Scheme of B.Sc.-IT (Information Technology)

Year	Course Code	Subject Name	Theory/ Practical	Total Credit	Total Marks	
					Max	Min
First	BSCIT-1T	Computer Fundamental and Operating System	Theory	4	50	17
	BSCIT-2T	Programming with C and C++	Theory	4	50	17
	BSCIT-1P	LAB 1: Programming with C and C++	Practical	2	50	17
Second	BSCIT-3T	Data Communication and Networking	Theory	4	50	17
	BSCIT-4T	Web Technology and Java	Theory	4	50	17
	BSCIT-2P	LAB 2: Web Technology and Java	Practical	2	50	17
Third	BSCIT-5T	Data Structure	Theory	4	50	17
	BSCIT-6T	Python Programming	Theory	4	50	17
	BSCIT-3P	LAB 3: Python Programming	Practical	2	50	17
Total				**30**	**450**	

Note: There shall be four extra credits in all the years of under graduation for internship/apprenticeship. The certificate of extra credits would be provided by the concern university and is not mandatory.



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Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session: **2022-2023**
1	Course Code	**BSCIT-1P**		
2	Course Title	**LAB 1 : Programming with C and C++**		
3	Course Type	**Practical**		
4	Pre-requisite (if any)	Theoretical knowledge of C and C++		
5	Course Learning Outcomes (CLO)	At the end of course, Students will be able to: • Understand the fundamental programming concepts and methodologies which are essential to create good C/C++ programs. • Code, test, and implement a well-structured, robust computer program using the C/C++ programming language. • Write reusable modules (collections of functions). • Understand design/implementation issues involved with variable allocation and binding, control flow, types, subroutines, parameter passing. • Develop an in-depth understanding of functional, logic, and object-oriented programming paradigms.		
6	**Credit Value**	**Practical: 2**		
7	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: Content of the Course	
Total Periods: 30	
Tentative Practical List	**Note:** This is tentative list; the teachers concern can add more program as per requirement. 1. Write a program in C/C++ for addition of two numbers using float data type. 2. Write a program in C/C++ to find the biggest number between two numbers. 3. Write a program in C/C++ to find the factorial value of any entered number using do – while loop. 4. Write a program in C/C++ for various arithmetic operations using switch case statements. 5. Write a program in C/C++ for Multiplication of two 3X3 matrix. 6. Write a program in C/C++ to store five books information using structure. 7. Write a program in C/C++ to store six employee information using union. 8. Write a program in C/C++ to calculate simple interest using call by value and call by reference method. 9. Write a program in C/C++ for swapping of two numbers using pointer. 10. Write a program in C/C++ to make a text file using file handling. 11. Write a program to count word, space and lines in a text file. 12. Write a program to demonstrate work of calloc(). 13. Write a program to demonstrate work of malloc(), realloc() and free().

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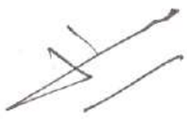
14. Write a program in C++ to find the sum and average of five numbers using class and objects.
15. Write a program in C++ to multiply two numbers using private and public member functions.
16. Write a program in C++ to print structure like this using scope resolution operator
    1
    1 2
    1 2 3
    1 2 3 4
    1 2 3 4 5
17. Write a program in C++ for constructor and Destructor.
18. Write a program in C++ for multiple inheritance.
19. Write a program in C++ for operator overloading.
20. Write a program in C++ for friend class and friend function.
21. Write a program in C++ for virtual function and virtual class.
22. Write a program in C++ for Exception Handling.
23. Write a program in C++ to open and close a file using file Handling.
24. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.
25. WAP to display Fibonacci series (i) using recursion, (ii) using iteration
26. WAP to calculate Factorial of a number (i) using recursion, (ii) using iteration
27. WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.
28. Create Matrix class using templates. Write a menu-driven program to perform following Matrix Operations (2-D array implementation): a) Sum b) Difference c) Product d) Transpose 22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).
29. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator.
30. Create a class Box containing length, breath and height. Include following methods in it: a) Calculate surface Area b) Calculate Volume c) Increment, Overload ++ operator (both prefix & postfix) d) Decrement, Overload -- operator (both prefix & postfix) e) Overload operator == (to check equality of two boxes), as a friend function f) Overload Assignment operator g) Check if it is a Cube or cuboid Write a program which takes input from the user for length, breath and height to test the above class.
31. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file.
32. Write a program to retrieve the student information from file created in previous



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	question and print it in following format: Roll No. Name Marks 33. Copy the contents of one text file to another file, after removing all whitespaces. 34. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void. 35. Write a program for exception handling.

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Program Design, Peter Juliff, PHI Publications .
2. Let us C: Yashwant Kanetkar, BPB Publications .
3. Programming in ANSI C , E. Balaguruswamy, Tata McGraw Hill
4. Let us C++ ,Y. Kanetkar, B.P.B Publication .
5. Programming in C++, E. Balaguruswamy, Tata McGraw Hill.

