

**SCHEME OF EXAMINATION &
SYLLABUS**

of

PGDCA

**(POST GRADUATE DIPLOMA IN COMPUTER
APPLICATION)**

UNDER

Faculty of Information Technology

w.e.f. Session 2021-22

PGDCAI SEMESTER

Subjectcode	SubjectName	Credit 1 Cr=10hrs	University ExamMarks	Internal Marks	Total Marks
PGDCA101	Fundamental of Information Technology	4	70	30	100
PGDCA102	Programming in C++	4	70	30	100
PGDCA103	DBMS Concepts	4	70	30	100
PGDCA104	Business Communication	4	70	30	100
PGDCA105-P	Practical Based on Office Automation and DBMS Concepts	2	30	20	50
PGDCA106P	Practical Based on C++	2	30	20	50
	Total	20	340	160	500

PGDCAII SEMESTER

Subjectcode	SubjectName	Credit 1Cr=10hrs	University ExamMarks	Internal Marks	Total Marks
PGDCA201	Programming using VB.NET	4	70	30	100
PGDCA202	Programming in Python	4	70	30	100
PGDCA203	Web Technology & Multimedia	4	70	30	100
PGDCA204	Data Structures	4	70	30	100
PGDCA205-P	Practical Based on VB.NET & Python	2	30	20	50
PGDCA206P	Mini Project	3	30	20	50
	Total	21	340	160	500
	GrandTotal (SEMI+SEMI I)	41	680	320	1000

FACULTY OF INFORMATION TECHNOLOGY

Name of the Program/Semester: PGDCA-I	Course: PGDCA
Name of the course: Fundamental of Information Technology	Course Code: PGDCA101
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Objective:

1. To understand the generation and classification of computer system.
2. To familiarize the concept of internet and its related technologies.
3. To gain knowledge of various operating systems.

Course Outcome:

CO1: To understand the generation and classification of computer system. **CO2:** To familiarize the concept of internet and its related technologies. **CO3:** To gain knowledge of various operating systems.
CO4: Know evolution of digital computer and various technologies.
CO5: Acquire the knowledge of the internet and related technologies.

UNIT – I:

Contact Hours: 2

Brief history of development of computers, Computer system concepts, Computer system characteristics, Capabilities and limitations, Types of computers, Generations of computers, Personal Computer (PCs) – evolution of PCs, configurations of PCs- Pentium and Newer, PCs specifications and main characteristics. Basic Components of a computer system - Control unit, ALU, Input/output functions and characteristics, memory-RAM, ROM, EPROM, PROM and other types of memory, Number System.

UNIT – II:

Contact Hours: 2

Input/output & Storage Units:- Keyboard, Mouse, Trackball, Joystick, Scanners, Digital Camera, MICR, OCR, OMR, Bar-code Reader, Voice Recognition, Light pen, Touch Screen, Printers & types - Daisywheel, Dot Matrix, Inkjet, Laser, Line Printer, Plotter, Sound Card and Speakers, Storage fundamentals - Primary Vs Secondary Data Storage and Retrieval methods - Sequential, Direct and Index Sequential, Various Storage Devices - Magnetic Tape, Magnetic Disks, Cartridge Tape, Hard Disk Drives, Floppy Disks (Winchester Disk), Optical Disks, CD, CD-R, CD-RW, Zip Drive, flash Physical structure of floppy & hard disk.

UNIT – III:

Contact Hours: 2

Software and its Need, Types of Software - System software, Application software, System Software - Operating System, Utility Program, Programming languages, Assemblers, Compilers and Interpreter, Introduction to operating system for PCs-DOS Windows, Linux, File Allocation Table, files & directory structure and its naming rules, booting process, Programming languages-Machine, Assembly, High Level, 4GL, their merits and demerits,

Application Software and its types - Word-processing, Spreadsheet, Presentation Graphics, Data Base Management Software, characteristics, Uses and examples and area of applications of each of them, DOS commands. Multimedia concepts, multimedia system configuration, types of multimedia, application of Multimedia.

UNIT– IV:

Contact Hours:2

Use of communication and IT, Communication Process, Communication types-Simplex, Half Duplex, Full Duplex, Communication Protocols, Communication Channels - Twisted, Coaxial, Fiber Optic, Serial and Parallel Communication, Modem - Working and characteristics, Types of network Connections - Dialup, Leased Lines, ISDN, DSL, RF, Broad band, Types of Network - LAN, WAN, MAN, Internet, VPN etc., Topologies of LAN - Ring, Bus, Star, Mesh and Tree topologies, Components of LAN -Media, NIC, NOS, Bridges, HUB, Routers, Repeater and Gateways. Internet-Evolution, World Wide Web Internet Services and E - Commerce

UNIT– V:

Contact Hours:2

System Planning and initial investigation: basis for planning in systems analysis, initial investigation, fact finding, fact analysis, determination of feasibility. Information Gathering: Kind of information, Information gathering tools, Structured Analysis, DFD, Data Dictionary, Decision Tree, Structured English, Decision Table. System Performance & Feasibility Study. Software Engineering Fundamentals: Software Design Life cycle The Role of System Analyst

TEXT & REFERENCE BOOKS:

- Anurag Seetha, "Introduction to Computers and Information Technology", Ram Prasad & Sons, Bhopal.
- S.K. Basandra, "Computers Today", Galgotia Publications.
- Chetan Shrivastav "Fundamental of IT"
- P.K. Sinha, "Fundamental of Computers"
- System Analysis and Design - Elias M. Awad.
- System Analysis and Design - Alan Dennis & Barbara Haley Wix
- Introduction to Data Communication & Networking - Behrouz & Forouzan
- Computer Networking - Andres & Tanenbaum

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
CO2	UNDERSTANDING	Understanding how code works the control structures like loops and conditionals and how they affect program flow.
CO3	APPLYING	Applying involves using your understanding to write code to solve specific problems.
CO4	ANALYSING	Analyzing includes debugging and troubleshooting code to identify and fix errors or issues.
CO5	EVALUATING	Evaluation involves comparing different approaches to solving a problem and selecting the most suitable one based on criteria like speed, resource usage, and code simplicity.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make along-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
5. **Modern Tool Usage:** Ability to select modern computing tools, skills and techniques necessary for innovative software solutions
6. **Professional Ethics:** Ability to apply and commit professional ethics and cyber regulations in a global economic environment.

7. **Project Management:** Ability to understand management and computing principles with computing knowledge to manage projects in multidisciplinary environments.
8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
9. **Innovation and Entrepreneurship:** Identify opportunities, entrepreneurship vision and use of innovative ideas to create value and wealth for the betterment of the individual and society.
10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts

**FACULTY OF INFORMATION TECHNOLOGY
KALINGA UNIVERSITY
RAIPUR**

Name of the Program/Semester: PGDCA-I	Course: PGDCA
Name of the course: Programming in C++	Course Code: PGDCA102
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Objective:

1. Understanding about object oriented programming. Gain knowledge about the capability to store information together in an object.
2. Understand the capability of a class to rely upon another class.
3. Learn how to store one object inside another object.
4. Learn use of one method can be used in variety of different ways.
5. Understanding the process of exposing the essential data to the outside of the world
6. Create and process data in files using file I/O functions.
7. Understand about constructors which are special type of functions.
8. Learn how to write code in a way that it is independent of any particular type.

Course Outcome:

- CO1:** To understand the concepts of C++ and applications of object-oriented programming concepts.
CO2 : To understand the concepts of classes and objects in object-oriented programming.
CO3: To use the advanced features of OOP such as polymorphism and Function Overloading.
CO4 : To learn the concepts of Inheritance, constructor and virtual function.
CO5: To understand and implement templates to create flexible and reusable code.

UNIT-I:

Contact Hours: 2

Idea of Algorithm: Representation of Algorithm, Flowchart, Pseudo code with examples, From algorithms to programs, source code. Programming Language, high level and low level languages, Procedural Vs Object oriented language, Object oriented programming Concepts, Advantages, Usage, object oriented language features, Introduction to various C++ compilers, C++ standard libraries, Data types, comments, main function in C++, function prototyping, default arguments and argument matching. User defined data types: enumerated types. Classes & Objects : Classes, Structure & Classes, Union & Classes, functions, System define and library function, Inline Function, Scope Resolution operator, Static Class Members: Static Data Member, Static Member Function, Passing Objects to Function, Returning Objects, Object Assignment, Friend Function, Friend Classes.

UNIT-II:

Contact Hours: 2

Array, Pointers References & The Dynamic Allocation Operators: Array of Objects, Pointers to Object, Type Checking C++ Pointers, The This Pointer, Pointer to Derived Types, Pointer to Class Members, References: Reference Parameter, call by reference and return by reference Passing References to Objects, Returning Reference, Independent Reference, C++ Dynamic Memory Allocation, Allocating Array, Allocating Objects, Constructor & Destructor : Introduction, Constructor, access specifiers for constructors, and instantiation, Parameterized Constructor, Multiple Constructor in A Class, Constructor with Default Argument, Copy Constructor, Destructor.

UNIT-III:**ContactHours:2**

Overloading as polymorphism: Function & Operator Overloading: Function Overloading, Overloading Constructor Function Finding the Address of an Overloaded Function, Operator Overloading: Creating A Member Operator Function, Creating Prefix & Postfix Forms of the Increment & Decrement Operation, Overloading The Shorthand Operation (I.E. +=,-= Etc), Operator Overloading Restrictions, Operator Overloading Using Friend Function, Overloading New & Delete, Overloading Some Special Operators, Overloading [], (), -, Comma Operator, Overloading << and concepts of namespaces

UNIT-IV:**ContactHours:2**

Inheritance : Base Class Access Control, Inheritance & Protected Members, Protected Base Class Inheritance, Inheriting Multiple Base Classes, Constructors, Destructors & Inheritance, When Constructor & Destructor Function are Executed, Passing Parameters to Base Class Constructors, Granting Access, Virtual Base Classes, Virtual Functions & Polymorphism: Virtual Function, Pure Virtual Functions, Early Vs. Late Binding.

UNIT-V:**ContactHours:2**

File I/O, use of File functions, reading and writing from File Templates and Exception Handling: Exception handling in C++, try, throw, catch sequence, multiple catch blocks, uncaught exceptions, catch-all exception handler Templates: Reason for templates compactness and flexibility, function template examples explicit specialization, class templates, out of class definition of member functions, The C++ I/O System Basics : C++ Streams, The Basic Stream Classes, C++ Predefined Streams, Formatted I/O: Formatting Using the IOS Members, Setting The Format Flags, Clearing Format Flags, An Overloaded Form Of Setf (), Using Width() Precision() and Fill(), Using Manipulators to Format I/O, Creating Your own Manipulators.

