Name of	Paper &	Paper		Theory								
	egory	Code	Credit			Marks						
Advance JAVA (Major-core)			L	T	J	EST	CAT To	tal				
		BCA-601	3	1	0	70	30 10	00				
Cou Objec							programming skills and esta rnate, and Spring boot.	blish a				
Units	Contents (Theory)							Hours /week				
I	Servlet basics, API and Life cycle, Steps to create a servlet in server, Sevlet Request and Collabration, SevletConfig and ServletContex, Session tracking and filter. JSP basics, API and Life cycle, Scripting elements, Implicit objects, Directive elements, Action elements, MVC, Ajax.											
II	Hibernate Introduction and architecture, Hibernate IDE integration and Lifecycle, Generator class, Log4j, Hibernate Mapping, HQL, HCQL, Caching							8				
III	Spring Dependency Injection, Inversion of Control, auto wiring, Spring AOP, AspectJ Annotation and XML, Spring JDBC Template, Result Set Extractor, Row Mapper, Named Parameter Spring ORM, Spring with hibernate.											
IV	Spring MVC Spring MVC, RequestParam, form tag libraries, MVC Validation, MVC CRUD operation, Spring MVC applications and security.											
V	Spring b	Boot and RES poot architecturing cloud compo	e, JS	_	oring b	oot database, cac	hing, Spring boot REST AP	8				

Text Bo	Text Books/ Reference Books:-									
Name o	of Authors	Titles of the Book	Edition	Name of the Publisher						
E-Balagurusamy		Programming In Java	Fourth Edition	Tata McGraw Hill						
Michael B. White		Mastering Java	Second Edition	BPB Publications						
Ivan Bayross		Advance Java	Second Edition	BPB Publications						
Fernando Monteiro		Hands-On Full Stack Web Development with Angular 6 and Laravel 5	First Edition	Packt Publishing Ltd.						
Nader D	abit	Full Stack Serverless: Modern Application Development with React, AWS, and GraphQL	First Edition	O'Relly Media						
COURS	SE OUTCO	MES: Students will be able to								
CO1	Extend their conclitities of converse that heat application accessed by manage of a proposet									
CO2	Understand all concepts of Hibernate and know how and when to use parts of the Spring Framework.									
CO3	Use Hibernate with Spring and understand fundamental architectural issues and create efficient object/relational mappings with Hibernate.									
CO4	Develop Ja configurati	wa based Web Applications and Restful Mion.	icro Services	with minimal						
CO5	_	ervices through various URL Templates, co pads and create custom HTTP headers.	nsume and re	espond with JSON or						

Name of	Paper &	Donas Codo				Т	heory			
Cate	egory	Paper Code		Cred	it					
Mobile Computing (Major-DSE-1)				Т	J	EST	CAT		Total	
		BCA-602	3 1 0		0	70	30	10	100	
	The objective of this course is to explain the principles and theories of computing technologies. Also to describe infrastructures and technologies of computing technologies.									
Units		Contents (Theory)							Hours /week	
I	Introduction, issues in mobile computing, Characteristics of Mobile Computing, Structure of Mobile Computing, overview of wireless telephony: cellular concept.						8			
II	GSM, air-interface, channel structure, CDMA, GPRS. Wireless Networking, Wireless LAN Overview: MAC issues, Blue Tooth, Wireless multiple access protocols, TCP over wireless, Wireless applications, data broadcasting, Mobile IP, WAP.						8			
Ш	Data management issues, Hoarding techniques, data replication for mobile computers, adaptive clustering for mobile wireless networks, file system.						8			
IV	Mobile Agents computing, security and fault tolerance, transaction processing in mobile computing environment. The Future of Mobile Computing.						8			
V	Destinati	ion sequenced	dista	nce v	ector	• •	global state routin , Dynamic source)	•	8	

Text Bo	Text Books/ Reference Books:-									
Name of Authors		Titles of the Book	Edition	Name of the Publisher						
J. Schill	er	Mobile Communications	2 nd edition, 2003	Addison Wesley						
Charles Perkins		Mobile IP. Design Principles and Practices	1998	Addison Wesley.						
Charles Perkins		Ad hoc Networking	2008	Addison Wesley						
	u Upadhyaya, Chaudhury	Mobile Computing	2008	Springer						
COURS	SE OUTCOMES: S	Students will be able to								
CO1	Apply the fundamental design paradigms and technologies to mobile computing applications.									
CO2	Describe the possi	Describe the possible future of mobile computing technologies and applications.								
CO3	Developing expertise in addressing data management challenges									
CO4	1 0	prehensive understanding of moging trends and the future of mo	_							
CO5		tise in the design, implementation	_	ement of dynamic and						

