

SRI VENKATESWARA UNIVERSITY
BCA (General) Honours– W.E.F. 2024-25

Year	Semester	Course	Titleofthe Course	No. of Hrs /Week	No. of Credits
II	IV	9	Python Programming	3	3
			Python ProgrammingLab	2	1
		10	OperatingSystems	3	3
			OperatingSystemsLab	2	1
		11	Mobile application development using ANDROID	3	3
			Mobile application development using ANDROID Lab	2	1

Note:

Course-9 Python Programming is common to all BCA General/ Artificial Intelligence/ Big Data / Data Science / Cloud Computing Specializations

SRI VENKATESWARA UNIVERSITY::TIRUPATI
BCA General/Artificial Intelligence/Big Data/Cloud Computing/ Data Science

Honours

II Year IV Semester

COURSE9:PYTHONPROGRAMMING

(w.e.f. 2024-25)

Theory

Credits: 3

3 hrs/week

Course Objectives:

Python is a language with a simple syntax, and a powerful set of libraries. It is an interpreted language, with a rich programming environment, including a robust debugger and profiler. While it is easy for beginners to learn, it is widely used in many scientific areas for data exploration.

Course Outcomes:

Upon successful completion of the course, a student will be able to:

1. Examine Python syntax and semantics and be fluent in the use of Python flow control and functions.
2. Demonstrate proficiency in handling Strings and File Systems.
3. Create, run and manipulate Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
4. Interpret the concepts of Object-Oriented Programming as used in Python.

Unit-I

Getting Started with Python: Introduction to Python, Python Keywords, Identifiers, Variables, Comments, Data Types, Operators, Input and Output, Type Conversion, Debugging. Flow of Control, Selection, Indentation, Repetition, Break and Continue Statement, Nested Loops.

Strings-String Operations, Traversing a String, String handling Functions.

Case Study:

1. Study the features that make Python different from Procedural Languages.

Unit-II

Functions: Functions, Built-in Functions, User Defined Functions, recursive functions, Scope of a Variable

Python and OOP: Defining Classes, Defining and calling functions passing arguments, Inheritance, polymorphism, Modules– date time, math, Packages.

Exception Handling- Exception in python, Types of Exception, User-defined Exceptions.

Case Study:

1. Present a report of how Exception handling is different from JAVA Exceptional Handling.

Unit-III

List: Introduction to List, List Operations, Traversing a List, List Methods and Built-in Functions.

Tuples and Dictionaries: Introduction to Tuples, Tuple Operations, Tuple Methods and Built-in Functions, Nested Tuples. Introduction to Dictionaries, Dictionaries are Mutable, Dictionary Operations, Traversing a Dictionary, Dictionary Methods and Built-in functions.

Case Study:

1. What are the special features of dictionaries and try to analyze about the same features in any other language.

Unit-IV

Introduction to NumPy: Array, NumPyArray, Indexing and Slicing, Operations on Arrays, Concatenating Arrays, Reshaping Arrays, Splitting Arrays, Statistical Operations on Arrays.

Data Handling : Introduction to Python Libraries, Series, Data Frame, Importing and Exporting Data between CSV Files and Data Frames.

CaseStudy:

1. Present a paper on advanced features of NumPy.

Unit-V

Plotting Data using Matplotlib : Introduction, Plotting using Matplotlib – Line chart, Bar chart, Histogram, Scatter Chart, Pie Chart.

Database Connectivity: Importing MySQL for Python, Connecting with a database, Forming a query in MySQL, Passing a query to MySQL.

CaseStudy:

1. Present a paper on the features and advantages of MySQL compared to other commercial Databases.

References:

1. Mark Lutz, Learning Python, 5th Ed. O'REILLY
2. Core Python Programming by Dr. R. Nageswara Rao
3. Problem Solving and Python Programming by E. Balaguru Swamy
4. Python programming: using problem solving approach by Reema Thareja.
5. Albert Lukaszewski, MySQL for Python, Packet Publishing

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II Year IV Semester

COURSE9:PYTHONPROGRAMMING

Practicals

Credits: 1

2hrs/week

LabPrograms

1. Write a Program to check whether given number is Armstrong or not.
2. Write a Program to check whether given number is perfect or not.
3. Write a program to find factorial of given number using recursive function
4. Write a program to implement inheritance and polymorphism
5. Demonstrate a python code to print try, except and finally block statements
6. Write a program to demonstrate String handling functions
7. Write a program to input n numbers from the user. Store these numbers in a tuple. Print the maximum and minimum number from this tuple.
8. Write a program to enter names of employees and their salaries as input and store them in a dictionary
9. Write a program to implement statistical operations on arrays using numPy
10. Write a program to import and export CSV file to Data Frame.
11. Create the Data Frame Sales containing year wise sales and perform basic operation on it.
12. Visualize the plots using matplotlib lib.
13. Write a program to connect with MySQLdata base and perform CRUD (Create, Read, Update and Delete) operations

