| PGDCA First Semester | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Course Code | Subject | Periods Per Weeks | | Maximum Marks Theory Slot | | Maximum Marks Practical Slot | | Total Marks |
| | | L | P | End Sem. Exam | Tests (Two)/ Assignment | End Sem. Practical Performance / Viva-Voce | Practical Record/ Presentation | |
| 1PGDCA-1 | Computer Fundamentals | 4 | - | 80 | 20 | - | - | 100 |
| 1PGDCA-2 | Operating Systems | 4 | - | 80 | 20 | - | - | 100 |
| 1PGDCA-3 | PC Packages | 4 | - | 80 | 20 | - | - | 100 |
| 1PGDCA-4 | Introduction to Programming and Problem Solving using C++ | 4 | - | 80 | 20 | - | - | 100 |
| 1PGDCA-5 | Lab 1:On the basis of Operating Systems and PC Packages | - | 4 | - | - | 30 | 20 | 50 |
| 1PGDCA-6 | Lab 2:On the basis of Programming using C++ | - | 4 | - | - | 30 | 20 | 50 |
| | Comprehensive Viva -Voce | - | - | - | - | - | - | 100 |
| TOTAL | | 16 | 08 | 320 | 80 | 60 | 40 | 600 |

## Examination Pattern P.G.D.C.A

| S.No | Particulars | Details |
|---|---|---|
| 1 | Exam Duration | 3 Hrs |
| 2 | Total Marks | 80 |
| 3 | Sections | A- Multiple or objective question -10x1=10<br>B- Short Answer-5x4=20<br>C- Long Answer-5x10=50 |

| PGDCA Second Semester | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Course Code | Subject | Periods Per Weeks | | Maximum Marks Theory Slot | | Maximum Marks Practical Slot | | Total Marks |
| | | L | P | End Sem. Exam | Tests (Two)/ assignment | End Sem. Practical Performance/ Viva-Voce | Practical Record/ Presentation | |
| 2PGDCA-1 | Internet Concepts and Web Design | 4 | - | 80 | 20 | - | - | 100 |
| 2PGDCA-2 | Visual Programming | 4 | - | 80 | 20 | - | - | 100 |
| 2PGDCA-3 | DBMS/RDBMS with ACCESS | 4 | - | 80 | 20 | - | - | 100 |
| 2PGDCA-4 | Financial Accounting with Tally | 4 | - | 80 | 20 | - | - | 100 |
| 2PGDCA-5 | Lab 1:On the basis of paper-1 & paper-2 | - | 4 | - | - | 30 | 20 | 50 |
| 2PGDCA-6 | Lab 2:On the basis of paper-3 &paper-4 | - | 4 | - | - | 30 | 20 | 50 |
| 2PGDCA-7 | Project Work (Minor) | | - | | - | 60 | 40 | 100 |
| | Comprehensive Viva - Voce | - | - | - | - | - | - | 100 |
| TOTAL | | 16 | 08 | 320 | 80 | 120 | 80 | 700 |

## Examination Pattern P.G.D.C.A

| S.No | Particulars | Details |
|---|---|---|
| 1 | Exam Duration | 3 Hrs |
| 2 | Total Marks | 80 |
| 3 | Sections | D- Multiple or objective question -10x1=10<br>E- Short Answer-5x4=20<br>F- Long Answer-5x10=50 |

**PGDCA-101**

**COMPUTER FUNDAMENTALS**

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**

**INTERNAL ASSESSMENT-20**

## UNIT-I

Introduction to computer: Definition, Brief History of Development of Computers, Computer system concepts, Computer system Characteristics, Capabilities and Limitations, Type of computers, Basic components of a computer system-Control unit, ALU, input/output Functions and Characterstics, Memory introduction, Classifications-Volatile memory and Non Volatile memory, Flash memory, ROM,RAM,EPROM,PROM,EEPROM other types of memory. Number systems Binary, Octal , Hexadecimal, Binary coded decimal(BCD), Conversion of bases, Complement notations, Binary Arithmetic, Fixed and Floating point of numbers, Binary codes: Gray, Alphanumeric, ASCII,EBCDIC codes.