Name of Paper & Category		Paper Code	Theory							
Informa		BCA-603	L	Т	EST	CAT		Total		
	Cyber Security (Major-DSE-2)			1	70	30		100		
Cou Obje		The objective detection.	ve of th	is cour	se is to study about	cyber security, law	s and intr	usion		
Unit				Cor	ntents (Theory)			Hours/Week		
I	Introduction to Cyber Security: Overview of Cyber Security, Internet Governance – Challenges and Constraints, Cyber Threats- Cyber Warfare, Cyber Crime, Cyber terrorism, Cyber Espionage, Need for a Comprehensive Cyber Security Policy, Need for a Nodal Authority, Need for an International convention on Cyberspace.							8		
П	Cyber Security Vulnerabilities and Cyber Security Safeguards: Overview, Vulnerabilities in software, System administration, Open Access to Organizational Data, Weak Authentication, Unprotected Broadband communications, Poor Cyber Security Awareness. Cyber Security Safeguards-Overview, Access control, Audit, Authentication, Biometrics, Cryptography, Deception, Denial of Service Filters, Ethical Hacking, Firewalls, Intrusion Detection Systems, Response, Scanning, Security policy, Threat Management.							8		
III	Securing Web Application, Services and Servers: Introduction, Basic security for HTTP Applications and Services, Basic Security for SOAP Services, Identity Management and Web Services, Authorization Patterns, Security Considerations, Challenges.						Identity	8		
TX 7	Intrusion Detection and Prevention: Intrusion, Physical Theft, Abuse of Privileges, Unauthorized Access by Outsider, Malware infection, Intrusion detection and Prevention Techniques, Anti-Malware software, Network based Intrusion detection Systems, Network based Intrusion Prevention Systems, Host based Intrusion prevention Systems, Security Information Management.									
IV		n detection S	ystems	, Netw	ork based Intrusion	Prevention System		8		

Text Boo	Text Books/Reference Books:-									
Name of	f Author	Title of the Book	Edition	Name of the Publisher						
Ankit Fadia		E-Mail Hacking	Revised edition,2012	Vikas Publishing House .						
Nina Godbole, Sunit Belapur,		Cyber Security Understanding Cyber Crime, Computer Forensic and Legal Perspectives,	2 nd Edition	Willey India Publication						
Dr. M Da	sgupt	Cyber Crime in India	2016	Centax Publications						
Barkha U, Rama Mohan		Cyber Laws and Crimes	5 th Edition	Universal Laws						
Course C	Outcome: '	The students will be able to	:-							
CO1		Become familiar with the Social and Intellectual Property issues emerging From Cyberspace.								
CO2		oth Knowledge of Information Privacy, Data Security And	.	egal Frame Work Of						
СОЗ	Gaining proficiency in implementing robust security measures to protect web applications, services, and servers from vulnerabilities, attacks, and unauthorized access.									
CO4	_	ing expertise in identifying, neffective detection techniques								
CO5		anding of legal principles and privacy, and intellectual prop		cyberspace, cyber						

Programme:- BCA (CA) Semester – VI wef: July 2025

Name of Paper & Category	Paper Code	Practical Credit Marks				
Name of Taper & Category	1 aper code					
Programming Lab in Advance JAVA	BCA-604	P	J	ESP	CAP	Total
(Major-Core)	DCA-004	2	-	70	30	100

Contents (Practical):

- 1. Implement TCP Server for transferring files using Socket and Server Socket.
- 2. Implement cookies to store first name and last name using Java server pages.
- 3. Implement the shopping cart for users for the online shopping. Apply the concept of session.
- 4. Implement student registration form with enrollment number, first name, last name, semester, contact number. Store the details in database. Also implement search, delete and modify facility for student records.
- 5. Write a Servlet program to print system date and time.
- 6. Design a web page that takes the Username from user and if it is a valid username prints "Welcome Username". Use JSF to implement.
- 7. Write Hibernate application to store customer records and retrieve the customer record including name, contact number, address.
- 8. Write an application to keep record and retrieve record of student. The record includes student id, enrollment number, semester, SPI. Use MVC architecture.

Programme:- BCA (CA) Semester – VI wef: July 2025

Name of Paper & Category	Paper Code		Practical			
Name of Taper & Category	Taper Code	Credit			Marks	
Project	BCA-605	P	J	ESP	CAP	Total
(Field)	DCA-003	-	10	200	100	300

Contents (Practical):-

Process: - Project Guide of the project will be allotted by Director/Head of Department. Any related technology can be chosen for development of Project. It is to be done in Industry/Organization.

Evaluation parameters are:

- Problem Statement and Objective
- Technical Implementation
- Functionality and Features
- User Interface and Experience
- Data Management and Database
- Design Documentation
- Testing and Quality Assurance
- Innovation and Creativity
- Project Presentation
- Overall Project Outcome