

**MAHARSHI KARVE STREE SHIKSHAN SAMSTHA'S
COLLEGE OF COMPUTER APPLICATION FOR
WOMEN, SATARA**

**[Faculty: B.C.A., B.A. & B.Com.]
Affiliated to SNDTWU, Mumbai**

Criterion 1 - Curricular Aspects

**1.2.1 Percentage of Programmes in which Choice Based Credit System (CBCS)/
elective course system has been implemented (10)**

- **Syllabus of which Revision carried out during the last 5 years**

June 2017-18

SYLLABUS FOR B.COM/B.A. **(U.G.C. Revision of Vocational Computer Applications)**

First Year B.Com/B.A. sem I
Paper Name : Office Automation
Paper Number : I
Paper Code : 100118 105118
Credit : 4 (2 Credits Theory + 2 Credits Practicals)
Lectures : Theory - 2 Lectures
Practical - 4 Lectures per batch
(Each Batch Should not have more than 20 students)

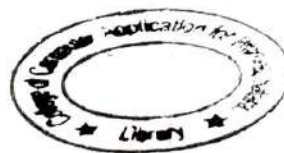
- 1) Fundamentals of Computers
- 2) Windows
- 3) Word
- 4) Excel
- 5) PowerPoint

First Year B.Com/B.A. sem I
Paper Name : Networking and Internet
Paper Number : II
Paper Code : 100218 105218
Credit : 4 (2 Credits Theory + 2 Credits Practicals)
Lectures : Theory - 2 Lectures
Practical - 4 Lectures per batch
(Each Batch Should not have more than 20 students)

- 1) Networking
- 2) Internet

First Year B.Com/B.A. sem II
Paper Name : Computer Graphic
Paper Number : III
Paper Code : 200318 205318

- 1) Fundamentals of Computer Graphics
- 2) CorelDraw
- 3) Photoshop



Second Year B.Com/B.A. sem III
Paper Name : Introduction to "C" Programming
Paper Number : IV
Paper Code : 300418 305418

- 1) Problem solving methods (Flowcharts and Algorithms)
- 2) "C" Programming

Second Year B.Com/B.A. sem III
Paper Name : Advance Accounting Software
Paper Number : V
Paper Code : 400518 405518

- 1) Tally

Third Year B.Com/B.A. sem IV
Paper Name : Audio and Video editing Software
Paper Number : VI
Paper Code : 500618 505618

- 1) Fundamentals of Animation
- 2) Audio Editing - Sound Forge
- 3) Video Editing - Adobe Premier

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Third Year B.Com/B.A. Sem V

Paper Name : Advance Web Designing
Paper Number : VII
Paper Code : 500718 505718

- 1) Fundamentals of Computer Web Designing
- 2) HTML
- 3) CSS and Layers

Third Year B.Com/B.A. Sem VI

Paper Name : Dreamweaver and Flash
Paper Number : VIII
Paper Code : 500818 505818

- 1) Dreamweaver
- 2) Flash

Third Year B.Com/B.A. Sem VII

Paper Name : Databased Management System
Paper Number : IX
Paper Code : 600918 605918

- 1) Introduction to Database Management System

Third Year B.Com/B.A. Sem VIII

Paper Name : Introduction to Visual Programming
Paper Number : X
Paper Code : 601018 606018

- 1) Introduction to Visual Basic

Third Year B.Com/B.A. Sem VIII
Paper Name : Entrepreneurship development
Paper Number : 606154
Paper code : 606154




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Paper Code	Subject /Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
100118	Office Automation (Paper No: I)	2	2	4	50	25	25	100

B.COM I / BA I SEMESTER I VOCTIONAL SUBJECT OFFICE AUTOMATION Paper I Computer Code (B.Com -100118) (BA – 100118) 105118 4 Credits			
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Objective : <ul style="list-style-type: none"> To understand the importance and requirement of computers in day to day life. To enable the students to understand latest Computer technology To make the students computer literate To emphasis the use of computer in the modern world To aware about Operating Systems To train students in Word Processor and Spreadsheet To enable students to prepare and present PowerPoint presentations 		
Unit I	FUNDAMENTALS OF COMPUTERS <ul style="list-style-type: none"> The Definition and Characteristics of Computer History and Generation of Computers Classifications of Computers Number System (Decimal, Binary, Octal, Heza) Bit, Byte & Word Block Diagram of Computer System Input, Output & Storage Devices - Computer Virus & Precautions against Virus attack. 	10	15
Unit II	WINDOWS <ul style="list-style-type: none"> Historical Evaluation of windows (till XP) Functions of Mouse Choosing a Desktop Theme Selecting Wallpaper Using Window Explorer Managing Files and Folders Painting Pictures Using Notepad Zip and Extract (Unzip) 	5	10
Unit III	WORD <ul style="list-style-type: none"> Introduction to Word Processor Uses of Word Document Concept (Creating, Saving, 		