## UNIT-II

Input/Output and storage units:-Keyboard, mouse, trackball, Joystick, Digitizing tablet, scanners, Digital cameras, MICR, OCR, OMR, Barcode Reader, Voice recognition, Light pen, Touch screen, Monitors-characterstics and types of monitor-Digital, Analog, Size, Resolution, Refresh rate, Interlaced/Non Interlaced, Dot Pitch, Video Standard-VGA,SVGA,XGA etc.

## UNIT-III

Printer and its types-Dot Matrix, Inkjet, Laser, Plotter, Sound Card and Speakers, Storage Fundamentals-Primary Vs Secondary storage and retrieval methods-Sequential, Direct and Index Sequential, Various storage devices-Magnetic tapes, Magnetic disks, Hard disk Drives, Floppy Disks, Optical Disks, FLASH Drives Video Disks, MMC memory cards, Physical structure of floppy and Hard Disk, Drive naming conventions in PC.

## UNIT-IV

Use of communication and IT, Communication process, Communication types-Simplex, Half Duplex, Full Duplex, Serial and Parallel Communication, Types of network-LAN, WAN, MAN, Internet, Topologies of LAN-Ring ,Bus, Star, Mesh and Tree Topologies, Components of LAN-Media, World wide web and applications and internet services.

## UNIT-V

Software and its Need, Types of software-System Software, Application Software, OPERATING SYSTEM: Introduction ,Types of O.S. –Single User, Multi User-Multiprogramming, Multitasking, Real Time, Time Sharing, Batch Processing, Parallel Processing, Distributed Processing.

PROGRAMMING LANGUAGES-Machine, Assembly, High level, 4GL, Their merits and demerits Concepts of Assembler, Compiler, Interpreter. Application Software and its types-Word Processing, Spreadsheet, Presentation Graphics, Database management Software, Characterstics, Virus-Working principle, Types of Virus, Virus detection and prevention methods.

**TEXT AND REFERENCE BOOKS**

1. COMPUTERS TODAY,BY S.K. BASANDRA,GALGOTIA PUBLICATIONS.
2. FUNDAMENTALS OF INFORMATION TECHNOLOGY ALEXIS LEON AND MATHEWS LEON,VIKAS PUBLICATIONS.

**PGDCA-102**
**OPERATING SYSTEM**

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

**UNIT-I**

**DISK OPERATING SYSTEM (DOS):**Introduction, History and version of DOS,DOS basics-Physical structure of disk, Drive Name, FAT, File and directory structure and Naming Rules, Booting Process, DOS System files. DOS COMMANDS: Internal-DIR,MD,CD,RD,COPY,COPYCON,DEL,REN VOL ,DATE,TIME,CLS,PATH,TYPE,VERetc.
External:CHKDSK,XCOPY,PRINT,DISKCOPY,DOSKEY,TREE,MOVE,LABEL,FORMAT,SORT,FDISK,BACKUP,EDIT,MODE,ATTIRIB,HELP,SYS etc. Executable Vs Non Executable Files in DOS.

**UNIT-II**

**Windows-**Introduction to Windows XP and its features, Hardware requirement of windows. Windows concept, Windows Structure, Desktop, Taskbar, Start Menu, My Pictures, My Music, My Documents, Working with Recycle Bin-Restoring a deleted file, Emptying the Recycle Bin. Managing Files Folders and Disk-Navigating between folders, Manipulating files and Folders, Creating New Folders, Searching Files and Folders. My Computer-Exploring Hard Disk, Copying and Moving Files and Folders from one drive to another ,Formatting Floppy Drive, Windows Explorer and its Facilities, Using Floppy, CD, DVD, Pen Drive, Burning CD. Windows Accessories-Calculator, Notepad, Paint, Wordpad, Command Prompt. Entertainment-Media Players, Sound Recorder, Volume Control, Movie Maker.