TEXT & REFERENCE BOOKS:

- Herbert Schildt, "C++ The complete reference" - TMH Publication ISBN 0-07-463880-7
- E. Balguruswamy, "C++", TMH Publication ISBN 0-07-462038-x
- MKumar "Programming in C++", TMH Publications
- Mastering C++, "Venugopal"

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
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Program Educational Objective (PEOs)

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Name of the Program/Semester: PGDCA-I	Course: PGDCA
Name of the course: DBMS Concepts	Course Code: PGDCA103
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Course Objective:

1. To learn the fundamentals of data models and to conceptualize and depict a database
2. To know the fundamental concepts of transaction processing-concurrency
3. To understand the internal storage structures which will help in physical DB design.
4. To make a study of SQL and relational database design system using ER diagram. Control techniques and recovery procedure.
5. To have an introductory knowledge about the Storage and Query processing techniques.

Course Outcome:

- CO1:** Create and maintain databases and tables.
CO2: Study fundamentals of Recent and Emerging Database Systems in Market.
CO3: Startup and shutdown an Oracle instance and database
CO4: Manage transactions and locks to ensure data concurrency and recoverability.
CO5: Manipulate data in a database using SQL.

UNIT – I:

Contact Hours: 2

Traditional file processing system: Characteristics, limitations, Database: Definition, composition., Database Management system: Definition, Characteristics, advantages over traditional file processing system, Implication of Database approach, User of database, DBA and its responsibilities, Database schema ,Database languages: DDL, DML, DCL, Database utilities, Data Models, Keys: Super, candidate, primary, unique, foreign.

UNIT – II:

Contact Hours: 2

Entity relationship model: concepts, mapping cardinalities, entity relationship diagram, weak entity sets, strong entity set, aggregation, generalization, converting ER diagrams to tables, Overview of Network and Hierarchical model, Relational Data model: concepts, constraints. Relational algebra: Basic operations, additional operations

UNIT – III:

Contact Hours: 2

Database design: Functional dependency, decomposition, problems arising out of bad database design, normalization, multi-valued dependency. Database design process, database protection, database integrity, database concurrency: Problems arising out of concurrency, methods of handling concurrency. Data recovery, database security: Authentication, authorization, methods of implementing security.

UNIT– IV:**ContactHours:2**

Introduction to SQL ,Data Types ,Character, Char, Varchar/Varchar2,Long, Number - Column-name number, column-name number(p) - fixed point, column-name number (p,s) - floating point ,Date data type, Raw data type, Long raw data type ,LOB data type - CLOB, BLOB, BFILE, Table - Constraint definition, Domain, Entity, Referential ,Create table - Alter table, Drop table, Normalization (Applied) Commands and clause - Insert, update, delete, with where clause ,Queries and SQL functions ,Select with all options ,Operations and operators -Arithmetic, Comparison, Logical (in, out, between, like, all, %, any,exists, not exists, is null, is not null, and, or, not) Query Expression Operators - Union, intersect, minus SQL functions ,Date - Sys_date, new_time, next_day, add_month, last_day, months_between Numeric - round, trunc, abs, ceil, cos, exp, floor Character - initcap, lower, upper, trim, translate, length, char Conversion - to_char, to_date, to_number Miscellaneous - Uid, User, nvl, vsize

UNIT– V:**ContactHours:2**

Group function Avg, max, min, sum, count, Group by clause, having clause Expression (Set operations : join) Set Operations - union, union all, intersect, minus, Relating data through join concept - Join theory, Simple join, Equi join ,Non equi join - Self join, Outer join ,Table aliases Query and sub-queries ,Introduction to object oriented database - Concept ,Object binding in Oracle - Class, Attribute, Methods, Object type, Definition, Declaring and initializing, Methods , Alter and Drop type, Views and synonyms ,Synonym - Introduction ,Object type - User definition with example, Create, synonyms as alias for table and view, drop, Sequence - Introduction, creates with option, alter sequence, drop ,View - into, creates, update, drop ,Index - Introduction, create, Primary introduction to DBA, User create, granting ,Privileges - Object, System, User (GRANT, REVOKE, COMMIT, ROLLBACK, SAVEPOINT) ,Report writer using SQL.

TEXT&REFERENCEBOOKS:

- Understanding ORACLE by Perry J. and Later J. SQL by Scott Urman ORACLE PL/SQL Programming by Scott Urman
- Expert One on One: Oracle by Wrox PL/SQL by Ivan Bayross
- Database system concept - H. Korth and A. Silberschatz, TMH
- Database Management System - Alexies & Mathews [Vikas publication]
- Database Management System - C.J. Date [Naroshia Pub.]
- Database Management System - James Matin
- Principles of Database System - Ullman
- An Introduction to database systems - Bipin Desai, Galgotia Publication.