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	<ul style="list-style-type: none"> Opening . Closing Document) Formatting Document (Bold, Italic, Underline, Justification, fonts, Colors of Fonts, Format Painter) Three Methods of Copy, Cut & Paste Working with Margins and Page Setup Inserting and Formatting Clipart and WordArt Tables Uses of Drawing Toolbar Columns Goto, Find & Replace Header & Footers Printing Procedure AutoCorrect and AutoText Spell Check & Thesaurus Adding a Chart to the Report 18 Mail Merging 	15	25
Unit IV	SPREADSHEET <ul style="list-style-type: none"> Introduction to Spreadsheet Role of Excel in Day to Day Life Understanding Excel Sheet Inserting, Deleting and Hiding Columns / Rows Manipulating Formulas and Mathematical, Statistical and String Functions Statistical Data Analysis (Goal seek, Scenario & Pivot table) Working with Charts Printing a Sheet Sort & Filter 	15	25
Unit V	POWERPOINT <ul style="list-style-type: none"> What is Presentation ? Explain its Need. Uses of PowerPoint Making Presentation Different Types of Slide layouts Slide View, Slide Sorter View & Slide Show Buttons Setup Show Applying Design Templates and Backgrounds Transition & Custom Animation Effects Recording Voice in Presentation Electronic Presentations 	15	25
	Reference Book : <ul style="list-style-type: none"> "Computer fundamental" P k Sinha "Inside the IBM PC", Peter Norton, Prentice Hall, 1989. "PC Softwarefor Windows": R.K. Taxali, Tata Mcgraw hill "Computer and Common use": Roer hunt and John Sheely "Understanding Computers": R. Rajgopalan "Computer Studies": Mitchell, Beaglay "Inside the personal Computer": (A pop – up guide) 		

	<ul style="list-style-type: none"> • "Transparency Masters to Computers": Larry Long and Nancy long • "Computer for beginners": V.K. Jain • "Basic of Computer Systems": Jiواني and Copper • "Introduction to Computers": Subramanian • "Computer Science": Satish Jain • "Introduction to Computer Science": Francis Scheid • "Computer Today": Sanders • "Mastering windows 2000, the window bible": Robertcowart, BPB Publisher • "Fundamentals of Informational Technology" : S.K. Bansal, APH Publishing Corporation. • "Microsoft Office 2000 Complete" : Amy Romanoff and Sherry bonelli, BPB Publisher • "Advanced Microsoft Office 2000"; Meredith Flynn, Nita Rutkosky, BPB Publication. • "PC Softwarefor Windows": R.K. Taxali, Tata Mcgraw hill • "Mastering windows 2000, the window bible": Robertcowart, BPB Publisher • "Fundamentals of Informational Technology" : S.K. Bansal, APH Publishing Corporation. 		
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Paper Code	Subject /Paper No	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
100218	Networking and Internet (Paper No: II)	2	2	4	50	25	25	100

**B.COM I /BA I
SEMESTER I
VOCTIONAL SUBJECT
NETWORKING AND INTERNET Paper II
Computer Code (B.Com -100218) (BA – 100218) 105218
4 Credits**

Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To familiarize the students with internet which will help them in their academics To help them understand the importance of E-Commerce At the end of the course, the students will be able to: <ol style="list-style-type: none"> Build an understanding of the fundamental concepts of computer networking. Familiarize the student with the basic taxonomy and terminology of the computer networking area. Introduce the student to advanced networking concepts, preparing the student for entry Advanced courses in computer networking. Allow the student to gain expertise in some specific areas of networking such as the design and maintenance of individual networks. 		
Unit I	Computer Networking <ul style="list-style-type: none"> Networking and its Advantages How Data is Transmitted Types of Networking (Client Server, Peer to Peer, Personnel) Network and its Advantage Classification of Networks Components of Network Types of Servers Workstation Advantages and Disadvantages of Client Server Database Netware (Dedicated and Non Dedicated NetWare) Login & Logout Coaxial Cables Different ways of Communication Devices used for Communication LAN, WAN & MAN Bus, Ring, Star Topologies Wireless Networking Design issues of Layers :- Addressing, Error Control, Flow Control, Routing Connection oriented and Connectionless services 	20	30