E Resources:

C/C++ different topics from SWAYAM/NPTEL

1. Introduction
   https://onlinecourses.nptel.ac.in/noc19_cs38/preview
   https://onlinecourses.nptel.ac.in/noc22_cs103/preview
   https://www.youtube.com/watch?v=KG4hjVDw-p8&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=2

2. Constant and Inline Function
   https://www.youtube.com/watch?v=pX6LufLso2M&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=10

3. Pointer and Reference
   https://www.youtube.com/watch?v=GtsBZ5e1-cE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=12

4. Function Overloading
   https://www.youtube.com/watch?v=uJGmGAShHeU&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=13

5. Operator Overloading
   https://www.youtube.com/watch?v=0jpOwe4d-FE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=17

6. Dynamic Memory Management
   https://www.youtube.com/watch?v=lkFK2X6qIc0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=18



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7. Class and Object
https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

8. Access Specifiers
https://www.youtube.com/watch?v=6ki_W7cXdM0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=22

9. Constructor and Destructor
https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

10. C different topics from W3School
https://www.w3schools.com/c/

11. C++ different topics from W3School
https://www.w3schools.com/CPP/default.asp

12. C different topics from Javatpoint
https://www.javatpoint.com/c-programming-language-tutorial

13. C++ different topics from Javatpoint
https://www.javatpoint.com/cpp-tutorial

Part D: Assessment and Evaluation

Suggested Continuous Evaluation Methods:
Maximum Marks: 50
Continuous Comprehensive Evaluation (CCE): Not Applicable
University Exam(UE): 50 Marks

Internal Assessment: Continuous Comprehensive Evaluation (CCE)	Class Test/Assignment/Presentation	Not Applicable

Declaration

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Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session:**2022-2023**
1	Course Code	**BSCIT-1T**		
2	Course Title	Computer Fundamental and Operating System		
3	Course Type	Theory		
4	Pre-requisite (if any)	No		
5	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Understand the history and types of computers and various input/output devices. • Understand the concept of memory and its types. • Understand the concept of operating system and process management with scheduling algorithms. • Understand the threads and their management with deadlock detection and prevention. • Understand the working principles of Operating System.		
6	**Credit Value**	**Theory:** 4		
7	**Total Marks**	**Max. Marks:** 50	**Min Passing Marks:** 17	

Part B: Content of the Course		
Total No. of Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Fundamental of Computer**: History of computer, Generation of computer, Types of Computers, Block diagram of CPU, Digital and Analogue computers and its evolution. Major components of digital computers, types of digital computers, Memory addressing capability of CPU, Word length and processing speed of computers, Microprocessors, Single chip Microcomputer, Large and small computers, Users interface, hardware, software and firmware, multiprogramming multiuser system, Dumb smart and intelligent terminals, Number system & Computer Codes.	12
II	**Peripheral devices:** I/O devices-Keyboard, Mouse, Monitor, Impact and Non-Impact Printers, Plotters, Scanner, other Input/output devices: Scan method of Display, Raster Scan, Vector Scan, Bit Mapped Scan, CRT Controller, I/O Port, Programmable and Non Programmable I/O port, Inbuilt I/O ports, Parallel and Serial ports, USB, IEEE 1394, AGP, Serial data transfer scheme, Microcontroller, Signal Processor, I/O processor, Arithmetic Processor.	12
III	**Memory:** Memory hierarchy, Primary and Secondary Memory, Cache memory, Virtual Memory, Direct Access storage devices (DASD) Destructive and Non-destructive Readout, Program and data memory, Memory Management Unit (MMU), PCMCIA cards and Slots.	12
IV	**Operating System Concepts:** Evolution of Operating Systems: Types of operating systems - Different views of the operating systems, Principles of Design and Implementation. The process concept, operating system services for process management. Process scheduling, Schedulers, Scheduling Algorithms.	12
V	**Process Management and Deadlock:** Structural overview, Concept of process and Process synchronization, Process Management and Scheduling, Hardware requirements: protection, context switching, privileged mode; Threads and their Management; Tools and Constructs for Concurrency, Detection and Prevention of Deadlocks, Mutual Exclusion: Algorithms, semaphores.	12

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Keywords: Computer, Input /Output Devices, Memory, Operating System, Process Management, Scheduling Algorithms, Semaphores, Deadlock.

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Computer Fundamentals, P.K. Sinha, BPB Publication, Sixth Edition.
2. Fundamentals of Computers, V. Rajaraman, PHI Sixth Edition.
3. Computer Fundamentals Architecture and Organization, B. Ram, New Age International Publishers, Fifth Edition.
4. Fundamental of Computers, Raja Raman V., Prentice Hall of India, New Delhi.
5. Operating System Concepts – Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, 8th edition, Wiley-India, 2009.
6. Modern Operating Systems, Andrew S. Tanenbaum, 3rd Edition, PHI
7. Operating Systems: A Spiral Approach – Elmasri, Carrick, Levine, TMH Edition

E-learning Resources:

Introduction to Computer Fundamental:

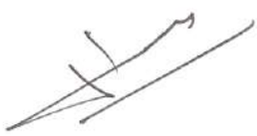
1. https://www.w3schools.blog/computer-fundamentals-tutorial
2. https://vikaspedia.in/education/digital-litercy/it-literacy-courses-in-associating-with-msup/computer-fundamentals
3. https://www.tutorialspoint.com/computer_fundamentals/index.htm
4. https://vikaspedia.in/education/digital-litercy/it-literacy- courses-in-associating-with-msup/computer-fundamentals
5. https://nptel.ac.in/courses/106/103/106103068/

Introduction to Operating System:

6. https://www.w3schools.in/operating-system/tutorials/

Part D: Assessment and Evaluation

Maximum Marks: 50



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Date : 03/06/2022

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Part A: Introduction				
Program: **Diploma Course**		Class: **B.Sc.-IT II Year**	Year: **2022**	Session: **2022-2023**
1.	Course Code	**BSCIT-2P**		
2.	Course Title	**LAB: Web Technology and JAVA**		
3.	Course Type	**Practical**		
4.	Pre-requisite (if any)	Theoretical knowledge of HTML, CSS, JavaScript and JAVA		
5.	Course Learning Outcomes (CLO)	At the end of course, Students will be able to: • Develop web-based application. • Develop front end application using front end technologies. • Demonstrate the principles of object-oriented programming. • Create multi-threaded programs and event handling mechanisms • Develop simple GUI interfaces for a computer program to interact with users. • Use form validation on web page. • Develop server-based application using Servlet and JSP.		
6.	**Credit Value**	**Practical: 2**		
7.	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: **Content of the Course**	
Total Periods: 30	
Tentative Practical List	**Note:** This is tentative list; the teachers concern can add more program as per requirement. Developing Web based application based on the concept of Web design technologies and Java programming. 1. Design a Login Page by using HTML and CSS. 2. Write a program to perform validation on web page. 3. Design a web page to demonstrate registration form of student. 4. Design a from by using HTML and CSS who will take input from the user through Java-script Function and check weather it is integer or not. 5. Design a device friendly web page which should be able to resize the display depending on the device by using bootstrap. 6. Write a java program to create an abstract class named shape that contains two integers and an empty method named print Area () Provide three classes named Rectangle. Triangle and Circle such that each one of the classes extends the class shape. Each one of the class contains only the method print Area () that print the area of the given shape. 7. Write a Java program that implements a multithreaded program that has three threads. First thread generates a random integer every 1 second and if the value

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	is odd the third thread will print the value of the cube of the number. 8. Write a java program which creates a list containing ice cream flavours. On selection of any flavour price should be displayed in a text field. 9. Write a JDBC program to create a table product (id number, name varchar. Price varchar). And insert a record in the table. 10. Write a program to execute a select query using JDBC. 11. Write a program to execute an Update query using JDBC. 12. Write a server program to return the square root of a number to the client using Socket. 13. Write a server program to return Date and time to clients using socket programming. 14. Write a JSP program for basic arithmetic functions. 15. Write a advance java program to implement registration of student by using JSP. 16. Write a program to design a web page for login form and connect to the database while using JSP and JDBC. 17. Write a program to design a simple calculator using (a) JavaScript (b) Servlet and (c) JSP. 18. A web application that lists all cookies stored in the browser on clicking "List Cookies" button. Add cookies if necessary. 19. Write a java program that connects to a database using JDBC and does add, deletes, modify and retrieve operations. 20. Develop an applet that displays a simple message.

Part C: Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. The Complete Reference JAVA, Herbert Scheldt, Tata McGraw Hill publication, 5th Edition.
2. Advance JAVA, Gajendra Gupta, Firewall Media, 1" Edition, 2006.
3. JAVA network programming, Elliotte Rusty Harold, O'Reilly Publication, 3" Edition.
4. Core Java for Beginners, Rashmi Kanta Das, Vikas Publishing House Pvt. Ltd.
5. Internet and Internet Engineering, Daniel Minoli, TMH (Latest Edition)
6. Java Script, Gosslin, Vikas (Latest Edition)
7. HTML The Definite Guide, Chuck musiano& Bill Kenndy, O Reilly (Latest Edition).

E Resources:

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- Building web-app
  https://www.youtube.com/watch?v=kIEn4LqAQlE&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=3
- Introduction to Java Script
  https://www.youtube.com/watch?v=fRbP92oScp0&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=10
- Introduction to Database
  https://www.youtube.com/watch?v=mtc0HHrUKpI&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=12
- Introduction to SQL
  https://www.youtube.com/watch?v=ar2naKy0aPw&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=16
- Introduction to Java
  https://www.youtube.com/watch?v=OjdT2l-EZJA&list=PLfn3cNtmZdPOe3R_wO_h540QNfMkCQ0ho&index=1

Part D: Assessment and Evaluation

Suggested Continuous Evaluation Methods:
Maximum Marks: 50
Continuous Comprehensive Evaluation (CCE): Not Applicable
University Exam(UE): 50 Marks

Internal Assessment: Continuous Comprehensive Evaluation (CCE)	Class Test/Assignment/Presentation	Not Applicable

Declaration

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10. Mr. Vishwnath Tamrakar - Member
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Not agreed bcz syllabus is lengthy.

11. Ms. Anjeeta Kujur - Member
Asst. Prof. and Head, Govt. R.B.R.N.E.S. PG College, Jashpur
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Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-2T**		
2.	Course Title	**Programming with C and C++**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	No		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Develop programming skill and learn how to implement a new software. • Develop programming and logical concepts which helps to build up source code of concern programming language. • Understand the concept of programming like Compilation, Debugging, Executing, Linking and Loading. • Familiar about the structure of C and C++ program. • Understand about the cursor movement and control structure of C and C++ program. • Write simple C and C++ programs using programming concepts. • Familiar about procedure oriented and object oriented concepts. • Understand the concept of inheritance and polymorphism which helps them to develop programs to solve real world problems. • Use file handling concepts in C and C++ to develop programs for real life projects. • Develop new applications with C and C++ which helps them to switch in Software Industry.		
6.	**Credit Value**	**Theory: 5**		
7.	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Introduction and Programming Concepts :** Definition of Program, Source file, Object file, Executable file, Header file, Language Translator- Assembler, Interpreter, Compiler, Testing, Debugging, Linker and Loader, Algorithms, Flow Charts, History of C language, Structure of C program , C Tokens: Identifiers , Keywords, Constants, Variables, Operators , Data Types , Control structure : Conditional and looping statements, Operator Precedence and Associativity, Array and it's types.	12
II	**Core Concepts of C Programming:** Functions : Standard Library and User defined functions, function prototype, Call by value and Call by reference, recursive functions, String functions, Structure : Declaration and Definition, Nested structure, array within structure. Union: Declaration and Definition, union variables, Pointers: Declaration and Definition, using & and * operators, pointer arithmetic, pointer to pointer, Dynamic memory allocation functions: malloc, calloc, realloc, free, File Handling: Basics, File Pointer, various file accessing functions.	12

