



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc.(Computer Science): I Semester under CBCS w.e.f 2016-2017
PAPER – I
COMPUTER FUNDAMENTALS AND PHOTOSHOP
SEMESTER-I

MID-1

UNIT-I:

Introduction to computers: Characteristics and limitations of computer, Block diagram of computer, types of computers, uses of computers, computer generations.

Number systems: working with binary, octal, decimal and Hexa decimal numbering system.

UNIT-II:

Input and Output devices: Keyboard and mouse, inputting data in other ways, Pointing Devices, Handheld Devices, Optical Devices, Audio-Visual Input Devices. Output Devices: Monitors, Projectors, Speakers, Printers, Plotters.

Types of Software: system software, Application software, commercial, open source, domain and free ware software.

Memories: Primary, Secondary and cache memory. Secondary Storage Devices: Magnetic Tapes, Floppy Disks, Hard Disks.

Windows basics: Start menu, icons, MSWindows-Desktop, My Computer, My Documents, Pictures, Music, Videos, Recycle Bin, and Task Bar - Control Panel.

MID-II

Unit –III

Introduction to Adobe photoshop: Getting started with photoshop, creating and saving a document in photoshop, page layout and back ground, photoshop program window-title bar, menu bar, option bar, image window, image title bar, status bar, ruler, paletts, tool box, screen modes, saving files, reverting files, closing files.

Unit –IV

Images: working with images, image size and resolution, image editing, colour modes and adjustments, Zooming & Panning an Image, Rulers, Guides & Grids- Cropping & Straightening an Image, image backgrounds, making selections.

Working with tool box: working with pen tool, save and load selection-working with erasers-working with text and brushes-Colour manipulations: colour modes- Levels – Curves - Seeing Colour accurately - Patch tool – Cropping-Reading your palettes - Dust and scratches- Advanced Retouching- smoothing skin.

Unit-V

Layers: Working with layers- layer styles- opacity-adjustment layers

Filters: The filter menu, Working with filters- Editing your photo shoot, presentation –how to create adds ,artstic filter,blur filter,brush store filter,distort filters,noise filters,pixelate filters,light effects,difference clouds,sharpen filters,printing.

Menus: purpose of menus – new file- open file- print file – copying data – cut data- paste data- saving custom shape- working with modes- define brushes.

Reference Books:

1. Fundamentals of Computers by Reema Thareja from Oxford University Press
2. Adobe Photoshop Class Room in a Book by Adobe Creative Team.
3. Photoshop: Beginner's Guide for Photoshop - Digital Photography, Photo Editing, Color Grading & Graphic...19 February 2016 by David Maxwell.

GUIDELINES TO THE PAPER SETTER **BLUE PRINT**

Unit No.	Essay Questions	Short Answer Questions
I	1 (Section-A) 1st EQ of section-A	2 (Section-C) 11th & 12th SAQ of Section-C
	1 (Section-A) 2nd EQ of section-A	
II	1 (Section-A) 3rd EQ of section-A	(Section-C) Nil
	1 (Section-A) 4th EQ of section-A	
	1 (Section-A) 5th EQ of section-A	
III	1 (Section-B) 6th EQ of section-B	2 (Section-C) 13th & 14th SAQ of Section-C
IV	1 (Section-B) 7th EQ of section-B	2(Section-C) 15th & 16th SAQ of Section-C
	1 (Section-B) 8th EQ of section-B	
V	1 (Section-B) 9th EQ of section-B	2(Section-C) 17th & 18th SAQ of Section-C
	1 (Section-B) 10th EQ of section-B	



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc. (Computer Science): I Semester under CBCS w.e.f 2016-17
PAPER – I
COMPUTER FUNDAMENTALS AND PHOTOSHOP
SEMESTER-I

Time: 3 Hours

Max.Marks: 75

Note: 1. Answer Any Five Questions by choosing at least two from Section-A and Section-B.

2. Each one carries 10 marks.

5 x 10 = 50M

SECTION-A

1. Explain different types of computers.
2. What is an octal number system? Explain the procedure to convert an octal number into its binary.
3. Explain different output devices of computer.
4. Explain various options in Start menu.
5. Explain different secondary storage devices.

SECTION-B

6. Explain how to create, and save and close a document in photoshop.
7. Explain how to change the image size and resolution in photoshop.
8. Explain how to crop and straighten an image in photoshop.
9. Explain how to create, hide and delete layers in photoshop.
10. Explain how to create ads in photoshop.

SECTION-C

Note: 1. Answer any five questions from the following.

2. Each one carries 5 marks

5 x 5 = 25M

11. Explain about Hexa decimal number system.
12. Explain briefly about micro computers.
13. Explain how to change background in photoshop.
14. Explain how to revert files in photoshop.
15. Explain briefly about patch tool in photoshop.
16. Explain briefly about rulers in photoshop.
17. Explain how to cut, copy and paste data in photoshop.
18. Explain briefly about blend modes in photoshop.



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc. (Computer Science): I Semester under CBCS w.e.f 2016-17
PRACTICAL SYLLABUS PAPER – I
PHOTOSHOP
SEMESTER-I

1. Create your Visiting card
2. Create Cover page for any text book
3. Create a Paper add for advertising of any commercial agency
4. Design a Passport photo
5. Create a Pamphlet for any program to be conducted by an organisation
6. Create Broacher for you college
7. Create Titles for any forthcoming film
8. Custom shapes creation
9. Create a Web template for your college
10. Convert color photo to black and white photo
11. Enhance and reduce the given Image size
12. Background changes
13. Design Box package cover
14. Design Texture and patterns
15. Filter effects & Eraser effects



Batch 2016-19
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I B.Sc. (Computer Science): I Semester under CBCS w.e.f 2016-17
PRACTICAL MODEL PAPER – I
PHOTOSHOP
SEMESTER-I

TIME: 3 HRS

MAX. MARKS: 50

PRACTICAL BREAK UP OF MARKS:

1. Procedure/Steps -	10 Marks
2. Execution -	20 Marks
3. Practical Record -	10 Marks
4. Viva -	10 Marks

Total	50 Marks



Batch 2016-2019
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc.(Computer Science):II Semester under CBCS w.e.f 2016-2017
THEORY PAPER – II
PROGRAMMING IN "C"

MID-I

UNIT-I

Chapter 1:

INTRODUCTION TO ALGORITHMS AND PROGRAMMING LANGUAGES: Algorithm-Key features of Algorithms-Some more Algorithms- Flow Charts-Pseudocode-Programming Languages- Generation of Programming Languages-Structured Programming Language-Design and Implementation of Correct, Efficient and Maintainable Programs.

