



ANDHRA PRADESH STATE COUNCIL OF HIGHER EDUCATION

(A Statutory body of the Government of Andhra Pradesh)

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REVISED SYLLABUS OF B Com (COMPUTER APPLICATIONS)

UNDER CBCS FRAMEWORK WITH EFFECT FROM 2020-21

PROGRAMME: THREE-YEAR B Com(Computer Applications)

FOR
Computer Application Papers/Titles

*(With Learning Outcomes, Unit-wise Syllabus, References, Co-curricular Activities &
Model Q.P.)*

For Fifteen Courses of 1, 2, 3 & 4 Semesters)

ANDHRA PRADESH STATE COUNCIL OF HIGHER EDUCATION
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CBCS – UG SYLLABUS SUBJECT REVIEW COMMITTEE
(w.e.f. 2020-21 Admitted Batch)

PROGRAMME: Three-Year BCom(Computer Applications)

Domain Subject: Commerce (Computer Applications)

(Syllabus with Outcomes, Co-curricular Activities, References for Fifteen Courses of 1, 2, 3 & 4 Semesters)

Structure of B.Com (Computer Applications) Programme under Revised CBCS

Sl. No	Code	Sem	Courses	Name of Course (Each Course consists 5 Units with each Unit having 12 hours of class-work)	Hours/ Week	Credits	Marks	
							Mid Sem	Sem End
1		I	1A	Fundamentals of Accounting	5	4	25	75
2		I	1B	Business Organization and Management	5	4	25	75
3		I	1C	Information Technology	3T + 2P	3 +1	25	50T+25P
4		II	2A	Financial Accounting	5	4	25	75
5		II	2B	Business Economics	5	4	25	75
6		II	2C	E-commerce and Web Designing	3T + 2P	3 +1	25	50T+25P
7		III	3A	Advanced Accounting	5	4	25	75
8		III	3B	Business Statistics	5	4	25	75
9		III	3C	Programming with C & C++	3T + 2P	3 +1	25	50T+25P
10		IV	4A	Corporate Accounting	5	4	25	75
11		IV	4B	Cost and Management Accounting	5	4	25	75
12		IV	4C	Income Tax	5	4	25	75
13		IV	4D	Business Laws	5	4	25	75
14		IV	4E	Auditing	5	4	25	75
15		IV	4F	Data Base Management System	3T + 2P	3 +1	25	50T+25P
Total					75	60	375	1125

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6/1/21

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16/1/21

PROGRAMME: THREE-YEAR DEGREE

B Com (Computer Applications)

Domain Subject: Commerce

Semester-wise Syllabus under CBCS(w.e.f. 2020-21 Admitted Batch)

I Year B Com (CA), Semester- I

Discipline: COMPUTER APPLICATIONS

Course 1A:Information Technology

Model Outcomes:

At the end of the course, the students is expected to DEMONSTRATE the following cognitive abilities (thinking skill) and psychomotor skills.

A. Remembers and states in a systematic way (Knowledge)

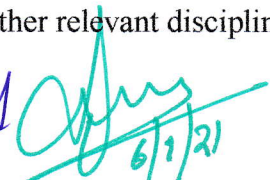
1. Describe the fundamental hardware components that make up a computer's hardware and the role of each of these components
2. understand the difference between an operating system and an application program, and what each is used for in a computer
3. Use technology ethically, safely, securely, and legally
4. Use systems development, word-processing, spreadsheet, and presentation software to solve basic information systems problems

B. Explains (Understanding)

5. Apply standard statistical inference procedures to draw conclusions from data
6. Retrieve information and create reports from databases
7. Interpret, produce, and present work-related documents and information effectively and accurately

*C. Critically examines, using data and figures (Analysis and Evaluation**)*

8. Analyse compression techniques and file formats to determine effective ways of securing, managing, and transferring data
9. Identify and analyse user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing based systems.
10. Analyse a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

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Page 2 of 21

11. Identify and analyse computer hardware, software

D. Working in 'Outside Syllabus Area' under a Co-curricular Activity(Creativity)

Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.

