRIPTION:**

To provide the student with foundational programming knowledge and skills for application development on the Internet.

**COURSE OBJECTIVE:**

- To teach the basic concept of designing a webpage.

**UNIT I: INTRODUCTION TO HTML:****(6HRS)**

Information Files Creation-Web Server-Web Client/Browser-Internet & Intranet-HTML-Commonly Used HTML Commands-Structure of an HTML Program, Titles

and Footers, Text Formatting, Emphasizing Material in a Webpage, Text Styles and Other Text Effects.

**UNIT II: TEXT FORMATTING AND TABLES**

**(6HRS)**Text

Formatting – Emphasizing Material in a Webpage – Text Styles and Other Text Effects – Types of Lists.

**UNIT III: GRAPHICS , FRAMES AND JAVA SCRIPT(6HRS)**

Wri

ting First Java Script, External JavaScript, Variables: Rules for variable names, Declaring the variable, Assign a value to a variable, Adding Graphics to HTML Documents – Tables – Linking Documents - Frames.

**UNIT IV:**

**(6HRS)**

**JAVASCRIPT DOCUMENT OBJECT MODEL:** Introduction-Assisted Style Sheets DOM[JSSS DOM]- Understanding Objects in HTML- Browser Objects-Object Hierarchy-Handling Events. Forms used by a Website: Form Object-Other Built-in Objects in JavaScript-User Defined Objects.

**UNIT V:**

**(6HRS)**

**DYNAMIC HTML:** Cascading Style Sheets: Font, Color & Background, Text, Border, Margin Related and Text Attributes – Use of Class.

**Text Books :**

1. “Web enabled commercial Application development using HTML, JAVA Script, DHTML and PHP” Ivan Bayross, 4<sup>th</sup> Edition, BPB Publications.
2. Alexis Leon, Mathews Leon, “Fundamentals of Information Technology”, Leon Press, 1999

**Chapters:**

Book 1 : 2–10 & 12.

Book 2 : 21(21.1-21.17) , 23(23.1-23.4)

**Reference Book:**

“Web Designing with HTML, JAVA Script, VB Script & Int-to Ecommerce Networking Internet”, Lokesh Vats, Cyber Tech Publication New Delhi 2003.



**OER REFERENCES :**

<https://nptel.ac.in/courses/106/105/106105084/>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>WEB DESIGNING – 19PDB103</b>				
<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT –I INTRODUCTION TO HTML</b>				
1.1	Information- Files Creation	1	Lecture	PPT & White board
1.2	WebServer- WebClient/Browser – Internet & Intranet	1	Lecture	PPT & White board
1.3	HTML –Commonly Used HTML Commands	1	Lecture	PPT & White board
1.4	Structure of an HTML Program	1	Lecture	LCD
1.5	Titles and Footers.	1	Lecture	PPT
<b>UNIT –II TEXT FORMATTING &amp; TABLES</b>				
2.1	Text Formatting	1	Lecture	PPT & White board
2.2	Emphasizing Material in aWebpage	2	Lecture	PPT & White board
2.3	Text Styles.	1	Lecture	PPT & White board
2.4	Other Text Effects	1	Lecture	Smart Board

## Curriculum for PGDCA

2.5	Types of Lists	1	Lecture	PPT
<b>UNIT III: GRAPHICS &amp; FRAMES</b>				
3.1	Adding Graphics to HTML Documents	2	Lecture	PPT & White board
3.2	Tables	1	Lecture	PPT & White board
3.3	Linking Documents.	1	Lecture	PPT & White board
3.4	Frames	2	Lecture	Smart Board
<b>UNIT -IV JAVASCRIPT DOCUMENT OBJECT MODEL</b>				
4.1	Introduction-Assisted Style Sheets DOM[JSS DOM]-Understanding Objects in HTML	1	Lecture	PPT & White board
4.2	Browser Objects-Object	1	Lecture	PPT & White board
4.3	Hierarchy Handling Events.	1	Lecture	PPT & White board
4.4	Forms used by a Website:	2	Lecture	Smart Board
4.5	Form Object-Other Built-in Objects in JavaScript-User Defined Objects.	1	Lecture	PPT
<b>UNIT -V DYNAMIC HTML</b>				
5.1	Cascading Style Sheets	2	Lecture	PPT & White board

