Nome	of Danon	Donor Codo				Tl	neory			
Name	of Paper	Paper Code		Credi	t		Marks			
DI	DBMS	MCA-201	L	T	J	EST	CAT To		al	
Ki	DIVIS	WICA-201	3	1	0	80	20	20 10		
	ourse jective	The objective of the systems, with an emph effectively - information	asis (on ho	w to	organize, maint			_	
	Hours									
Units	(ts Contents (Theory)						/week			
I	Introduction: Advantage of DBMS approach, various view of data, data independence, schema and subschema, primary concepts of data models, Database languages, transaction management, Database administrator and users, data dictionary, overall system architecture.ER model: basic concepts, design issues, mapping constraint, keys, ER diagram, weak and strong entity sets, specialization and generalization, aggregation, inheritance, design of ER schema, reduction of ER schema to tables.							8		
п	Domains, Relations and Keys: domains, relations, kind of relations, relational database, various types of keys, candidate, primary, alternate and foreign keys. Relational Algebra & SQL: Features of good relational database design, Codd's rule, The structure, relational algebra with extended operations, modifications of Database, basic structure of SQL, set operations, aggregate functions, null values, nested sub queries, derived relations, views, join relations, DDL in SQL.PL/SQL programming: working with stored procedures, triggers, cursor Database Integrity: general idea. Integrity rules, domain rules, attribute rules, relation rules, Database rules, assertions, triggers, integrity and SQL.						8			
Ш	Functional Dependencies and Normalization: basic definitions, trivial and non trivial dependencies, closure set of dependencies and of attributes, irreducible set of dependencies, introduction to normalization, non loss decomposition, FD diagram, first, second, third Normal forms, dependency preservation, BCNF, multi-valued dependencies and fourth normal form, Join dependency and fifth normal form.						8			
IV	Transaction, concurrency and Recovery: basic concepts, ACID properties, Transaction states, implementation of atomicity and durability, concurrent executions, basic idea of serializability, basic idea of concurrency control, basic idea of deadlock, failure						8			

Programme:- MCA (CA) Semester - II wef: July 2025

Emerging Fields in DBMS: object oriented Databases-basic idea and the model, object structure, object class, inheritance, multiple inheritance, object identity, data warehousingterminology, definitions, characteristics, data mining and it's overview, Database on www, multimedia Databases-difference with conventional DBMS, issues, similarity based retrieval, continuous media data, multimedia data formats, video servers. Storage structure and file organizations: overview of physical storage media, magnetic disk performance and optimization, basic idea of RAID, file organization, organization of records in files, \mathbf{V} 8 basic concepts of indexing, ordered indices, basic idea of B-tree and B+-tree organization. Network and Hierarchical Models: basic idea, data structure diagrams, DBTG model, implementations, tree structure diagram, implementation techniques, comparison of the three models. NoSQL: Introduction to NoSQL, Types of NoSQL Databases, Data Models and Query Languages, Use Cases and Applications. **Text Books/ Reference Books:-**Name of Authors **Titles of the Book Edition** Name of the Publisher A Silberschatz, H.F Korth, **Database System Concepts** VI MGH Publication Sudersan C.J Date An introduction to Database Systems VI Addison-Wesley Elmasri & Navathe Fundamentals of Database systems VII Pearson TMH Raghurama Krishnan **Database Systems** Ш **COURSE OUTCOMES: Students will be able to** Extract the basic principles of database management systems and Draw ER diagrams to represent CO₁ simple database application scenarios. Correlate relations, keys, relational algebra and SQL and write SQL queries for a given context in CO₂ relational database. Contrast normalization techniques with simple examples. CO3 CO4 Judge transaction processing and concurrency control concepts.

Write the various systematic database design approaches.

