

Sri Venkateswara University, Tirupati

Model Syllabus for 4-Year UG Honours in B.Com.(ComputerApplications) as Major in consonance
with Curriculum framework w.e.f. AY 2025-26

COURSE STRUCTURE

Year	Semester	Course	Title of the Course	No.of Hrs /Week	No. of Credits
I	I	1	Business Organization and Management	4	4
		2	Fundamentals of Information Technology & Office Automation	3	3
			Fundamentals of Information Technology & Office Automation-Practical	2	1
	II	3	Financial Accounting I	5	4
		4	E-Commerce and Web Application and Development	3	3
			E-Commerce and Web Application and Development -Practical	2	1
II	III	5	Financial Accounting II	5	4
		6	Business Statistics	5	4
		7	Database Management System	3	3
			Database Management System-Practical	2	1
	IV	8	Advanced Accounting	5	4
		9	Cost and Management Accounting	5	4
		10	Data Science using Python	3	3
			Data Science using Python-Practical	2	1
III	V	11	Corporate Accounting	5	4
		12A	Entrepreneurship & Start-Ups	4	4
		OR			
		12B	Business Intelligence tools and Data Visualisation	3	3
			Business Intelligence tools and Data Visualisation - Practical	2	1

Year	Semester	Course	Title of the Course	No.of Hrs /Week	No. of Credits
		13A	Business Analytics Using Excel and Power BI	3	3
			Business Analytics Using Excel and Power BI-Practical	2	1
		OR			
		13B	Accounting Information System	3	3
			Accounting Information System-Practical	2	1
	VI	14A	Auditing	4	4
		OR			
		14B	Financial Institutions and Markets	4	4
		15A	Income Tax	5	4
		OR			
		15B	Financial Planning	4	4
IV	VII	16	Accounting for Service Organizations	5	4
		17	Indian Accounting Standards	4	4
		18	Generative AI for the development of Objective oriented Programmes, Systems and Applications	3	3
			Generative AI for the development of Objective oriented Programmes, Systems and Applications-Practical	2	1
	VIII	19	Advanced Cost and Management Accounting	5	4
		20	Forensic Accounting	5	4
		21	Designing Web Applications using AI tools	3	3
			Designing Web Applications using AI tools-Practical	2	1

Note: In the III Year (during the V and VI Semesters), students are required to select a pair of electives from one of the **Two** specified domains. **For example: if set 'A' is chosen, courses 12 to 15 to be chosen as 12A, 13A, 14A and 15.**

SEMESTER-II
COURSE4:E-COMMERCE AND WEBAPPLICATION DEVELOPMENT
Theory

Credits: 3

3 hrs/week

Course Objectives:

1. Understand the evolution, types, and models of e-commerce, including technical, legal, and ethical frameworks. Explore web design technologies and content management systems relevant to e-commerce platforms.
2. Apply online marketing principles, SEO techniques, and e-payments systems with attention to logistics and risk management.
3. Design interactive and responsive websites using HTML5, CSS3, and client-side scripting with JavaScript.
4. Develop and customize CMS-based interfaces using the Bootstrap framework and responsive design principles.

Course Outcomes:

Learners will be able to:

1. Describe e-commerce models, revenue strategies, and legal considerations including cyber laws and data privacy.
2. Implement basic web structures using HTML5 and apply web design principles suitable for digital commerce.
3. Create and style dynamic websites using CSS for layout, animation, and visual enhancements.
4. Write client-side scripts using JavaScript to enable interactivity, form validation, and event handling.
5. Build responsive e-commerce front-ends using the Bootstrap framework, incorporating reusable UI components and custom styling.

UNIT-I

Introduction to E-Commerce: Definition, scope, and evolution, Benefits and limitations

Types of E-Commerce: B2B, B2C, C2C, C2B, G2C models

Infrastructure for E-Commerce: Internet, website, portal, web server, hosting, Payment gateways and digital wallets

Digital Payment Systems: Credit/Debit Cards, Net Banking, Mobile Wallets, UPI, Electronic Fund Transfer (EFT), Payment Gateways–Blockchain and Cryptocurrencies,

Legal and Ethical Issues: Cyber laws and data privacy, Intellectual property, taxation, and security.

