

**B.Sc.,  
COMPUTER SCIENCE**

**SYLLABUS**

**FROM THE ACADEMIC YEAR  
2023 - 2024**

# **TAMILNADU STATE COUNCIL FOR HIGHER EDUCATION, CHENNAI – 600 005**

## **1. Introduction**

### **B.Sc. Computer Science**

Education is the key to development of any society. Role of higher education is crucial for securing right kind of employment and also to pursue further studies in best available world class institutes elsewhere within and outside India. Quality education in general and higher education in particular deserves high priority to enable the young and future generation of students to acquire skill, training and knowledge in order to enhance their thinking, creativity, comprehension and application abilities and prepare them to compete, succeed and excel globally. Learning Outcomes-based Curriculum Framework (LOCF) which makes it student-centric, interactive and outcome-oriented with well-defined aims, objectives and goals to achieve. LOCF also aims at ensuring uniform education standard and content delivery across the state which will help the students to ensure similar quality of education irrespective of the institute and location.

Computer Science is the study of quantity, structure, space and change, focusing on problem solving, application development with wider scope of application in science, engineering, technology, social sciences etc. throughout the world in last couple of decades and it has carved out a space for itself like any other disciplines of basic science and engineering. Computer science is a discipline that spans theory and practice and it requires thinking both in abstract terms and in concrete terms. Nowadays, practically everyone is a computer user, and many

people are even computer programmers. Computer Science can be seen on a higher level, as a science of problem solving and problem solving requires precision, creativity, and careful reasoning. The ever-evolving discipline of computer science also has strong connections to other disciplines. Many problems in science, engineering, health care, business, and other areas can be solved effectively with computers, but finding a solution requires both computer science expertise and knowledge of the particular application domain. Computer science has a wide range of specialties. These include Computer Architecture, Software Systems, Graphics, Artificial Intelligence, Computational Science, and Software Engineering. Drawing from a common core of computer science knowledge, each specialty area focuses on specific challenges. Computer Science is practiced by mathematicians, scientists and engineers. Mathematics, the origins of Computer Science, provides reason and logic. Science provides the methodology for learning and refinement. Engineering provides the techniques for building hardware and software.

Programme Outcome, Programme Specific Outcome and Course Outcome

Computer Science is the study of quantity, structure, space and change, focusing on problem solving, application development with wider scope of application in science, engineering, technology, social sciences etc. The key core areas of study in Mathematics include Algebra, Analysis (Real & Complex), Differential Equations, Geometry, and Mechanics. The

Students completing this programme will be able to present Software application clearly and precisely, make abstract ideas precise by formulating them in the Computer languages. Completion of this programme will also enable the learners to join teaching profession, enhance their employability for government jobs, jobs in software industry, banking, insurance and investment sectors, data analyst jobs and jobs in various other public and private enterprises.

## **2. Programme Outcomes (PO) of B.Sc. degree programme in Computer Science**

- Scientific aptitude will be developed in Students
- Students will acquire basic Practical skills & Technical knowledge along with domain knowledge of different subjects in the Computer Science & humanities stream.
- Students will become employable; Students will be eligible for career opportunities in education field, Industry, or will be able to opt for entrepreneurship.
- Students will possess basic subject knowledge required for higher studies, professional and applied courses.

- Students will be aware of and able to develop solution oriented approach towards various Social and Environmental issues.
- Ability to acquire in-depth knowledge of several branches of Computer Science and aligned areas. This Programme helps learners in building a solid foundation for higher studies in Computer Science and applications.
- The skills and knowledge gained leads to proficiency in analytical reasoning, which can be utilized in modelling and solving real life problems.
- Utilize computer programming skills to solve theoretical and applied problems by critical understanding, analysis and synthesis.
- To recognize patterns and to identify essential and relevant aspects of problems.
- Ability to share ideas and insights while seeking and benefitting from knowledge and insight of others.
- Mould the students into responsible citizens in a rapidly changing interdependent society.

The above expectations generally can be pooled into 6 broad categories and can be modified according to institutional requirements:

PO1: Knowledge

PO2: Problem Analysis

PO3: Design / Development of Solutions

PO4: Conduct investigations of complex problems

PO5: Modern tool usage

PO6: Applying to society

### **3. Programme Specific Outcomes of B.Sc. Degree Programme in Computer Science**

PSO1: Think in a critical and logical based manner

PSO2: Familiarize the students with suitable software tools of computer science and industrial applications to handle issues and solve problems in mathematics or statistics and realtime application related sciences.