Chapter 2:

INTRODUCTION TO C: Introduction-Structure of C Program-Writing the first C Program-File used in C Program- Compiling and Executing C Programs-Using Comments- Keywords- Identifiers-Basic Data Types in C- Variables- Constants- I/O Statements in C-Operators in C- Programming Examples- Type Conversion and Type Casting.

UNIT-II

Chapter 3:

Decision Control and Looping Statements: Introduction to Decision Control Statements- Conditional Branching Statements- Iterative Statements- Nested Loops- Break and Continue Statement- Goto Statement.

Chapter 4:

FUNCTIONS: Introduction- Using Functions- Function Declaration/Prototype-Function definition- Function Call- Return Statement- Passing Parameters- Scope of Variables-Storage Classes- Recursive Functions- Types of Recursion-Towers of Hanoi- Recursion vs Iteration.

UNIT-III

Chapter 5:

ARRAYS: Introduction- Declaration of Arrays- Accessing elements of the array- Storing values in Array- Calculating the length of the array- Operations that can be Performed on Array- One dimensional array for inter-function communication-Two dimensional Arrays-Operations on Two Dimensional Arrays- Two Dimensional Arrays for Inter function communication-Multi dimensional arrays- Sparse matrices.

Chapter 6:

STRINGS: Introduction- Suppressive Input- String Taxonomy- String Operations- Miscellaneous String and Character functions.

UNIT-IV

Chapter 7:

POINTERS: Understanding Computer Memory- Introduction to Pointers- Declaring Pointer Variables- Pointer Expressions and Pointer Arithmetic- Null Pointers- Generic Pointers- Passing arguments to Functions using Pointer- Pointer and Arrays- Passing Array to Function-

Difference between Array Name and Pointer- Pointers and Strings- Array of Pointers- Dynamic Memory Allocation- Drawbacks of Pointers.

Chapter 8:

STRUCTURE, UNION, AND ENUMERATED DATA TYPES: Introduction- Nested Structures- Arrays of Structures- Structures and Functions- Self referential Structures- Union- Arrays of Union Variables- Unions inside Structures- Enumerated Data types.

UNIT-V:

Chapter 9:

FILES: Introduction to Files- Using Files in C- Reading Data from Files- Writing Data from Files- Detecting the End-of-file- Error Handling during File Operations.

TEXT BOOK:

1. Computer Fundamentals and Programming in C by REEMA THAREJA from OXFORD UNIVERSITY PRESS.

REFERENCE BOOKS

1. E.Balaguruswamy: COMPUTING FUNDAMENTALS & C PROGRAMMING—TMHI, Second Reprint 2008,
2. Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson Edition Publ, 2002.
3. Henry Mullish & Huubert L.Cooper: The Sprit of C, Jaico Pub. House, 1996.

**GUIDELINES TO THE PAPER SETTER
BLUE PRINT**

Unit No.	Chapter No.	Essay Questions	Short Answer Questions
I.	Chapter No.1	2 EQS (Section-A) 1st & 3rd Essay question of section-A	Nil
	Chapter No.2	1 EQ (Section-A) 2nd Essay question of section-A	1 SAQ (Section-C) 11th SAQ of Section-C
II.	Chapter No.3	1 EQ (Section-A) 4th Essay question of section-A	1 SAQ (Section-C) 12th SAQ of Section-C
	Chapter No.4	1 EQ (Section-A) 5th Essay question of section-A	1 SAQ (Section-C) 13th SAQ of Section-C
III.	Chapter No.5	1 EQ (Section-B) 6th Essay question of section-B	1 SAQ (Section-C) 14th SAQ of Section-C
	Chapter No.6	1 EQ (Section-B) 7th Essay question of section-B	1 SAQ (Section-C) 15th SAQ of Section-C
IV.	Chapter No.7	1 EQ (Section-B) 8th Essay question of section-B	1 SAQ (Section-C) 16th SAQ of Section-C
	Chapter No.8	1 EQ (Section-B) 9th Essay question of section-B	1 SAQ (Section-C) 17th SAQ of Section-C
V.	Chapter No.9	1 EQ (Section-B) 10th Essay question of section-B	1 SAQ (Section-C) 18th SAQ of Section-C



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc. (Computer Science): II Semester under CBCS w.e.f 2016-17
THEORY PAPER – II
PROGRAMMING IN 'C'
SEMESTER-II

Time: 3Hrs

Max.Marks:75

SECTION-A

Note: 1. Answer Any Five Questions by choosing at least two from Section-A & B.

2. Each one carries 10 marks.

5x10=50M

1. Explain in detail about the generations of the programming languages.
2. Explain various types of I/O statements in 'C'.
3. Explain about the Structured programming language.
4. Explain about various Unconditional branching statements.
5. What is a function? Explain how to declare and define a function with example.

SECTION-B

6. What is an Array? Explain different types of Arrays.
7. What is a String? Explain various character manipulation functions.
8. What is a Pointer? Explain the operations on pointers.
9. What is a Structure? Explain about structure within the structure.
10. Explain how to use files in C.

SECTION-C

Note: 1. Answer any Five questions from the following.

2. Each one carries 5 marks

5 x 5= 25M

11. Explain briefly about typecasting in 'C'.
12. What is a Conditional Operator? Explain.
13. Explain the differences between local and global variables.
14. Explain briefly about the operations that can be performed on arrays.
15. Explain briefly about strcmp() function with an example.
16. Explain about Pointers and Structures.
17. Explain briefly about Array of Structures.
18. Explain briefly about types of files in C.