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
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Name of the Program/Semester: PGDCA-I	Course: PGDCA
Name of the course: Business Communication	Course Code: PGDCA104
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Objective:

1. Demonstrate the ability to write clear, concise, and professional business documents such as emails, memos, reports, and proposals.
2. Deliver effective oral presentations and speeches with clarity, confidence, and appropriate nonverbal communication.
3. Build strong interpersonal communication skills for working with colleagues, clients, and stakeholders.
4. Develop active listening skills to understand and respond to the needs and concerns of others.
5. Use digital communication tools and technologies effectively, including email, video conferencing, and collaboration platforms.
6. Analyze complex business communication challenges and develop solutions.

Course Outcome:

CO1 : Apply the learned grammar concepts to construct grammatically accurate sentences in reading and writing. **CO2 :** Understand the process of communication and analyze various media of communication, including oral, written, and visual communication tools

CO3: Understand the various functions and types of business letters used in corporate communication.

CO4: Develop a strong understanding of business manners and etiquette, including appropriate behavior, courtesy, and professionalism in various business settings.

Unit-I:

Contact Hours: 2.5

Fundamentals of Grammar and their Usage: How to Improve Command over Spoken and Written English with Stress on Noun, Verb, Tense and Adjective. Sentence Errors, Punctuation, Vocabulary Building to Encourage the Individual to Communicate Effectively, Common Errors in Business Writing.

Unit-II:

Contact Hours: 2.5

Introduction to Business Communication: Basic Forms of Communication, Process of Communication, Principles of Effective Business Communication, 7Cs; Media of Communication: Types of Communication: Barriers of Communication (Practical exercise in communication)

Unit-III:

Contact Hours: 2.5

Business letter writing: Need, Functions and Kinds, Layout of Letter Writing, Types of Letter Writing: Persuasive Letters, Request Letters, Sales Letters, Complaints and Adjustments; Departmental Communication: Meaning, Need and Types: Interview Letters, Promotion Letters, Resignation Letters, News Letters, Circulars, Agenda, Notice, Office Memorandums, Office Orders, Press Release.

Unit-IV:**Contact Hours: 2.5**

Business Etiquettes and Public Speaking: Business Manners. Body Language Gestures, Email and Net Etiquettes, Etiquette of the Written Word, Etiquettes on the Telephone, Handling Business Meetings; Introducing Characteristic, Model Speeches, Role Play on Selected Topics with Case Analysis and Real Life Experiences.

Reference Books

1. Boove, C.L., Thill, J.V., and Chaturvedi, M., (2009) Business Communication Today, Pearson Education.
2. Murphy and Hildebrandt, (2008) Effective Business Communication, McGraw Hill Education.
3. Krizan, A.C. Buddy, and Merrier, Patricia (2008) Effective Business Communication, 7th Edition, Cengage Learning.
4. Lesikar, (2009), Business Communication: Making Connections in a Digital World, McGraw Hill Education.
5. McGraw, S.J., (2008) Basic Managerial Skills for All, 8th edition, Prentice Hall of India.
6. Wren & Martin, (2008), English Grammar and Composition, Sultan Chand & Sons.

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering includes remembering key data, facts, names, dates, and other essential details related to business communication, such as company policies, industry trends, or communication protocols..
CO2	UNDERSTANDING	Understanding in business communication goes beyond mere memorization. It involves grasping the meaning and significance of information.
CO3	APPLYING	Applying involves the practical application of communication skills to create and convey messages, whether in writing, speaking, or non-verbal communication, to achieve specific business objectives.
CO4	ANALYSING	Analyzing involves breaking down complex information and communication scenarios.
CO5	EVALUATING	Evaluation involves critically reviewing communication strategies, messages, and outcomes to determine whether they meet their intended goals and how they can be enhanced or refined.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make along-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
5. **Modern Tool Usage:** Ability to select modern computing tools, skills and techniques necessary for innovative software solutions
6. **Professional Ethics:** Ability to apply and commit professional ethics and cyber regulations in a global economic environment.

7. **Project Management:** Ability to understand management and computing principles with computing knowledge to manage projects in multidisciplinary environments.
8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
9. **Innovation and Entrepreneurship:** Identify opportunities, entrepreneurship vision and use of innovative ideas to create value and wealth for the betterment of the individual and society.
10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts

**FACULTY OF INFORMATION TECHNOLOGY
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Name of the Program/Semester: PGDCA-II	Course: PGDCA
Name of the course: Programming Using VB.NET	Course Code: PGDCA201
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Course Objective:

1. Develop a strong command of the Visual Basic .NET programming language, including syntax, data types, and control structures.
2. Write, compile, and debug VB.NET code to create functional software applications.
3. Connect to databases using ADO.NET or Entity Framework to perform data retrieval, manipulation, and storage operations.
4. Design and create user-friendly graphical user interfaces (GUIs) for Windows applications using Windows Forms or other technologies.
5. Apply software development best practices, including modular programming, version control, and documentation.

Course Outcome:

CO1: Learn the concepts of visual development and event-driven programming in .NET, including methods and events.

CO2: Learn various control flow statements, including conditional and loop statements, and utilize MsgBox and InputBox for user interactions.

CO3: Explore the principles of polymorphism, interfaces, overloading, overriding, and the use of keywords like MyBase and MyClass.

CO4: Explore file handling in VB.NET using classes from the System.IO namespace, including reading and writing data from and into files.

CO5: Understand how to connect to databases using various techniques such as connections, data adapters, and datasets. Learn to create and manipulate data with ADO.NET.