PSO3: Know when there is a need for information, to be able to identify, locate, evaluate, and effectively use that information for the issue or problem at hand.

PSO4: Understand, formulate, develop programming model with logical approaches to a Address issues arising in social science, business and other contexts.

PSO5: Acquire good knowledge and understanding to solve specific theoretical and applied problems in advanced areas of Computer science and Industrial statistics.

PSO6: Provide students/learners sufficient knowledge and skills enabling them to undertake further studies in Computer Science or Applications or Information Technology and its allied areas on multiple disciplines linked with Computer Science.

PSO7: Equip with Computer science technical ability, problem solving skills, creative talent and power of communication necessary for various forms of employment.

PSO8: Develop a range of generic skills helpful in employment, internships& societal activities.

PSO9: Get adequate exposure to global and local concerns that provides platform for further exploration into multi-dimensional aspects of computing sciences.

Mapping of Course Learning Outcomes (CLOs) with Programme Outcomes (POs) and Programme Specific Outcomes (PSOs) can be carried out accordingly, assigning the appropriate level in the grids: (put tick mark in each row)

PO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6
PO1	✓					
PO2		✓				
PO3			✓			
PO4				✓		
PO5					✓	
PO6						✓

#### 4. Highlights of the Revamped Curriculum

- Student-centric, meeting the demands of industry & society, incorporating industrial components, hands-on training, skill enhancement modules, industrial project, project with viva-voce, exposure to entrepreneurial skills, training for competitive examinations, sustaining the quality of the core components and incorporating application oriented content wherever required.
- The Core subjects include latest developments in the education and scientific front, advanced programming packages allied with the discipline topics, practical training, devising mathematical models and algorithms for providing solutions to industry / real life situations. The curriculum also facilitates peer learning with advanced mathematical topics in the final semester, catering to the needs of stakeholders with research aptitude.
- The General Studies and Computer Science based problem solving skills are included as mandatory components in the ‘Training for Competitive Examinations’ course at the final semester, a first of its kind.
- The curriculum is designed so as to strengthen the Industry-Academia interface and provide more job opportunities for the students.
- The Industrial Statistics course is newly introduced in the fourth semester, to expose the students to real life problems and train the students on designing a mathematical model to provide solutions to the industrial problems.
- The Internship during the second year vacation will help the students gain valuable work experience that connects classroom knowledge to real world experience and to narrow down and focus on the career path.

- Project with viva-voce component in the fifth semester enables the student, application of conceptual knowledge to practical situations. The state of art technologies in conducting a Explain in a scientific and systematic way and arriving at a precise solution is ensured. Such innovative provisions of the industrial training, project and internships will give students an edge over the counterparts in the job market.
- State-of Art techniques from the streams of multi-disciplinary, cross disciplinary and inter disciplinary nature are incorporated as Elective courses, covering conventional topics to the latest – Statistics with R Programming, Data Science, Machine learning. Internet of Things and Artificial Intelligence etc..

### 5. Value additions in the Revamped Curriculum:

Semester	Newly introduced Components	Outcome / Benefits
I	<p><b>Foundation Course</b> To ease the transition of learning from higher secondary to higher education, providing an overview of the pedagogy of learning abstract Mathematics and simulating mathematical concepts to real world.</p>	<ul style="list-style-type: none"> <li>• Instil confidence among students</li> <li>• Create interest for the subject</li> </ul>
I, II, III, IV	<p><b>Skill Enhancement papers</b> (Discipline centric / Generic / Entrepreneurial)</p>	<ul style="list-style-type: none"> <li>• Industry ready graduates</li> <li>• Skilled human resource</li> <li>• Students are equipped with essential skills to make them employable</li> <li>• Training on Computing / Computational skills enable the students gain knowledge and exposure on latest computational aspects</li> <li>• Data analytical skills will enable students gain internships, apprenticeships, field work involving data collection, compilation, analysis etc.</li> <li>• Entrepreneurial skill training will provide an opportunity for independent livelihood</li> <li>• Generates self – employment</li> <li>• Create small scale entrepreneurs</li> <li>• Training to girls leads to women empowerment</li> <li>• Discipline centric skill will improve the Technical knowhow of solving real life problems using ICT tools</li> </ul>
III, IV, V & VI	<p>Elective papers- An open choice of topics categorized under Generic and Discipline Centric</p>	<ul style="list-style-type: none"> <li>• Strengthening the domain knowledge</li> <li>• Introducing the stakeholders to the State-of Art techniques from the streams of multi-disciplinary, cross disciplinary and inter disciplinary nature</li> </ul>