**UNIT-III**

WINDOWS Managing Hardware and Software-Installation of Hardware and Software, Using Scanner Web Camera, Printers. System Tools-Backup, Character Map, Clipboard Viewer, Disk Defragmenter, Drive Space, Scandisk, System Information, System Monitor, Disk Cleanup, Using Windows Update. Browsing the Web with Internet Explorer ,Multiple User features of Windows, Creating and deleting user, Changing User Password etc. Accessibility Features of Windows-Sharing Folders and Drives, Browsing the entire Network, Using shared Printers. OLE-Embed/Link using Cut and Paste an Embed/Link, Using insert Object Manage Embedded/Linked Object.

**UNIT-IV**

**LINUX:** History and Features, Linux Architecture, File System of Linux, Hardware requirement of Linux, Various flavors of Linux, Linux Standard Directories, Functions of profile and login files in Linux, Linux Kernel.

**UNIT V**

**WORKING WITH LINUX:**KDE & Gnome Graphical Interfaces, Various types of shell available in Linux, Multi-user Features of Linux, login and Logout from Linux System, Linux commands-
bc,cal,cat,cd,clear,cmp,date,find,ls,pwd,mkdir,more,rm,rmdir,chgrp,chmod,chown,tty,wc,who,whois,grep,telnet,vi editor, using Floppy, CD-ROM and Pen Drive in Linux ,Permissions and Ownership.

**TEXT AND REFERENCE BOOKS.**


1. DOS QUICK REFERENCE BY RAJEEV MATHUR,GALGOTIA PUBLICATIONS.
2. LINUX COMPLETEBPB PUBLICATIONS.
3. PETER NORTON COMPLETE GUIDE TO LINUX BY PETER NORTON,TECHMEDIA PUBLICATIONS

4. LEVEL MODULE M1.1 INFORMATION TECHNOLOGY BY KHANNA BOOK PUBLICATIONS NEW DELHI.
5. WINDOWS XP COMPLETE REFERENCE BPB PUBLICATION.

## PGDCA-103
## PC PACKAGE

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

### Unit I

**MS Windows:** Introduction to MS Windows; features of Windows; various versions of Windows & its use, working with windows: my computer & recycle bin, desktop, icons and windows explorer; screen description & working styles of windows; dialog boxes & toolbars, working with files and folders, simple operations like copy, delete, moving of files and folders from one drive to another, shortcuts and auto starts, accessories and windows setting using control panel- setting common devices using control panel, modem, printers, audio, network, fonts, creating users, internet settings, start button and program lists; installing and uninstalling new hardware & software program on your computer.

### Unit II

**Office Packages-**Office activates and their software requirements, word processing, spreadsheet, presentation graphics, database.MS Word Basics: Introduction to MS Office: Introduction to MS Word features and area of use. Working with MS Word, Menus and commands; toolbars and buttons, shortcut menus, wizards& templates, creating a new document; different page views and layouts, applying various text enhancements, working with – styles, text attributes; paragraph and page formatting, text editing using various features: bullets, numbering, auto formatting, printing and various print options.

### Unit III

**Advanced features of MS Word:** Spellcheck, thesauras, find & replace, Headers & footers, inserting- page numbers, pictures, files, auto texts, symbols etc. working with columns, tabs and indents, creation and working with tables including conversion to and from text, margins and space management in document, adding references and graphics, Mail merge, envelops and mailing labels, importing and exporting to and from various formats.

### Unit IV

**MS Excel:** Introduction and area of use: Working with MS Excel: concepts of workbook and worksheets, using wizards, various data types, using different features with data, cell and texts, inserting, removing and resizing of columns and rows, working with data and ranges,different views of worksheets; column freezing, labels, hiding, splitting etc. using different features with data and text, use of formulas, calculation and functions; cell formatting including borders and shading, working with different chart types, printing of workbook and worksheets with various options.