Batch 2016-19



SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc. (Computer Science): II Semester under CBCS w.e.f 2016-17
PRACTICAL SYLLABUS – II
PROGRAMMING IN C LAB

SEMESTER-II

1. Find out the given number is perfect number or not using c program.
2. Write a C program to check whether the given number is Armstrong or not.
3. Write a C program to find the sum of individual digits of a positive integer.
4. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to print the Fibonacci series
5. Write a C program to generate the first n terms of the Fibonacci sequence.
6. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
7. Write a C program to find both the largest and smallest number in a list of integers.
8. Write a C program that uses functions to perform the following:
 - a. Addition of Two Matrices
 - b. Multiplication of Two Matrices
9. Write a program to perform various string operations
10. Write C program that implements searching of given item in a given list
11. Write a C program to sort a given list of integers in ascending order



Batch 2016-19

SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
I B.Sc. (Computer Science): II Semester under CBCS w.e.f 2016-17
PRACTICAL MODEL PAPER – II
PROGRAMMING IN C LAB

SEMESTER-II

TIME: 3 HRS

MAX. MARKS: 50

PRACTICAL BREAK UP OF MARKS:

1. Procedure/Steps -	10 Marks
2. Execution -	20 Marks
3. Practical Record -	10 Marks
4. Viva -	10 Marks

Total	50 Marks



Batch 2015-18
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
II B.Sc.(Computer Science): III Semester under CBCS w.e.f 2016-2017
THEORY PAPER – III
OBJECT ORIENTED PROGRAMMING USING JAVA
SEMESTER-III

MID-I

UNIT-I:

FUNDAMENTALS OF OBJECT – ORIENTED PROGRAMMING: Introduction, Object Oriented paradigm, Basic Concepts of OOP, Benefits of OOP, Application's of OOP.

OVERVIEW OF JAVA LANGUAGE: Introduction, java features Simple Java program structure, **difference between c, c++ and java**, java and internet, Java tokens, Java Statements, Implementing a Java Program, Java Virtual Machine, Command line arguments.

CONSTANTS, VARIABLES & DATA TYPES: Introduction, Constants, Variables, Data Types, Declaration of Variables, Giving Value to Variables, Scope of variables, Symbolic Constants, Type casting, Getting Value of Variables, Standard Default values;

UNIT-II:

OPERATORS AND EXPRESSIONS :Arithmetic operators Relational operators, logical operators, Assignment operators, Increment and decrement operators, Conditional operators, Bitwise operators, Special operators, Arithmetic operators, Precedence of Arithmetic operators.

DECISION MAKING & BRANCHING: Introduction, Decision making with if statement, Simple if statement, if Else statement, Nesting of if else statements, the else if ladder, the switch statement, the conditional operator.

DECISION MAKING & LOOPING: Introduction, The While statement, the do-while statement, the for statement, Jumps in loops.

CLASSES, OBJECTS & METHODS: Introduction, Defining a class, Adding variables, Adding methods, Creating objects, Accessing class members, Constructors, Method overloading, Static members, Nesting of methods, visibility controls.

MID-II

UNIT-III

INHERITANCE: inheritance and types of inheritances, Extending a class, Overloading methods, Final variables and methods, Final classes, Abstract methods and classes.

ARRAYS, STRINGS AND VECTORS: Arrays, One-dimensional arrays, Creating an array, Two – dimensional arrays, Strings, Vectors, Wrapper classes.

INTERFACES: MULTIPLE INHERITANCE: Introduction, Defining interfaces, Extending interfaces, Implementing interfaces, Assessing interface variables;

(P.T.O)

UNIT-IV

MULTITHREADED PROGRAMMING: Introduction, Creating Threads, Extending the Threads, Stopping and Blocking a Thread, Lifecycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the 'Runnable' Interface.

MANAGING ERRORS AND EXCEPTIONS: Types of errors: Compile-time errors, Run-time errors, Exceptions, Exception handling, Multiple Catch Statements, Using finally statement.

UNIT-V

APPLET PROGRAMMING: local and remote applets, **difference between Applets and Applications**, Building Applet code, Applet Life cycle: Initialization state, Running state, Idle or stopped state, Dead state, **Display state Designing web page, adding applet to HTML file, Running the Applet.**

PACKAGES: Introduction, Java API Packages, Using System Packages, Naming conventions, Creating Packages, Accessing a Package, using a Package, **Adding class to a package, Hiding classes, static Import.**

Prescribed Book:

1. E .Balaguru swamy, Programming with JAVA, A primer, 3e, TATA McGraw-Hill Company.

Reference Books:

1. John R. Hubbard, Programming with Java, Second Edition, Schaum's outline Series, TMH.
2. Deitel & Deitel. Java TM: How to Program, PHI (2007)
3. Java Programming: From Problem Analysis to Program Design- D.S Mallik
4. Object Oriented Programming Through Java by P. Radha Krishna, Universities Press (2008)
5. Java complete reference

GUIDELINES TO THE PAPER SETTER BLUE PRINT

Unit no	Essay Questions	Short Answer Questions
I	3 (Section-A)	2
II	2 (Section-A)	2
III	1 (Section-B)	1
IV	2 (Section-B)	1
V	2 (Section-B)	2



Batch 2015-18
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
II B.Sc.(Computer Science): III Semester under CBCS w.e.f 2016-2017
PRACTICAL SYLLABUS PAPER – III
OBJECT ORIENTED PROGRAMMING USING JAVA
SEMESTER-III

OBJECT ORIENTED PROGRAMMING USING JAVA LAB

1. Write a program to perform various String Operations
2. Write a program on class and object in java
3. Write a program to illustrate Function Overloading & Function Overriding methods in Java
4. Write a program to illustrate the implementation of abstract class
5. Write a program to implement Exception handling
6. Write a program to create packages in Java
7. Write a program on interface in java
8. Write a program to Create Multiple Threads in Java
9. Write a program to Write Applets to draw the various polygons
10. Write a program which illustrates the implementation of multiple Inheritance using interfaces in Java
11. Write a program to assign priorities to threads in java

PRACTICAL BREAK UP OF MARKS:

1. Procedure/Steps -	10 Marks
2. Execution -	20 Marks
3. Practical Record -	10 Marks
4. Viva -	10 Marks

Total	50 Marks



Batch 2015-18
SRI Y.N COLLEGE (AUTONOMOUS): NARSAPUR
IIB.Sc (Computer Science): III Semester under CBCS w.e.f 2016-17
PAPER-III
OBJECT ORIENTED PROGRAMMING USING JAVA
III SEMESTER

Time: 3 Hours

Max. Marks: 75

NOTE:1. Answer Any FIVE Questions by choosing at least two from Section-A and Section-B

2. Each one carries 10 marks

5X10=50

SECTION-A

1. Explain the Basic concepts of OOP's?
2. What is the difference between c, c++ and java?
3. Explain about Data types in java?
4. Explain the different types of Operators in java?
5. What are the Looping statements in java with examples?