		<ul style="list-style-type: none"> <li>• Students are exposed to Latest topics on Computer Science / IT, that require strong mathematical background</li> <li>• Emerging topics in higher education / industry / communication network / health sector etc. are introduced with hands-on-training, facilitates designing of mathematical models in the respective sectors</li> </ul>
<b>IV</b>	Industrial Statistics	<ul style="list-style-type: none"> <li>• Exposure to industry moulds students into solution providers</li> <li>• Generates Industry ready graduates</li> <li>• Employment opportunities enhanced</li> </ul>
<b>II year Vacation activity</b>	Internship / Industrial Training	<ul style="list-style-type: none"> <li>• Practical training at the Industry/ Banking Sector / Private/ Public sector organizations / Educational institutions, enable the students gain professional experience and also become responsible citizens.</li> </ul>
<b>V Semester</b>	Project with Viva – voce	<ul style="list-style-type: none"> <li>• Self-learning is enhanced</li> <li>• Application of the concept to real situation is conceived resulting in tangible outcome</li> </ul>
<b>VI Semester</b>	Introduction of Professional Competency component	<ul style="list-style-type: none"> <li>• Curriculum design accommodates all category of learners; ‘Mathematics for Advanced Explain’ component will comprise of advanced topics in Mathematics and allied fields, for those in the peer group / aspiring researchers;</li> <li>• ‘Training for Competitive Examinations’ –caters to the needs of the aspirants towards most sought - after services of the nation viz, UPSC, CDS, NDA, Banking Services, CAT, TNPSC group services, etc.</li> </ul>
<b>Extra Credits: For Advanced Learners / Honors degree</b>		<ul style="list-style-type: none"> <li>• To cater to the needs of peer learners / research aspirants</li> </ul>

<b>Skills acquired from the Courses</b>	Knowledge, Problem Solving, Analytical ability, Professional Competency, Professional Communication and Transferrable Skill
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### Credit Distribution for UG Programmes

Sem I	Credit	H	Sem II	Credit	H	Sem III	Credit	H	Sem IV	Credit	H	Sem V	Credit	H	Sem VI	Credit	H
Part 1. Language – Tamil	3	6	Part..1. Language – Tamil	3	6	Part..1. Language – Tamil	3	6	Part..1. Language – Tamil	3	6	5.1 Core Course – \CC IX	4	5	6.1 Core Course – CC XIII	4	6
Part.2 English	3	6	Part..2 English	3	6	Part..2 English	3	6	Part..2 English	3	6	5.2 Core Course – CC X	4	5	6.2 Core Course – CC XIV	4	6
1.3 Core Course – CC I	5	5	2.3 Core Course – CC III	5	5	3.3 Core Course – CC V	5	5	4.3 Core Course – CC VII Core Industry Module	5	5	5. 3.Core Course CC -XI	4	5	6.3 Core Course – CC XV	4	6
1.4 Core Course – CC II	5	5	2.4 Core Course – CC IV	5	5	3.4 Core Course – CC VI	5	5	4.4 Core Course – CC VIII	5	5	5. 4.Core Course –/ Project with viva-voce CC -XII	4	5	6.4 Elective -VII Generic/ Discipline Specific	3	5
1.5 Elective I Generic/ Discipline Specific	3	4	2.5 Elective II Generic/ Discipline Specific	3	4	3.5 Elective III Generic/ Discipline Specific	3	4	4.5 Elective IV Generic/ Discipline Specific	3	3	5.5 Elective V Generic/ Discipline Specific	3	4	6.5 Elective VIII Generic/ Discipline Specific	3	5
1.6 Skill Enhancement Course SEC-1	2	2	2.6 Skill Enhancement Course SEC-2	2	2	3.6 Skill Enhancement Course SEC-4, (Entrepreneurial Skill)	1	1	4.6 Skill Enhancement Course SEC-6	2	2	5.6 Elective VI Generic/ Discipline Specific	3	4	6.6 Extension Activity	1	-
1.7 Skill Enhancement -(Foundation Course)	2	2	2.7 Skill Enhancement Course –SEC-3	2	2	3.7 Skill Enhancement Course SEC-5	2	2	4.7 Skill Enhancement Course SEC-7	2	2	5.7 Value Education	2	2	6.7 Professional Competency Skill	2	2
						3.8 E.V.S.	-	1	4.8 E.V.S	2	1	5.8 Summer Internship /Industrial Training	2				
	<b>23</b>	<b>30</b>		<b>23</b>	<b>30</b>		<b>22</b>	<b>30</b>		<b>25</b>	<b>30</b>		<b>26</b>	<b>30</b>		<b>21</b>	<b>30</b>
<b>Total – 140 Credits</b>																	