### Unit V

**MS Powerpoint:** Introduction and area of use ; working with MS Powerpoint , creating a new presentation, working with presentation, using wizards, slides and its different views, inserting and deleting and copying of slides, working with notes, handouts, columns, and lists, adding graphics, sounds and movies to a slide, working with power point objects, designing and presentation of a slide show printing presentations, notes, handouts with print options. Outlook

express: features and uses, configuring and using outlook express for accessing e-mails in office.

**Text and Reference Books:**


1. Windows XP Complete Reference BPB Publications.
2. Joe Habraken, Microsoft Office 2008, 8 in 1 by, Prentice Hall of India.


## PGDCA-104
## Introduction to Programming and problem solving using C++

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

### Unit I

Principles of Object Oriented Programming, Software evolution, Procedure –Oriented Programming language Vs Object oriented Programming paradigm, basic concept of object oriented programming, Benefits of OOP, Applications of OOP.

### Unit II

Basic C++ program structure with example, C++ statements, Data types (Basic, user defined, derived) in C++, Operators (Arithmetic, Assignment, Increment, Relational, Logical) in C++, type conversions, Looping and decisions statement in C++

### Unit III :

Functions in C++, Function Prototyping, Call by Reference, Call by Reference, Inline Function, default arguments, Function overloading, friend function, Arrays in C++

### Unit IV

Classes and objects in C++, Specifying a class, Defining member functions, nesting of member function, private member function, Static data members, Static member function, Arrays of objects, Objects as function arguments, Constructor and destructor.

### Unit V

Inheritance, Derived class and base class, Single inheritance, Multilevel, Multiple, Hierarchical, Hybrid inheritance.

**Text and Reference Books:**


1. Object oriented Programming with C++ by E. Balaguruswamy.
2. Basics of C++ programming Nishant Kundalia, Firewall Media.
3. C++ made simple by M. Kumar (Tata McGraw Hill public).

# LIST OF PRACTICALS OF C++

1. Write a program to find average of 3 numbers.
2. Write a program to find biggest among 3 numbers.
3. Write a menu driven program (Switch case) to perform arithmetic operations.
4. Write a program to check whether entered number is Prime or not.
5. Write a program to check whether entered number is even or odd.
6. Write a program for addition of two matrixes.
7. Write a program for multiplication of two matrixes.
8. Write a program to print :

```
*
**
***
```

9. Write a program to print :

```
1
22
333
```

10. Write a program to print :

```
1
2 3
4 5 6
```

11. Write a program to print Fibonacci series.
12. Write a program to find factorial of a given number.
13. Write a program to demonstrate use of friend function.
14. Write a program to illustrate use of copy constructor.
15. Write a program to illustrate use of destructor.
16. Write a program to overload a unary operator.
17. Write a program to overload a binary operator.
18. Write a program to demonstrate single Inheritance.
19. Write a program to demonstrate multiple Inheritance.
20. Write a program to demonstrate multilevel Inheritance.
21. Write a program to demonstrate hierarchical inheritance.
22. Write a program to demonstrate the use of function overloading.
23. Write a program to demonstrate the use of inline member function.

## LIST OF PRACTICALS OF DOS PC PACKAGES

1. **Internal Commands -** DIR, MD, CD, RD, COPY, DEL, REN, VOL, DATE, TIME, CLS, PATH, TYPE etc.
2. **External Commands -** CHKDSK, XCOPY, PRINT, DISKCOPY, DISKCOMP, DOSKEY, TREE, MOVE, LABEL, APPEND, FORMAT, SORT, FDISK, BACKUP, EDIT, MODE, ATTRIB, HELP, SYS etc.
3. Write the steps of creating, opening, saving the word document.
4. Write the steps of printing the word document.
5. Write the steps of mail merge.
6. Write the steps of inserting Bullets and Numbering.
7. MS Excel functions.
8. MS Excel charts.
9. Working with slides and its different views.
10. Implementing animation in slides.
11. Page Setup.