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Unit II	INTERNET <ul style="list-style-type: none"> • What is Internet ? and its Advantage and Disadvantages • Minimum Hardware and Software Requirement for internet • Connection • Role of Modem in Internet • Websites & ISPN • Browsing and Surfing • Downloading Pictures and Text • E-mailing • Creating Accounts, Attachments and Changing Passwords • Chatting 	30	50
Unit III	ECOMMERCE <ul style="list-style-type: none"> • Introduction to E-Commerce • Advantages and Disadvantages of E-Commerce • E-Commerce Trade Cycle • E-Commerce Future • Scope of E-Commerce 	10	20
	Reference Book : <ul style="list-style-type: none"> • "Networking Concept and architecture" Hancock • "Networking Complete"; Sybex • "The internet in 24 Hours": Ned Snell, SAMS Publisher • "E-Commerce Strategies": Trepper 		

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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
200318	Computer Graphics (Paper No: III)	2	2	4	50	25	25	100

B.COM I /BA I SEMESTER II VOCTIONAL SUBJECT COMPUTER GRAPHICS Paper III Computer Code (B.Com -200318) (BA – 200318) 205318 4 Credits			
Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To enable the students to understand graphics in Computer To provide an introduction to the theory and practice of computer graphics. To make them comfortable in designing To encourage the students in expressing their ideas and views through graphical software To develop a comprehensive view of computer Graphics To learn different types of graphic software 		
Unit I	Fundamentals of Computer Graphics <ul style="list-style-type: none"> Uses of Graphic in Computer Formatting Text Scaling Graph and Text Color CRGB and CMYK 	2	5
Unit II	CorelDraw <ul style="list-style-type: none"> About CorelDraw Using the Menus, Standard Toolbar, Property bar and Dialog Boxes Drawing Rectangle, Ellipses, Polygons, Stars, Spirals and Graph paper. Drawing Lines of All Shapes and Sizes Creating and Manipulating Text Selecting and Transforming Objects Shaping Objects Filling and Outlining Objects Viewing, Zooming and Ordering Combining, Breaking Apart, Grouping, Ungrouping, Separating and Converting to Curves Scanning Weld, Intersection and Trim Aligning, Copying, Pasting and Cloning Blending and Contouring Lens, Perspective and Powerclip Fitting Text to a Path Color Adjustment and Bitmap Effects Page Setup and Printing Uses of CorelDraw in Textile and Fashion Designing 	33 33	60

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Unit III	<p>PhotoShop</p> <ul style="list-style-type: none"> • About PhotoShop • Using Toolbox, Palettes and Context Menus • Creating, Operating and Closing Files • Changing Canvas Size, Color Modes and Resolution • Understanding and Working with Layers • Printing Your Result • Selecting Areas • Picking and Selecting Colors • Painting and Drawing • Creating Text • Resizing and Reshaping Images • Manipulating Focus with Blur, Sharpen and Smudge • Adjusting tone with Dodge, Burn and Sponge • Cloning and Pattern Creation with the Rubber Stamp • Creating Special image effect • Using Lights and Shadows 	25	35
	<p>Reference Book :</p> <ul style="list-style-type: none"> • "Mastering Coreldraw 12": Altman • "Teach Yourself Coreldraw 12 in 24 Hours": Karlins • Mastering Photoshop 5.5 for the web": Staznitkas • "Inside Adope Photoshop 5.5": Bouton • "Special Edition using Adobe Photoshop 7": Richard Cynch, Que Publisher 		


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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
300418	Introduction to "C" Programming (Paper No: IV)	2	2	4	50	25	25	100

**B.COM II /BA II
SEMESTER III
VOCTIONAL SUBJECT
INTRODUCTION TO PROGRAMMING AND PROBLEM SOLVING USING "C"
Paper IV
Computer Code (B.Com -300418) (BA – 300418) 305418
4 Credits**

Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To familiarize the trainee with basic concepts of computer programming and developer tools. To present the syntax and semantics of the "C" To understand computer programming and its roles in problem solving To understand and develop well-structured programs using C language To learn the basic data structures through implementing in C language 		
Unit I	PROBLEM SOLVING <ul style="list-style-type: none"> Principles of Flow Charting Developing to Flow Charts 	10	20
Unit II	"C" <ul style="list-style-type: none"> What is "C" History and Features of C Character Set & Identifiers Data Types Variables (Declaration, Rules, Classification) Key or Reserve Words Structure of C Program Header Files Operators (Arithmetic, Relational, Logical, Assignment, Increment/Decrement, Conditional/Ternary, Unary) Library Functions Transfer Control Statement Loops (While, Do – While, For) Array Pointers Functions Structures Files 	50	80
Reference Book : "The C Programming language"			

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	<p>Kerningham and Ritchie</p> <ul style="list-style-type: none"> • Y.P Kanetkar, "Let Us "C", Infinity Science Press, 2008 • "Outline of Theory and Problem of Programming with C": B.S.Gottfried, Schaum's, Tata McGraw Hill, 1995 • E. Balaguruswamy, Programming in ANSI C, Tata McGraw-Hill • Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall, India • Venu Gopal, "Programming in C", Tata McGraw-Hill Publishing company Limited, 1997 • Jignesh Shah, "Programming in /c", Charotar Publisher, 2010 		
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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	External Exam. (Theory)	External Exam. (Practical)	Internal Exam.	Total Marks
400518	Advance Accounting Software (Paper No: V)	2	2	4	50	25	25	100

**B.COM II /BA II
SEMESTER IV
VOCTIONAL SUBJECT
ADVANCE ACCOUNTING SOFTWARE Paper V
Computer Code (B.Com -400518) (BA – 400518) 405518
4 Credits**

Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To introduce the students to the Basic of Accounts and the usage of Tally for accounting purpose. This course helps students to work with well-known accounting software i.e. Tally ERP.9 To enable the participants to explore to and acquire skills in respect of most sophisticated computerized accounting procedures and practices so as to help them serve better the vast accounting needs of every commercial organization. To train and develop competent office personnel for wage employment and for self-employment Student will learn to create company, enter accounting voucher entries including advance voucher entries, do reconcile bank statement, do accrual adjustments, and also print financial statements, etc. in Tally ERP.9 software This course is useful for Commerce students to get placements in different offices as well as companies in Accounts departments. 		
Unit I	Basic Elements of Accounting [Theory] <ol style="list-style-type: none"> Recording Transactions <ol style="list-style-type: none"> Key Accounting terms: Transaction, Voucher, Debit, Credit, Accounting Equation, Assets, Liabilities, Capital, Profit, Expenditure, Stock, Depreciation. Rule of Double Entry Accounting Vouchers: Debit, Credit and Transfer Vouchers. Capital and Revenue Receipt and Expenditure Accounting Procedure <ol style="list-style-type: none"> Journal, Day books, Cash Books – their utilities, types of transactions 	60	100

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- recorded in these books
- Types of day books – Accounting and supporting vouchers, Posting of vouchers in a Day book.
 - Ledger : Need and format, posting of transaction from Day Book or Journal to Ledger.
 - Balancing of Day Book and Accounts; meaning of Debit and Credit Balances.

Basic Elements of Accounting | Practical |

1. Recording Transactions

Preparation of basic vouchers such as

- Cash Memos
- Receipts
- Bills
- Invoices
- Debit Notes and
- Credit Notes.

2. Accounting Procedure

- Preparation of a Day Book making entries in a Journal
- Use of Ledger Posting of transactions recorded in vouchers to ledgers.
- Preparation of cash book with cash Bank column
- Preparing petty cash book

Brief Course Contents

Basics of Accounting

- What is Financial Accounting
- Objectives of Financial Accounting
- Advantages & Limitations of Financial Accounting
- What is Double Entry System

Classification of Accounts

- Real Accounts, Personal Accounts & Nominal Accounts.

Terms used in Accounting

- Assets, Liabilities, Debtors, Creditors, Receivables, Payables, Capital etc.

Recording Procedure in Accounting

- What is a transaction
- What is a Voucher
- Recording of transactions in Book of Primary Entry (JOURNAL)
- Posting of transactions into Ledger
- Preparation of Trial Balance
- Introduction to Subsidiary Books of Accounting viz. Cash Book, Bank Book, Sales Book, Purchase Book etc.