**Choice Based Credit System (CBCS), Learning Outcomes Based Curriculum Framework (LOCF) Guideline Based Credit and Hours Distribution System for all UG courses including Lab Hours**

**First Year – Semester-I**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
Part-1	Language – Tamil	3	6
Part-2	English	3	6
Part-3	Core Courses & Elective Courses [in Total]	13	14
Part-4	Skill Enhancement Course SEC-1	2	2
	Foundation Course	2	2
		<b>23</b>	<b>30</b>

**Semester-II**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
Part-1	Language – Tamil	3	6
Part-2	English	3	6
Part-3	Core Courses & Elective Courses including laboratory [in Total]	13	14
Part-4	Skill Enhancement Course -SEC-2	2	2
	Skill Enhancement Course -SEC-3 (Discipline / Subject Specific)	2	2
		<b>23</b>	<b>30</b>

**Second Year – Semester-III**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
Part-1	Language - Tamil	3	6
Part-2	English	3	6
Part-3	Core Courses & Elective Courses including laboratory [in Total]	13	14
Part-4	Skill Enhancement Course -SEC-4 (Entrepreneurial Based)	1	1
	Skill Enhancement Course -SEC-5 (Discipline / Subject Specific)	2	2
	E.V.S	-	1
		<b>22</b>	<b>30</b>

**Semester-IV**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
Part-1	Language - Tamil	3	6
Part-2	English	3	6
Part-3	Core Courses & Elective Courses including laboratory [in Total]	13	13
Part-4	Skill Enhancement Course -SEC-6 (Discipline / Subject Specific)	2	2
	Skill Enhancement Course -SEC-7 (Discipline / Subject Specific)	2	2
	E.V.S	2	1

		<b>25</b>	<b>30</b>
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**Third Year  
Semester-V**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
<b>Part-3</b>	Core Courses including Project / Elective Based	22	26
<b>Part-4</b>	Value Education	2	2
	Internship / Industrial Visit / Field Visit	2	2
		<b>26</b>	<b>30</b>

**Semester-VI**

<b>Part</b>	<b>List of Courses</b>	<b>Credit</b>	<b>No. of Hours</b>
<b>Part-3</b>	Core Courses including Project / Elective Based & LAB	18	28
<b>Part-4</b>	Extension Activity	1	-
	Professional Competency Skill	2	2
		<b>21</b>	<b>30</b>

**Consolidated Semester wise and Component wise Credit distribution**

<b>Parts</b>	<b>Sem I</b>	<b>Sem II</b>	<b>Sem III</b>	<b>Sem IV</b>	<b>Sem V</b>	<b>Sem VI</b>	<b>Total Credits</b>
<b>Part I</b>	3	3	3	3	-	-	12
<b>Part II</b>	3	3	3	3	-	-	12
<b>Part III</b>	13	13	13	13	22	18	92
<b>Part IV</b>	4	4	3	6	4	1	22
<b>Part V</b>	-	-	-	-	-	2	2
<b>Total</b>	23	23	22	25	26	21	<b>140</b>

**\*Part I, II, and Part III components will be separately taken into account for CGPA calculation and classification for the under graduate programme and the other components. IV, V have to be completed during the duration of the programme as per the norms, to be eligible for obtaining the UG degree.**

**B.Sc., Computer Science  
First Year-Semester-I**

Sem.	Part	Course Code	Courses	List of Courses	T/P	Credit	Hours per week (L/T/P)	Max. Marks		
								Int.	Ext.	Total
	Part-I	2311T	T/OL	தமிழ் இலக்கிய வரலாறு-I/other Language	T	3	6	25	75	100
	Part-II	2312E	E	General English-I	T	3	6	25	75	100
	Part-III	23BCE1C 1	CC 1	Programming In C	T	5	5	25	75	100
		23BCE1P 1	CC 2	Practical : Programming In C Lab	P	3	4	25	75	100
		-	Generic Elective (Allied)	BCA/ B.Sc., IT/ Maths/Electronics/ software	T	3	3	25	75	100
		-		Respective Allied Theory -Practical	P	2	2	25	75	100
	Part-IV	23BCES1	SEC-I	Fundamentals of Information Technology	T	2	2	25	75	100
		23BCEFC	FC	Problem Solving Techniques	T	2	2	25	75	100
				<b>TOTAL</b>	-	<b>23</b>	<b>30</b>	<b>200</b>	<b>600</b>	<b>800</b>

