



# **BAGALKOT UNIVERSITY**

**MUDHOL ROAD, JAMKHANDI-587301  
DIST: BAGALKOTE**

**The Draft  
Open Elective Courses From  
BACHELOR OF COMPUTER APPLICATIONS (BCA)**

**As per NEP 2020 and adapted from RCU Belagavi  
applicable from the Academic Year 2023-24**

# **BCA I SEMESTER OEC**

**NOTE: Students from Other Departments/Subjects may choose one OE course from BCA department.**

## FROM BCA(OEC)

SEMESTER-1									
Category	Course code	Title of the Paper	Marks			Teaching hours/week			Credit
			IA	SEE	Total	L	T	P	
OEC1	126BCA01XXXOEC01T	C Programming Concepts	40	60	100	3	0	0	3

**OPEN-ELECTIVE SYLLABUS:**

<b>Year</b>	I	<b>Course Code:</b> 126BCA01XXXOEC01T <b>Course Title: C programming Concepts</b>	<b>Credits</b>	03
<b>Sem.</b>	I		<b>Hours</b>	40
Course Pre-requisites, if any	NA			
Formative Assessment Marks:40	Summative Assessment Marks:60		Duration of ESA:..32hrs.	
<b>Course Outcomes</b>	<p>At the end of the course the student should be able to:</p> <ol style="list-style-type: none"> <li>1. Read, understand and trace the execution of programs written in C language</li> <li>2. Apply programming control structures for a given problem to create C code</li> <li>3. Understand derived data types and develop C code using arrays/strings</li> <li>4. Understand user defined functions and data types to Develop C code</li> </ol>			
<b>Unit No.</b>	<b>Course Content</b>		<b>Hours</b>	
Unit I	<p><b>Introduction to C Programming:</b> Overview of C; History and Features of C; Structure of a C Program with Examples; Creating and Executing a C Program; Compilation process in C.  <b>C Programming Basic Concepts: C Character Set;</b> C tokens-keywords, identifiers, constants, and variables; Data type; Declaration &amp; initialization of variables; Symbolic constants. <b>Input and output with C:</b> Formatted I/O functions - <i>printf</i> and <i>scanf</i>, control strings and escape sequences, output specifications with <i>printf</i> functions ;Unformatted I/O functions to read and display single character and a string - <i>getchar</i>, <i>putchar</i>, <i>gets</i> and <i>puts</i> functions <b>C</b></p>		10	

Unit II	<b>Operators &amp; Expressions:</b> Arithmetic operators; Relational operators; Logical operators; Assignment operators; Increment & Decrement operators; Bitwise operators; Conditional operator; Special operators; Operator Precedence and Associativity; Evaluation of arithmetic expressions; Type conversion. <b>Control Structures:</b> Decision making Statements - Simple if, if else, nested if else, else_if ladder ,Switch Case, go to, break & continue statements; Looping Statements-Entry controlled and exit controlled	10
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	statements, while, do-while, for loops, Nested loops.	
Unit III	<b>Derived data types in C:</b> Arrays: One Dimensional arrays-Declaration, Initialization and Memory representation; Two Dimensional arrays-Declaration, Initialization and Memory representation. <b>Strings:</b> Declaring & Initializing string variables; String handling functions - strlen ,strcmp,s trcpyandstrcat; Character handling Functions - toascii, toupper, tolower, isalpha ,is numericetc	10
Unit IV	<b>User Defined Functions:</b> Need for user defined functions; Format of Cuser defined functions; Components of user defined functions - return type, name, parameter list, function body, return statement and function call; Categories of user defined functions-With and without parameters and return type.	10
<b>Recommended Learning Resources</b>		
Print Resources	<b>Reference Books:</b> <ol style="list-style-type: none"> <li>1. C: The Complete Reference ,By HerbertSchildt.</li> <li>2. C Programming Language, By BrainW.Kernighan</li> <li>3. Kernighan&amp;Ritchie:TheCProgrammingLanguage(PHI)</li> <li>4. E.Balaguruswamy:ProgramminginANSIC(TMh)</li> <li>5. Kamthane: Programming with ANSI and TURBO C(PearsonEducation)</li> <li>6. V.Rajaraman:ProgramminginC(PHI-EEE)</li> <li>7. S.ByronGottfried:ProgrammingwithC(TMh)</li> <li>8. YashwantKanitkar:LetusC</li> <li>9. P.B.Kottur:ProgramminginC(SapnaBookHouse)</li> </ol>	

**BCA II nd**  
**SEMESTER OEC**

## FROM BCA(OEC)

SEMESTER-2									
Category	Course code	Title of the Paper	Marks			Teaching hours/week			Credit
			IA	SEE	Total	L	T	P	
OEC2	126BCA02XXXOEC02T	Web Designing	40	60	100	3	0	0	3