E. Efficiently learn and use Microsoft Office applications.

Syllabus:

Course 1C :Information Technology

(Five units with each unit having 12 hours of class work)

Unit

Details

I Introduction:

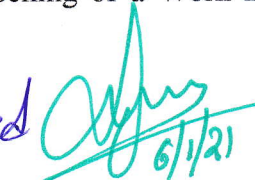
Computer Definition - Characteristics and Limitations of Computer Hardware—
Generations of Computer, Classification of Computers, Applications of
Computer, Basic Components of PC, Computer Architecture - Primary and
Secondary Memories- Input and Output Devices- Operating System- Function of
Operating System- Types of Operating System- Languages and its Types

II MS word:

Word Processing – Features-Advantages and Applications- Parts of Word Window-
Toolbar-Creating, Saving, Closing, Opening and Editing of a Document-Moving and
Coping a Text-Formatting of Text and Paragraph- Bullets and Numbering-Find and
Replace - Insertion of objects-Headers and Footers- Page Formatting- Auto Correct-
Spelling and Grammar- Mail Merge- Macros

III MS Excel:

Features – Spread Sheet-Workbook – Cell-Parts of a window-Saving, Closing,
Opening of a Work Book – Editing – Advantages – Formulas- Types of Function-

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Page 3 of 21

Templates – Macros – Sorting- Charts – Filtering – Consolidation – Grouping- Pivot Table

IV MS Power point:

Introduction – Starting – Parts-Creating of Tables- Create Presentation – Templates- Auto Content Wizard-Slide Show-Editing of Presentation-Inserting Objects and charts

V MS Access:

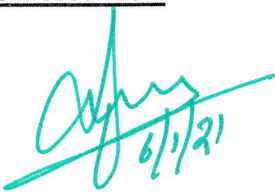
Orientation to Microsoft Access - Create a Simple Access Database - Working with Table Data - Modify Table Data - Sort and Filter Records - Querying a Database - Create Basic Queries - Sort and Filter Data in a Query - Perform Calculations in a Query - Create Basic Access Forms - Work with Data on Access Forms - Create a Report - Add Controls to a Report - Format Reports

Learning Resources (Course 1C:Information Technology)

References:

- (1) P.Mohan computer fundamentals- HimalayaPublications.
- (2) R.K.Sharma and Shashi K Gupta, Computer Fundamentals - Kalyani Publications
- (3) Fundamentals of Computers ByBalagurusamy, Mcgraw Hill
- (4) Computer Fundamentals Anita Goel Pearson India
- (5) Introduction to Computers Peter Norton
- (6) Fundamentals of Computers Rajaraman V Adabala N
- (7) Office 2010 All-in-One For Dummies Peter Weverka
- (8) MS-Office S.S. Shrivastava
- (9) MS-OFFICE 2010 Training Guide Prof. Satish Jain, M. Geetha, KratikaBPB Publications

Online Resources:

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<https://support.office.com/en-us/office-training-center>
<https://www.skillshare.com/browse/microsoft-office>
https://www.tutorialspoint.com/computer_fundamentals/index.htm
<https://www.javatpoint.com/computer-fundamentalstutorial>
<https://edu.gcfglobal.org/en/subjects/office/>
<https://www.microsoft.com/en-us/learning/training.aspx>

Practical Component: @ 2 hours/week/batch

- MS word creation of documents letters invitations etc, tables, mailmerge, animations in word, formatting text
- MS Excel performing different formulas, creating charts, macros
- MS power point slide creation, creation of animation
- MS Access creation of database, forms and reports

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))
4. Field studies (individual observations and recordings as per syllabus content and related areas (Individual or team activity))
5. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

General

1. Group Discussion
2. Visit to Software Technology parks / industries

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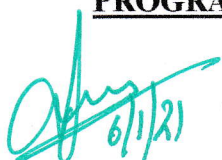
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RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Coding exercises,
4. Practical assignments and laboratory reports,
5. Observation of practical skills,
6. Individual and group project reports,
7. Efficient delivery using seminar presentations,
8. Viva voce interviews.
9. Computerized adaptive testing, literature surveys and evaluations,
10. Peers and self-assessment, outputs form individual and collaborative work

PROGRAMME: THREE-YEAR B COM

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Page 6 of 21

PROGRAMME: THREE-YEAR DEGREE

B Com (Computer Applications)

Domain Subject: Commerce

Semester-wise Syllabus under CBCS(w.e.f. 2020-21 Admitted Batch)

I Year B Com (CA), Semester – II

Discipline: COMPUTER APPLICATIONS

Course 2C: E- Commerce & Web Designing

(Five units with each unit having 12 hours of class work)

Learning Outcomes:

At the end of the course, the students is expected to DEMONSTRATE the following cognitive abilities (thinking skill) and psychomotor skills.