SECTION-B

6. What is Inheritance? Describe different types of Inheritances?
7. Explain the concept of Exception handling mechanism in detail?
8. Explain the Life Cycle of a Thread in java?
9. Explain the Applet life cycle in detail?
10. Define package? How to create and accessing packages?

SECTION-C

Note: 1. Answer any FIVE questions from the following

2. Each one Carries 5 Marks

5X5=25

11. What is Java virtual Machine?
12. Explain the Java program structure?
13. What is Constructor? Explain the different types of Constructors?
14. Explain about Overloading methods? Give example program?
15. What are the difference between an interface and a class?
16. Explain the Synchronization?
17. What is designing a webpage?
18. What is java API packages?



Batch 2015-18
SRI Y.N COLLEGE (AUTONOMOUS): NARSAPUR
IIB.Sc (Computer Science): IV Semester under CBCS w.e.f 2016-17
Paper-IV: DATA STRUCTURES
II YEAR IV SEMESTER

MID-I

UNIT-I:

Concept of Abstract Data Types (ADTs): Data Types, Data Structures, Storage Structures, and File Structures, Primitive and Non-primitive Data Structures, Linear and Non-linear Data Structures.

Linear Lists – ADT, Array and Linked representations, Pointers.

Arrays – ADT, Mappings, Representations, Sparse Matrices, Sets – ADT, Operations

Linked Lists: Single Linked List, Double Linked List, Circular Linked List, applications

UNIT-II:

Stacks: Definition, ADT, Array and Linked representations, Implementations and Applications

Queues: Definition, ADT, Array and Linked representations, Circular Queues, Dequeues, Priority Queues.

MID-II

UNIT-III:

Trees: Binary Tree, Definition, Tree Terminology, Traversing the Tree, finding Maximum and Minimum values Properties, ADT, Array and Linked representations, Implementations and Applications. Binary Search Trees (BST) – Definition, ADT, Operations and Implementations, BST Applications. Threaded Binary Trees, Heap trees.

UNIT-IV:

Graphs – Graph and its Representation, Graph Traversals, Connected Components, Basic Searching Techniques, Minimal Spanning Trees

UNIT- V:

Sorting and Searching: Selection, Insertion, Bubble, Merge, Quick sort, Heap sort, Sequential and Binary Searching.

REFERENCE BOOKS:

1. D S Malik, Data Structures Using C++, Thomson, India Edition 2006.
2. Sahni S, Data Structures, Algorithms and Applications in C++, McGraw-Hill, 2002.
3. SamantaD, Classic Data Structures, Prentice-Hall of India, 2001.
4. Heilman G I,. Data Structures and Algorithms with Object-Oriented Programming, TMH.
5. Tremblay P, and Sorenson P G, Introduction to Data Structures with Applications, TMH
6. Data structures through java v.v muniswamy i.k International

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UNIT NO:	ESSAY QUESTIONS	SHORT ANSWER QUESTIONS
I	3 (SECTION-A)	1
II	2 (Section-A)	2
III	1 (Section-B)	2
IV	2 (Section-B)	1
V	2 (Section-B)	2



Batch 2015-18
SRI Y.N COLLEGE (AUTONOMOUS): NARSAPUR
IIB.Sc (Computer Science): IV Semester under CBCS w.e.f 2016-17
Paper-IV: DATA STRUCTURES
II YEAR IV SEMESTER

DATA STRUCTURES USING JAVA LAB

1. Write a Program to implement the Linked List operations
2. Write a Program to implement the Stack operations using an array.
3. Write Programs to implement the Queue operations using an array.
4. Write Programs to implement the Stack operations using a singly linked list.
5. Write Programs to implement the Queue operations using a singly linked list.
6. Write a program for arithmetic expression evaluation
7. Write a program to implement Double Ended Queue using a doubly linked list.
8. Write a program to search an item in a given list using Linear Search and Binary Search
9. Write a program for Quick Sort
10. Write a program for Merge Sort
11. Write a program on Binary Search Tree operations(insertion, deletion and traversals)
12. Write a program for Graph traversals

PRACTICAL BREAK UP OF MARKS:

1. Procedure/Steps -	10 Marks
2. Execution -	20 Marks
3. Practical Record -	10 Marks
4. Viva -	10 Marks

Total	50 Marks



Batch 2015-18
SRI Y.N COLLEGE (AUTONOMOUS): NARSAPUR
IIB.Sc (computer Science): IV Semester under CBCS w.e.f 2016-17
THEORY PAPER-IV
DATA STRUCTURES
MODEL PAPER

Time: 3 Hours

Max. Marks: 75

Note: 1. Answer Any FIVE Questions by choosing at least two from Section-A and Section-B

2. Each one carries 10 marks

5X10=50

SECTION-A

1. What is Single linked list? Explain the algorithm to create, insert and display methods?
2. Explain the Data structures in java?
3. What is Double linked list? Explain the algorithm to create, insert and display methods?
4. What is Stack? What are the operations on the stack? With example program?
5. What is Queue? What are the operations on queue? With example program?

SECTION-B

6. What is a Binary tree? Explain the operations on Binary tree?
7. Explain the DFS and procedure?
8. Explain the BFS and procedure?
9. What is Quick sort explain the procedure of Quick sort?
10. Write an algorithm for insertion sort with an example?