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III	**Introduction to Object Oriented Programming :** Concepts, Features of C++, Bottom up Approach, Structure of C++ program, Data types, Class and Objects, Access Specifiers : Private, Public, Protected, I/O statements, Insertion and Extraction operator, Scope resolution operator, Array, this pointer, **Constructor**, Default constructor, Copy constructor, Parameterized constructor , Destructor.	12
IV.	**Inheritance:** Definition, Concept of base and derived class, Types of Inheritance: Single, Multilevel, Multiple, Hierarchical and Hybrid Inheritance. **Polymorphism:** Definition, Compile time polymorphism: Function overloading, Operator overloading, Run time polymorphism: Virtual Function, pure virtual function. Inline function, friend function, friend class.	12
V.	**Input-Output and File Handling :** I/O classes, File and Stream classes, Char I/O, String I/O, Object I/O, File Pointer, Opening and Closing file. **Exception Handling and Standard Template Library :** Definition, Exception basics, try, catch and throws keywords, Template, Components of STL.	12
Keywords: Token, Datatypes, Operators, Functions, Class, Inheritance, Polymorphism, Friend function, Abstraction.		

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Program Design, Peter Juliff, PHI Publications.
2. Let us C: Yashwant Kanetkar, BPB Publications.
3. Programming in ANSI C , E. Balaguruswamy, Tata McGraw Hill
4. Let us C++ ,Y. Kanetkar, B.P.B Publication.
5. Programming in C++, E. Balaguruswamy, Tata McGraw Hill.

E Resources:

1. Introduction (from SWAYAM/NPTEL)
   https://onlinecourses.nptel.ac.in/noc19_cs38/preview
   https://onlinecourses.nptel.ac.in/noc22_cs103/preview
   https://www.youtube.com/watch?v=KG4hjVDw-p8&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=2

2. Constant and Inline Function
   https://www.youtube.com/watch?v=pX6LufLso2M&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=10

3. Pointer and Reference
   https://www.youtube.com/watch?v=GtsBZ5e1-cE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=12

4. Function Overloading
   https://www.youtube.com/watch?v=uJGmGAShHeU&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=13

5. Operator Overloading
   https://www.youtube.com/watch?v=0jpOwe4d-FE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=17

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6. Dynamic Memory Management
   https://www.youtube.com/watch?v=lkFK2X6qIc0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=18

7. Class and Object
   https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

8. Access Specifiers
   https://www.youtube.com/watch?v=6ki_W7cXdM0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=22

9. Constructor and Destructor
   https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

- **C different topics from W3School**
  https://www.w3schools.com/c/
- **C++ different topics from W3School**
  https://www.w3schools.com/CPP/default.asp
- **C different topics from Javatpoint**
  https://www.javatpoint.com/c-programming-language-tutorial
- **C++ different topics from Javatpoint**
  https://www.javatpoint.com/cpp-tutorial

Part D: Assessment and Evaluation

Maximum Marks: 50

Declaration

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Part A: Introduction				
Program: **Diploma Course**		Class: **B.Sc.-IT II Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-3T**		
2.	Course Title	**Data Communication and Networking**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	No		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Understand the basic computer network technology • Understand and explain the data communication system and its components. • Identify the different types of network topologies and protocols. • Understand the layers of the OSI model and TCP/IP. • Expose wireless and wired LANs.		
6.	**Credit Value**	**Theory: 5**		
7.	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks: 17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Overview of Data Communication and Networking:** Data Communications: components, data representation, direction of data flow (simplex, half duplex , full duplex; Networks : distributed processing, network criteria , physical structure (type of connection , topology), categories of network (LAN, MAN, WAN), Protocol and standards; Reference Models: OSI & TCP/IP reference model comparative study.	12
II	**Physical layer:** Analog and Digital Transmission: Transmission Impairments, Data Rates Limits, Digital to Digital Conversion, Digital to Analog conversion, Analog To Digital Conversion: Modulation, Transmission Modes, Parallel, Serials Asynchronous and Synchronous communication; Constellation Diagram, Analog to Analog conversion, Bandwidth Utilization, Transmission Media: Multiplexing: FDM, WDM AND TDM, Guided Media: Twisted Pair, Coaxial and Fiber Optic, Unguided Media : Wireless , Radio Waves, Microwaves and Infrared.	12
III	**Data Link Layer:** Flow control: Protocols: Stop & wait ARQ, Go-Back-N ARQ, Selective repeat ARQ, HDLC; Medium Access Sub-layer: Point to point protocol, LCP, NCP, FDDI, token bus, token ring; Multiple Access Protocols: Pure ALOHA, Slotted ALOHA, CSMA, CSMA/CD, FDMA,TDMA,CDMA; Traditional Ethernet, Fast Ethernet.	12
IV.	**Network Layer:** Internetworking Devices: Repeaters , Hubs , Bridges, Switches, Router , Gateway; Addressing: Internet address, classful address, subnetting, classless address; Routing: Techniques, static vs dynamic routing, and routing table for classful address; Routing Algorithms: Shortest path algorithm, flooding , distance vector routing , link state routing; Protocols: ARP, RARP, IP, ICMP, IPV6; Unicast and multicast routing protocols;	12