Preparation of Final Accounts

- Significance of Final Accounts
- Classification of Assets: - Fixed Assets, Current Assets.
- Classification of Liabilities: - Fixed

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Liabilities, Current Liabilities.

- Introduction to terms like Revenue & Capital Incomes/Expenses, Direct/Indirect Incomes & Expenses
- Introduction to Trading Account/Manufacturing Account, Profit & Loss Account, Balance Sheet.

Starting Tally

- Introduction to Tally
- Introduction to Tally Screen Button Bar, Calculator, Work Area, Gateway of Tally Menu,

Creation of company

- Accounts Only Company, Inventory Only Company, Accounts with Inventory Company, Alteration of company
- Optional Features of Tally for Financial Accounting – F11
- Configuration options of Tally – F12.

Account Masters

- Accounting Groups
- Accounting Ledgers and Sub Ledgers
- Introduction to Reserved Account Groups available in Tally
- Creation/Alteration of Groups
- Alteration of System Generated Reserved Groups
- Deletion of Group/Ledger.


Account Vouchers

- Introduction to Voucher Screen of Tally
- Voucher Header
- Voucher Body
- How to Save Voucher
- How to Modify saved voucher
- How to Print Voucher
- Types of Vouchers
 - What is a Payment Voucher
 - What is a Receipt Voucher
 - What is a Contra Vouchers
 - Making entries through these three types of vouchers in 'Single Entry Mode' and 'Double Entry Mode'
 - Use of Voucher Configuration Option (F12)
 - Concept of Sales and Purchase Account
 - Concept of Sales Returns/ Returns Inwards, Concept of Purchase Returns or Returns Outwards, Concept of multiple Sales & Purchase Accounts
 - What is a Sales Voucher
 - What is a Purchase Voucher, What is a Debit Note, What is a Credit Note.
- Making these voucher entries without Inventory Details
- Using 'Voucher Mode' & 'Invoice Mode'

	<p>for entry of Sales & Purchase Voucher</p> <ul style="list-style-type: none"> • Concept of adjustments, What is a Journal Voucher, Creating new Voucher. <p>Account Reports</p> <ul style="list-style-type: none"> • Account Books, Cash Book(s), Bank Book(s), Sales Register, Purchase Register, Ledgers, Statement of accounts, Trial Balance, Profit and Loss Account, Balance Sheet. <p>Advanced Features Of Tally Printing, Backup & Restore, Tally Vault etc.</p>		
	<p>Reference Book :</p> <ul style="list-style-type: none"> • Tally Erp 9 (Power of Simplicity) by Shraddha Singh (Author), Navneet Mehra (Author) • Learning Tally 9.0: With Introduction to Tally.ERP 9 by <u>Ramesh Bangia</u> (Author) 		


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	<ul style="list-style-type: none"> b. Importing stills c. Importing layered Photoshop and Illustrator files d. Dealing with missing media e. Setting up to capture from tape f. Logging Tapes g. Batch-capturing footage <p>5) Basic Video Editing</p> <ul style="list-style-type: none"> a. Basic Editing Concept and Tools b. Working with Monitor Panels c. Creating Insert and Overlay Edits d. Editing in the Timeline e. Setting In and Out Points in the Timeline Panel 		
Unit II	<p>6) Editing Audio</p> <ul style="list-style-type: none"> a. What is Audio? b. Timeline Audio Tracks c. Editing Audio d. Recording Audio e. Gaining, Fading and Balancing f. Using Audio Effects and Transitions <p>7) Mixing and Creating Effects with the Audio Mixer</p> <ul style="list-style-type: none"> a. Audio Mixer Overview b. Setting Track Volume & Mixing Tracks c. Panning & Balancing d. Applying effects with Audio Mixer <p>8) Creating Transitions</p> <ul style="list-style-type: none"> a. About Video Transitions (Overview) b. Applying transitions c. Adjusting Transitions d. Customizing Transitions e. Various Transitions Effects 	30	50
	<p>Reference Book :</p> <ul style="list-style-type: none"> 1) Adobe Premier Hand Book – Adobe 2) Sound Forge manual by Sony Creative 		

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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
500718	Advance Web Designing (Paper No: VII)	2	2	4	50	25	25	100