MODEL QUESTION PAPER
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COURSE9:PYTHONPROGRAMMING
(w.e.f. 2024-25)

Time : 3 Hrs

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

SECTION - B

Answer any Five of the following

5 X 12= 60 Marks

11. Long answer question from Unit-1
12. Long answer question from Unit-1
13. Long answer question from Unit-2
14. Long answer question from Unit-2
15. Long answer question from Unit-3
16. Long answer question from Unit-3
17. Long answer question from Unit-4
18. Long answer question from Unit-4
19. Long answer question from Unit-5
20. Long answer question from Unit-5

SRI VENKATESWARA UNIVERSITY::TIRUPATI

BCA General Honours

II Year IV Semester

COURSE 10: OPERATING SYSTEMS

(w.e.f. 2024-25)

Theory **Credits: 3** **3 hrs/week**

Course Objectives:

1. To know the basic Structure, Components and Organization of Operating System.
2. To learn the notation of a Process-a Program in Execution, Management, Scheduling and Classic Problems of Synchronization.
3. To gain knowledge in various Memory Management Techniques.
4. To understand Unix Operating System and Various File operations.

Course Out comes : The students will be able to:

1. Understand the main components and Structure of Operating System & their functions.
2. Analyze various ways of Process Management & CPU Scheduling Algorithms.
3. Evaluate various device and resources like Memory, Time and CPU Management techniques in distributed systems.
4. Apply different methods for Preventing Deadlocks in a Computer System.
5. Create and build an Application/Service over the UNIX operating system.

Unit I

Introduction: What is Operating System? History and Evolution of OS, Basic OS Functions, Computer System Architecture, Operating System Structure.

System Structures : Operating System Services, User Operating System Interface, System Calls, Types of System Calls, Overview of UNIX Operating System, Basic Features of Unix Operating System.

Case Study:

1. Understanding and listing the basic differences between UNIX OS and Windows OS in usage, user interface, features etc.

Unit II

Process Management : Process Concept, Operation on Processes, Communication in Client - Server Systems.

Process Scheduling: Basic Concepts, Scheduling Criteria, Scheduling Algorithms (FCFS, SJF, RR, Priority).

Case Study:

1. Present your understanding on how CPU Scheduling is different in various OS.

Unit III

Synchronization: Process Synchronization, Semaphores: Usage, Implementation, The Critical Section Problem., Classic problems of synchronization.

Deadlocks: Introduction, Deadlock Characterization, Necessary and Sufficient conditions for Deadlock, Deadlock Handling Approaches: Deadlock prevention, Deadlock Avoidance and Deadlock detection and Recovery.

Case Study:

1. Present your understanding of Deadlocks and new methodologies available in new Operating Systems released in the market.

Unit IV

Memory Management: Overview, Swapping, Contiguous Memory Allocation, Paging, Paging Examples, Segmentation, Page Replacement Algorithms

Case Study:

1. Present a paper on new methods used in Memory management in the present day Operating Systems.

Unit V

Files and Directories : Files, Directory Structure, File Operations, File System. Implementation : File Allocation Methods, Comparison of UNIX and Windows.

Case Study:

1. Present a Paper on how UNIX treats regular files and directories differently from other operating systems.

TEXT BOOKS

1. Operating System Concepts : Abraham Silberschatz, Peter B. Galvin, Greg Gagne, 8th Edition, Wiley.
2. Unix and shell Programming by B.MH Arwani, OXFORD University Press.

REFERENCE BOOKS:

1. Operating System Principles, Abraham Silberchatz, Peter B. Galvin, Greg Gagne 8th Edition, Wiley Student Edition.
2. Principles of Operating Systems by Naresh Chauhan, OXFORD University Press.
3. Tanenbaum AS, Woodhull AS, Operating System Design and Implementation, 3rd edition, PHI 2006.
4. Unix Shell Programming- Yashwant Kanetkar

BCA General Honours
II Year IV Semester
COURSE 10: OPERATING SYSTEMS

Practical

Credits: 1

2hrs/week

List of Experiments

1. Write about any 10 Internal and External Dos Commands
2. Getting hands-on on basic UNIX Commands.
3. Getting hands-on file management in Windows
4. Write C program to implement the FCFS Scheduling Algorithm
5. Write C program to implement the SJF Scheduling Algorithm
6. Write C program to implement the RR Scheduling Algorithm
7. Write C program to implement the Priority Scheduling Algorithm
8. Write C program to implement the FIFO Page Replacement Algorithm
9. Write C program to implement the LRU Page Replacement Algorithm
10. Write C program to implement the MRU Page Replacement Algorithm

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COURSE10:Operating Systems
(w.e.f. 2024-25)

Time : 3 Hrs

Max Marks : 75

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SECTION - B

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II Year IV Semester

COURSE 11:MOBILE APPLICATION DEVELOPMENT USING ANDROID

(w.e.f. 2024-25)

Theory

Credits: 3

3 hrs/week

COURSE OBJECTIVES:

1. To facilitate students understanding android SDK
2. To help students to gain basic understanding of Android application development
3. To instill working knowledge of Android Studio development tool

COURSE OUTCOMES:

The theory, practical experiences and relevant skills associated with this course are to be taught and implemented, so that the student demonstrates the following industry – oriented Cos associated with the above – mentioned competency:

1. Identify various concepts and features of Android operating system.
2. Configure Android environment and development tools.
3. Develop rich user interfaces by using layouts and controls.
4. Use User Interface components for android application development.
5. Create Android application using database.
6. Publish Android applications.