SECTION-C

Note: 1. Answer any FIVE questions from the following

2. Each one Carries 5 Marks

5X5=25

11. What is Circular linked list?
12. Explain the Circular queue?
13. What is priority queue?
14. Explain the Tree Terminology?
15. What is threaded binary trees?
16. What is a Graph? Explain the types of Graphs?
17. What is Bubble sort?
18. What is Heap sort?



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
III B.Sc. (Computer Science): III Year Syllabus w.e.f. Academic Year 2015-16
THEORY PAPER – III (A)
DATABASE MANAGEMENT SYSTEMS
V SEMESTER SYLLABUS

MID-I

Unit-1: Database Systems Introduction and Fundamentals.

Database Systems: Introducing the database and DBMS, Why the database is important, Historical Roots: Files and File Systems, Problems with File System Data Management, Database Systems.

Data Models: The Importance of Data models, Data Model Basic Building Blocks, Business Rules, The Evaluation of Data Models and Degree of data abstraction.

Unit-2: Data Modeling

The Relational Database Model: A logical view of Data, Keys, Integrity Rules, Relational Set Operators, The Data Dictionary and the system catalog, Relationships within the Relational Database, Data Redundancy revisited, Indexes, Codd's relational database rules.

Entity Relationship Model: The ER Model, Developing ER Diagram, Database Design Challenges: Conflicting Goals.

MID-II

Unit-3: Advanced Data Modeling and Normalization

Advanced Data Modeling: The Extended Entity Relationship Model, Entity clustering, Entity integrity: Selecting Primary keys, Design Cases: Learning Flexible Database Design.

Normalization of database tables: Database Tables and Normalization, The need for Normalization, The Normalization Process, Improving the design, Surrogate Key Considerations, High level Normal Forms, Normalization and database design, De-normalization.

Unit-4: Interaction with Databases

Introduction to SQL: Data Definition Commands, Data Manipulation Commands, Select queries, advanced Data Definition Commands, advanced Select queries, Virtual Tables, Joining Database Tables.

Prescribed Text Book:

1. Peter Rob, Carlos Coronel, Database Systems Design, Implementation and Management, Thomson

Reference Books:

1. Elimasri / Navathe, Fundamentals of Database Systems, Fifth Edition, Pearson Addison Wesley
2. C.J.Date, A.Kannan, S.Swamynathan, An Introduction to Database Systems, Eight Edition
3. Atul Kahate, Introduction to Database Management Systems, Pearson Education (2006).

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Unit no	Essay Questions	Short Answer Questions	Very Short Answer Questions
I	2 (Section-A)	2	At least 1 (one) question from each unit and total 6 (six) questions
II	2 (Section-A)	2	
III	2 (Section-B)	2	
IV	2 (Section-B)	2	



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Model paper w.e.f. Academic Year 2015-16
THEORY PAPER – III (A)
DATABASE MANAGEMENT SYSTEMS
V SEMESTER END EXAMINATION

Time: 3 Hours

Max.Marks: 75

Note: 1. Answer any four questions taking two from each section.
2. Each one carries 12 marks.

SECTION-A

2 x 12 = 24

1. Explain Conventional file processing system and its drawbacks.
2. What is Network data model? Explain its advantages and disadvantages.
3. Explain about various Relational set operators in Relational database model.
4. Explain the concept of developing an ER Diagram with an example.

SECTION-B

2 x 12 = 24

5. What is an extended entity relationship model? Explain entity super types and sub types.
6. What is Normalization? Explain higher level Normal forms with an example.
7. Explain DML commands of SQL with syntaxes.
8. Explain Different types of operators in SQL with examples.

SECTION-C

Note: Answer any five of the following. Each one carries 3 Marks

5 x 3 = 15

9. What is structural independence and data independence?
10. What are Data model basic building blocks?
11. What is a table? Explain its characteristics.
12. What is a Candidate Key, Primary key and foreign key?
13. What is Single valued and multi valued attributes?
14. What is Entity Clustering?
15. What is Functional dependency?
16. Explain different data types in SQL.

SECTION - D

Note: Answer All the Following. Each one carries 2 Marks.

6 x 2 = 12

17. What is Metadata?
18. What is Business rule?
19. What is Super Key?
20. What is Weak entity?
21. What is Surrogate Primary key?
22. What is View? Give an Example.



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Syllabus w.e.f Academic Year 2015-16
THEORY PAPER – III (B)
DATABASE MANAGEMENT SYSTEMS
VI SEMESTER SYLLABUS

MID-I

UNIT-1: Advanced SQL

Advanced SQL: Relational Set Operators, SQL Join Operators, Sub-queries and Correlated queries, SQL Functions, Oracle Sequences, Updatable Views, and Procedural SQL, triggers, stored procedures, cursors, stored functions.

UNIT-2: Database design Transaction Management in DBMS Environment.

Database Design: The Information System, The Systems Development Life Cycle, The Database Life Cycle, Database Design Strategies, Centralized Vs Decentralized design.

Transaction Management and Concurrency Control: What is transaction, Concurrency control, Concurrency control with locking Methods, Concurrency control with time stamping methods, concurrency control with optimistic methods, Database recovery Management.

MID-II

UNIT-3: Distributed Database Management Systems

Distributed Database Management Systems: The evolution of Distributed Database Management Systems, DDBMS advantages and Disadvantages, Distribution Processing and Distribution Databases, Characteristics of Distributed database management systems, DDBMS Components, Levels of Data and Process distribution, Distributed database Transparency Features, Distributed Transparency, Transaction Transparency, Performance Transparency and Query Optimization, Distributed Database Design, Client Server VS DDBMS.

Unit-4: Data Warehouse Concepts

The Data Warehouse: The need for data analysis, Decision support systems, the data warehouse, Online analytical processing, Star schema, Introduction of data mining.

Prescribed Text Book:

1. Peter Rob, Carlos Coronel, Database Systems Design, Implementation and Management, Seventh Edition, Thomson (2007)

Reference Books:

1. Elimasri / Navathe, Fundamentals of Database Systems, Fifth Edition, Pearson Addison Wesley.
2. C.J.Date, A.Kannan, S.Swamynathan, An Introduction to Database Systems, Eight Edition, Pearson Education (2006).
3. Atul Kahate, Introduction to Database Management Systems, Pearson Education (2006).