B.COM III /BA III SEMESTER V VOCTIONAL SUBJECT ADVANCE WEB DESIGNING Paper VII Computer Code (B.Com -500718) (BA – 500718) 505 718 4 Credits			
Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To develop the skill & knowledge of Web page design. To Visualize the basic concept of HTML. To Develop the concept of web publishing The student will be able to define the principle of Web page design The student will be able to define the basics in web design The student will be able to Introduce basics concept of CSS. 		
Unit I	Fundamentals of Computer Web Designing <ul style="list-style-type: none"> Introduction to web Overview HTTP Client request and Server Response Cookies Proxy server Web Security Digital signature Digital Certificates Encryption Authentication 	10	20
Unit II	Hyper Text Markup language <ul style="list-style-type: none"> Introduction to HTML Designing WebPages Text Formatting List Tables Hyper links Using Images etc. Forms Frames Image Mapping Inclusions of multimedia CSS 	50	80
	Reference Book : <ul style="list-style-type: none"> "HTML and XHTML" : Gary Rebnolz, SAMS Publsihers "Mastering HATML 4 "; Deborah S. Ray, Eric J. Ray, Sybex 		

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| <ul style="list-style-type: none"> • "The complete reference HTML and XHTML (4th Edition)": Thomas A. Powell, Tata Mcgraw hill • "Mastering Web Designing": Mccoy • "Running a perfect Web Site": Wynkoop • "HTML Complete": Sybex • "Mastering HTML 4 Premium (W/CD)": Ray • HTML: Chuck Musciano and Bill Kennedy, O'Reilly and Associates "The Definitive Guide": 3rd Edition. | | |
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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
500818	Dreamweaver and Flash (Paper No: VIII)	2	2	4	50	25	25	100

B.COM III /BA III SEMESTER V VOCTIONAL SUBJECT DREAMWEAVER AND FLASH Paper VIII Computer Code (B.Com -500818) (BA – 500818) 500818 4 Credits			
Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> Understand and develop technical skills to develop the site with links Demonstrate the planning and creation of interactive images Add images to portfolio, slices, layers, frames, and behaviors Produce a useable, effective website After completing this course, you'll be able to create a web page by typing and formatting text, importing graphics, adding links, building tables, using frames, and uploading files to a remote server. Learn appropriate animation for communicating through the website. Create a website for a client (plan and develop) 		
Unit I	Dreamweaver – I Internet Access and HTML Internet Access and HTML Planning Web Sites The Dreamweaver Environment Viewing and Managing HTML Code Creating a Web Site Defining a Web Site Creating a Basic Web Page and Page Properties Building a Web Site The Site Panel and Templates	15	25
Unit II	Dreamweaver - II Adding Content to Web Pages List Formats and Graphic File Types Inserting a Table and Adjusting Table Properties Using Graphics in Table Cells and Nested Tables Using Table Layout View	15	25

	<p>Creating and Using a Repeating Region Template</p> <p>Using Cascading Style Sheets</p> <p>Working with Links</p> <p>Creating Internal and External Hyperlinks</p> <p>Creating an Image Map and Anchors</p> <p>Enhancing Navigation in a Site</p> <p>Framesets</p> <p>Reusable Navigation Bars</p> <p>Managing and Uploading a Web Site</p> <p>The Site Map</p>		
Unit III	<p>FLASH – I</p> <ul style="list-style-type: none"> • Introduction To Flash • Types Of Animation • Flash Work Area • Creating Basic Shapes • Creating Basic Lines & Curves • Working With Text 	15	25
Unit IV	<p>FLASH – II</p> <ul style="list-style-type: none"> • Working With Layers & Frames • Working With Symbols • Working With Sound • Scripting In Flash • Publishing Flash Movie 	15	25
	<p>Reference Book :</p> <ul style="list-style-type: none"> • “Macromedia Dreamweaver MX 2004: Visual QuickStart Guide”, J. Tarin Towers, Macromedia Press, ISBN 0321213394 • “<u>Dreamweaver MX Bible</u>”, Joseph Lowery, Wiley Publishing, ISBN 0-7645-4931-6 • “<u>Dreamweaver MX 2004: The Complete Reference</u>”, Ray West and Tom Muck, McGraw-Hill, ISBN 0072229438 • Macromedia Flash8 Bible, Robert Reinhardt • Macromedia Flash MX 2004 Hands, Rosanna Yeung 		