B. Remembers and states in a systematic way (Knowledge)

1. Understand the foundations and importance of E-commerce
2. Define Internet trading relationships including Business to Consumer, Business-to-Business, Intra-organizational
3. Describe the infrastructure for E-commerce
4. Discuss legal issues and privacy in E-Commerce
5. Understand the principles of creating an effective web page, including an in-depth consideration of information architecture

B. Explains (Understanding)

6. Recognize and discuss global E-commerce issues
7. Learn the language of the web: HTML and CSS.

C. Critically examines, using data and figures (Analysis and Evaluation)

8. Analyze the impact of E-commerce on business models and strategy
9. Assess electronic payment systems
10. Exploring a web development framework as an implementation example and create dynamically generated web site complete with user accounts, page level security, modular design using css

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D. Working in 'Outside Syllabus Area' under a Co-curricular Activity(Creativity)

Use the Systems Design Approach to implement websites with the following steps:

- Define purpose of the site and subsections
- Identify the audience
- Design and/or collect site content
- Design the website theme and navigational structure
- Design & develop web pages including: CSS Style Rules, Typography, Hyperlinks, Lists, Tables, Frames, Forms, Images, Behaviours, CSS Layouts

E. Build a site based on the design decisions and progressively incorporate tools and techniques covered

SYLLABUS

Course 2C: E-commerce & Web Designing

Unit	Details
I Unit I: Introduction:	Meaning, Nature, Concepts, Advantages, Disadvantages and reasons for Transacting Online, Types of E-Commerce, e-commerce Business Models (Introduction , Key Elements of a Business Model And Categorizing Major E-Commerce Business Models), Forces Behind e-commerce. Technology used in E-commerce: The dynamics of World Wide Web and Internet (Meaning, EvolutionAnd Features); Designing, Building and Launching e-commerce website (A systematic approach involving decisions regarding selection of hardware, software, outsourcing Vs. in-house development of a website)
II Unit-II: E-payment System:	Models and methods of e-payments (Debit Card, Credit Card, Smart Cards, e-money), Digital Signatures (Procedure, Working And Legal Position), Payment Gateways, Online Banking (Meaning, Concepts, Importance, Electronic Fund Transfer, Automated Clearing House, Automated Ledger Posting), Risks Involved in e-payments.

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III Unit-III: On-line Business Transactions:

Meaning, Purpose, Advantages and Disadvantages of Transacting Online, E-Commerce Applications in Various Industries Like {Banking, Insurance, Payment of Utility Bills, Online Marketing, E-Tailing (Popularity, Benefits, Problems and Features), Online Services (Financial, Travel and Career), Auctions, Online Portal, Online Learning, Publishing and Entertainment} Online Shopping (Amazon, Snap Deal, Alibaba, Flipkart, etc.)

IV Unit-IV: Website designing

Designing a home page, HTML document, Anchor tag Hyperlinks, Head and body section, Header Section, Title, Prologue, Links, Colorful Pages, Comment, Body Section, Heading Horizontal Ruler, Paragraph, Tabs, Images And Pictures, Lists and Their Types, Nested Lists, Table Handling.

Frames: Frameset Definition, Frame Definition, Nested Framesets, Forms and Form Elements. DHTML and Style Sheets: Defining Styles, elements of Styles, linking a style sheet to a HTML Document, Inline Styles, External Style Sheets, Internal Style Sheets & Multiple Style Sheets.

V Unit V: Security and Encryption:

Need and Concepts, E-Commerce Security Environment: (Dimension, Definition and Scope Of E-Security), Security Threats in The E-Commerce Environment (Security Intrusions And Breaches, Attacking Methods Like Hacking, Sniffing, Cyber-Vandalism Etc.), Technology Solutions (Encryption, Security Channels Of Communication, Protecting Networks And Protecting Servers And Clients)

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References:

- (1) E-commerce and E-business Himalaya publishers
- (2) E-Commerce by Kenneth C Laudon, PEARSON INDIA
- (3) Web Design: Introductory with MindTap Jennifer T Campbell, Cengage India
- (4) HTML & WEB DESIGN:TIPS& TECHNIQUES JAMSA, KRIS, McGraw Hill
- (5) Fundamentals Of Web Development by Randy Connolly, Ricardo Hoar, Pearson
- (6) HTML & CSS: COMPLETE REFERENCE POWELL,THOMAS, McGrawHill

Online Resources:

<http://www.kartrocket.com>

<http://www.e-commerceceo.com>

<http://www.fastspring.com>

<https://teamtreehouse.com/tracks/web-design>

Practical Component:@ 2 hours/week/batch

1. Creation of simple web page using formatting tags
2. Creation of lists and tables with attributes
3. Creation of hyperlinks and including images
4. Creation of forms
5. Creation of framesets
6. Cascading style sheets – inline, internal and external

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

MEASURABLE

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2. Student seminars (on topics of the syllabus and related aspects (individual activity)

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3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))
4. Field studies (individual observations and recordings as per syllabus content and related areas (Individual or team activity))
5. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

GENERAL

Group Discussion

Visit to Software Technology parks / industries

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Coding exercises,
4. Practical assignments and laboratory reports,
5. Observation of practical skills,
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7. Efficient delivery using seminar presentations,
8. Viva voce interviews.
9. Computerized adaptive testing, literature surveys and evaluations,
10. Peers and self-assessment, outputs form individual and collaborative work

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PROGRAMME: THREE-YEAR DEGREE

B Com (Computer Applications)

Domain Subject: Commerce

Semester-wise Syllabus under CBCS(w.e.f. 2020-21 Admitted Batch)

I Year B Com (CA), Semester – III

Discipline: COMPUTER APPLICATIONS

Course 3C: Programming with C & C++

(Five units with each unit having 12 hours of class work)

Model Outcomes:

At the end of the course, the students is expected to DEMONSTRATE the following cognitive abilities (thinking skill) and psychomotor skills.

C. Remembers and states in a systematic way (Knowledge)

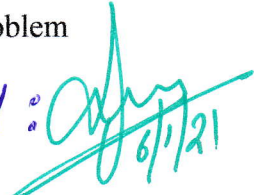
1. Develop programming skills
2. Declaration of variables and constants use of operators and expressions
3. learn the syntax and semantics of programming language
4. Be familiar with programming environment of C and C++
5. Ability to work with textual information (characters and strings) & arrays

D. Explains (Understanding)

6. Understanding a functional hierarchical code organization
7. Understanding a concept of object thinking within the framework of functional model
8. Write program on a computer, edit, compile, debug, correct, recompile and run it

E. Critically examines, using data and figures (Analysis and Evaluation)

9. Choose the right data representation formats based on the requirements of the problem

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 Madhavi
16/1/21

Page 12 of 21

10. Analyze how C++ improves C with object-oriented features
11. Evaluate comparisons and limitations of the various programming constructs and choose correct one for the task in hand.

D. Working in 'Outside Syllabus Area' under a Co-curricular Activity (Creativity)

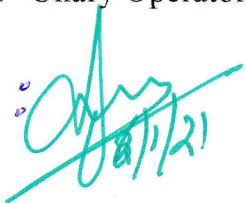
Planning of structure and content, writing, updating and modifying computer programs for user solutions

E. Exploring C programming and Design C++ classes for code reuse (Practical skills***)

SYLLABUS

Course 3C: Programming with C & C++

Unit	Details
I Introduction and Control Structures:	History of 'C' - Structure of C program – C character set, Tokens, Constants, Variables, Keywords, Identifiers – C data types - C operators - Standard I/O in C - Applying if and Switch Statements
II Loops And Arrays:	Use of While, Do While and For Loops - Use of Break and Continue Statements - Array Notation and Representation - Manipulating Array Elements - Using Multi Dimensional Arrays
III Strings and Functions:	Declaration and Initialization of String Variables - String Handling Functions - Defining Functions - Function Call - Call By Value, Call By Reference – Recursion
IV Classes and Objects	Introduction to OOP and its basic features - C++ program structure - Classes and objects - Friend Functions- Static Functions – Constructor – Types of constructors – Destructors - Unary Operators

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16/1/21

Page 13 of 21

V Inheritance:

Inheritance - Types of Inheritance -Types of derivation- Public – Private - Protected
Hierarchical Inheritance - Multilevel Inheritance – Multiple Inheritance - Hybrid
Inheritance

Learning Resources (Course 3C: : Programming with C & C++)

References:

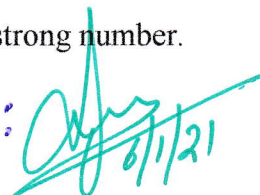
- (1) E. Balagurusamy "Object oriented programming with C++
- (2) R.Ravichandran "Programming with C++"
- (3) Mastering C by K R Venugopal and Sudeep R Prasad, McGraw Hill
- (4) Expert C Programming: Deep Secrets Kindle Edition Peter van der Linden
- (5) Let Us C Yashavant Kanetkar
- (6) The C++ Programming Language Bjarne Stroustrup
- (7) C++ Primer Stanley B. Lippman, Josée Lajoie, Barbara E. Moo

Online Resources:

<https://www.tutorialspoint.com/cprogramming/index.html>
<https://www.learn-c.org/>
<https://www.programiz.com/c-programming>
<https://www.w3schools.in/c-tutorial/>
<https://www.cprogramming.com/tutorial/c-tutorial.html>
<https://www.tutorialspoint.com/cplusplus/index.html>
<https://www.programiz.com/cpp-programming>
<http://www.cplusplus.com/doc/tutorial/>
<https://www.learn-cpp.org/>
<https://www.javatpoint.com/cpp-tutorial>

Practical Component: @ 2 hours/week/batch

1. Write C programs for
 - a. Fibonacci Series
 - b. Prime number
 - c. Palindrome number
 - d. Armstrong number.

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16/11/21

2. 'C' program for multiplication of two matrices
3. 'C' program to implement string functions
4. 'C' program to swap numbers
5. 'C' program to calculate factorial using recursion
6. 'C++' program to perform addition of two complex numbers using constructor
7. Write a program to find the largest of two given numbers in two different classes using friend function
8. Program to add two matrices using dynamic constructor
9. Implement a class string containing the following functions:
 - a. Overload + operator to carry out the concatenation of strings.
 - b. Overload == operator to carry out the comparison of strings.
10. Program to implement inheritance.

RECOMMENDED CO-CURRICULAR ACTIVITIES:

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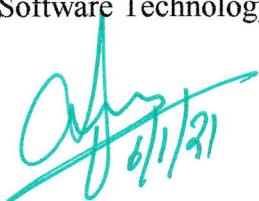
MEASURABLE

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
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5. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

General

Group Discussion

Visit to Software Technology parks / industries

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RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted:

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Coding exercises,
4. Practical assignments and laboratory reports,
5. Observation of practical skills,
6. Individual and group project reports,
7. Efficient delivery using seminar presentations,
8. Viva voce interviews.
9. Computerized adaptive testing, literature surveys and evaluations,
10. Peers and self-assessment, outputs form individual and collaborative work

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PROGRAMME: THREE-YEAR DEGREE

B Com (Computer Applications)

Domain Subject: Commerce

Semester-wise Syllabus under CBCS(w.e.f. 2020-21 Admitted Batch)

I Year B Com (CA), Semester – I

Discipline: COMPUTER APPLICATIONS

Course 3F:Database Management System

(Five units with each unit having 12 hours of class work)

Model Outcomes for Database Management System

At the end of the course, the students is expected to DEMONSTRATE the following cognitive abilities (thinking skill) and psychomotor skills.

F. Remembers and states in a systematic way (Knowledge)

1. Understand the role of a database management system in an organization.
2. Understand basic database concepts, including the structure and operation of the relational data model.
3. Understand and successfully apply logical database design principles, including E-R diagrams and database normalization
4. Understand Functional Dependency and Functional Decomposition

G. Explains (Understanding)

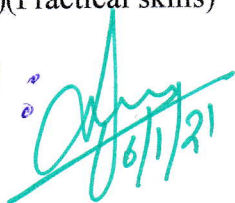
5. To design and build a simple database system and demonstrate competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.
6. Perform PL/SQL programming using concept of Cursor Management, Error Handling, Packages

H. Critically examines, using data and figures (Analysis and Evaluation)

7. Apply various Normalization techniques
8. Model an application's data requirements using conceptual modeling tools like ER diagrams and design database schemas based on the conceptual model

D. Working in 'Outside Syllabus Area' under a Co-curricular Activity(Creativity)
Design and implement a small database project