### Curriculum for PGDCA

5.2	Font, Color& Background	1	Lecture	PPT &White board
5.3	Text, Border, Margin	1	Lecture	PPT & White board
5.4	Related and Text Attributes	1	Lecture	Smart Board
5.5	Use of Class	1	Lecture	PPT

### INTERNAL - PG

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1  10 Mks	T2  10 Mks.	Quiz  5 Mks.	Assignment  5 Mks	OBT/ PPT  5 Mks	35 Mks.	5 Mks.	40 Mks	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %



Curriculum for PGDCA

**END SEMESTER - PG**

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**PG CIA Components**

**Nos**

**C1** - Test (CIA 1) 1 - 10 Mks

## Curriculum for PGDCA

<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***

### COURSE OUTCOMES

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
<b>CO 1</b>	Understand the basic concepts in HTML	<b>K1</b>	<b>PSO1&amp; PSO2</b>
<b>CO 2</b>	Explain the Text formatting & Tables	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the usage and implementations of Graphics and frames	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the Script in PHP	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>
<b>CO 5</b>	Outline the database connectivity	<b>K2 &amp; K4</b>	<b>PSO5</b>

### Mapping COs Consistency with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>

Curriculum for PGDCA

CO4	2	2	3	3	1
CO5	2	3	1	3	1

**Mapping of COs with POs**

CO/ PO	PO1	PO2	PO3	PO4	PO5
CO1	3	1	1	1	1
CO2	1	1	3	1	2
CO3	1	2	1	3	1
CO4	1	1	1	2	1
CO5	1	3	1	1	1

**Note:**

- ♦ Strongly Correlated – 3
- ♦ Moderately Correlated – 2
- ♦ Weakly Correlated -1

**COURSEDESIGNER:**

**STAFFNAME:1. MAHESWARI K P**

**FORWARDEDBY**



**HOD'SSIGNATURE**

**PGDCA  
SEMESTER -I**

**NEW**

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEE K	CREDIT S
<b>OSCA</b>	<b>19PDB103</b>	<b>WEB DESIGNING</b>	<b>THEORY</b>	<b>3HRS</b>	<b>3</b>

**COURSE DESCRIPTION:**



To provide the student with foundational programming knowledge and skills for application development on the Internet.

**COURSE OBJECTIVE:**

- To teach the basic concept of designing a webpage.

**UNIT I:INTRODUCTION TO HTML**

**(6HRS)**

Information- FilesCreation-WebServer-WebClient/Browser – Internet&Intranet – HTML –CommonlyUsedHTMLCommands-Structure of an HTML Program - Titles and Footers.

**UNIT II: TEXT FORMATTING AND TABLES**

**(6HRS)**Text

Formatting – EmphasizingMaterialina Webpage – TextStylesandOtherText Effects – Typesof Lists.

**UNIT III: GRAPHICS , FRAMES AND JAVA SCRIPT(6HRS)**

Wri

ting First Java Script, External JavaScript, Variables: Rules for variable names, Declaring the variable, Assign a value to a variable, Adding Graphics to HTML Documents – Tables – Linking Documents - Frames.

**UNIT IV: INTRODUCTION TO PHP**

**(6HRS)**

What does PHP do? – History – Installing PHP – Language basics – Data types – Variables – Expressions & Operators – Control flow statements – Including code – Embedding PHP in web pages.

**UNIT V: DATABASE CONNECTIVITY**

**(6HRS)**

Introduction – Connecting Database – Retrieving data – Updating Data –Deleting Data.

**TEXT BOOKS :**

“Web enabled commercial Application development using HTML, JAVA Script, DHTML and PHP” Ivan Bayross, 4thEdition, BPB Publications.