CO₅

Nan	ne of	D G 1				The	ory		
Pa	per	Paper Code		Credi	t		Marks		
JA	VA		L	T	J	EST	CAT	7	Total
	ologies	MCA-202	3	1	0	80	20		100
	Course Objective To teach programming in the Java language, give knowledge of object-of paradigm in the Java programming language to teach the use of Java in a variety.								
Obje	Objective paradigm in the sava programming language to teach the use of sava in a technologies and on different platforms.								
Units	S Contents (Theory)							Hours /week	
		concepts – Data abstra orphism.	ction,	encap	sulati	on, inheritance, b	penefits of inherit	ance,	
	associa	ava Environment: Set ativity; Type conver	_			• 1			
I	Object Oriented Programming in Java: Class; Objects; Packages; Scope and lifetime; Access Modifiers; Constructors; Copy constructor; this pointer; finalize() method; Arrays; Memory allocation and garbage collection								8
	 Inheritance: Inheritance basics, method overriding, dynamics method dispatch, abstract classes. Interfaces: Defining an interface, implementing & applying interfaces, variables in interfaces, extending interfaces. 								
	The lif	threading and Excepti fecycle of a thread; Cre d synchronization; Thre	ating t	hread	with	the thread class a	and runnable inter	_	
II		on thread, Selfish threaters in exception handling		he try	, cato	ch and throw; th	rows Constructor	r and	8
	Applets: Applet security restrictions; the class hierarchy for applets; Life cycle of applet; HTML Tags for applet.								
	stream	Output: Exploring Javan, output stream, file in file, the character streation.	nput s	tream	, file	output stream,	print stream, Rai	ndom	8
III	JDBC: JDBC-ODBC bridge; The connectivity model; The driver manager; Navigating the result set object contents; java. sql Package; The JDBC exception classes; Connecting to Remote database.								o
	Collec	etions: The collections t	ramev	vork,	collec	tion interfaces, co	ollection classes.		

1								
		The class hierarchy of window fu Frame, Layout managers, flow layou		The basic user				
IV		ndling Model: Java's event dele ses; Event classes action and differe	_	l, Event class	8			
	SWINGS: Introduction, Hierarchy of swing components. Containers, Top level containers -JFrame, JWindow, JDialog, JPanel, JButton, JToggleButton, JCheckBox, JRadioButton, JLabel, JTextField, JTextArea, JList, JComboBox, JScrollPane.							
Introduction of Web Designing: HTML basics Servlets Overview, Servlet Lifecycle: init(), service(),destroy(), Generic Servlet, Servlet Request, and Servlet Response, http Servlet Request, http Servlet Response and http Servlet, Requestresponse, headers, GET, POSTJSP: JSP architecture, JSP tags and JSP expressions, Fixed Template Data ,Lifecycle of a JSP, Model View Controller (MVC), Files and applets in jsp Pages, using java beans components in JSP documents.								
	Struts Framework: Struts Architecture, Struts classes ActionForward, ActionForm, ActionServlet, Action classes, Understanding struts config. Xml, Understanding ActionMappings, Struts flow with an example application.							
Text B	Books/ Reference Books:-							
Name	of Authors	Titles of the Book	Edition	Name of the Pu	ublisher			
Naugh	nton & Schildt	The Complete Reference Java 2	1st	Tata Mc Graw	Hill			
Deitel		Java- How to Program	Vol. I &II	Pearson Educa	tion			
Horstn	mann & Cornell	Core Java 2	Vol. I &II	Sun Microsyst	ems			
E.R. H	Harold, SPD	Java Network Programming	III edition	O'Reilly Medi	a, Inc.			
COUR	RSE OUTCOMES: Studen	ats will be able to						
		asic concepts of object oriented prog	gramming in i	ava.				
C	•	erent exception handling mechanism						
C		stream and Database connectivity						
C	Apply AWT and Java Swings for designing GUI applications							
C	CO5 Write the basics of Web Designing and Struct framework.							
8 8								