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V.	**Transport Layer and Application Layer:** UDP,TCP; Congestion control algorithm: Leaky bucket algorithm, Token bucket algorithm, choke packets; Quality of service: techniques to improve Qos; DNS,SMTP, SNMP,FTP, HTTP, Firewalls; Modern Topics: Wireless LAN: IEEE 802.11;Introduction to Bluetooth,VLAN's, Cellular telephony & Satellite network.	12
Keywords: Networking Model, Communication Protocol, Transmission Media, Internetworking Devices.		

Part C: Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Data Communications and Networking, B.A. Forouzan, TMH, (Latest Edition)
2. Computer Networks, A.S. Tanenbaum, 4th Edition, Pearson Education/PHI
3. Data and Computer Communication, W. Stallings, 5th Edition, PHI/Pearson Education
4. Computer Networking – A top down approach featuring the internet, Kurose and Rose, Pearson Education.
5. Communication Networks, Walrand, TMH (Latest Edition)

E Resources:

1. NPTEL URL link for Data Communication:
   https://nptel.ac.in/courses/106105082
   Topics From SWAYAM Portal
2. Introduction to Data Communication
   https://www.youtube.com/watch?v=swtH_okidQc&list=PLUtfVcb-iqn8dG1-Cn7NTEdILR3hRVgcN&index=1
3. Layered Architecture
   https://www.youtube.com/watch?v=xHO6LjSHeo0&list=PLUtfVcb-iqn8dG1-Cn7NTEdILR3hRVgcN&index=2
4. Data and Signal
   https://www.youtube.com/watch?v=6ZGVZ7gUccE&list=PLUtfVcb-iqn8dG1-Cn7NTEdILR3hRVgcN&index=3
5. Guided Transmission Media
   https://www.youtube.com/watch?v=y7v3EAJsWXA&list=PLUtfVcb-iqn8dG1-Cn7NTEdILR3hRVgcN&index=5
6. Unguided Transmission Media
   https://www.youtube.com/watch?v=hKq1tYlVxdQ&list=PLUtfVcb-iqn8dG1-Cn7NTEdILR3hRVgcN&index=6

Part D: Assessment and Evaluation

Maximum Marks: 50

Declaration

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Part A: Introduction				
Program: **Diploma Course**		Class: **B.Sc.-IT II Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-4T**		
2.	Course Title	**Web Technology and Java**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	Basic understanding of programming concepts and programming language		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Create applications using HTML, CSS and Java Script. • Understand fundamental tools and technologies for web design. • Specify design rules in constructing web pages and sites. • Understand how Web pages are designed and created. • Design console-based GUI based and Web based application. • Front end designing using html, CSS, java script and bootstrap. • Develop server-side programs in the form of Servlet. • Designing Web application by using JSP as a server-side programming. • Design and implement dynamic websites with good aesthetic sense of designing and latest technical know-how's Create web pages using HTML and Cascading Styles sheets. • Analyze a web page and identify its elements and attributes Create dynamic web pages using JavaScript. • Build web applications using jsp and Servlet.		
6.	**Credit Value**	**Theory:4**		
7.	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Introduction:** Overview of WWW, Web page, Web browsers, HTTP, URL, Hypertext, Web server, Tools for web site development, hosting options and domain name registration. **Markup language:** Introduction, DTD, Creating Web pages, Headings, Paragraphs, Lists, Hyperlinks, Tables, Web forms, Input Types, Input Attributes, Inserting images, Frames, Basics of DHTML, XML , XHTML.	12
II	**Web Development:** CSS-Introduction, Syntax, measurement units, colors, Backgrounds, Font, Text, position, Align, Images, Link, Table, List, Padding. **JavaScript:** Overview, syntax, Variables, Operators, Decision control statement, Looping statement, JavaScript functions, Java script Events, Cookies, Page Redirect, and Validation. **Bootstrap:** Introduction, Grid system, typography, tables, images, dropdowns, jumbotron, them, template and forms. **PHP:** Introduction, syntax, variables, operators, functions, include, get method, post method, cookies, session, PHP form validation, exception.	12

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III	**JAVA:** Primitive Data Types, Variables, Array, operators, control statements, classes and objects, Abstract Classes, Polymorphism, Inheritance, Method Over-writing, method overriding, constructor, super keyword, this keyword, final static, package and interface, Multi-threading and Exception Handling, Collection Framework. Introduction to applet.	12
IV.	**Java Server Page (JSP):** Basics of Servlet, writing simple program in Servlet, Introduction to Java Server Page (JSP), Embedding Java Code into HTML, Implicit JSP Objects, Overview of the JSP Tags, Directives, Declarations, Expressions, Deploying Servlet and JSP, JSTL, JSP Action elements: jsp:forward, jsp:include, JSP Request, JSP Response, JSP Config, JSP Session, Cookies, JSP Exception Handling.	12
V.	**Database Using JDBC:** Concept, JDBC Driver Types, JDBC package, establishing a database connection and executing SQL Statements.	12
Keywords: Web Designing, Collection Framework, Servlet, JSP, JDBC, Database Connectivity.		