UNIT I:

Contact Hours: 2

Introduction to .NET: - .NET Framework features & architecture, CLR, Common Type System, MSIL, Assemblies and class libraries. Introduction to Visual Studio, Project basics, types of project in .NET, IDE of VB.NET - Menu bar, Toolbar, Solution Explorer, Toolbox, Properties Window, Form Designer, Output Window, Object Browser. The environment: Editor tab, format tab, general tab, docking tab. Visual development & event-driven programming - Methods and events.

UNIT II:

Contact Hours: 2

The VB.NET Language: - Variables - Declaring variables, Data Type of variables, Forcing variable declarations, Scope & lifetime of a variable, Constants, Arrays, types of array, control array, Collections,

Subroutines, Functions, Passing variable Number of Argument Optional Argument, Returning value from function.
Control flow statements, conditional statement, loop statement. MsgBox & Inputbox

UNIT III:

Contact Hours: 2

Object oriented Programming: - Classes & objects, fields Properties, Methods & Events, constructor, inheritance. Access Specifiers, Public Private, Protected. Overloading, Friend, Overloading Vs Overriding, Interfaces, Polymorphism, MyBase & My class keywords. Overview of OLE, Accessing the WIN32 API from VB.NET & Interfacing with office 97, COM technology, advantages of COM+, COM & .NET, Create User control, register User Control, access com components in .net application.

UNIT IV:

Contact Hours: 2

Working with Forms: - Loading, showing and hiding forms, controlling One form within another. GUI Programming with Windows Form: Textbox, Label, Button, Listbox, Combobox, Checkbox, PictureBox, RadioButton, Panel, scroll bar, Timer, ListView, TreeView, toolbar, StatusBar. There Properties, Methods and events. OpenFileDialog, SaveFileDialog, FontDialog, ColorDialog, PrintDialog. Link Label. Designing menus, ContextMenu, access & shortcut keys, System.io Namespace, Reading and Writing data from and into files, File class and related Methods, Stream Reader, Stream Writer, Binary Reader, Binary Writer class, File and DirectoryClasses,

UNIT V:

Contact Hours: 2

Databases in VB .NET: - Database : Connections, Data adapters, and datasets, Data Reader, Connection to database with server explorer, MultipleTable Connection, CreatingCommand, Data Adapter and Data Set with OLEDB and SQLDB. Display Data on data bound controls, display data on Data grid. Data binding with controls like Text Boxes, List Boxes, Data grid etc. Navigating data source, Data GridView, Data form wizard, Data validation, Connection Objects, Command Objects, Data Adapters, Dataset Class, Overview of ADO, from ADO to ADO.NET, Generate Reports Using Crystal Report Viewer. Crystal Report : Connection to Database, Table, Queries Building, Report, Modifying Report, Formatting Fields and Object, Header, Footer, Details, Group Header, Group footer, Working with formula fields, Parameter fields, Group, Special fields, Working with Multiple Tables, SQL in Crystal Report, Report Templates

Text & Reference Books:

1. VB.NET Programming Black Book by Steven Holzner – Dreamtech publications.
2. Mastering VB.NET by Evangelos Petroustos – BPB publications.
3. Introduction to .NET framework – Wrox Publication.

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
CO2	UNDERSTANDING	Understanding how code works the control structures like loops and conditionals and how they affect program flow.
CO3	APPLYING	Applying involves using your understanding to write code to solve specific problems.
CO4	ANALYSING	Analyzing includes debugging and troubleshooting code to identify and fix errors or issues.
CO5	EVALUATING	Evaluation involves comparing different approaches to solving a problem and selecting the most suitable one based on criteria like speed, resource usage, and code simplicity.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make a long-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
5. **Modern Tool Usage:** Ability to select modern computing tools, skills and techniques necessary for innovative software solutions
6. **Professional Ethics:** Ability to apply and commit professional ethics and cyber regulations in a global economic environment.

7. **Project Management:** Ability to understand management and computing principles with computing knowledge to manage projects in multidisciplinary environments.
8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
9. **Innovation and Entrepreneurship:** Identify opportunities, entrepreneurship vision and use of innovative ideas to create value and wealth for the betterment of the individual and society.
10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts

**FACULTY OF INFORMATION TECHNOLOGY
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Name of the Program/Semester: PGDCA-II	Course: PGDCA
Name of the course: Programming in “Python”	Course Code: PGDCA202
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Course Objective:

1. Develop a strong command of the Python programming language, including its syntax, data structures, and libraries.g. version control, and documentation.
2. Understand and apply the principles of object-oriented programming, including classes, objects, inheritance, polymorphism, and encapsulation in Python.
3. Manipulate and process data stored in various file formats (e.g., text files, CSV, JSON).
4. Use Python libraries such as NumPy, Pandas, and Matplotlib to analyze and visualize data.
5. Adhere to ethical coding practices and understand the importance of respecting intellectual property and data privacy.

Course Outcome:

- CO1:** Understand the history, features, and advantages of the Python programming language.
CO2: Learn about dictionaries in Python, including how to access values in dictionaries, work with dictionaries, and utilize dictionary properties and functions.
- CO3:** Understand the concept of exceptions and learn how to handle exceptions using try, except, and finally clauses. Explore user-defined exceptions for custom error handling.
- CO4:** Understand various data structures in Python, including arrays, sets, stacks, queues and various data structures in Python, including arrays, sets, stacks, and queues
- CO5:** Learn about multithreading in Python, including starting threads, using the threading module, synchronizing threads, and managing a multithreaded priority queue.