**WEB REFERENCES :**

1. <https://www.w3schools.com/html/>
2. <https://www.tutorialspoint.com/vbscript/index.htm>

**OER REFERENCES :**

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>WEB DESIGNING – 19PDB103</b>				
<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT –I INTRODUCTION TO HTML</b>				
1.1	Information- Files Creation	1	Lecture	PPT & White board
1.2	WebServer- WebClient/Browser – Internet & Intranet	1	Lecture	PPT & White board
1.3	HTML –Commonly Used HTML Commands	1	Lecture	PPT & White board
1.4	Structure of an HTML Program	1	Lecture	LCD
1.5	Titles and Footers.	1	Lecture	PPT
<b>UNIT –II TEXT FORMATTING &amp; TABLES</b>				
2.1	Text Formatting	1	Lecture	PPT & White board
2.2	Emphasizing Material in aWebpage	2	Lecture	PPT & White board
2.3	Text Styles.	1	Lecture	PPT & White board
2.4	Other Text Effects	1	Lecture	Smart Board
2.5	Types of Lists	1	Lecture	PPT
<b>UNIT III: GRAPHICS &amp; FRAMES</b>				

## Curriculum for PGDCA

3.1	Adding Graphics to HTML Documents	2	Lecture	PPT & White board
3.2	Tables	1	Lecture	PPT & White board
3.3	Linking Documents.	1	Lecture	PPT & White board
3.4	Frames	2	Lecture	Smart Board
<b>UNIT -IV INTRODUCTION TO PHP</b>				
4.1	What does PHP do? – History	1	Lecture	PPT & White board
4.2	Installing PHP – Language basics	1	Lecture	PPT & White board
4.3	Data types – Variables	1	Lecture	PPT & White board
4.4	Expressions & Operators – Control flow statements	2	Lecture	Smart Board
4.5	Including code – Embedding PHP in web pages.	1	Lecture	PPT
<b>UNIT -V DATABASE CONNECTIVITY</b>				
5.1	<b>(6HRS)</b> Introduction	2	Lecture	PPT & White board
5.2	Connecting Database	1	Lecture	PPT & White board
5.3	Retrieving data	1	Lecture	PPT & White board



### Curriculum for PGDCA

5.4	Updating Data	1	Lecture	Smart Board
5.5	Deleting Data	1	Lecture	PPT

### INTERNAL - PG

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1 10 Mks.	T2 10 Mks.	Quiz 5 Mks.	Assignment 5 Mks	OBT/PPT 5 Mks	35 Mks.	5 Mks.	40 Mks.	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
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### Curriculum for PGDCA

	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	<b>14</b>	23.33 %
<b>K2</b>	-	-	8	4	-	-	<b>12</b>	20 %
<b>K3</b>	-	-	-	-	20	-	<b>20</b>	33.33 %
<b>K4</b>	-	-	-	4	-	10	<b>14</b>	23.34 %
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### PG CIA Components

#### Nos

<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks
<b>C3</b>	-	Assignment	1	-	5 Mks
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks

**C5** - Quiz 2 \* - 5 Mks

**C6** - Attendance - 5 Mks

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the basic concepts in HTML	K1	PSO1& PSO2
CO 2	Explain the Text formatting & Tables	K1, K2,	PSO3
CO 3	Understand the usage and implementations of Graphics and frames	K1 & K3	PSO5
CO 4	Understand the Script in PHP	K1, K2, K3 &	PSO4
CO 5	Outline the database connectivity	K2 & K4	PSO5

## Mapping COs Consistency with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	3	3	1	1	1
CO2	3	3	3	1	3
CO3	2	2	3	3	1
CO4	2	2	3	3	1
CO5	2	3	1	3	1

### Mapping of COs with POs

CO/ PO	PO1	PO2	PO3	PO4	PO5
CO1	3	1	1	1	1
CO2	1	1	3	1	2
CO3	1	2	1	3	1
CO4	1	1	1	2	1
CO5	1	3	1	1	1

**Note:**

- ♦ Strongly Correlated – 3
- ♦ Moderately Correlated – 2
- ♦ Weakly Correlated -1

**COURSEDESIGNER:**

**STAFFNAME:1. MAHESWARI K P**



**FORWARDEDBY**

**HOD'SSIGNATURE**



**PGDCA**  
**SEMESTER –I**

**OLD-40%**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
<b>OSCA</b>	<b>19PDB104</b>	<b>LAB-I Programming in C</b>	<b>Core Practical</b>	<b>3</b>	<b>2</b>

**COURSE DESCRIPTION:**

To develop programs using C programming language, in order to solve simple to moderate problems.

**COURSE OBJECTIVE:**

1. To develop programming skills in C.To understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
2. To develop programming skills in C.