- TOL-Tamil/Other Languages,
- E – English
- CC - Core course –Core competency, critical thinking, analytical reasoning, research skill &teamwork
- Generic Elective(Allied)
- SEC-Skill Enhancement Course - Exposure beyond the discipline (Value Education ,Entrepreneurship Course, Computer application for Science, etc.,
- FC-Foundation Course
- T/P- T-Theory, P-Practical

**Chairperson details:** Mrs.R.Indra, Government Arts College for Women, Sivagangai.Mobile No: 9442722566

## CORE COURSE 1

Subject Code	Subject Name	Category	L	T	P	S	Credits	Inst. Hours	Marks		
									CIA	External	Total
<b>23BCE1C1</b>	<b>PROGRAMMING IN C</b>	Core	5	-	-	-	5	5	25	75	100
<b>Learning Objective</b>											
LO1	To familiarize the students with the Programming basics and the fundamentals of C, Datatypes in C, Mathematical and logical operations.										
LO2	To understand the concept using if statements and loops										
LO3	This unit covers the concept of Arrays										
LO4	This unit covers the concept of Functions, Structures and unions										
LO5	To understand the concept of implementing pointers and Files.										
<b>Contents</b>											
<b>UNIT I</b>	Overview of C: History of C – Importance of C – Basic Structure of C Programs – Programming Style – Character Set – C Tokens – Keywords and Identifiers – Constants, Variables and Data Types – Declaration of Variables – Defining Symbolic Constants – Declaring a variable as a constant – overflow and underflow of data – Operators and Expressions: Arithmetic, relational, logical, assignment operators – increment and decrement operators, conditional operators, bitwise operators, special operators – Arithmetic Expressions- Evaluation of Expressions – Precedence of Arithmetic Operators – Type Conversions in Expressions – Operator Precedence and Associativity Mathematical functions.										
<b>UNIT II</b>	Managing I/O Operations: Reading and Writing a Character – Formatted Input, Output – Decision Making & Branching: if statement - if else statement - nesting of if else statements - else if ladder – switch statement – the ?: operator – goto statement – the while statement – do statement – the for statement – jumps in loops.										
<b>UNIT III</b>	Arrays: One-Dimensional Arrays – Declaration, Initialization – Two-Dimensional Arrays – Multi-dimensional Arrays – Dynamic Arrays – Initialization. Strings: Declaration, Initialization of string variables – reading and writing strings – string handling functions										
<b>UNIT IV</b>	User-defined functions: need – multi-function programs – elements of user defined functions – definition – return values and their types – function calls, declaration, category – all types of arguments and return values – nesting of functions – recursion – passing arrays, strings to functions – scope visibility and life time of variables. Structures and Unions: Defining a structure – declaring a structure variable – accessing structure members – initialization – copying and comparing – operation on individual										

	members – array of structures – arrays within structures – structures within structures – structures and functions – unions – size of structures – bit fields.	
<b>UNIT V</b>	<b>Pointers:</b> the address of a variable – declaring, initialization of pointer variables – accessing a variable through its pointer – chain of pointers – pointer increments and scale factors – pointers and character strings – pointers as function arguments – pointers and structures. <b>Files:</b> Defining, opening, closing a file – IO Operations on files – Error handling during IO operations – command line arguments.	
<b>Course Outcomes</b>		<b>Programme Outcome</b>
CO	On completion of this course, students will	
CO1	Remember the program structure of C with its syntax and semantics	PO1,PO3,PO5
CO2	Understand the programming principles in C (data types, operators, branching and looping, arrays, functions, structures, pointers and files)	PO2,PO3,PO6
CO3	Apply the programming principles learnt in real-time problems	PO3,PO4,PO5
CO4	Analyze the various methods of solving a problem and choose the best method	PO4,PO5,PO6
CO5	Code, debug and test the programs with appropriate test cases	PO5,PO6
<b>Text Book</b>		
1	E.Balagurusamy , 2012, <i>Programming in ANSI C</i> , 6th Edition, Tata McGraw Hill Publishing Company. UNIT I: Chapters 1 (Except 1.3-1.7, 1.10-1.12), 2 (Except 2.9, 2.13), 3 (Except 3.13) UNIT II: Chapters 4 – 6 UNIT III: Chapters 7, 8 (Except 8.5, 8.6, 8.7, 8.9, 8.10) UNIT IV: Chapters 9 (Except 9.20), 10 UNIT V: Chapters 11 (Except 11.8, 11.10, 11.12, 11.14, 11.15, 11.17), 12 (Except 12.6)	
<b>Reference Books</b>		
1.	Byron Gottfried, Schaum’s Outline Programming with C, Fourth Edition, Tata McGraw-Hill, 2018.	
2.	Kernighan and Ritchie, The C Programming Language, Second Edition, Prentice Hall, 1998	
3.	Yashavant Kanetkar, Let Us C, Eighteenth Edition, BPB Publications, 2021	