UNIT – I:

Contact Hours: 2

Introduction: History, Features, Setting up path, working with Python.

Basic Syntax: Variable and Data Types, Operator.

Conditional Statements: If, If-else, Nested if-else

Looping: For, While, Nested loops Control Statements: Break, Continue, And Pass.

String Manipulation: Accessing Strings, Basic Operations, String slices, Function and Methods.

Lists: Introduction, Accessing list, Operations, Working with lists, Function and Methods.

Tuple: Introduction, Accessing tuples, Operations, Working, Functions and Methods

UNIT – II:

Contact Hours: 2

Dictionaries: Introduction, Accessing values in dictionaries, working with dictionaries, Properties Functions

Functions: Defining a function calling a function Types of functions Function Arguments Anonymous functions
Global and local variables

Modules:ImportingmoduleMathmoduleRandommodulePackagesComposition

Input-Output:Printing onscreenReading data from keyboard Opening and closing file Reading and writing files
Functions

UNIT– III:

ContactHours:2

ExceptionHandling:Exception,ExceptionHandlingExceptclauseTry?FinallyclauseUserDefined Exceptions

OOPconcept:ClassandobjectAttributesInheritanceOverloadingOverridingData hiding

Regularexpressions:Matchfunction.SearchfunctionMatchingVSSearchingModifiersPatterns

UNIT– IV:

ContactHours:2

Datastructures:arrays,set,stacksandqueues.Searchingandsorting:linearandbinarysearch,bubble, selection and insertion sorting.

UNIT– V:

ContactHours:2

Thread:StartingathreadthreadingmoduleSynchronizingthreadsMultithreadedPriorityQueue

GUIProgramming:IntroductionTkinterprogrammingTkinterwidgets

TextBooks:

1. ThinkPython:Themostbasicofthislist,ThinkPythonprovidesacomprehensivePythonreference.
2. Fluent Python: While Python’s simplicity lets you quickly start coding, this book teaches you how towrite idiomatic Python code, while going into several deep topics of the language.
3. EffectivePython:59WaystoWriteBetterPython:Thisrelativelyshortbookisacollectionof59 articles that, similarly to Fluent Python, focus on teaching you how to write truly Pythonic code.
4. Python Cookbook: Asa cookbook, thiswillbea goodreferenceonhowtousePython tocompletetasks you have done in another language.

ReferenceBooks:

Head-FirstPython,2ndeditionPaulBarry(O’Reilly,2016).

CO#	COGNITIVE ABILITIES	COURSEOUTCOMES
CO1	REMEMBERING	Rememberinginprogramminginvolvesrecallingsyntax,languageconstructs, and predefined functions in programming.
CO2	UNDERSTANDING	Understandinghowcodeworksthecontrolstructureslikeloopsand conditionalsandhowtheyaffectprogramflow.
CO3	APPLYING	Applyinginvolvesusingyourunderstandingtowritecodetosolvespecific problems.
CO4	ANALYSING	Analyzingincludesdebuggingandtroubleshootingcodetoidentifyandfix errorsorissues.
CO5	EVALUATING	Evaluationinvolvecomparingdifferentapproachestosolvingaproblemand selecting the most suitable one based on criteria like speed, resource usage, andcodesimplicity.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make a long-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
5. **Modern Tool Usage:** Ability to select modern computing tools, skills and techniques necessary for innovative software solutions
6. **Professional Ethics:** Ability to apply and commit professional ethics and cyber regulations in a global economic environment.

7. **Project Management:** Ability to understand management and computing principles with computing knowledge to manage projects in multidisciplinary environments.
8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
9. **Innovation and Entrepreneurship:** Identify opportunities, entrepreneurship vision and use of innovative ideas to create value and wealth for the betterment of the individual and society.
10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts

**FACULTY OF INFORMATION TECHNOLOGY
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Name of the Program/Semester: PGDCA-II	Course: PGDCA
Name of the course: Web technology and Multimedia	Course Code: PGDCA203
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Course Objective:

1. Develop a strong command of web technologies, including HTML, CSS, JavaScript, and server-side scripting languages.
2. Create multimedia content, including graphics, images, audio, and video, using appropriate software tools.
3. Implement interactive elements to enhance the user experience on web applications.
4. Integrate multimedia elements (e.g., images, videos, animations) seamlessly into web applications.
5. Plan, design, develop, and deploy complete web projects, including websites and web applications.

Course Outcome:

CO1: Students will gain an understanding of web-related concepts and HTML.

CO2: Understand the concept of tables, frames and forms in web design

CO3: Introduce students to JavaScript, JavaScript objects and their usage

CO4: Learn about multimedia types, MIDI Basic Concepts and Animation. **CO5:**

To learn the basics of Flash animation and Adobe Photoshop.

