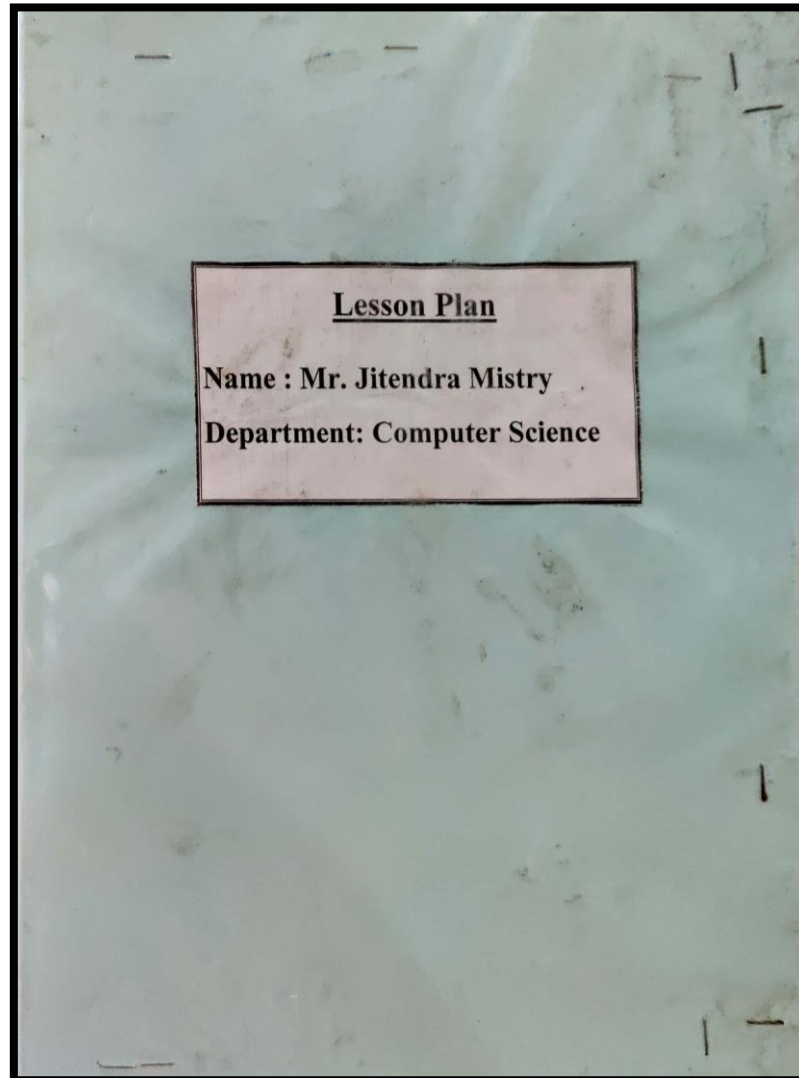




SOPHIA GIRLS' COLLEGE(AUTONOMOUS), AJMER





**SOPHIA GIRL'S COLLEGE, AJMER (AUTONOMOUS)
V.C.A. (SEMESTER - III) 2018-19**

VCA – 301 Programming in C++

Max. Marks :75 (50Ext; 25 Int)


Min. Marks: 30 (20 Ext;10 Int)

COURSE PLAN

SEM - III Month	UNIT / TOPIC	Concepts/facts	Teaching Pedagogy	Learning Outcomes	Questions	Marks Weightage (%)
JULY	<ul style="list-style-type: none"> Introduction to different types of programming styles Introduction to Algorithm, Flowcharts and Pseudocode Introduction to C++ identifiers and Keywords, Constants, Variables, and Operators. 	Understand the concepts of Programming Logics & Techniques its source and usage & characteristics of 'C++' Language	PPT, Match the following, Demonstration	Identify terminology associated with the concepts, techniques, and processes used throughout the 'C++' Programming Language	<u>Knowledge Based</u> Define Compiler & Interpreter Give difference between flowchart and algorithm <u>Understanding Based</u> Make a flowchart to find the greatest of the three numbers	Knowledge-- 45 Understanding -15 Higher Order- 15
AUGUST	<ul style="list-style-type: none"> Introduction to data types , operators, type conversion. Input Output Instructions (cout, cin, getch). Arithmetic Instructions: Hierarchy. Priority and Associativity of Operators. 	List the ways of Printing on the screen & Taking input from the user, of 'C++' Language	PPT, Practical Implementation	Get familiar with basics input output & Operators of 'C++' Language.	WAP to print the table of a given number upto a given number	