W. K. K.
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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
600918	Databased Management System (Paper No: IX)	2	2	4	50	25	25	100

B.COM III /BA III
SEMESTER VI
VOCTIONAL SUBJECT
INTRODUCTION TO DATABASE MANAGEMENT SYSTEM Paper IX
Computer Code (B.Com -600918) (BA - 600918) 505318
4 Credits

Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : The student should develop skills and understanding <ul style="list-style-type: none"> the design methodology for databases and verifying their structural correctness implementing databases and applications software primarily in the relational model using querying languages, primarily SQL, and other database supporting software applying the theory behind various database models and query languages implementing security and integrity policies relating to databases the basic principles behind data warehousing and preparation for data analytics 		
Unit 1	Introduction to Database Management System Data Base System Data Information, Database, Database system, Database management system Application of DBMS Characteristics of DBMS Users of DBMS Advantage of DBMS Database Administrator, Functions of DBA, Database system structure/ overall architecture of DBMS Data model (Introduction) Model Data model Categories of Model a. Overview of Network b. Overview of Hierarchical	60	100

c. Overview of Relational

Database Design

overview of Database Design, E-R diagram, Entity, Entity set, Entity types, Logical, Physical, Strong, Weak, Attributes, Key attributes, Value set (Domain) of attribute, Relationship, degree,

Relational Data Model

Domain, Attribute, Tuples, Relations constraint, Domain constraint, Entity integrity, Referential integrity, Key

SQL (Structured query language)

Introduction

Features of SQL

Components – DDL, DML, DCL

Data types in SQL

Commands

Create, Desc, Insert, Select, Delete, Update, Alter, Rename

Aggregate functions

Average, Min, Max, Count, Count (*), Greatest, Least, Sum

Character functions

Lower, Upper, Instr, Ltrim, Rtrim, Rpad, Lpad, Substar, Length

Numeric functions

Abs, Power, Round, Ceil, Floor, Sqrt, Trunc, Mod, Sign

Date Function

Join queries

Declarative constraint

Primary key, Null, Check, Default, Not null, Foreign key

Transaction control command

Commit, Roll back, Save point

Views

Create, Drop, Advantage & disadvantage of view, Uses of view

Triggers (introduction)

Concept, How they are used, Parts of trigger, Types of Trigger, Insert, Delete, Update triggers

Security specifications.


Grant, Revoke

Reference Book :

- "Oracle – the complete reference", Bayross, Ivan: BPB Publications
- "Upgrade to oracle 8", Datapro Infoworld Ltd.
- "Database Design": Gio Widerhold.
- "Fundamentals Of Database Systems": Elmarsi and Navathe.
- "Database System Concepts" : Korth, Siberschatz


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Paper Code	Subject / Paper No.	Lecture	Practical	Credit	Ext. Exam. (Th)	Ext. Exam. (Pr.)	Int. Exam.	Total Marks
601018	Introduction to Visual Programming (Paper No:X)	2	2	4	50	25	25	100

B.COM III /BA III
SEMESTER VI
VOCTIONAL SUBJECT
INTRODUCTION TO VISUAL PROGRAMMING Paper X
Computer Code (B.Com -601018) (BA – 601018) 606018
4 Credits

Sr. No	TOPIC & DETAILS	No. of Lectures assigned	Weightage in %
	Theory - 2 Lectures (2 Credits) Practical - 4 Lectures per batch (2 Credits) (Each Batch should have not more than 20 students)		
	Objective : <ul style="list-style-type: none"> To help them to create projects in VB that will help them in meeting the industry standards To recognize and understand the needs of VB Programming To develop skills and competencies require for the industry To equip the students with web base programming To help the students to acquire the knowledge of web designing To provide the experience of doing web based projects 		
Unit I	Introd to Visual Programming - I <ul style="list-style-type: none"> Visual Basic Controls Variables and constants If-Then-Else and nested if statements, For-Next, Do-While, and Do-Until loops 	30	50
Unit II	Introd. to Visual Programming - II <ul style="list-style-type: none"> Validating data input by the user , Arrays Create menu options on a user interface 	30	50
	Reference Book : <ul style="list-style-type: none"> "VISUAL BASIC – GOTTFRIED", BYRO S., Edition: 01, Tata McGraw Hill 2nd editi Visual basic 6, Super bible, Techmedia, SAMS 		


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