## Web Resources

1.	<a href="https://codeforwin.org/">https://codeforwin.org/</a>
2.	<a href="https://www.geeksforgeeks.org/c-programming-language/">https://www.geeksforgeeks.org/c-programming-language/</a>
3.	<a href="http://en.cppreference.com/w/c">http://en.cppreference.com/w/c</a>
4.	<a href="http://learn-c.org/">http://learn-c.org/</a>
5.	<a href="https://www.cprogramming.com/">https://www.cprogramming.com/</a>



## CORE PRACTICAL

Subject Code	Subject Name	Category	L	T	P	S	Credits	Inst. Hours	Marks		
									CIA	External	Total
<b>23BCE1P1</b>	<b>PROGRAMMING IN C LAB</b>	Core	-	-	3	-	3	4	25	75	100
<b>Course Objective</b>											
LO1	To familiarize the students with the Programming basics and the fundamentals of C, Datatypes in C, Mathematical and logical operations.										
LO2	To understand the concept using if statements and loops										
LO3	This unit covers the concept of Arrays and Functions										
LO4	This unit covers the concept of Structures and unions and Preprocessors										
LO5	To understand the concept of implementing pointers and files										
Group A	<p><b>List of Exercises</b></p> <ol style="list-style-type: none"> <li>1. Write a C Program to find the sum of digits.</li> <li>2. Write a C Program to check whether a given number is Armstrong or not.</li> <li>3. Write a C Program to check whether a given number is Prime or not.</li> <li>4. Write a C Program to generate the Fibonacci series.</li> <li>5. Write a C Program to display the given number is Adam number or not.</li> <li>6. Write a C Program to print reverse of the given number and string.</li> <li>7. Write a C Program to find minimum and maximum of 'n' numbers using array.</li> <li>8. Write a C Program to arrange the given number in ascending order.</li> <li>9. Write a C Program to add and multiply two matrices.</li> <li>10. Write a C Program to calculate NCR and NPR.</li> </ol>										
Group B	<ol style="list-style-type: none"> <li>1. Write a C Program to find the grade of a student using else if ladder.</li> <li>2. Write a C Program to implement the various string handling function.</li> <li>3. Write a C Program to create an integer file and displaying the even numbers only.</li> <li>4. Write a C Program to calculate quadratic equation using switch-case.</li> <li>5. Write a C Program to count number of characters, words and lines in a text file.</li> <li>6. Write a C Program to generate student mark list using array of structures.</li> <li>7. Write a C Program to create and process the student mark list using file</li> <li>8. Write a C Program to create and process pay bill using file</li> <li>9. Write a C Program to create and process inventory control using file</li> <li>10. Write a C Program to create and process electricity bill using file</li> </ol>										
<b>Course Outcomes</b>							<b>Programme Outcome</b>				
CO	On completion of this course, students will										

1	Remember the program structure of C with its syntax and semantics	PO1,PO3,PO5
2	Understand the programming principles in C (data types, operators, branching and looping, arrays, functions, structures, pointers and files)	PO2,PO3,PO6
3	Apply the programming principles learnt in real-time problems	PO3,PO4
4	Analyze the various methods of solving a problem and choose the best method	PO4,PO5,PO6
5	Code, debug and test the programs with appropriate test cases	PO4,PO6
<b>Text Book</b>		
1	E. Balagurusamy, Programming in ANSI C, Fifth Edition, Tata McGraw-Hill, 2010.	
<b>Reference Books</b>		
1.	Byron Gottfried, Schaum's Outline Programming with C, Fourth Edition, Tata McGraw-Hill, 2018.	
2.	Kernighan and Ritchie, The C Programming Language, Second Edition, Prentice Hall, 1998	
3.	Yashavant Kanetkar, Let Us C, Eighteenth Edition, BPB Publications, 2021	
<b>Web Resources</b>		
1.	<a href="https://codeforwin.org/">https://codeforwin.org/</a>	
2.	<a href="https://www.geeksforgeeks.org/c-programming-language/">https://www.geeksforgeeks.org/c-programming-language/</a>	
3.	<a href="http://en.cppreference.com/w/c">http://en.cppreference.com/w/c</a>	
4.	<a href="http://learn-c.org/">http://learn-c.org/</a>	
5.	<a href="https://www.cprogramming.com/">https://www.cprogramming.com/</a>	