GUIDELINES TO THE PAPER SETTER

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Unit no	Essay Questions	Short Answer Questions	Very Short Answer Questions
I	2 (Section-A)	2	At least 1 (one) question from each unit and total 6 (six) questions
II	2 (Section-A)	2	
III	2 (Section-B)	2	
IV	2 (Section-B)	2	



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Model Paper w.e.f. Academic Year 2015-16
THEORY PAPER – III (B)
DATABASE MANAGEMENT SYSTEMS
VI SEMESTER END EXAMINATION

Time: 3 Hours

Max.Marks: 75

Note: 1. Answer any four questions taking two from each section.
2. Each one carries 12 marks.

Section–A

2 x 12 = 24

1. Explain different types of SQL functions
2. Explain SQL Join Operators.
3. Explain the "Database design phase" in database life cycle?
4. Explain different types of locks and their use in concurrency control.

Section-B

2 x 12 = 24

5. What are the various DDBMS components? Explain.
6. Explain about distribution transparency in DDBMS.
7. What is OLAP? What are the four main characteristics of OLAP systems?
8. Explain the differences between operational data and decision support data.

Section–C

Note: Answer any five of the following. Each one carries 3 Marks

5 x 3 = 15

9. List and explain cursor processing commands.
10. What are the basic data types of PL/SQL?
11. Explain Database design strategies.
12. Explain the Transaction properties.
13. What are the advantages of DDBMS?
14. Explain distributed processing and distributed database.
15. Explain briefly about star schema.
16. What is data warehouse?

Section-D

Note: 1. Answer All the Following. Each one carries 2 Marks.

6 x 2 = 12

17. What is a Sequence?
18. What is embedded SQL?
19. What is adaptive maintenance?
20. What is a binary lock?
21. What is DDBMS?
22. What is concurrency control?



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Syllabus w.e.f. Academic Year 2015-16
THEORY PAPER – IV (A)
GUI PROGRAMMING
V SEMESTER SYLLABUS

MID-I

Unit-1: Familiarization about the Visual Basic IDE Components.

Getting Starting with Visual Basic 6.0: Introducing to Visual Basic 6.0 programming Environment, working with forms, developing an application, variables, data types, library functions , modules and control structures.

Unit-II: Procedures, Arrays, Controls and Menus in Visual Basic

Procedures, Sub Procedures (Sub routines), Event Procedures, Function Procedures, Scope, Optional Arguments Arrays in Visual Basic, Working with Controls, Introduction, Creating and Using Controls, Working with Control Arrays.

Menus, Mouse Events and Dialog Boxes: Introduction, Mouse Events, Dialog Boxes.

MID-II

Unit-III: Graphics and OLE container in Visual Basic

Graphics, MDI and Flex Grid: Introduction, Graphics for application, Multiple Document Interface (MDI), Using Flex Grid Control.

Object Linking and Embedding: Introduction, OLE Fundamentals, Using OLE Container Control, Using ILE Automation Objects, OLE Drag and Drop.

Unit-IV: Objects, Classes, Add-Ins and File System in Visual Basic

Objects and Classes: Introduction to Objects, Working with Objects, Classes and Class Modules.

Working with Add-Ins: Introduction to Add-Ins, Building Add-Ins.

File and File system Controls: Introduction, File System Controls, Accessing Files, and Interface with Windows.

Prescribed Text Book:

1. Content Development Group, Visual Basic 6.0 Programming, Tata McGraw-Hill Publishing Company Limited (2007).

Reference text Books:

1. Deitel and Deitel, Visual Basic 2005, Third Edition, Pearson Education (2007).
2. Noel Jerke, Visual Basic 6, The complete reference, Tata McGraw Hill (2006).
3. Byran S.Gottfried, Visual Basic, Schaum's Outlines, Tata McGraw Hill (2004).

GUIDELINES TO THE PAPER SETTER

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Unit no	Essay Questions	Short Answer Questions	Very Short Answer Questions
I	2 (Section-A)	2	At least 1 (one) question from each unit and total 6 (six) questions
II	2 (Section-A)	2	
III	2 (Section-B)	2	
IV	2 (Section-B)	2	



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Model paper w.e.f. Academic Year 2015-16
THEORY PAPER – IV (A)
GUI PROGRAMMING
V SEMESTER END EXAMINATION

Time: 3 Hours

Max.Marks: 75

Note: 1. Answer any four questions taking two from each section.
Each one carries 12 marks.

Section-A

2 x 12 = 24

1. Explain various library functions available in Visual Basic.
2. What is a Procedure? Explain different types of procedures available in Visual Basic.
3. Explain about Menu Editor in Visual Basic.
4. Explain briefly about arrays? Write an event procedure to sort the elements in the given array.

Section-B

2 x 12 = 24

5. What is MDI? Explain in detail with an example.
6. What is an OLE Container Control? Explain in detail with an example program.
7. What is Add-In? Explain about Class Builder Add-In.
8. What is a File System? Explain different ways to access files in Visual Basic.

Section-C

Note: 1. Answer any five of the following.
2. Each one carries 3 Marks

5 x 3 = 15

9. Explain about With block in Visual Basic.
10. What is a Control Array?
11. Explain different types of modules in Visual Basic?
12. What is a Dialog box? Explain briefly.
13. What is OLE Automation?
14. Explain briefly about graphical controls in Visual Basic.
15. Explain briefly about the need of Add-Ins in Visual Basic.
16. What are the various file system controls in Visual Basic?

Section-D

Note: 1. Answer all the following.
2. Each one carries 2 Marks.

6 x 2 = 12

17. What is OLE? Describe the importance of OLE?
18. What is an event procedure?
19. What is the purpose of Inputbox () function?
20. What is the difference between combo box and list box?
21. What is a control array?
22. What is a class module?



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year Syllabus w.e.f Academic Year 2015-16
THEORY PAPER – IV (B)
GUI PROGRAMMING
VI SEMESTER SYLLABUS

MID-I

Unit-I: ODBC and ActiveX features

ODBC and Data Access Objects: Evolution of Computing Architectures, Data Access Options.