**PGDCA-201**
**Internet concepts and Web design**

**MAX MARKS THEORY-80** **INTERNAL ASSESSMENT-20**
**MIN PASS MARKS -32**

## Unit I

History of the Internet, internetworking concepts, TCP/IP Protocol, switch, router, protocols for internetworking, internet address and domains, Introduction World Wide Web (WWW), Working of web browser and web server, Web server and its deployment, services of web server, common gateway interface (CGI), Uniform resource locator(URL), Format of the URL, Hyper text transfer Protocol(HTTP), Feature of HTTP protocol HTTP request-response model, Hyper text transfer Protocol secure(HTTPS).

## Unit II

Introduction to HTML: Introduction to HTML, Elements of HTML Syntax, Head and body sections, Building HTML documents, Inserting text, images, hyperlinks, Backgrounds and Color Control, meta tags, Ordered and unordered lists, Table handling: Table layout and presentation, Constructing tables in a web page, Frames tag, Forms and its elements, IFRAME Tag.

## Unit III

Introduction to JAVASCRIPT: JavaScript variables and data types, statement and operators, control structure object oriented programming: Functions, Messaging in a JavaScript: dialog boxes, Alert boxes, confirm boxes, prompt boxes, JavaScript with HTML, Events, Event Handlers, Forms, Forms array.

## Unit IV

Introduction to website, Advantages, types of website, Site navigation and Publishing of Website: Creating usable Navigation , Linking with text based Navigation Bar, Linking to individual files, linking to documents/external document fragments, contextual linking, Using graphics based navigation: Using text image for navigation, using icon for navigation. Website Publishing: choosing an internet service provider, buying a domain name, using FTP to upload files, Website testing: testing consideration, user testing, Working with search engines submitting URL's to search engines.

## Unit V

E - Commerce an Introductions, Concepts, Advantages and Disadvantages, Internet & E-Business, Applications, Electronic Payment Systems: Introduction, Types of Electronic Payment Systems, , Smart Cards and Credit Card Based Payment Systems, Introduction E-Governance and its applications , Various Sites .

**Text and Reference Books:**


1. Joel Sklar: Principles of web design, Thiomson Learning, Vikas Publisher
2. Web Technologies-A computer science Perspective by Jeffrey C. Jackson, Pearson Education.
3. Thomas A. Powell: HTML complete Reference, TMH.
4. The complete reference web design, Thomas A. Powell.
5. Internet and Web Design, Vikas Gupta, DreamTech.
6. B Underdahle and K Underdahle, Internet and Web Page/ WebSite Design, Second Edition, 2001, IDG Books India (P) Ltd.
7. D Comer, The Internet Book, Second Edition, 2001, Prentice Hall of India.
8. E-COMMERCE AN INDIAN PERSPECTIVE (SECOND EDITION) - BY P. T. JOSEPH, S.J. PRESENTICE-HALL OF INDIA
9. HTML, CSS, Java and Scripts Practices reference link:
   https://www.w3schools.com/html/default.asp


## PGDCA-202
## Visual Programming

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

### Unit I

Introduction to .NET, .NET Framework features and architectures, CLR, Common type system, MSIL, Assemblies and Class libraries.
Introduction to visual studio, project basics, types of project in .NET, IDE of VB.NET- Menu bar, Toolbar, Solution Explorer, Toolbox, Properties Window, Form designer, Output window, Object Browser. The Environment: Editor tab, Format tab, general tab, docking tab. Visual Development & event drive programming-Methods and events.

### Unit II

The VB.NET language- Variables- Declaring Variables, Data types of variables, Forcing variables declaration, Scope and lifetime of a variable, Constants, Arrays, types of arrays, control array, collections, Subroutines, Functions, Passing variable number of arguments optional arguments, Returning value from function. Control flow statements: Conditional statements, loop statements. Msgbox & Inputbox.