Name of Paper		Paper Code				5.	Гheory			
1 (dille of	1 upci	Tuper code		Credi	t		Marks			
Discr	ete	MCA-203	L	T	J	EST	CAT	To	tal	
Mathen	natics	WICA-203	3	1	0	80	20	10	00	
			•	1	•					
	Course The objective of this course is to provide an understanding on knowledge of Mathematics and inculcate the concepts of Graphs.							f Discrete		
Units	(nits Contents (Theory)							Hours /week		
I	Introduction to Discrete Mathematical Structures: Sets, Relations and functions- Sets, Types of Sets, Multisets, Operations on Sets, Relations and Properties of Relations, Representation of Relations, Equivalence Relation, Closures of Relations, Functions, injection, Surjection and Bijective mapping, Composition of functions, Introduction to characteristic functions						8			
II	Equiva	lence – The Lav	ws of	Logic,	Logic	-	ves and Truth Table Rules of Inference; Theorems	_	8	
Ш	Trees: Properties of trees; Pendant vertices in a tree: Center of a tree; Rooted an binary trees; Spanning Trees – spanning tree algorithms; Fundamental circuits; Spanning trees of a weighted graph, cutsets and cut – Vertices; Fundamental cutsets; connectivity and separativity.						ing trees	8		
IV	_	Theory: Type onian Path and C		•	-	•	Eulerian Path and	Circuits,	8	
V	Group: Definitions and Properties, Coset & Subgroup, Normal subgroup, Homomorphism of groups, Cyclic Group, Permutation Group. Matrix Algebra: Matrices, Rank of Matrix, Solving System of Equations-Eigen Values and Eigenvectors-Inverse of a Matrix - Cayley Hamilton Theorem						8			

Nan	ne of Authors	Titles of the Book	Edition	Name of the Publishe				
Kenneth H. Rosen		Discrete Mathematics and its Applications	8 th	McGraw Hill				
Kolman,	Busby & Ross	Discrete Mathematical Structures	6 th	PHI				
Narsingh Deo,		Graph Theory With Application to Engineering and Computer Science	1 st	РНІ				
Vinay Kı	umar	Discrete Mathematics	1 st	BPB Publications				
Trembly P.	J.P. & Manohar	1 st	McGraw Hill					
COURS:	<u> </u>	Students will be able to standard library functions, create functions,	and decla	re parameters				
CO2	Explain the laws	of logic.						
CO3	Find spanning tre	ees of a graph.						
CO4	Find shortest and	l Hamiltonian path.						
	Calculate Eigen values of equations							

Name of Paper	Paper				T	heory		
rume of ruper	Code	Credit				Marks		
Soft Skill &	MCA-204	L	T	J	EST	CAT	Total	
Entrepreneurship		3	1	0	80	20	100	
Course	_					s basics of comm	nunication and t	
Objective	enhance their communication skills.							

Units	Contents (Theory)	Hours /week
		/ WEEK
I	Listening: Barriers of Listening skill -Approaches to Listening –How to improve Listening exercises. Speaking: Paralanguage: Sounds, stress, intonation - Art of conversation – Presentation skills – Public speaking - Expressing Techniques.	8
Ш	Reading: Kinds of Reading – Causes of reading difficulties – Reading strategies – exercises. Writing: Effective writing– Paragraph, Essay, Reports, Letters, Articles, Notices, Agenda & Minutes.	8
III	Communication: Modes of Communication - Barriers - Interpersonal skills, Negotiation skills Non- Verbal communication - Etiquettes.	8
IV	Group Dynamic Skills: Group Discussion—Team building & Team work — Be a manager or leader — Decision making — creativity — Time & Stress management skills.	8
V	Interview Skills: Types of Interviews – Preparing for interview – Preparing a CV – Structuring the interview, Mock Interview _ Quick Tips.	8

Name of	Authors	Titles of the Book	Edition	Name of the Publisher
Sanghi S	leema	Improve your communication skills	2 nd	Wiley
Dr. Alex, K.		Soft Skill: know yourself & Know the world	1 st	Pearson
Ashley,	Roderic	How to enhance your employability	2019	Kogan Page
COURS	E OUTCOMES: S	Students will be able to		
CO1	Infer critical and	d innovative thinking.		
CO2	Illustrate oral, v	vritten, and visual communication.		
CO3	Categorize com	munication barriers		
CO4	Role play group	discussion and stress management		
CO5	Write different	types of interviews.		