**PROGRAM LIST:**

To develop simple C programs using the following concepts

- Conditional Statements
- Looping Statements
- Arrays
- Strings
- Functions
- Structures
- Pointers
- Files

**COURSE CONTENTS & LECTURE SCHEDULE:**

Curriculum for PGDCA

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>LAB -I PROGRAMMING IN C&amp; C++ -19PDB104</b>				
1.1	Conditional Statements	1	Demo & Working in Lab	LCD
1.2	Looping Statements	1	Demo & Working in Lab	LCD
1.3	Arrays	1	Demo & Working in Lab	LCD
1.4	Strings	1	Demo & Working in Lab	LCD
1.5	Functions	1	Demo & Working in Lab	LCD
1.6	Structure	1	Demo & Working in Lab	LCD
1.7	Pointer	1	Demo & Working in Lab	LCD
1.8	Files	1	Demo & Working in Lab	LCD

**INTERNAL - PG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PPT			40 Mks	
	10 Mks	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.		
K1	2	2	-	-	-	4	-	4	10 %

### Curriculum for PGDCA

K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total

## Curriculum for PGDCA

10	10	5	5	5	5	40	60	100
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### PG CIA Components

				Nos			
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks	
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks	
<b>C3</b>	-	Assignment	1	-	5	Mks	
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks	
<b>C5</b>	-	Quiz	2 *	-	5	Mks	
<b>C6</b>	-	Attendance		-	5	Mks	

***\*The best out of two will be taken into account***

### COURSE OUTCOMES

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the conditional and looping statements	K1	PSO1&PSO2
CO 2	Explain the arrays and string functions	K1, K2,	PSO3
CO 3	Understand the Object and classes	K1 & K3	PSO5
CO 4	Understand the constructor & destructor	K1, K2, K3 &	PSO4
CO 5	Outline the types of inheritance	K2 & K4	PSO5

### Mapping COs Consistency with PSOs



## Curriculum for PGDCA

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	3	3	1	1	1
CO2	3	3	3	1	3
CO3	2	2	3	3	1
CO4	2	2	3	3	1
CO5	2	3	1	3	1

### Mapping of COs with POs

CO/ PO	PO1	PO2	PO3	PO4	PO5
CO1	3	1	1	1	1
CO2	1	1	3	1	2
CO3	1	2	1	3	1
CO4	1	1	1	2	1
CO5	1	3	1	1	1

**Note:**

- ♦ Strongly Correlated – 3
- ♦ Moderately Correlated – 2
- ♦ Weakly Correlated -1

**COURSEDESIGNER:**

**STAFFNAME:**

**1. AROCKIA JACKULINE JONI J**

**2. MAHESWARI K P**



**FORWARDEDBYHOD'SSIGNATURE**

**NEW****PGDCA****SEMESTER –I**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
<b>OSCA</b>	<b>23PDB104</b>	<b>Lab –I Programming in C and C++</b>	<b>Core Practical</b>	<b>3HRS</b>	<b>3</b>

**COURSE DESCRIPTION**

To learn the practical implementation of structured programming using control structures, data structures and functions along with basic problem solving techniques.

**COURSE OBJECTIVES**

1. To learn problem solving through procedural language programming technique
2. To understand fundamentals of programming such as variables, conditional and iterative execution, methods, etc.
3. To develop programming skills in C and C++.

**PROGRAM LIST:**

1. Write Simple Programs to implement Procedural language.
2. Write a C Program to implement Conditional statements.
3. Write a C Program to implement looping statements.
4. Write a C Program to implement arrays.
5. Write a C Program to implement Functions.
6. Write a C++ Program to implement Classes and objects.
7. Write a C++ Program to implement constructor and destructor.
8. Write a C++ Program to implement Files.
9. Write a C++ Program to implement types of Inheritance.