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 SEPTEMBER	<p>Control Instructions:</p> <ul style="list-style-type: none"> Decision Control (Statements and blocks- if, if-else, conditional operator) nesting. Loop Control (Statements and blocks- while, for, do-while, Nesting Loops), Case Control- (Statements and blocks- switch-case,), break, continue, goto statements <p>Functions:</p> <ul style="list-style-type: none"> Functions (Structure and Block):- Declaration, Calling (Call by value, Call by reference), Definition of functions, Recursion. 	<p>Lists utility and implementation of Control Instructions</p>	<p>PPT, Practical Implementation</p>	<p>Able to create / write various control instructions</p>	<p><u>Knowledge Based</u></p> <p>Define functions in 'C++'.</p> <p>What is recursion?</p>	
OCTOBER	<p>Storage Class:</p> <ul style="list-style-type: none"> (auto, static, register, extern), Scope rules (Local, Global). <p>Pointers:</p> <ul style="list-style-type: none"> Pointers and addresses, Pointers as Function arguments, Pointers and Arrays, Address Arithmetic. String Handling and string functions (strlen, strcat, strcmp, strcmpi, strrev, strcpy). 	<p>Utility of Storage Classes & Pointers</p>	<p>PPT , Quiz</p>	<p>Understand storage classes and pointers with their usage</p>	<p><u>Understanding Based</u></p> <p>Give differences between call by value & call by reference.</p>	

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VCA – 302 Data Communication and Networking

Max. Marks :75 (50Ext; 25 Int)

Min. Marks: 30 (20 Ext;10 Int)

COURSE PLAN

SEM - III Month	UNIT / TOPIC	Concepts/facts	Teaching Pedagogy	Learning Outcomes	Questions	Marks Weightage (%)
JULY	<ul style="list-style-type: none">• Introduction to digital communication.• Introduction to different types of networks :LAN, WAN MAN• Intro to Server, Client, their role in networking.• Intro to Topology, its types, advantages and disadvantages of different types of Topologies.	Understanding the history, importance and evolution of networking. Understanding the types of Networks, Their needs, uses and importance. Understanding the different topologies	PPT, Match the following, Demonstration	Identify terminology associated with the concepts, techniques, and processes used in Networking.	<u>Knowledge Based</u> Define Network. Give difference between LAN and WAN <u>Understanding Based</u> How is star topology better than Bus Topology?	Knowledge-- 45 Understanding -15 Higher Order- 15
AUGUST	<ul style="list-style-type: none">• Introduction to signals. Analog and Digital.• Introduction to different terminologies related to signals : Amplitude, Frequency, Phase, Bit Rate, Baud Rate• Introduction to Transmission Media ; Guided and Unguided Media	Understanding the types of signals and their usage. Importance of different characteristics of Signals. Importance of the transmission Media.	PPT, Practical Implementation	Getting familiar with the different types of signals, their terminologies, and transmission media.	Compare the different types of Topologies and state their advantages and disadvantages.	

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SEPTEMBER	<p>Multiplexing</p> <ul style="list-style-type: none">• Introduction to different networking terminologies like Noise, distortion, Attenuation, Delay etc.• Types, need and importance of Multiplexing.	Lists types and uses of different types of Multiplexing.	PPT, Practical Implementation	Should understand the need of different types of Multiplexing.	<p><u>Knowledge Based</u></p> <p>Explain FM.</p> <p>What is Multiplexing?</p> <p><u>Understanding Based</u></p> <p>Give differences between FM and AM.</p> <p>Difference between router and switch</p>	
OCTOBER	<ul style="list-style-type: none">• OSI MODEL• TCP/IP• FTP• TELNET• Networking Devices	Understanding the concept of OSI model, protocols and different networking devices	PPT , Quiz, You tube videos	Understand the different networking devices		

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VCA- 401 Programming in C++

Max. Marks :75 (50Ext; 25 Int)

Min. Marks: 30 (20 Ext;10 Int)