E. Construct simple and moderately advanced database queries using Structured Query Language (SQL)(Practical skills)

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SYLLABUS

Course 4F: Database Management System

Unit	Details
I Overview of Database Management System	Introduction, Data and Information, Database, Database Management System, Objectives of DBMS, Evolution of Database Management System, Classification of Database Management System.
II File-Based System	File Based System. Drawbacks of File-Based System, DBMS Approach, Advantage of DBMS, Data Models, Components of Database System, Database Architecture, DBMS Vendors and their products.
III Entity-Relationship Model:	Introduction, The Building Blocks of an Entity-Relationship, Classification of Entity Set, Attribute Classification, Relationship Degree, Relationship Classification, Generalization and Specialization, Aggregation and Composition, CODD's Rules, Relational Data Model, Concept of Relational Integrity.
IV Structured Query Language	Introduction, History of SQL Standards, Commands in SQL, Data types in SQL, Data Definition Language (DDL), Selection Operation Projection Operation, Aggregate Functions, Data Manipulation Language, Table Modification, Table Truncation, Imposition of Constraints, Set Operations.
V PL/SQL:	Introduction, Structure of PL/SQL, PL/SQL Language Elements, Data Types, Control Structure, Steps to Create a PL/SQL Program, Iterative Control Cursors, Steps to Create a Cursor, Procedure, Functions, Packages, Exceptions Handling, Database Triggers, Types of triggers.

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A. Madhavi
16/1/21

Page 18 of 21

Learning Resources (Course 4F: Database Management System)

References:

1. Paneerselvam: Database Management system, PHI.
2. David Kuklinski, Osborne, Data management system McGraw Hill Publication.
3. Shgirley Neal And Kenneth LC Trunick Database management system in Business-PHI.
4. Godeon C. EVEREST, Database Management-McGraw Hill Book Company.
5. MARTIN, Database Management-Prentice Hall of India, New Delhi.
6. Bipin C. Desai, 'An Introduction to Database System', Galgotia Publications
7. Korth, Database Management System.
8. Navathe, Database Management System.
9. S. Sumathi, S. Esakkirajan, Fundamentals of Relational Database Management System

Online resources:

[http:// www.onlinegdb.com/](http://www.onlinegdb.com/)

[http:// www.tutorialspoint.com/](http://www.tutorialspoint.com/)

<http://learnsql.com>

<https://www.codecademy.com/learn/learn-sql/>

<https://www.w3schools.com/sql/default.asp>

Practical Component: @ 2 hours/week/batch

1. Create tables department and employee with required constraints.
2. Initially only the few columns (essential) are to be added. Add the remaining columns separately by using appropriate SQL command.
3. Basic column should not be null
4. Add constraint that basic should not be less than 5000.
5. Calculate hra, da, gross and net by using PL/SQL program.
6. The percentage of hra and da are to be stored separately.
7. When the da becomes more than 100%, a message has to be generated and with user permission da has to be merged with basic.
8. Empno should be unique and has to be generated automatically.

Syllabus Approved:  6/1/21

A. Madhan
16/1/21

Page 19 of 21

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity)
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams)
4. Field studies (individual observations and recordings as per syllabus content and related areas (Individual or team activity)
5. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity)

General

3. Group Discussion
4. Visit to Software Technology parks / industries

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted:

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Coding exercises,
4. Practical assignments and laboratory reports,
5. Observation of practical skills,
6. Individual and group project reports,
7. Efficient delivery using seminar presentations,
8. Viva voce interviews.
9. Computerized adaptive testing, literature surveys and evaluations,
10. Peers and self-assessment, outputs form individual and collaborative work

Syllabus Approved:  6/1/21

A. Madhai
16/1/21

Recommended Format for Question Paper

For Courses : 1C,2C,3C,4F(ALL COMPUTER APPLICATION PAPERS)

Time: ~~3~~⁴ Hours

[Max. Marks :50]

Section-A

[5X2=10]

Answer any FIVE of the following questions.

- 1 Contents of Unit-I
- 2 Contents of Unit-II
- 3 Contents of Unit-III
- 4 Contents of Unit-IV
- 5 Contents of Unit-V
- 6 Contents of Unit-I to Unit V
- 7 Contents of Unit-I to Unit V
- 8 Contents of Unit-I to Unit V

Section-B

[5X8=40]

Answer FIVE questions

- 9 a Contents of Unit-I
- (OR)
- 9 b Contents of Unit-I

- 10 a Contents of Unit-II
- (OR)
- 10 b Contents of Unit-II

- 11 a Contents of Unit-III
- (OR)
- 11 b Contents of Unit-III

- 12 a Contents of Unit-IV
- (OR)
- 12 b Contents of Unit-IV

- 13 a Contents of Unit-V
- (OR)
- 13 b Contents of Unit-V

Syllabus Approved :  06/11/21

A. Madhani
16/11/21