Part C: Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. The Complete Reference JAVA, Herbert Scheldt, Tata McGraw Hill publication, 5º Edition.
2. Advance JAVA, Gajendra Gupta, Firewall Media, 1" Edition, 2006.
3. JAVA network programming, Elliotte Rusty Harold, O'Reilly Publication, 3" Edition.
4. Core Java for Beginners, Rashmi Kanta Das, Vikas Publishing House Pvt. Ltd.
5. Internet and Internet Engineering, Daniel Minoli, TMH (Latest Edition)
6. Java Script, Gosslin, Vikas (Latest Edition)
7. HTML The Definite Guide, Chuck musiano& Bill Kenndy, O Reilly (Latest Edition).

E Resources:

1. Introduction to web-app
   https://www.youtube.com/watch?v=lZnp3tRRTzw&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=22
2. Building web-app
   https://www.youtube.com/watch?v=kIEn4LqAQlE&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=3
3. Introduction to Java Script
   https://www.youtube.com/watch?v=fRbP92oScp0&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=10
4. Introduction to Database
   https://www.youtube.com/watch?v=mtc0HHrUKpI&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=12
5. Introduction to SQL
   https://www.youtube.com/watch?v=ar2naKy0aPw&list=PLJ5C_6qdAvBEJ6-TBzKoa1Ov21lwDzJfM&index=16
6. Introduction to Java
   https://www.youtube.com/watch?v=OjdT2l-EZJA&list=PLfn3cNtmZdPOe3R_wO_h540QNfMkCQ0ho&index=1
   https://www.w3schools.com/java/

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7. Introduction to Web Technology: https://www.w3schools.com/
Part D:Assessment and Evaluation
Maximum Marks: 50

Declaration

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Part A: Introduction				
Program: **Degree Course**		Class: **B.Sc.- IT III Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-5T**		
2.	Course Title	**Data Structure**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	No		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Use different types of data structures, operations and algorithms. • Implement appropriate sorting/searching technique for any given problem. • Use stack, Queue, Lists, Trees and Graphs in problem solving. • Find suitable data structure during application development/Problem Solving.		
6.	**Credit Value**	**Theory: 4**		
7.	**Total Marks**	**Max Marks: 50**	**Min Passing Marks: 17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Introduction and Basic Concepts of Data Structure:** Data types: primitive, non-primitive data types, ADT, Linear and nonlinear data structure. **Linear Data Structures**: Arrays: One dimensional, Multidimensional array, allocation methods, address calculations, sparse arrays. Linked List: Singly and Doubly Linear link lists, singly and doubly circular linked list: Definitions, operations (INSERT, DELETE, TRAVERSE) on these lists. (Insertion operation includes – insertion before a given element, insertion after a given element, insertion at given position, insertion in sorted linked list)	12
II	**Stack:** Definition, Operations PUSH, POP, TRAVERSE, implementations using array and linked list, Applications of stack: Infix, Prefix, Postfix representation and conversion using stack, Postfix expression evaluation using stack. **Queue:** Introduction, and Types of Queues: Priority Queue, Circular queue, Double Ended Queue, operations (INSERT, DELETE, TRAVERSE), implementation using array and linked list and applications	12
III	**Non-linear Data Structure:** Trees: Definition of trees and their types, Binary trees, Properties of Binary trees and Implementation operation (Insertion, deletion, searching and traversal algorithm: preorder, post order, in-order traversal), Binary Search Trees, Implementations, Threaded trees, AVL Trees.	12
IV.	**Graph:** Definition of Graph and their types, adjacency and incident (matrix & linked list) representation of graphs, Graph Traversal – Breadth first Traversal, Depth first Traversal, Connectivity of graphs; Weighted Graphs, Shortest path Algorithm, spanning tree, Minimum Spanning tree, Kruskal's and prim's algorithms. Static Hashing: Introduction, Hash table, Hash function.	12

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V.	**Sorting Methods:** Types of sorting, Sequential Sort, Insertion Sort, Bubble Sort, Quick Sort, Merge Sort. **Searching:** Linear search, Binary search, Hashing, collision resolution methods, Comparison of Search trees.	12

Keywords: Linear Data Structure, Non-linear Data Structure, Searching, Sorting, Graph.

Part C -Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. "Data Structures and Algorithms in C++", Michael T. Goodrich, Wiley, 2007
2. "Fundamentals of Data Structures", Horowitz and Sahani, Computer Science Press, 1978
3. "Data structures and Algorithms", Aefred V. Aho, Jhon E. Joperoft and J.E. Ullman.
4. "An Introduction to Data Structures with Applications", Jean Paul Trembley and Paul Sorenson, TMH, International Student Edition, 1985
5. "Data Structures and Program Design in C", R. Kurse, Leung &Tondo, 2nd Edition, PHI publication

E- Resources:

1. Introduction to Data Structure
https://www.youtube.com/watch?v=zWg7U0OEAoE&list=PLBF3763AF2E1C572F&index=1
https://www.w3schools.in/data-structures/tutorials/
2. Stacks
https://www.youtube.com/watch?v=g1USSZVWDsY&list=PLBF3763AF2E1C572F&index=2
3. Queues and linked list
https://www.youtube.com/watch?v=PGWZUgzDMYI&list=PLBF3763AF2E1C572F&index=3
4. Trees
https://www.youtube.com/watch?v=tORLeHHtazM&list=PLBF3763AF2E1C572F&index=6
5. Graphs
https://www.youtube.com/watch?v=9zpSs845wf8&list=PLBF3763AF2E1C572F&index=24

Part D: Assessment and Evaluation

Maximum Marks: 50

Declaration

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Part A: Introduction				
Program: **Degree Course**		Class: **B.Sc.-IT III Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-6T**		
2.	Course Title	**Python Programming**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	Basic knowledge of programming and concept of object-oriented programming		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Define the structure and components of a Python program. • Demonstrate proficiency in handling of loops and creation of functions. Identify the methods to create and manipulate lists, tuples and dictionaries. • Discover the commonly used operations involving regular expressions and file system. • Determine the need for scraping websites and working with CSV, JSON and other file formats. • Interpret the concepts of Object-Oriented Programming as used in Python.		
6.	**Credit Value**	**Theory: 4**		
7.	**Total Marks**	**Max Marks: 50**	**Min Passing Marks :17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Introduction to Python:** Installing Python, basic syntax, interactive shell, editing, saving, and running a script, the concept of data types; variables, assignments; immutable variables; numerical types, Operators (Arithmetic Operator, Relational Operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise Operator, Increment or Decrement operator) and Expressions, comments in the program, understanding error messages.	12
II	**Creating Python Programs:** Input and Output Statements, Control statements (Branching, Looping, Conditional Statement, exit function, Difference between break, continue and pass.) **Function:** Defining a function, calling a function, Types of functions, Function Arguments, Anonymous functions, Global and local variables	12
III	**Strings and text files**: manipulating files and directories, os and sys modules; text files: reading/writing text and numbers from/to a file; creating and reading a formatted file (csv or tab-separated). **String manipulations:** subscript operator, indexing, slicing a string; **strings and number system**: converting strings to numbers and vice- versa. Binary, Octal, Hexadecimal numbers.	12

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IV.	**Lists, Tuples, and Dictionaries;** Basic list Operators, replacing, inserting, removing an element, searching and sorting lists, Accessing tuples, Operations, Working, Functions and Methods, dictionary literals, adding and removing keys, accessing and replacing values, Traversing Dictionaries.	12
V.	**Exception Handling:** Exception, Exception Handling, except clause, try, finally, clause, User defined exceptions. **Python Libraries:** Exploring python libraries like Panda, Numpy, TensorFlow, Scikit-Learn, Keras, PyTorch, SciPy etc.	12
Keywords: List, Tuple, Dictionary, Panda, Numpy, TensorFlow, Scikit-Learn, Keras, PyTorch, SciPy.		

Part C -Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. T. Budd, Exploring Python, TMH, 1st Ed, 2011
2. Allen Downey, Jeffrey Elkner, Chris Meyers, How to think like a computer scientist: Learning with Pyth,Freelyavailableonline.2012
3. Luca Massaron John Paul Mueller, Python for Data Science For Dummies,Wiley, 2ed,2019
4. Think Python: How to Think Like a Computer Scientist, 2nd edition by Allen B. Downey, O'Reilly, 2015
5. Learn Python 3 the Hard Way by Zed A. Shaw (Addison-Wesley, 2016)

E-Resources:

1. Introduction
   https://www.w3schools.com/python/default.asp
2. File Handling
   https://www.w3schools.com/python/python_file_handling.asp
3. NumPy
   https://www.w3schools.com/python/numpy/default.asp
4. Pandas
   https://www.w3schools.com/python/pandas/default.asp
5. SciPy
   https://www.w3schools.com/python/scipy/index.php
6. Django
   https://www.w3schools.com/django/index.php
7. Matplotlib
   https://www.w3schools.com/python/matplotlib_intro.asp
8. Machine Learning
   https://www.w3schools.com/python/python_ml_getting_started.asp
9. Python MySQL
   https://www.w3schools.com/python/python_mysql_getstarted.asp
10. Topics related Python from SWAYAM/NPTEL
    https://www.youtube.com/channel/UCxu1cR5XRauYn37yg-Fh6rA

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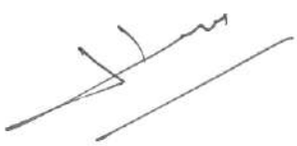
https://www.youtube.com/channel/UCJAgw1niUkaShdmA5aAZdQw

11. Introduction to Python Programming from Coursera:
    https://www.coursera.org/learn/python-programming-intro
12. Crash Course on Python:
    https://www.coursera.org/learn/python-crash-course
13. Python for everybody:
    https://www.coursera.org/specializations/python
14. Introduction to Scripting in Python Specialization
    https://www.coursera.org/specializations/introduction-scripting-in-python
15. Topics related to Python from Tutorials
    https://www.javatpoint.com/python-tutorial
    http://docs.python.org/3/tutorial/index.html
    http://interactivepython.org/courselib/static/pythonds
    http://www.ibiblio.org/g2swap/byteofpython/read/



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Part D: Assessment and Evaluation
Maximum Marks: 50