UNIT I:

Contact Hours: 2

Web Pages; Hyper Text Transfer Protocol (HTTP); File Transfer Protocol (FTP) Domain Names; URL, Website, Web browser, Web Servers; Basic Tags of HTML: HTML, HEAD, TITLE, BODY, Heading tag (H1 to H6) and attributes, FONT tag and Attributes, P, BR, Comment in HTML (<! >), Formatting Text (B, I, U, EM, BLOCKQUOTE, PREFORMATTED, SUB, SUP, STRIKE), Ordered List-OL Unordered List, ADDRESS Tag; Creating Links: Link to other HTML documents or data objects, Links to other places in the same HTML documents, Links to places in other HTML documents; Anchor Tag <AHREF> and <ANAME>, Inserting Images Image Link, Horizontal Rules <HR ALIGN, WIDTH, SIZE, NOSHADE>;

UNIT II:

Contact Hours: 2

Tables: Creating Tables, Border, TH, TR, TD, CELLSPACING, CELLPADDING, WIDTH, COLSPAN, CAPTION, ALIGN, CENTER; Frames: Percentage dimensions, Relative dimensions, Frame – Src, Frameborder, height and width, Creating two or more rows Frames <FRAMESET ROWS >, Creating two or more Page 3 Columns Frames <FRAMESET COLS >, <FRAME NAME SRC MARGINHEIGHT MARGINWIDTH SCROLLING AUTO NORESIZE>, <NOFRAMES>, </NOFRAMES>; Forms: Definition, Form Tags: FORM, <SELECT NAME, SIZE, MULTIPLE /SINGLE><OPTION></SELECT>, <TEXTAREA NAME ROWS COLS >, </TEXTAREA>, METHOD, CHECKBOX, HIDDEN, IMAGE, RADIO, RESET, SUBMIT, INPUT <VALUE, SRC, CHECKED, SIZE, MAXLENGTH, ALIGN>;

UNIT III:**ContactHours:2**

JavaScript Introduction, Variable declaration, Operators, Control, Statements, Error Handling, Understanding arrays, Function Declaration, Built In Functions, Standard Date and Time Functions, Working with Objects, Call method in JavaScript, Inheritance in JavaScript using prototype.

UNITIV:**ContactHours:2**

Introduction to Multimedia: types of Multimedia, hardware and software requirement, Multimedia Operating System , Applications, MIDI Basic Concepts, MIDI Devices, MIDI Messages, Video and Animation, Computer Based Animation, Animation principles, Methods of controlling Animation, Display of Animation, Transmission of Animation

UNITV:**ContactHours:2**

Learn the basic of flash animation, creating a new movie, animate text, drawing and painting tools , creating layers motion twinning, shape twinning, mask layers, importing sound, the photoshop workspace use of menus palettes and toolbox, creating new images, using selecting tools, lasso tool Direct select lasso, convert point tool, image adjustment through Photoshop.

TextBooks:

1. FLASH MX Bible – Robert Reinhart
2. Sams Teach Yourself Macromedia Flash 8 in 24 hrs – Phillip Kerman
3. Photoshop Bible – Willey Publication
4. Multimedia Making it work – Tay Vaughan Tata McGraw Hills
5. Introduction to HTML – Kamlesh Nagrawal
6. Introduction to web and DHTML – Ivan Bayross

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
CO2	UNDERSTANDING	Understanding how code works the control structures like loops and conditionals and how they affect program flow.
CO3	APPLYING	Applying involves using your understanding to write code to solve specific problems.
CO4	ANALYSING	Analyzing includes debugging and troubleshooting code to identify and fix errors or issues.
CO5	EVALUATING	Evaluation involves comparing different approaches to solving a problem and selecting the most suitable one based on criteria like speed, resource usage, and code simplicity.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make a long-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
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8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
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10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts

**FACULTY OF INFORMATION TECHNOLOGY
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Name of the Program/Semester: PGDCA-II	Course: PGDCA
Name of the course: Data Structures Web technology and Multimedia	Course Code: PGDCA204
Total Marks for Evaluation: 100 Internal Marks: 70 External Marks: 30	No of Contact Hours: 10

Course Objective:

1. Develop expertise in creating and editing multimedia content, including graphics, images, audio, video, and animations.
2. Demonstrate a strong command of web technologies, including HTML, CSS, JavaScript, and server-side scripting languages.
3. Build interactive and feature-rich web applications using front-end and back-end development technologies.
4. Establish connections between web applications and databases for data retrieval, storage, and manipulation.
5. Create and edit digital media content, including audio, video, and animations, for web and multimedia projects.

Course Outcome:

- CO1:** Students will understand the representation of single and multidimensional arrays, including the concepts of indexing and accessing array elements.
- CO2:** Students will be introduced to the concepts of stacks and queues, including their primitive operations.
- CO3:** To learn the concepts of linked lists and binary trees
- CO4:** Understand the concept of multilevel indexing as an efficient approach to tree indexes.
- CO5:** Learn about linear search, binary search, and hashing as fundamental searching techniques.

UNIT-I:

Contact Hours: 2

Arrays: Representation of single and multidimensional arrays; sparse arrays - lower and upper triangular matrices and Tri-diagonal matrices.

UNIT-II:

Contact Hours: 2

Stacks and Queues: Introduction and primitive operations on stack; Stack application: Infix, postfix, prefix expressions; Evaluation of postfix expression; Conversion from infix to postfix. Introduction and primitive operation on queues, D-queues and priority queues.