Name	of Paper	Paper Code				The	eory		
				Credi	t		Marks		
	ign and ilysis of	MCA-205	L	Т	J	EST	CAT	Т	'otal
	orithms		3	1	0	80	20		100
	urse ective	The objectives of this methods of analysis.	s cour	se are	to ap	ply important al	gorithmic design	paradi	gms and
Units			Co	onten	ts (Th	eory)			Hours /week
I	Introduction to Algorithms and Analysis: Overview and importance of algorithms and data structures. Fundamentals of algorithm analysis, Space and time complexity of an algorithm, Types of asymptotic notations and orders of growth, Algorithm efficiency – best case, worst case, average case, Mathematical Analysis of non-recursive and recursive algorithms, Asymptotic analysis for recurrence relation – Recursive Tree Method.							8	
II	Divide and conquer: Structure of divide-and-conquer algorithms: examples; Binary search, quick sort, Strassen's Multiplication; Analysis of divide and conquer run time recurrence relations. Graph searching and Traversal: Overview, Traversal methods (depth first and breadth first search)						8		
III	Greedy Method: Overview of the greedy paradigm examples of exact optimization solution (minimum cost spanning tree), Approximate solution (Knapsack problem), Single source shortest paths. Branch and bound: LC searching Bounding, FIFO branch and bound, LC branch and bound application: 0/1 Knapsack problem, Traveling Salesman Problem, searching & sorting algorithms.						8		
IV	Dynamic programming: Overview, difference between dynamic programming and divide and conquer, Applications: Shortest path in graph, Matrix multiplication, Traveling salesman Problem, longest Common sequence. Back tracking: Overview, 8-queen problem, and Knapsack problem							8	
V	Computational Complexity: Complexity measures, Polynomial Vs Non-polynomial time complexity; NP-hard and NP-complete classes, examples. Combinational algorithms, string processing algorithm, Algebric algorithms, set algorithms						8		

Text Boo	oks/ Reference Book	S:-						
Name of Authors		Titles of the Book	Edition	Name of the Publisher				
Ullman		"Analysis and Design of Algorithm"	1 st	TMH				
Goodman		"Introduction to the Design & Analysis of Algorithms	2 nd	TMH-2002				
Sara Basse, A. V. Gelder		Computer Algorithms	1 st	Addison Wesley				
T. H. Cormen, Leiserson, Rivest and Stein		Introduction of Computer algorithm	3 rd	PHI				
E. Horow Rajsekara	itz, S. Sahni, and S. n	Fundamentals of Computer Algorithms	2008	Galgotia Publication				
COURSE	E OUTCOMES: Stud	ents will be able to						
CO1	Illustrate complexitie	es of algorithms.						
CO2	Design algorithms u	sing divide and conquer, greedy and dynami	c programi	ning.				
CO3	Solve knapsack prob	lem and apply branch and bound techniques	S.					
CO4		Apply the dynamic programming technique to solve real world problems such as knapsack and TSP, 8 Queens problem etc.						
CO5	Rewrite NP hard pro	Rewrite NP hard problems.						

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Name of Paper	Paper Code		Practical					
Ivallie of Taper	1 aper Code	Cre	edit		Marks			
Lab in RDBMS	MCA-206	P	J	ESP	CAP	Total		
	1,1011 200	8	0	120	80	200		

Contents:

Create the following Databases.

Salesmen

SNUM SNAME CITY COMMISSION

1001	Piyush London	12 %	
1002	Sejal Surat	13 %	
1004	Miti London	11 %	
1007	Rajesh Baroda		15 %
1003	Anand New Delhi	10 %	

SNUM: A unique number assigned to each salesman.

SNAME: The name of salesman. CITY: The location of salesmen.

COMMISSION: The Salemen's commission on orders.