**10. Write a C++ Program to implement function overloading.**

**COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>LAB -I PROGRAMMING IN C&amp; C++ -19PDB104</b>				
1.1	Conditional Statements	1	Demo & Working in Lab	LCD
1.2	Looping Statements	1	Demo & Working in Lab	LCD
1.3	Arrays	1	Demo & Working in Lab	LCD
1.4	Strings	1	Demo & Working in Lab	LCD
1.5	Functions	1	Demo & Working in Lab	LCD
1.6	Classes and objects	1	Demo & Working in Lab	LCD
1.7	constructor and destructor	1	Demo & Working in Lab	LCD
1.8	Inheritance	1	Demo & Working in Lab	LCD

**INTERNAL - PG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PPT	35 Mks.	5 Mks.	40 Mks.	
	10 M	10 Mks.	5 Mks.	5 Mks	5 Mks				

### Curriculum for PGDCA

	ks								
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>



**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**PG CIA Components****Nos**

<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks
<b>C3</b>	-	Assignment	1	-	5 Mks
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	-	Quiz	2 *	-	5 Mks
<b>C6</b>	-	Attendance		-	5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the conditional and looping statements	K1	PSO1&PSO2

## Curriculum for PGDCA

<b>CO 2</b>	Explain the arrays and string functions	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the Object and classes	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the constructor & destructor	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>
<b>CO 5</b>	Outline the types of inheritance	<b>K2 &amp; K4</b>	<b>PSO5</b>

### Mapping COs Consistency with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO5</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>

### Mapping of COs with POs

CO/ PO	PO1	PO2	PO3	PO4	PO5
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>2</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>

#### **Note:**

- ◆ Strongly Correlated – **3**
- ◆ Moderately Correlated – **2**
- ◆ Weakly Correlated -**1**

**COURSEDESIGNER:**

**STAFFNAME:**

**3. AROCKIA JACKULINE JONI J**

**4. MAHESWARI K P**

**FORWARDED BY HOD'S SIGNATURE**

A handwritten signature in black ink, appearing to read 'Maheswari', with a horizontal line underneath the name.

**OLD-10%****PGDCA****SEMESTER –I**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WK	CREDITS
OSCA	19PDB105	LAB-II WEB PROGRAMMING	CORE PRACTICAL	3 HRS	2

**COURSE DESCRIPTION:**

- To provide the student with foundational programming knowledge and skills for application development on the Internet.
- To create and design digital images and illustrations for print and Web publication.

**COURSE OBJECTIVE:**

- To teach the basic concept of designing a webpage.

**PROGRAM LIST:**

1. Write a simple HTML document with the title as HOME PAGE with all basic tags.
2. Write a program to have a text and an image as links to another document.
3. Create a table with different formats for each column.
4. Create a simple Application form.
5. Create a Frameset with two frames. In the frames, links should be displayed and in the right the target file of the link should be displayed.
6. Create an External Style Sheet, Table Style.



7. Built –in Objects.
8. User Defined Functions.
9. Dialog Boxes.
10. Login Form

### **COURSE CONTENTS & LECTURE SCHEDULE:**

<b>LAB –IWEB PROGRAMMING - 19PDB105</b>				
<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1.1	Home page creation	1	Demo & Working in Lab	LCD
1.2	Links and navigation	1	Demo & Working in Lab	LCD
1.3	Tables creation	1	Demo & Working in Lab	LCD
1.4	Web forms	1	Demo & Working in Lab	LCD
1.5	Built-in object	1	Demo & Working in Lab	LCD
1.6	User defined function	1	Demo & Working in Lab	LCD
1.7	Dialog box	1	Demo & Working in Lab	LCD
1.8	Login form	1	Demo & Working in Lab	LCD

### **INTERNAL - PG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PPT	35 Mks.	5 Mks.	40 Mks.	

### Curriculum for PGDCA

	10 M ks	10 Mks.	5 Mks.	5 Mks	5 Mks				
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### 11.END SEMESTER - PG

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA

Scholastic **35**

Non Scholastic **5**

**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**PG CIA Components**

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks			
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks			
<b>C3</b>	-	Assignment	1	-	5 Mks			
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks			
<b>C5</b>	-	Quiz	2 *	-	5 Mks			
<b>C6</b>	-	Attendance		-	5 Mks			

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

On the successful completion of the course, students will be able to:

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
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## Curriculum for PGDCA

<b>CO 1</b>	Understand the Webpage creation	<b>K1</b>	<b>PSO1&amp; PSO2</b>
<b>CO 2</b>	Explain the tables and frames	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the Stylesheets	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the Database creation	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>
<b>CO 5</b>	Outline the Connectivity with database	<b>K2 &amp; K4</b>	<b>PSO5</b>

### Mapping COs Consistency with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>
<b>CO5</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>

### Mapping of COs with POs

CO/ PO	PO1	PO2	PO3	PO4	PO5
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>2</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>

#### Note:

- ◆ Strongly Correlated – **3**
- ◆ Moderately Correlated – **2**
- ◆ Weakly Correlated -**1**



**COURSEDESIGNER:**

**STAFFNAME:1MAHESWARI K P**

A handwritten signature in black ink, appearing to read 'Selvaraj', with a horizontal line underneath.