UNIT-I

Introduction to Android:- Overview, History, Features of Android, The Android Platform, Understanding the Android Software Stack – Android Development Environment -Android SDK, Android Installation, Building your First Android application.

Case Study:

- i. Give a brief description of Android Architecture and its parts.
- ii. List out the challenges we face while using Android?
- iii. List the new features of Android in the latest version.

UNIT-II

Android Application Design Essentials : Understanding Anatomy of Android Application, Android terminologies, Creating User Interfaces with basic views – Application Context, Activities, Services, Intents, linking activities with Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using IntentFilter, Permissions.

Case Study:

- i. Present an idea that you would like to convert it into an application in the future.

UNIT-III

Android User Interface Design Essentials: User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation. Layouts, RecyclerView, ListView, Grid View and Web view

Input Controls : Buttons, Checkboxes, Radio Buttons, ToggleButtons, Spinners, Input Events, Menus, Toast, Dialogs, Styles and Themes, Creating lists, and Custom lists

Case Study:

- i. Present detail report on the features of Check Boxes, Radio Buttons and ToggleButtons.

UNIT-IV

Testing Android applications : Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources.

Case Study:

1. List out the special features of Android with its counterparts.

UNIT-V

Using Common Android APIs : Internal Storage, External Storage, SQLite Databases, managing data using SQLite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs.

Case Study:

- i. List out the points to keep in mind to make your application more attractive.
- ii. List the controls that make your application attractive.

REFERENCE BOOKS:

1. Lauren Darcey and Shane Conder, "Android Wireless Application Development", Pearson Education, 2nd ed. (2011)
2. Google Developer Training, "Android Developer Fundamentals Course – Concept Reference", Google Developer Training Team, 2017.
3. Reto Meier, "Professional Android 2 Application Development", Wiley India Pvt Ltd
4. Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd
5. "Android Application Development All in one for Dummies" by Barry Burd, Edition: I
6. "Android", Dixit, Prasanna Kumar Vikas Publications, New Delhi 2014, ISBN: 9789325977884
7. Maclean David, Komatineni Satya, Allen Grant, "Pro Android 5", Apress Publications 2015 ISBN: 978-1-4302-4680-0
8. "Android Programming for Beginners" by Horton, John, Packet Publication, 2015 ISBN: 978-1-78588-326-2

ONLINEREADING/ SUPPORTINGMATERIAL:

1. <http://www.developer.android.com>
2. <http://developer.android.com/about/versions/index.html>
3. <http://developer.android.com/training/basics/firstapp/index.html>
4. <http://docs.oracle.com/javase/tutorial/index.htm>(Available in the form of freedownloadable ebooksalso).
5. <http://developer.android.com/guide/components/activities.html>
6. <http://developer.android.com/guide/components/fundamentals.html>
7. <http://developer.android.com/guide/components/intents-filters.html>.
8. <http://developer.android.com/training/multiscreen/screensizes.html>
9. <http://developer.android.com/guide/topics/ui/controls.html>
10. <http://developer.android.com/guide/topics/ui/declaring-layout.html>
11. <http://developer.android.com/training/basics/data-storage/databases.html>

BCA General Honours

II Year IV Semester

COURSE 11:MOBILE APPLICATION DEVELOPMENT USING ANDROID

Practical

Credits: 1

2hrs/week

LIST OF EXPERIMENTS:

1. Develop a program to implement frame layout, table layout and relative layout.
2. Develop a program to implement Text View and Edit Text.
3. Develop a program to implement Auto Complete Text View.
4. Develop a program to implement Button, ImageButton and ToggleButton.
5. Develop a program to implement login window using above UI controls.
6. Develop a program to implement Checkbox.
7. Develop a program to implement Radio Button and Radio Group.
8. Develop a program to implement Progress Bar.
9. Develop a program to implement ListView, GridView, ImageView and Scroll View.
10. Develop a program to implement Custom Toast Alert.
11. Develop a program to implement Date and Time Picker.
12. Develop a program to create an activity. Develop a program to implement new activity using explicit intent and implicit intent.
13. Develop a program to implement content provider.
14. Develop a program to implement service.
15. Develop a program to implement broadcast receiver.
16. Develop a program to implement sensors.
17. Develop a program to build Camera.
18. Develop a program for providing Bluetooth connectivity.
19. Perform CRUD operations using SQLite.

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