**Unit III**

Working with Forms: Loading, showing and hiding forms, controlling one form within another. GUI Programming with Windows form: Textbox, Label, Button, Listbox, Comboox.Checkbox, Picturebox, Radiobutton, Panel, Scrollbar, Timer, Listview,
Tree view, Toolbar, Status bar. There properties, Methods andevents.Openfiledialog, Savefiledialog, Fontdialog, Colordialog, Printdialog.LinkLabel.Designing menus: Context menu, Access and Shortcut keys.

**Unit IV**

Object Oriented Programming: Classes and Objects, Field properties, Methods and Events, Constructor, Inheritance. Access Specifiers: Public, Private, Protected. Overloading, My Base, My Class Keywords. Overview of OLE ,Accessing the WIN 32 API from VB.NET, COM technology, Advantages of COM+,COM & .NET, Create User Control, Register User Control, Access com components in .net application.

**Unit V**

Database programming with ADO.NET-Overview of ADO, From ADO to ADO.NET, Accessing Data using Server Explorer. Creating connection, Command, Data Adapter and Dataset with OLEDB &SQLDB. Display Data on Data bound controls, Display Data on Data Grid.

**TEXT AND REFERENCE BOOKS:**


1. VB.NET PROGRAMMING BLACKBOOK BY STEVEN HOLZNER-DREAMTECH PUBLICATIONS.
2. MASTERING VB.NET BY EV ANGELOS PETROUTSOS-BPB PUBLICATIONS
3. INTRODUCTION TO .NET FRAMEWORK-WORX PUBLICATION.
4. MSDN MICROSOFT.COM/NET/WWW.GOTDOTNET.COM.


**PGDCA-203**
**DBMS/RDBMS With MS Access**

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

**UNIT I**

Introduction to Database-What is a Database, Overview of Database Design-Data Normalization(Determining Tables, Determining Fields, Determining Relationships)Integrity Rules(Primary key/Foreign key, One to Many, Many to Many, One to One) Introduction to MS Access(Objects/Navigation).

**UNIT II**

Create a table in MS Access-Data types, Field Properties, Fields: names, types, properties—Default values, Format ,Caption, Validation Rules, Data Entry Add Record, Delete Record & Edit text Sort, find/Replace, Filter/Select, Rearrange columns, Freeze columns .Edit a Table-copy, delete, import, modify table structure ,find, replace.

**UNIT III**

Setting up Relationships-Define relationship ,Add a relationship, set a rule for Referential Integrity, change the join type, delete a relationship, save relationship Queries & Filter, difference between queries and filter, filter using multiple fields AND, OR, advance filter Queries, Create Query with one table, Find record with select Query, Run .Save and change Query.

**UNIT IV**

Introduction to Form, Types of Basic Forms: Columnar, Tabular, Datasheet, Main / Subforms, add headers and footers, add fields to forms, add text to form use label option button, checkbox, combo box, list box Forms Wizard, Create Template.

**UNIT V**

Introduction to Reports, Types of basic Reports: Single Column, Tabular Report Groups/Total, single table report multi table report, preview report, print report, creating reports and Labels, Wizard.

**TEXT AND REFERENCE BOOKS:**


1. MS OFFICE XP COMPLETE BPB PUBLICATION.
2. MS ACCESS 2002 FAST & EASY BY FAITHE WEMPEN.


## PGDCA-204
## FINANCIAL ACCOUNTING AND TALLY

**MAX MARKS THEORY-80** **MIN PASS MARKS -32**
**INTERNAL ASSESSMENT-20**

**UNIT I**

Meaning and objects of accounting, accounting concepts and conventions, accounting equations, rules of Journalizing; Cash-book, Ledger posting, preparation of trial balance.

**UNIT II**

Trading and profit and loss account and balance sheet with adjustments relating to closing stock, outstanding expenses, prepaid expenses, accrued income depreciation, bad debts, provision for bad debts, provision for discount on-debtors and creditors.