ODBC using Data Access Objects and Remote Data Objects: Open Database Connectivity, Remote Data Objects.

Working with ActiveX Data Objects: An overview of ADO and OLEDB, ADO objects Model.

Unit-II: Data Environment

Data Environment and Data Report: Introduction, Data Environment Designer, Data Report.

All about ActiveX Controls: Introduction, Constituents of ActiveX Control, Exposing ActiveX Control Properties.

MID-II

Unit-III: ActiveX EXE and DLL

ActiveX EXE and ActiveX DLL: Introduction to ActiveX EXE and ActiveX DLL, Creating and ActiveX EXE Component, Creating an ActiveX DLL Component.

ActiveX Document Fundamentals: What is an ActiveX Document, Active Server Pages.

Unit-IV: Web Browser and DHTML in Visual Basic

Built-in ActiveX Controls: Working with Built-in ActiveX Controls, Additional ActiveX Controls.

Introducing Web Browser and DHTML: Introduction, Internet Tools in Visual Basic, Using DHTML in Visual Basic.

Prescribed Text Book:

1. Content Development Group, Visual Basic 6.0 Programming, Tata McGraw-Hill Publishing Company Limited (2007).

Reference Books :

1. Deitel and Deitel, Visual Basic 2005, Third Edition, Pearson Education (2007).
2. Noel Jerke, Visual Basic 6, The complete reference, Tata McGraw Hill (2006).
3. Byran S. Gottfried, Visual Basic, Schaum's outlines, Tata McGraw Hill (2004).

GUIDELINES TO THE PAPER SETTER

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Unit no	Essay Questions	Short Answer Questions	Very Short Answer Questions
I	2 (Section-A)	2	At least 1 (one) question from each unit and total 6 (six) questions
II	2 (Section-A)	2	
III	2 (Section-B)	2	
IV	2 (Section-B)	2	



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year model paper w.e.f. Academic Year 2015-16
THEORY PAPER – IV (B)
GUI PROGRAMMING
VI SEMESTER END EXAMINATIONS

Hours

Max.marks: 75

- Note: 1. Answer any four questions taking two from each section.**
2. Each one carries 12 marks.

Section-A

2 X 12=24

1. Explain in detail about Centralized System architecture in detail.
2. Explain about ADO object model.
3. Explain in detail about Data Environment Designer interface in Visual Basic.
4. Explain in detail about various types of ActiveX controls.

Section-B

2 X 12=24

5. Explain how to create an ActiveX DLL Component in detail.
6. Explain in detail about Active Server Pages.
7. Explain in detail about various Built-in ActiveX Controls.
8. Explain about the various controls that are available in DHTML projects.

Section-C

- Note: 1. Answer any five of the following.**
2. Each one carries 3 Marks

5 x 3 = 15

9. Explain how to open an existing database briefly.
10. Explain about TableDef Data Object.
11. Explain in detail about DBGrid Control.
12. Explain about Distributed Component Object Model.
13. What are the uses of ActiveX components? Explain the areas in which it is used.
14. What are the differences between Crystal report and Data report?
15. Explain the features of web browser control.
16. Explain briefly the Document object model.

Section-D

- Note: 1. Answer All the Following.**
2. Each one carries 2 Marks.

6 x 2 =12

17. What are the similarities between DLL and EXE?
18. What is a Property Page?
19. What is OLEDB?
20. What is the purpose of ListView Control?
21. What is DHTML?
22. What is a slider control?



Batch 2014-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
III B.Sc. (Computer Science): III Year model paper w.e.f. Academic Year 2015-16
PRACTICAL PAPER – IV(A)
GUI PROGRAMMING(VISUAL BASIC LAB)
V SEMESTER

LAB CYCLE:

1. Develop a Visual Basic application to find the roots of a quadratic equation.
2. Develop a Visual Basic application to search an item from list of items using Binary Search
3. Develop a Visual Basic application to change the forecolor, fontsize, fontstyle and backcolor of text in a text box.(Use frame control, check boxes and option buttons).
4. Develop a Visual Basic Application to find multiplication of two matrices.
5. Develop a Calculator by using Visual Basic Application.
6. Develop a Visual Basic Application to sort the list of numbers.
7. Develop a Visual Basic Application to read and print address of a person (Use Input Box).
8. Develop a Visual Basic Application, which develops a Student Mark List.

Conditions:

- i. Read any 5 Subject Marks.
 - ii. For Qualifying, minimum marks are 40%
 - iii. For Pass average is 50%
 - iv. For First Class Percentage is ≥ 60
 - v. For Second Class Percentage is between 40 and 59
 - vi. For Third Class Percentage is 40
 - vii. Minimum percentage is < 50 then Result is Fail.
9. Develop a Visual Basic Program to find ncr using function procedure.
 10. Develop a Visual Basic application, which demonstrate the menu Operations.

Batch 2014-17



SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
IIIB.Sc. (Computer Science): III Year model paper w.e.f. Academic Year 2015-16
PRACTICAL PAPER – IV(B)
GUI PROGRAMMING (VISUAL BASIC LAB)
VI SEMESTER

LAB CYCLE:

1. Develop a Visual Basic application to design Notepad.
2. Develop a Visual Basic application to demonstrate the MDI forms.
3. Using the Flex grid control to find addition, subtraction, multiplication and division of numbers ranging from 1 to 12.
4. Add a Class module to the project to perform the following:
 - i) To check whether the given number is Armstrong or not.
 - ii) To print the given number in reverse order.
 - iii) To check whether the given number is palindrome or not.
5. Develop a Visual Basic Application to implement the Key Events by using following specifications and conditions.