## SKILL ENHANCEMENT COURSE

Subject Code	Subject Name	Category	L	T	P	S	Inst. hours	Credits	Marks		
									CIA	External	Total
23BCES1	Fundamentals of Information Technology	Skill Enha. Course (SEC)	2	-	-	-	2	2	25	75	100
<b>Learning Objectives</b>											
LO1	Understand basic concepts and terminology of information technology.										
LO2	Have a basic understanding of personal computers and their operation										
LO3	Be able to identify data storage and its usage										
LO4	Get great knowledge of software and its functionalities										
LO5	Understand about operating system and their uses										
<b>Contents</b>											
<b>Unit I</b>	<b>Introduction to Computers:</b> Introduction, Definition, .Characteristics of computer, Evolution of Computer, Block Diagram Of a computer, Generations of Computer, Classification Of Computers, Applications of Computer, Capabilities and limitations of computer										
<b>Unit II</b>	<b>Basic Computer Organization:</b> Role of I/O devices in a computer system. Input Units: Keyboard, Terminals and its types. Pointing Devices, Scanners and its types, Voice Recognition Systems, Vision Input System, Touch Screen, Output Units: Monitors and its types. Printers: Impact Printers and its types. Non Impact Printers and its types, Plotters, types of plotters, Sound cards, Speakers.										
<b>Unit III</b>	<b>Storage Fundamentals:</b> Primary Vs Secondary Storage, Data storage & retrieval methods. Primary Storage: RAM ROM, PROM, EPROM, EEPROM. Secondary Storage: Magnetic Tapes, Magnetic Disks. Cartridge tape, hard disks, Floppy disks Optical Disks, Compact Disks, Zip Drive, Flash Drives										
<b>Unit IV</b>	<b>Software:</b> Software and its needs, Types of S/W. System Software: Operating System, Utility Programs Programming Language: Machine Language, Assembly Language, High Level Language their advantages & disadvantages. Application S/W and its types: Word Processing, Spread Sheets Presentation, Graphics, DBMS s/w										
<b>Unit V</b>	<b>Operating System:</b> Functions, Measuring System Performance, Assemblers, Compilers and Interpreters. Batch Processing, Multiprogramming, Multi Tasking, Multiprocessing, Time Sharing, DOS, Windows, Unix/Linux.										
<b>Course Outcomes</b>										<b>Programme Outcomes</b>	
CO	On completion of this course, students will										

CO1	Learn the basics of computer, Construct the structure of the required things in computer, learn how to use it.	PO1, PO2, PO3, PO4, PO5, PO6
CO2	Develop organizational structure using for the devices present currently under input or output unit.	PO1, PO2, PO3, PO4, PO5, PO6
CO3	Concept of storing data in computer using two header namely RAM and ROM with different types of ROM with advancement in storage basis.	PO1, PO2, PO3, PO4, PO5, PO6
CO4	Work with different software, Write program in the software and applications of software.	PO1, PO2, PO3, PO4, PO5, PO6
CO5	Usage of Operating system in information technology which really acts as a interpreter between software and hardware.	PO1, PO2, PO3, PO4, PO5, PO6
<b>Textbooks</b>		
1	Anoop Mathew, S. KavithaMurugeshan (2009), “ Fundamental of Information Technology”, Majestic Books.	
2	Alexis Leon, Mathews Leon,” Fundamental of Information Technology”, 2 <sup>nd</sup> Edition.	
3	S. K Bansal, “Fundamental of Information Technology”.	
<b>Reference Books</b>		
1.	BhardwajSushilPuneet Kumar, “Fundamental of Information Technology”	
2.	GG WILKINSON, “Fundamentals of Information Technology”, Wiley-Blackwell	
3.	A Ravichandran, “Fundamentals of Information Technology”, Khanna Book Publishing	
<b>Web Resources</b>		
1.	<a href="https://testbook.com/learn/computer-fundamentals">https://testbook.com/learn/computer-fundamentals</a>	
2.	<a href="https://www.tutorialsmate.com/2020/04/computer-fundamentals-tutorial.html">https://www.tutorialsmate.com/2020/04/computer-fundamentals-tutorial.html</a>	
3.	<a href="https://www.javatpoint.com/computer-fundamentals-tutorial">https://www.javatpoint.com/computer-fundamentals-tutorial</a>	
4.	<a href="https://www.tutorialspoint.com/computer_fundamentals/index.htm">https://www.tutorialspoint.com/computer_fundamentals/index.htm</a>	
5.	<a href="https://www.nios.ac.in/media/documents/sec229new/Lesson1.pdf">https://www.nios.ac.in/media/documents/sec229new/Lesson1.pdf</a>	