**UNIT III**

Inventory pricing, FIFO & LIFO methods; Simple problem of funds flow statement, cost volume, profit analysis.

## UNIT IV

Standard costing, computation of material and Labour variances, budgetary control, preparation of cash budget and flexible budget.

## UNIT V

Introduction to Tally, Installation, creating a company, various features (accounting, inventory, statutory, taxation etc.) of Tally, Accounts Master creation, Inventory Masters creation, Entering Accounts Vouchers, Entering Inventory Vouchers, Display/Reports in tally.

**TEXT AND REFERENCE BOOKS:**

1 .BHATTACHARYA S.K. AND DEARDAN JOHN "ACCOUNTING FOR MANAGING PHI"
2. CHADWICK "THE ESSENCE OF FINANCIAL ACCOUNTING
3. DINESH MAIDASANI TALLY 9.0 ,FIREWALL MEDIA.
4. GREWAL "INTRODUCTION TO BOOK KEEPING".
5. SUBHASH SHARMA "MANAGEMENT CONTROL SYSTEMS" TMH.

## LIST OF PRACTICALS OF VB.NET

1. WAP to add the two integers.
2. WAP to subtract the two integers
3. WAP to multiply the integers using function multi.
4. Create a function disp to display the message hello on the text box.
5. Create the function addition to add the two numbers.
6. Create the function sub to subtract the two numbers.
7. WAP to change the color of form control at run time.
8. WAP to add the item in listbox control at run time.
9. WAP to transfer the item from one listbox to combo box at run time.
10. WAP to display the image on form control at run time.

11. Design the menu for the following:-Color:-Red, Green , Blue Exit :-Yes, No.

12. WAP to display hello message in textbox control.

13. Design the student database for Sname, rollno, class and result and connect the datagrid control.

14. Write the steps for creating a table employee with eid, ename, department, basic in access and store the records in database using database connectivity.

15. WAP to design the toolbar in vb.net.

## LIST OF PRACTICALS OF WEB DESIGNING

1. Explain html tags with examples.
2. Write a suitable code in HTML to create a table in asp.net.
3. Write a program for displaying messages in different headings formats.
4. Write a program in HTML by using different font tags.
5. Create a time table of your class.
6. Create a mark list of University examination.
7. Create a web page with information on the following topics:
    - Your Name
    - Address
    - Date of Birth
    - Hobbies
    - Favorite pastime
    - Ideals
    - Favorite Music
    - Favorite Films

8. Create an HTML document with the paragraph using <P><H1>, <STRONG> for the first word of every sentence.
9. Create an HTML document to describe Unordered and Ordered list and their features.

10. Create a Web page for the following:

WELCOME TO ABC UNIVERSITY STUDENTS DETAILS

| S.No | SNAME | BRANCH | SEM | Marks | | |
|---|---|---|---|---|---|---|
| | | | | M1 | M2 | M3 |
| | | | | | | |
| | | | | | | |

11. Create an HTML document to include an image. Use the width and height attributes of the <img> tag to
    - Increase the image size by 100%.

- Increate the image size by 50%.
- Change the width-to-height ratio to 2:1.

12. Create a Link for each of the following:
    - Index.html, located in the files directory.
    - Index.html, located in the text subdirectory of the files directory.
    - A link to the president's email address (http://www.dhsgsu.nic.in)
    - An FTP link to the file named README in the pub directory of ftp:cdrom.com

13. Specify the HTML tags to accomplish the following:
    - Insert an ordered list that will have numbering by lowercase roman numerals.
    - Insert an image and display the title of the image with the use of marquee tag.
14. Create a home page of your own using HTML tags.
15. Using the tags of HTML forms, create a form to reserve a ticket in the southern Railways in the source and destination places are given.
16. Write an HTML document to provide a form that collects names and telephone numbers.