COURSE PLAN

SEM - IV Month	UNIT / TOPIC	Concepts/facts	Teaching Pedagogy	Learning Outcomes	Questions	Marks Weightage (%)
DECEMBER	<ul style="list-style-type: none">ClassesObjectsFeatures of OOPSAdvantages and disadvantagesCharacteristics of OOPS languagesTerminology of OOPS	Classes, objects, polymorphism, data abstraction, inheritance, over loading	PPT	Understanding the basic concept of OOPS languages and its different terminologies and their meaning	<u>Knowledge Based</u> What are classes? What are objects	Knowledge--45 Understanding-15 Higher Order-15
JANURARY	<ul style="list-style-type: none">How to make class?How to create objects?Member functionsData membersArray of objectsConstructorDestructorFunction overloading	Classes, objects, data members, creating constructors and destructors, implementing function overloading	PPT , Quiz	Understand the basic concept of OOPS programming language, its structure. Implementing various oops technologies in a program.	<u>Understanding Based</u> Give difference between structure and class.	

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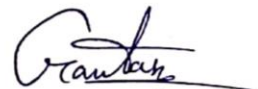
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FEBURARY		Utility of Compression and various standards, privacy aspects of project	PPT	Study laws of multimedia and importance of compression technique	<u>Higher Order Thinking Skills Based</u> WAP with a class called student having a friend function fees which would print the fess of a student. Also inherit a class called defaulter from the above class.
	<ul style="list-style-type: none">• Static class member• Dynamic memory allocation• Friend functions	Understanding the concept of static class members. Using dynamic memory allocation.	PPT, Practical Implementation	Using friend functions in c++.	
MARCH	<ul style="list-style-type: none">• Inheritance• Types of Inheritance• Advantages and disadvantages of inheritance• Function overriding• Function over loading	Understanding the basic concept of Inheritance, its need and importance	PPT, Practical Implementation	Understand the difference between function over loading and function over riding.	


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BCA – 402 Data Structure and Algorithms

Max. Marks :75 (50Ext; 25 Int)

Min. Marks: 30(20 Ext;10 Int)

COURSE PLAN

SEM IV Month	UNIT/TOPIC	Concepts/facts	Teaching Pedagogy	Learning Outcomes	Questions	Marks Weightage (%)
JULY	<ul style="list-style-type: none"> • Introduction to algorithms • Introduction to data types • Arrays, two and three dimensional and their storage policy • Characteristics of an algorithm 	<ul style="list-style-type: none"> • Understanding the need and importance of an algorithm. • Understand the different data types and their importance. • Understanding the concept of arrays 	PPT, Practical Implementation, Practice questions, worksheet	Write meaningful algorithms with best characteristics. Understanding the storage mechanism of arrays.	<u>Knowledge Based</u> What is algorithm? What are primitive data types and composite data types? <u>Understanding Based</u>	Knowledge--45 Understanding-15 Higher Order-15
AUGUST	<ul style="list-style-type: none"> • Sorting and Searching. • Binary and Linear Search algorithm • Sorting – External and Internal Sorting algorithms. • Merge Sort, Selection Sort 	<ul style="list-style-type: none"> • Understanding the need and importance of searching and sorting. • Understating different algorithms used for searching and sorting 	PPT, Practical Implementation MCQ's	Able to code the searching and sorting algorithms. Implement different searching and sorting techniques	Explain a good algorithm. WAP to implement Binary Search algorithm in C++.	

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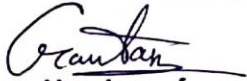
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SEPTEMBER	<ul style="list-style-type: none">• Linked List : Introduction• Representation of linked list in memory• Traversing a linked list• Searching a linked list• Sorting a linked list• Types of linked list	Understanding the need and importance of a linked list. Understanding different types of linked list. Using programming techniques to search, traverse and sort a linked list	PPT, Quiz	Understand the linked list data structure and implement it through coding.	<u>Higher Order Thinking Skills Based</u> Write a program to implement a stack in c++ using class. What is the difference between Stack and Queue working methodology?
OCTOBER	<ul style="list-style-type: none">• Introduction to various data structures like Stacks , Queues, Graph, Tree• Traversing a tree – Pre order, post order, in order• Breadth First Search• Depth First Search	Understanding data structures like stacks, queue and tree. Understanding their working mechanism. Understanding the traversing and searching mechanism in these data structures.	PPT, Practical, Live Examples	Understand the basic concept of data structure. Understand the need, importance and meaning of various data structures. Understanding the different traversing mechanisms used in different data structures.	


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