UNIT-III:

Contact Hours: 2

Lists: Introduction to linked lists; Sequential and linked lists, operations such as traversal, insertion, deletion, searching, two way lists and Use of headers.

Trees: Introduction and terminology; Traversal of binary trees; Recursive algorithms for tree operations such as traversal, insertion, deletion;

UNIT-IV:**ContactHours:2**

Multilevel indexing and B-Trees: Introduction: The invention of the B-tree; Statement of the problem; Indexing with binary search trees; Multilevel indexing, a better approach to tree indexes; B-trees: working up from the bottom; Example for creating a B-tree.

UNIT-V:**ContactHours:2**

Sorting Techniques: Insertion sort, selection sort, merge sort, heap sort.

Searching Techniques: linear search, binary search and hashing

Text Books:

1. E. Horowitz and S. Sahani, "Fundamentals of Data Structures", Galgotia Books Pvt. Ltd., 2003.
2. R. S. Salaria, "Data Structure & Algorithms", Khanna Book Publishing Co. (P) Ltd., 2002.

CO#	COGNITIVE ABILITIES	COURSE OUTCOMES
CO1	REMEMBERING	Remembering in programming involves recalling syntax, language constructs, and predefined functions in programming.
CO2	UNDERSTANDING	Understanding how code works the control structures like loops and conditionals and how they affect program flow.
CO3	APPLYING	Applying involves using your understanding to write code to solve specific problems.
CO4	ANALYSING	Analyzing includes debugging and troubleshooting code to identify and fix errors or issues.
CO5	EVALUATING	Evaluation involves comparing different approaches to solving a problem and selecting the most suitable one based on criteria like speed, resource usage, and code simplicity.

1. PREAMBLE:

This one year Post Graduate Diploma in Computer Applications (PGDCA) course aims to give adequate expertise to a student to enable him/her to utilize computers for maximum benefit in an Office or Business environment. It will also enable a student to develop programs of his/her own to enhance productivity in such an environment. It will provide the necessary skills to make the successful candidates proficient in software development, paving the way for self-employment. The course is oriented more towards Programming and Software than to Hardware.

2. INTRODUCTION TO PROGRAM:

PGDCA is a one year long professional post-graduate programme for candidates wanting to delve deeper into the world of computer application development.

This programme is designed to provide higher level education in Information Technologies. Graduates of Arts, Science, Management & Commerce stream who wish to make a long-term career in Information Technology can choose this course and have requisite strong foundation for pursuing masters in Information Technology. It is also helpful to students who want to pursue higher studies from Universities.

The Programme prepares the students to seek compatible job opportunities in the industry as well as make them ready to pursue master's programme in IT. The approach is to prepare students from diverse fields in developing skills related to programming and understanding the concepts related to Computers and its applications. The programme is designed to develop the coding and analytical ability of the students.

3. PGDCA PROGRAMME FOCUS:

Program Educational Objective (PEOs)

PEO1: To prepare graduates who are proficient in fundamental concepts and principles of computer science and its applications, enabling them to apply this knowledge to solve real-world problems.

PEO2: To provide graduates with a strong foundation in programming languages, algorithms, data structures, software engineering, database management, and other core areas of computer science, enabling them to design, develop, and implement software solutions.

PEO3: To prepare graduates with communication and collaboration skills to work effectively in multidisciplinary teams, adapt to changing technological landscapes, and engage in lifelong learning.

PEO4: To equip graduates with ethical and professional values, enabling them to make ethical and responsible decisions, understand the impact of their work on society, and contribute positively to the community.

PEO5: Graduates would expertise in successful careers based on their understanding of formal and practical methods of application development using the concept of computer programming languages and design principles in national and international level.

Program Outcome (Pos): At the end of the PGDCA program the learner will possess the following:

1. **Computational Knowledge:** Understand and apply mathematical foundation, computing and domain knowledge for the conceptualization of computing models from defined problems.
2. **Problem Analysis:** Ability to identify, critically analyze and formulate complex computing problems using fundamentals of computer science and application domains.
3. **Design/Development of Solutions:** Ability to transform complex business scenarios and contemporary issues into problems, investigate, understand and propose integrated solutions using emerging technologies
4. **Conduct Investigations of Complex Computing Problems:** Ability to devise and conduct experiments, interpret data and provide well informed conclusions
5. **Modern Tool Usage:** Ability to select modern computing tools, skills and techniques necessary for innovative software solutions
6. **Professional Ethics:** Ability to apply and commit professional ethics and cyber regulations in a global economic environment.

7. **Project Management:** Ability to understand management and computing principles with computing knowledge to manage projects in multidisciplinary environments.
8. **Societal & Environmental Concern:** Ability to recognize economic, environmental, social, health, legal, ethical issues involved in the use of computer technology and other consequential responsibilities relevant to professional practice.
9. **Innovation and Entrepreneurship:** Identify opportunities, entrepreneurship vision and use of innovative ideas to create value and wealth for the betterment of the individual and society.
10. **Individual & Team Work:** Ability to work as a member or leader in diverse teams in multidisciplinary environment.

Programme Specific Outcomes (PSOs):

PSO1: Learn basic software commonly used in office setup.

PSO2: Apply good programming design methods for program development.

PSO3: Create competent students to work in IT industry.

PSO4: Attain excellence in the area of Computer Applications

PSO5: Develop technical writing skills for information technology-related concepts