**FORWARDEDBYHOD'SSIGNATURE**

**SEMESTER –I**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WK	CREDITS
<b>OSCA</b>	<b>19PDB105</b>	<b>LAB-II WEB PROGRAMMING</b>	<b>CORE PRACTICAL</b>	<b>3 HRS</b>	<b>2</b>

**COURSE DESCRIPTION:**

- To provide the student with foundational programming knowledge and skills for application development on the Internet.
- To create and design digital images and illustrations for print and Web publication.

**COURSE OBJECTIVE:**

1. To teach the basic concept of designing a webpage.

**PROGRAM LIST:**

1. Write a simple HTML document with the title as HOME PAGE with all basic tags.
2. Write a program to have a text and an image as links to another document.
3. Create a table with different formats for each column.
4. Create a simple Application form.
5. Create a Frameset with two frames. In the frames, links should be displayed and in the right the target file of the link should be displayed.
6. Create an External Style Sheet, Table Style.
7. Create a Database using MYSQL
8. Create a table using MYSQL
9. Create a dynamic webpage for student Information System with CRUD operations using PHP & MYSQL
10. Create a dynamic webpage for Employee Information System with CRUD Operations using PHP & MYSQL

**COURSE CONTENTS & LECTURE SCHEDULE:**

**LAB –IWEB PROGRAMMING - 19PDB105**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1.1	Home page creation	1	Demo & Working in Lab	LCD
1.2	Links and navigation	1	Demo & Working in Lab	LCD
1.3	Tables creation	1	Demo & Working in Lab	LCD
1.4	Web forms	1	Demo & Working in Lab	LCD
1.5	Frames creation	1	Demo & Working in Lab	LCD
1.6	Style Sheet	1	Demo & Working in Lab	LCD
1.7	Database and table creation	1	Demo & Working in Lab	LCD
1.8	CRUD operations using PHP & MYSQL	1	Demo & Working in Lab	LCD

**INTERNAL - PG**

	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
Levels	T1	T2	Quiz	Assignment	OBT/PPT			40 Mks	
	10 Mks	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.		
K1	2	2	-	-	-	4	-	4	10 %

### Curriculum for PGDCA

K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### END SEMESTER - PG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

### CIA

Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**PG CIA Components**

		<b>Nos</b>	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

On the successful completion of the course, students will be able to:

<b>NO.</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
<b>CO 1</b>	Understand the Webpage creation	<b>K1</b>	<b>PSO1&amp; PSO2</b>
<b>CO 2</b>	Explain the tables and frames	<b>K1, K2,</b>	<b>PSO3</b>
<b>CO 3</b>	Understand the Stylesheets	<b>K1 &amp; K3</b>	<b>PSO5</b>
<b>CO 4</b>	Understand the Database creation	<b>K1, K2, K3 &amp;</b>	<b>PSO4</b>
<b>CO 5</b>	Outline the Connectivity with database	<b>K2 &amp; K4</b>	<b>PSO5</b>

**Mapping COs Consistency with PSOs**

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>
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Curriculum for PGDCA

CO1	3	3	1	1	1
CO2	3	3	3	1	3
CO3	2	2	3	3	1
CO4	2	2	3	3	1
CO5	2	3	1	3	1

**Mapping of COs with POs**

CO/ PO	PO1	PO2	PO3	PO4	PO5
CO1	3	1	1	1	1
CO2	1	1	3	1	2
CO3	1	2	1	3	1
CO4	1	1	1	2	1
CO5	1	3	1	1	1

**Note:**

- ♦ Strongly Correlated – 3
- ♦ Moderately Correlated – 2
- ♦ Weakly Correlated -1

**COURSEDESIGNER:**

**STAFFNAME:1MAHESWARI K P**



**FORWARDEDBYHOD'SSIGNATURE**