## LIST OF PRACTICAL OF TALLY

**For PGDCA-II semester students practical will comprise of training on Accounting Software Tally latest version**

## LIST OF PRACTICAL OF MS ACCESS

1. Create a Database name college.
2. Add New Fields to the Database.
3. Write the steps to open and close an existing Database.
4. Write the steps of Viewing Data and Closing a Database.
5. Create the following table and insert the records :

| First Name | Last Name | Address | City | State | ZIPCode | Phone # |
|---|---|---|---|---|---|---|
| Betty | Bop | 123 Apple Way | Houston | TX | 77333 | (713)555-5555 |
| Daffy | Duck | 5492 Hill St | Houston | TX | 77009 | (713)555-9999 |
| Mickey | Mouse | 902 East Lucky Ave | Humble | TX | 77398 | (281)555-5555 |

- Add the new Records.
- Create ZIPCode as a Primary Key.
- Add a new field into the table.

6. Write the steps to save the Database.
7. Write the steps of editing records.
8. Create a Form with a Form Wizard.
9. Write the steps of Add and Save Records with a Form.
10. Write the steps to Print, Save, and Close a Form.

**PROJECT GUIDELINES**

**NOTE:-**

- Students has to work on live project
- Name of Firm /Organization/Industry concerned with the project.

# Format for project Synopsis

**A. Title page:**

1. Name of Student
2. Roll No
3. Enrollment No
4. Name of Guide
5. Name of college and department
6. Branch
7. Batch

**B. Introduction**

The introduction part will include the brief introduction about the project to be developed, technology used, field of project (if specialized one), any special technical terms about the project.

**C. Objective(s) & Scope**

This should give a clear picture of the project. Objective should be clearly specified. What the project ends up to and in. what way this is going to help the end user has been mentioned**.**

**D.SDLC**

**E. Feasibility Study**

This will describe the very first step of software engineering i.e. feasibility study of the project that includes the feasibility, need and significance of the project.

**F. Resources**

The requirement of the resources for designing and developing the proposed system must be given. The resources might be in form of the Tools / Platform, hardware / software or the data from the industry.

**G. Database Tables**
All these must be captioned, serially numbered and referred to in the text

**H. Process Description including DFDs and ER diagram**

The process of the whole software system proposed, to be developed, should be mentioned in brief. This may be supported by DFD's / Flowcharts to explain the flow of the information and ER diagram.

**I. Future scope and further enhancement**

**J. Conclusion**
The write-up must end with the concluding remarks-briefly describing innovations in the approach for implementing the Project, main achievements and also any other important feature that makes the system stands out from the rest.

**k. References**
List them according to the given format. All these must have been referred to in the text of the synopsis.

# Format for Final Project Report

**A. Title page:**
1. Name of Student
2. Roll No
3. Enrollment No
4. Name of Guide
5. Name of college and department
6. Branch
7. Batch

**B. Candidate declaration**

**C. Acknowledgement**

**D. Certificates**

**E. Introduction**
The introduction part will include the brief introduction about the project to be developed, technology used, field of project (if specialized one), any special technical terms about the project.

**F. Objective(s) & Scope**
This should give a clear picture of the project. Objective should be clearly specified. What the project ends up to and in. what way this is going to help the end user has been mentioned**.**

**G. Feasibility Study**

This will describe the very first step of software engineering i.e. feasibility study of the project that includes the feasibility, need and significance of the project.

**H. Resources**

The requirement of the resources for designing and developing the proposed system must be given. The resources might be in form of the Tools / Platform, hardware / software or the data from the industry.

**I. Database Tables**

All these must be captioned, serially numbered and referred to in the text

**J. Process Description including DFDs and ER diagram**

The process of the whole software system proposed, to be developed, should be mentioned in brief. This may be supported by DFD's / Flowcharts to explain the flow of the information and ER diagram.

**K. Future scope and further enhancement**

**L. Conclusion**

The write-up must end with the concluding remarks-briefly describing innovations in the approach for implementing the Project, main achievements and also any other important feature that makes the system stands out from the rest.

**M. References**

List them according to the given format. All these must have been referred to in the text of the synopsis.