Control Name	Specifications	Conditions
Labels (Seven)	Having corresponding Captions	
Text Box	To Represent the Name of the student	Should not be null, Number.
Five Subject Text Box	To represent the five subject marks	Should not be Null, Negative, String.
Text Box	To represent the Total of Subjects	
Two Command Buttons	One for Calculating the subject totals Another for clearing the form control values	

Note: All the active controls of the form should navigate through the Key events like Key Press, Lost Focus, Got Focus

6. Develop a Visual Basic application to display employee records from database using data control.
7. Develop a Visual Basic application to add and save supplier records to the database using data control.
8. Develop a Visual Basic application to add and save supplier records to the database without using Data Control.
9. Develop a Visual basic project to generate Employee pay slip including hra, da,lic,pf,Basic salary and Total salary and store the details in Employee database without using Data Control.
10. Develop a Visual Basic project to display student database,modify and update records from the database using Microsoft Remote Data Control.

Paper-4: Lab

Project Work (75 marks)



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
INFORMATION & COMMUNICATION TECHNOLOGY –1 (ICT-1)
II Semester under CBCS w.e.f 2016-2017
Paper Title: Computer Fundamentals and Office Tools
(Common for all II SEMESTER B.A./B.Com./B.Sc. COURSES)

Unit-I: Basics of Computers:

Definition of a Computer-Characteristics and Applications of Computers–Block Diagram of a Digital Computer–Classification of Computers based on size and working – Central Processing Unit – I/O Devices.

Unit-II: Operating System Basics:

Primary, Auxiliary and Cache Memory – Memory Devices. Software, Hardware, Firmware and Peopeware – Definition and Types of Operating System – Functions of an Operating System – MS-DOS – MS Windows – Desktop, Computer, Documents, Pictures, Music, Videos, Recycle Bin, Task Bar – Control Panel.

Unit-III: MS-Word

Features of MS-Word – MS-Word Window Components – Creating, Editing, Formatting and Printing of Documents – Headers and Footers – Insert/Draw Tables, Table Auto format Page Borders and Shading – Inserting Symbols, Shapes, Word Art, Page Numbers, Equations – Spelling and Grammar – Thesaurus – Mail Merge

Unit-IV: MS-PowerPoint

Features of PowerPoint – Creating a Blank Presentation - Creating a Presentation using a Template - Inserting and Deleting Slides in a Presentation – Adding Clip Art/Pictures -Inserting Other Objects, Audio, Video - Resizing and Scaling of an Object – Slide Transition – Custom Animation.

Unit-V: MS-Excel

Overview of Excel features – Creating a new worksheet, Selecting cells, Entering and editing Text, Numbers, Formulae, Referencing cells – Inserting Rows/Columns –Changing column widths and row heights, auto format, changing font sizes, colors, shading.

Reference Books:

1. Fundamentals of Computers by ReemaThareja, Publishers: Oxford University Press,India
2. Fundamentals of Computers by V.Raja Raman, Publishers: PHI
3. Microsoft Office 2010 Bible by John Walkenbach, Herb Tyson, Michael R.Groh, Wiley publications

GUIDELINES TO THE PAPER SETTER

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UnitNo	Essay Questions	Short Answer Questions
I	2 (Section-A)	NIL(Section-B)
II	2 (Section-A)	NIL(Section-B)
III	NIL (Section-A)	3 (Section-B)
IV	1(Section-A)	2 (Section-B)
V	NIL (Section-A)	3(Section-B)



Batch 2016-19
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
INFORMATION & COMMUNICATION TECHNOLOGY –1 (ICT-1)
Paper Title: Computer Fundamentals and Office Tools
(Common for B.A./B.Com./B.Sc.)
SEMESTER-II
MODEL PAPER

Time: 2Hrs

Max.Marks:50

SECTION-A

Answer any THREE Questions from the following:

3x10=30M

1. Explain different types of Computers.
2. Explain various output devices of a computer.
3. Explain the features of Windows.
4. Explain about Primary, Auxiliary and cache memory.
5. Explain about slide transition in Ms PowerPoint.

SECTION-B

Answer any FOUR questions from the following:

4x5= 20M

6. Explain briefly about spell and grammar check in Ms Word.
7. Write the features of Ms Word.
8. How to insert page numbers in Ms Word? Explain.
9. Explain how to add pictures in Ms PowerPoint presentation.
10. Explain how to insert audio in Ms PowerPoint.
11. Explain briefly how to change column width and row height in Ms Excel.
12. Explain briefly about auto format in Ms Excel.
13. Explain how to enter and edit text in Ms Excel.



Batch 2016-17
SRI Y.N.COLLEGE (AUTONOMOUS): NARSAPUR
INFORMATION & COMMUNICATION TECHNOLOGY –2 (ICT-2)
Paper Title: Internet Fundamentals and Web Tools
III Semester under CBCS w.e.f 2016-2017
(Common for all III SEMESTER B.A./B.Com./B.Sc. COURSES)

Unit-I: Fundamentals of Internet:

Networking Concepts, Data Communication – Types of Networking, Internet and its Services, Internet Addressing – Internet Applications – Computer Viruses and its types – Browser Types of Browsers.

Unit-II: Internet applications:

Using Internet Explorer, Standard Internet Explorer Buttons, Entering a Web Site Address, Searching the Internet – Introduction to Social Networking: twitter, tumblr, LinkedIn, facebook, flickr, skype, yelp, vimeo, yahoo!, google+, youtube, WhatsApp, etc.

Unit-III : E-mail:

Definition of E-mail - Advantages and Disadvantages – UserIds, Passwords, Email Addresses, Domain Names, Mailers, Message Components, Message Composition, Mail Management, mail Inner Workings.

Unit IV: WWW:

Web Applications, Web Terminologies, Web Browsers, URL – Components of URL, Searching WWW – Search Engines and Examples

Unit-V: Basic HTML:

Basic HTML – Web Terminology – Structure of a HTML Document – HTML, Head and Body tags – Semantic and Syntactic Tags – HR, Heading, Font, Image and Anchor Tags – Different types of Lists using tags – Table Tags, Image formats – Creation of simple HTML Documents.

Reference Books :

1. In-line/On-line : Fundamentals of the Internet and the World Wide Web, 2/e - by Raymond Greenlaw and Ellen Hepp, Publishers : TMH

GUIDELINES TO THE PAPER SETTER
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UNIT NO:	ESSAY QUESTIONS	SHORT ANSWER QUESTIONS
I	2	NIL
II	NIL	3
III	2	NIL
IV	1	2
V	NIL	3