## FOUNDATION COURSE

Subject Code	Subject Name	Category	L	T	P	S	Credits	Inst. Hours	Marks		
									CIA	External	Total
23BCEFC	Problem Solving Techniques	FC	2	-	-	-	2	2	25	75	100
<b>Learning Objectives</b>											
LO1	Familiarize with writing of algorithms, fundamentals of C and philosophy of problem solving.										
LO2	Implement different programming constructs and decomposition of problems into functions.										
LO3	Use data flow diagram, Pseudo code to implement solutions.										
LO4	Define and use of arrays with simple applications										
LO5	Understand about operating system and their uses										
<b>Contents</b>											
<b>UNIT I</b>	<p><b>Introduction:</b> History, characteristics and limitations of Computer. Hardware/Anatomy of Computer: CPU, Memory, Secondary storage devices, Input Devices and Output devices. Types of Computers: PC, Workstation, Minicomputer, Main frame and Supercomputer. Software: System software and Application software. <b>Programming Languages:</b> Machine language, Assembly language, High-level language, 4 GL and 5GL-Features of good programming language. Translators: Interpreters and Compilers.</p>										
<b>UNIT II</b>	<p><b>Data:</b> Data types, Input, Processing of data, Arithmetic Operators, Hierarchy of operations and Output. Different phases in Program Development Cycle (PDC). <b>Structured Programming: Algorithm:</b> Features of good algorithm, Benefits and drawbacks of algorithm. <b>Flowcharts:</b> Advantages and limitations of flowcharts, when to use flowcharts, flowchart symbols and types of flowcharts. <b>Pseudocode:</b> Writing a pseudocode. Coding, documenting and testing a program: Comment lines and types of errors. <b>Program design:</b> Modular Programming.</p>										
<b>UNIT III</b>	<p><b>Selection Structures:</b> Relational and Logical Operators -Selecting from Several Alternatives – Applications of Selection Structures. <b>Repetition Structures:</b> Counter Controlled Loops –Nested Loops– Applications of Repetition Structures.</p>										
<b>UNIT IV</b>	<p><b>Data:</b> Numeric Data and Character Based Data. <b>Arrays:</b> One Dimensional Array - Two Dimensional Arrays – Strings as Arrays of Characters.</p>										

<b>UNIT V</b>	<b>Data Flow Diagrams:</b> Definition, DFD symbols and types of DFDs. <b>Program Modules:</b> Subprograms-Value and Reference parameters- Scope of a variable - Functions – Recursion. <b>Files:</b> File Basics-Creating and reading a sequential file- Modifying Sequential Files.	
<b>Course Outcomes</b>		<b>Programme Outcomes</b>
CO	On completion of this course, students will	
CO1	Study the basic knowledge of Computers. Analyze the programming languages.	PO1, PO2, PO3, PO4, PO5, PO6
CO2	Study the data types and arithmetic operations. Know about the algorithms. Develop program using flow chart and pseudocode.	PO1, PO2, PO3, PO4, PO5, PO6
CO3	Determine the various operators. Explain about the structures. Illustrate the concept of Loops	PO1, PO2, PO3, PO4, PO5, PO6
CO4	Study about Numeric data and character-based data. Analyze about Arrays.	PO1, PO2, PO3, PO4, PO5, PO6
CO5	Explain about DFD Illustrate program modules. Creating and reading Files	PO1, PO2, PO3, PO4, PO5, PO6
<b>Textbooks</b>		
1	<b>Stewart Venit</b> , “Introduction to Programming: Concepts and Design”, Fourth Edition, 2010, Dream Tech Publishers.	
<b>Web Resources</b>		
1.	<a href="https://www.codesansar.com/computer-basics/problem-solving-using-computer.htm">https://www.codesansar.com/computer-basics/problem-solving-using-computer.htm</a>	
2.	<a href="http://www.nptel.iitm.ac.in/video.php?subjectId=106102067">http://www.nptel.iitm.ac.in/video.php?subjectId=106102067</a>	
3.	<a href="http://utubersity.com/?page_id=876">http://utubersity.com/?page_id=876</a>	