UNIT-II

Web Designing: Web designing Principles, Formatting Elements (text and block formatting), Navigation (External and internal links), Tables, HTML Forms. Embedding multimedia objects.

HTML Document Structure, Lists, Images, Links and iframe,

UNIT III : Cascading Style Sheets

CSS Basics: CSS Rule, Selectors (element, class, ID selector), Embedding CSS code in HTML page (inline, internal, external style sheets).

CSS Properties: Font, Color, Color values, Background, CSS Box Model, Display properties, Styling Pseudo Elements, Positioning properties, Layering, Styling Lists and tables.

UNIT IV: Client Side Scripting using JAVA SCRIPT

JavascriptBasics: Datatypes, Variables, Operators, Control Statements, Functions.

BuiltInObjects: String, Date, Document.

Document Object Modelling:Introduction to DOM, Form Validation using JavaScript,

Event Handling:Mouseevents,formsubmissionevents,loadandunloadevents,keyboardevents–focus and blurevents.

UNITV :BOOTSTRAPFRAMEWORKfordesigning CMS Responsive WebdesignGridSystem, Breakpoints, Containers, Utilities. Introduction to BOOTSTRAPFRAME WORK:Benefits, Setup Bootstrap Project.

BootstrapComponents:Navigation,Creatingnavigationbars(.navbar),Dropdowns,and Responsive togglers.Buttons-Stylingbuttonswithvariousclassesforsize,color,andstate. Forms-Stylingformelementslikeinputs,labels,andclientsidevalidation.Carousels-Creating imagesliders.

Alerts:Displaying informative messages

Customization: Overriding Bootstrap's defaultstyles using customCSS

TEXT BOOKS&REFERENCE BOOKS

1. Whiteley,D.,2000.*E-commerce:Strategy,technologiesandapplications*.McGraw-HillEducation.
2. Turban,Efrain,DavidKing,JaeKyuLee,Ting-PengLiang,andDeborrahTurban.*ElectronicCommerce: Concepts, Models, Strategies*. Pearson Education, 2002.
3. Robbins,JenniferNiederst.*LearningWebDesign:ABeginner'sGuidetoHTML,CSS,JavaScript, and WebGraphics*. 5th ed., O'Reilly Media, 2018.
4. KogentLearningSolutionsInc.*WebTechnologiesBlackBook*.DreamtechPress,2009.
5. Diwan,Amit.*UltimateBootstrapforResponsiveWebDesign*.OrangeEducationPvt.Ltd., 2024. ISBN: 9789348107251.
6. Hussain,Frahaan,andKameronHussain.*MasteringBootstrap5:FromBasicstoExpert Projects*. Sonar Publishing, 2023. ISBN: B0CPW9PRVT.

E-Resources

1. NPTEL / SWAYAM Online Lectures ::Course: E-Business (NPTEL)
2. https://www.tutorialspoint.com/e_commerce/index.htm
3. <https://www.w3schools.com/bootstrap5/>
4. [https://www.w3schools.com/\(HTML-CSS-JAVASCRIPT\)](https://www.w3schools.com/(HTML-CSS-JAVASCRIPT))
5. <https://developer.mozilla.org/en-US/docs/Learn/CSS>
6. <https://www.freecodecamp.org/learn/2022/responsive-web-design/>
7. <https://developer.mozilla.org/en-US/docs/Learn/HTML>
8. <https://www.freecodecamp.org/learn/2022/responsive-web-design/>

ACTIVITIES

UNIT1 – Introduction to E-Commerce

Activity 1: CaseStudy–Amazon’s Growth Story

Scenario: Students analyze how Amazon evolved from an online bookstore to a global e-commerce leader.

Task: Identify Amazon’s e-commerce model (B2C) and revenue models. List benefits and limitations faced during its evolution. Expected Outcome: Students will understand the evolution of e-commerce and business models.

Evaluation: Accuracy of model identification, Depth of analysis, Quality of presentation.

Activity 2: CaseStudy–Paytm and Digital Payments in India

Scenario: Examine Paytm’s role in enabling digital wallets and online transactions in India. Task: Explain how Paytm works as a payment gateway. Discuss challenges faced related to cyber laws, taxation, and data privacy.