Customers

CNUM	CNAME	CITY	RATING	SNUM		
2001 Harsh	London	100	1001			
2002 Gita	Rome	200	1003			
2003 Lalit	Surat	200	1002			
2004 Guni	Bombay	300	1002			
2006 Chira	g London	100	1001			
2008 Chinmay Surat 300 1007						

2008 Chinmay Surat 300 1007

2007 Pratik Rome 100 1004

CNUM: A unique number assigned to each customer.

CNAME: The name of the customer. CITY: The location of the customer.

RATING: A level of preference indicator given to this customer.

SNUM: The number of salesman assigned to this customer.

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Orders

ONUM AMOUNT ODATE CNUM SNUM

.....

3001	18.69 10/03/97	2008	1007	
3003	767.19 1	0/03/97	2001	1001
3002	1900.10 10/03/9	7 2007	1004	
3005	5160.45 10/03/9	7 2003	1002	
3006	1098.16 10/03/9	7 2008	1007	
3009	1713.23 10/04/9	7 2002	1003	
3007	75.75 10/04/97	2004	1002	
3008	4723.00 10/05/9	7 2006	1001	
3010	1309.95 10/06/9	7 2004	1002	
3011	9891.88 10/06/9	7 2006	1001	

ONUM: A unique number assigned to each order.

AMOUNT: The amount of an order.

ODATE: The date of an order.

CNUM: The number of customer making the order.

SNUM: The number of salesman credited with the sale.

Write queries:-

- 1. Produce the order no, amount and date of all orders.
- 2. Give all the information about all the customers with salesmannumber 1001.
- 3. Display the following information in the order of city, sname, snumand commission.
- 4. List of rating followed by the name of each customer in Surat.
- 5. List of snum of all salesmen with orders in order table without anyduplicates.
- 6. List of all orders for more than Rs. 1000.
- 7. List of names and cities of all salesmen in London with commissionabove 10%.
- 8.List all customers whose names begins with a letter 'C'.
- 9. List all customers whose names begins with letter 'A' to 'G'.
- 10. List all orders with zero or NULL amount.
- 11. Find out the largest orders of salesman 1002 and 1007.
- 12. Count all orders of October 3, 1997.
- 13. Calculate the total amount ordered.
- 14. Calculate the average amount ordered.
- 15. Count the no. of salesmen currently having orders.
- 16. List all salesmen with their % of commission.

- 17. Assume each salesperson has a 12% commission. Write a query on theorder table that will produce the order number, salesman no and theamount of commission for that order.
- 18. Find the highest rating in each city in the form :For the city (city), the highest rating is : (rating)
- 19. List all in descending order of rating.
- 20. Calculate the total of orders for each day and place the result indescending order.
- 21. Show the name of all customers with their salesman's name.
- 22. List all customers and salesmen who shared a same city.

Programme:- MCA (CA) Semester - II wef: July 2025

Name of Paper	Paper Code	Practical				
Name of Taper		Cr	edit	Marks		
Programming Lab in	MCA-207	P	J	ESP	CAP	Total
JAVA		2	0	30	20	50

Content:

- 1. Installation of J2SDK
- 2. Write a program to show Scope of Variables
- 3. Write a program to show Concept of CLASS in JAVA
- 4. Write a program to show Type Casting in JAVA
- 5. Write a program to show How Exception Handling is in JAVA
- 6. Write a Program to show Inheritance
- 7. Write a program to show Polymorphism
- 8. Write a program to show Access Specifiers (Public, Private, Protected) in JAVA
- 9. Write a program to show use and Advantages of CONTRUCTOR
- 10. Write a program to show Interfacing between two classes
- 11. Write a program to Add a Class to a Package
- 12. Write a program to show Life Cycle of a Thread
- 13. Write a program to demonstrate AWT.
- 14. Write a program to Hide a Class
- 15. Write a Program to show Data Base Connectivity Using JAVA
- 16. Write a Program to show "HELLO JAVA" in Explorer using Applet
- 17. Write a Program to show Connectivity using JDBC
- 18. Write a program to demonstrate multithreading using Java.
- 19. Write a program to demonstrate applet life cycle.
- 20. Write a program to demonstrate concept of servlet.