Declaration

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Part A: Introduction				
Program: **Degree Course**		Class: **B.Sc.-IT III Year**	Year: **2022**	Session: **2022-2023**
1	Course Code	**BSCIT-3P**		
2	Course Title	**LAB 3: Python Programming**		
3	Course Type	**Practical**		
4	Pre-requisite (if any)	Theoretical knowledge of python.		
5	Course Learning Outcomes (CLO)	At the end of course, Students will be able to • Learn the Numbers, Math functions, Strings, List in Python. • Learn the tuples and dictionaries in Python. • Demonstrate proficiency in handling of loops and creation of functions. • Identify the methods to create and manipulate lists, tuples and dictionaries. • Express different Decision-Making statements and Functions.		
6	**Credit Value**	**Practical: 2**		
7	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks: 17**	

Part B: Content of the Course	
Total Periods: 30	
Tentative Practical List	**Note:** This is tentative list; the teachers concern can add more program as per requirement. 1. Python program to find the union of two lists. 2. Python program to find the intersection of two lists. 3. Using for loop, print a table of Celsius/Fahrenheit equivalences. Let c be the Celsius temperatures ranging from 0 to 100, for each value of c, print the corresponding Fahrenheit temperature. 4. Using while loop, produce a table of sins, cosines and tangents. Make a variable x in range from 0 to 10 in steps of 0.2. For each value of x, print the value of sin(x), cos(x) and tan(x). 5. Write a program that reads an integer value and prints —leap yearǁ or —not a leap yearǁ. 6. Write a program that takes a positive integer n and then produces n lines of output shown as follows. For example, enter a size: 5 * ** *** **** ***** 7. Write a function that takes an integer _n'as input and calculates the

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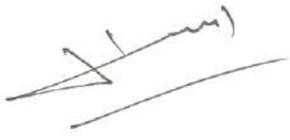
	1 + 1/1! + 1/2! + 1/3! + … + 1/n 8. Write a function that takes an integer input and calculates the factorial of that number. 9. Write a function that takes a string input and checks if it's a palindrome or not. 10. Write a list function to convert a string into a list, as in list (_abc') gives [a, b, c]. 11. Write a program to generate Fibonacci series. 12. Write a program to check whether the input number is even or odd. 13. Write a program to compare three numbers and print the largest one. 14. Write a program to print factors of a given number. 15. Write a method to calculate GCD of two numbers. 16. Write a program to create Stack Class and implement all its methods. (Use Lists). 17. Write a program to create Queue Class and implement all its methods. (Use Lists) 18. Write a program to implement linear and binary search on lists. 19. Write a program to sort a list using insertion sort and bubble sort. 20. Python program to remove the "i" th occurrence of the given word in a list where words repeat. 21. Python program to count the occurrences of each word in a given string sentence. 22. Python program to check if a substring is present in a given string. 23. Python program to map two lists into a dictionary. 24. Python program to count the frequency of words appearing in a string using a dictionary. 25. Python program to create a dictionary with key as first character and value as words starting with that character. 26. Python program to find the length of a list using recursion. 27. Python program to read a file and capitalize the first letter of every word in the file. 28. Python program to read the contents of a file in reverse order. 29. Python program to create a class in which one method accepts a string from the user and another prints it. 30. Study and Implementation of Database, Structured Query Language and database connectivity.

Part C - **Learning Resources**
Text Books, Reference Books, Other Resources
Suggested Readings: 1. T. Budd, Exploring Python, TMH, 1st Ed, 2011



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2. Allen Downey, Jeffrey Elkner, Chris Meyers, How to think like a computer scientist: Learning with Pyth,Freelyavailableonline.2012
3. Luca Massaron John Paul Mueller, Python for Data Science For Dummies, Wiley, 2ed, 2019
4. Allen B. Downey, Think Python: How to Think Like a Computer Scientist, 2nd edition by O'Reilly, 2015
5. Zed A. Shaw, Learn Python 3 the Hard Way (Addison-Wesley, 2016)

E-Resources:

Topics related Python from W3Shool

1. Introduction
   https://www.w3schools.com/python/default.asp
2. File Handling
   https://www.w3schools.com/python/python_file_handling.asp
3. NumPy
   https://www.w3schools.com/python/numpy/default.asp
4. Pandas
   https://www.w3schools.com/python/pandas/default.asp
5. SciPy
   https://www.w3schools.com/python/scipy/index.php
6. Django
   https://www.w3schools.com/django/index.php
7. Matplotlib
   https://www.w3schools.com/python/matplotlib_intro.asp
8. Machine Learning
   https://www.w3schools.com/python/python_ml_getting_started.asp
9. Python MySQL
   https://www.w3schools.com/python/python_mysql_getstarted.asp

Topics related Python from SWAYAM/NPTEL

10. https://www.youtube.com/channel/UCxu1cR5XRauYn37yg-Fh6rA
11. https://www.youtube.com/channel/UCJAgw1niUkaShdmA5aAZdQw

Topics related Python from Tutorials

12. https://www.javatpoint.com/python-tutorial
13. http://docs.python.org/3/tutorial/index.html
14. http://interactivepython.org/courselib/static/pythonds
15. http://www.ibiblio.org/g2swap/byteofpython/read/

Part D: Assessment and Evaluation		
Suggested Continuous Evaluation Methods: Maximum Marks: 50 Continuous Comprehensive Evaluation (CCE): Not Applicable University Exam(UE): 50 Marks		
Internal Assessment: Continuous Comprehensive Evaluation (CCE)	Class Test/Assignment/Presentation	Not Applicable

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