Expected Outcome: Students will relate theory with Indian e-payment ecosystems.

Evaluation: Correct explanation of payment gateway functions, Identification of legal/ethical issues.

UNIT2 – Technology in E-Commerce

Activity 1: CaseStudy–Shopify Websites

Scenario: Students explore Shopify-based small business sites.

Task: Analyze features of a Shopify store (design, responsiveness, content). Suggest 3 improvements for better customer experience.

Expected Outcome: Students will understand CMS tools and good design practices.

Evaluation: Relevance of suggested improvements, Clarity of analysis.

UNIT3 – CSS

Activity 1: CaseStudy–Homepage Redesign (FLIPKART)

Scenario: Flipkart wants to revamp its homepage with modern CSS techniques.

Task: Suggest CSS improvements (color scheme, box model usage). Implement one of these changes in a sample HTML page.

Expected Outcome: Students will apply CSS properties for real-world UI improvement.

Evaluation: Creativity of suggestions, Correctness of CSS code.

Activity 2: CaseStudy–Netflix Interface Styling

Scenario: Analyze Netflix’s web interface for user experience.

Task: Identify 5 CSS techniques used (hover effects, transitions, grids). Replicate one effect in a simple web page.

Expected Outcome: Students will recognize modern CSS practices.

Evaluation: Correct identification of techniques, Working replication of an effect.

Unit 4 – Client-Side Scripting

CaseStudy1: Form Validation in IRCTC Booking Portal

Scenario: IRCTC uses JavaScript to validate passenger details (e.g., correct email format, age range, date picker) before allowing ticket booking.

Activity: Study how form validation prevents incorrect inputs during online train booking.

Implement a simple form (name, email, age, travel date) and add JavaScript validation for each field.

Outcome: Students will be able to write JavaScript for real-world form validation.

Evaluation: Accuracy of validation logic, Correct handling of invalid inputs, Code structure and usability.

Case Study 2: Client-Side Cart Updates in BigBasket

Scenario: BigBasket updates cart totals instantly when the user changes product quantity without reloading the page.

Activity: Discuss how JavaScript DOM manipulation is used for updating totals. Create a simple product list with quantities and update total cost dynamically using JavaScript. Outcome: Students will understand how JavaScript modifies the DOM in real-time. Evaluation: Functionality of dynamic updates, Correctness of calculations, Neat interface

UNIT 5 – Bootstrap

Activity 1:

Case Study: Responsive Website for a Start-up

Scenario: A local bakery wants a responsive site using Bootstrap.

Task: Design a layout using Bootstrap grid, navbar, and carousel, Ensure the design adjusts for mobile and desktop.

Expected Outcome: Students will learn to create responsive layouts. Evaluation: Correct application of Bootstrap components, Responsiveness.

Activity 2:

Case Study: Zomato UI Components

Scenario: Study Zomato's website UI elements.

Task: Identify Bootstrap-like components (cards, modals, navigation), Recreate one of these components using Bootstrap in a sample page.

Expected Outcome: Students will apply Bootstrap UI concepts.

Evaluation: Correct recreation of components, Visual similarity and functionality.

SEMESTER-II
COURSE 4: E-COMMERCE AND WEBAPPLICATION DEVELOPMENT
Practical

Credits: 1

2 hrs/week

List of Experiments:

1. Create a simple HTML page with: Headings, paragraphs, bold/italic text
2. Create a music promotion webpage (include audio and video files in your HTML page)
3. Create an online registration form
4. Create Grocery Lists for an E-commerce Website (OL: Top 5 fruits in demand, UL: 5 vegetables, DL: Terms – Fruits, Vegetables, Beverages (with definitions))
5. Create a Blog Article with Text Formatting (sample tasks: Bold the title; Italicize author name; Highlight key points, Use subscript/superscript for scientific terms, highlight the important lines etc)
6. Create a static product gallery page that displays 4 product images in a grid layout (using HTML tables)
7. Demonstrate the usage of hyperlinks: intra hyperlinks, external and internal hyperlinks
8. Create a table with columns: Bus No, Route, Departure Time, Arrival Time for 5 buses.
9. Demonstrate the usage of iframes.
10. Demonstrate Layout Design Using CSS Box Model.
11. Demonstrate linking an external CSS file to style a multi-page college website.
12. Demonstrate Styling Text, Colors, and Backgrounds.
13. Demonstrate CSS Animation on page elements (text, images etc)
14. Create a webpage to design an image gallery page for an art exhibition. (Apply transitions and transforms for interactive effects like scale transform when an image is hovered, Rotate an image slightly when clicked, Smooth transitions for hover effects)
15. Create web pages demonstrating the usage of CSS Animations and transitions and transforms on images and text
16. Write a script to take two numbers as input and display their sum, difference, and product using a function.
17. Validate a registration form (check for empty fields, valid email, and password length).
18. Create a webpage that changes background color when a button is clicked and displays an alert when the page is loaded.
19. Create a webpage with a list and buttons to Add, Remove, and Highlight list items dynamically using JavaScript DOM methods.
20. Display a live digital clock on a webpage using JavaScript (updates every second).
21. Write a JavaScript program that greets the user with "Good Morning", "Good Afternoon", or "Good Evening" based on the current system time.
22. Create a product showcase slideshow for an e-commerce homepage using JAVASCRIPT (

Use onclick events for "Next" and "Previous" buttons to navigate).

23. Create a small price calculator for an e-commerce page to calculate the final price of a product after applying a discount/offers.

25. Create a navigation menu with hover effects for a website using CSS. The top of the page should have a navigation bar with links:

- Home
- Products
- Deals
- About
- Contact

On hovering over these links, the color and background should change smoothly.

26. Create a featured products carousel for an online store homepage using Bootstrap.

27. Develop a responsive web-based virtual calculator interface using Bootstrap (Hint: Use Bootstrap Grid System and Components to create a calculator interface. Apply Bootstrap utilities for alignment, spacing, and button styling. Add basic functionality using JavaScript)

28. Mini Project: Build a single-page responsive portfolio combining HTML5, CSS, JavaScript, and Bootstrap. Sections: Home, About, Projects, Contact

- Responsive layout
- Bootstrap components (navbar, carousel, buttons)

Note: The list of experiments is not limited to those mentioned above. A comprehensive set of programming or software tool-based exercises may be developed by the respective faculty members.

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I B.Com (CA), SEMESTER –II: PAPER - 3

Subject: Financial Accounting-I

BLUE PRINT FOR THE MODEL PAPER

S. No.	Type of Question	To be given in the Question Paper			To be answered		
		No. of Questions	Marks allotted to each question	Total Marks	No. of Questions	Marks allotted to each question	Total Marks
1	Section - A (very Short Questions)	10	3	30	5	3	15
2	Section - B (Short Questions)	10	12	120	5	12	60
Total Marks				150	Total Marks		75

BLUE PRINT FOR THE QUESTION PAPER SETTING

Chapter Name	Short questions 3 marks	Essay questions 12 marks	Marks allotted to the Chapter
UNIT - I	2	2	30
UNIT – II	2	2	30
UNIT – III	2	2	30
UNIT – IV	2	2	30
UNIT – V	2	2	30
Total No. of Questions	10	10	150

MODEL QUESTION PAPER
SEMESTER – II
COURSE 4: E-COMMERCE AND WEB APPLICATION DEVELOPMENT
(w.e.f. 2025-26)

Time :3Hrs

Max Marks 75

SECTION - A

Answer any Five of the following

5 X 3= 15 Marks

1. Short answer question from Unit-1
2. Short answer question from Unit-1
3. Short answer question from Unit-2
4. Short answer question from Unit-2
5. Short answer question from Unit-3
6. Short answer question from Unit-3
7. Short answer question from Unit-4
8. Short answer question from Unit-4
9. Short answer question from Unit-5
10. Short answer question from Unit-5

Answer any Five of the following

5 X 12= 60 Marks

11. a) Long answer question from Unit-1
OR
b) Long answer question from Unit-1
12. a) Long answer question from Unit-2
OR
b) Long answer question from Unit-2
13. a) Long answer question from Unit-3
OR
b) Long answer question from Unit-3
14. a) Long answer question from Unit-4
OR
b) Long answer question from Unit-4
15. a) Long answer question from Unit-5
OR
b) Long answer question from Unit-5