**NOTE:**

**Students from Other Departments/Subjects may choose one OE course from BCA department.**



<b>Year</b>	I	<b>Course Code:</b> 126BCA02XXXOEC02T <b>Course Title:</b> Web Designing	<b>Credits</b>	03
<b>Sem.</b>	II		<b>Hours</b>	40
Course Pre-requisites, if any	NA			
Formative Assessment Marks:40	Summative Assessment Marks: 60		Duration of ESA:..02hrs.	
<b>Course Outcomes</b>	At the end of the course the student should be able to: <ol style="list-style-type: none"> <li>1. Understand the History of Internet and web Designing tools</li> <li>2. Understand Markup Languages and style sheet</li> <li>3. Implement Scripting</li> <li>4. Appreciate website creation</li> </ol>			
<b>Unit No.</b>	<b>Course Content</b>		<b>Hours</b>	
Unit I	History of Internet, The World Wide Web, Web Browser, Web Server, URL, Working of Web, Web Page, Types of Web Pages, Web Content, Websites, Home Pages, Building Website, Website building tools; Web graphics design, basic tips for graphics design, to web programming: what is web programming?, web Programming languages.		10	
Unit II	Introduction to XHTML-Basic Syntax, Standard structure, Basic text markup, Images, Hypertext, Links, Lists, Tables, Forms- <form>, <input>, <label>, <select>, <textarea> tags and action buttons (submit and reset). CSS- Introduction, Levels of style sheets, Select or forms, Property value forms, Font properties, List properties, Color, Alignment of text, The box model, Background images, The <span> and <div> tags.		10	
Unit III	JavaScript: Object orientation and JavaScript; General syntactic characteristics; Primitives, operations, and expressions; Screen output and keyboard input; Control statements; Object creation and modification; Arrays; Functions; Constructor; Pattern matching using regular expressions; Error in scripts; Examples.		10	
Unit IV	Introduction to XML, Syntax of XML, XML document structure, Displaying raw XML documents, Displaying XML documents with CSS, XSLT Style sheets and Displaying XML documents with XSLT.		10	

	<p>Web Design: Concepts of effective web design, Web design issues including Browser, Bandwidth and Cache, Display resolution, Look and Feel of the Website, Page Lay out and linking, User centric design, Sitemap, Planning and publishing website, Designing effective navigation</p>	
<p><b>Recommended Learning Resources</b></p>		
<p>Print Resources</p>	<p><b>Reference Books:</b></p> <ol style="list-style-type: none"> <li>1. Robert W. Sebestra, "Programming the World Wide Web", 7th Edition / 4th edition Addison Wesley Publication, 2013.</li> <li>2. Developing Web Applications, Ralph Moseley and M.T. Savaliya, Wiley-India</li> <li>3. Web Technologies, Black Book, dreamtech Press</li> <li>4. HTML5, Black Book, dreamtech Press</li> <li>5. Web Design, Joel Sklar, Cengage Learning</li> <li>6. Developing Web Applications in PHP and AJAX, Harwani, McGraw Hill</li> <li>7. Internet and World Wide Web How to program, P.J. Deitel &amp; H.M. Deitel, Pearson</li> </ol>	

## ASSESSMENTMETHODS

### Evaluation Scheme for Internal Assessment:

#### Practical

<b>Assessment Criteria</b>	<b>25marks</b>
1 <sup>st</sup> InternalAssessment Testfor20marks1/2hrafter8weeksand2 <sup>nd</sup> InternalAssessmentTest for 20marks1/2hrafter15weeks. Average of two tests should be considered.	20
Assignment	05
<b>Total</b>	<b>25</b>

<b>Assessment Criteria</b>	<b>25marks</b>
SemesterEndInternalAssessmentTestfor20marks2hrs	20
Journal(Practical Record)	05
<b>Total</b>	<b>25</b>

Question Paper Pattern:

***Bachelor of Computer Applications***

**Sub: Code: MaximumMarks:60**

- a. Answer any Six Questions from Question 1
- b. Answer any Three each Questions from Question2,3,4and5

<b>Q.No.1.</b>	<b>Answer any Six Questions (Atlest Two question from Each Unit)</b> a. b. c. d, e. f. g. h.	<b>2X6=12</b>
<b>Q.No.2.</b>	<b>(Should cover Entire Unit-I)</b> a. b. c. d.	<b>4X3=12</b>
<b>Q.No.3.</b>	<b>(Should cover Entire Unit-II)</b> a. b. c. d.	<b>4X3=12</b>
<b>Q.No.4.</b>	<b>(Should cover Entire Unit-III)</b> a. b. c. d.	<b>4X3=12</b>
<b>Q.No.5.</b>	<b>(Should cover Entire Unit IV)</b> a. b. c. d.	<b>4X3=12</b>