CENTRE FOR DISTANCE AND ONLINE EDUCATION

BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI - 620024.
BACHELOR COMPUTER APPLICATIONS
CHOICE BASED CREDIT SYSTEM–
LEARNINIG OUTCOMES BASED CURRICULUM FRAME WORK(CBCS-LOCF)
(Applicable to the candidates admitted from the academic year 2026-2027 onwards)

Sem.	Part	Course	Title	Credit	Exam Hours	Marks		Total
						Int.	Ext.	
I	I	Language Course– I (Tamil*/OtherLanguages+#)		3	3	25	75	100
	II	English Course -I		3	3	25	75	100
	III	Core Course–I(CC)	Programming in C and Data Structures	5	3	25	75	100
		Core Practical–I(CP)	Programming in C Lab	4	3	40	60	100
		First Allied Course –I (AC)	Algebra and calculus	4	3	25	75	100
		First Allied Course–II (AC)		--	--	--	--	--
	IV	Value Education		2	3	25	75	100
	TOTAL			**21**	-	-	-	**600**
II	I	Language Course-II (Tamil*/Other Languages+#)		3	3	25	75	100
	II	English Course -II		3	3	25	75	100
	III	Core Course–II(CC)	Programming in Java	5	3	25	75	100
		Core Practical-II(CPI-III)	Programming in Java Lab	4	3	40	60	100
		First Allied Course–II (AC)	Numerical analysis and probability	2	3	25	75	100
		First Allied Course–III (AC)	Operations research	4	3	25	75	100
	IV	Environmental Studies		2	3	25	75	100
	TOTAL			**23**	-	-	-	**700**

Sl. No.	Part	Types of the Courses	No. of Courses	No. of Credits	Marks
1.	I	Language Courses	4	12	400
2.	II	English Courses	4	12	400
3.	III	Core Courses	9	45	900
4.		Core Practical	6	24	600
5.		Allied Courses I & II	5	18	500
6.		Allied Practical	1	2	100
7.		Major Based Elective Courses	2	8	200
8.		Project	1	7	100
9.	IV	Non-Major Elective Courses	2	4	200
10.		Soft Skills Development	1	2	100
11.		Value Education	1	2	100
12.		Environmental Studies	1	2	100
13.	V	Gender Studies	1	2	100
	Total		**38**	**140**	**3800**

List of Allied Courses

First Allied Course	Second Allied Course
Mathematics	Accounting and Organizational Behaviour

PROGRAMME OUTCOMES:

- Graduates will be able to comprehend the basic concepts learnt and apply in real life situations with analytical skills.
- Graduates with acquired skills and enhanced knowledge will be employable/ become entrepreneurs or will pursue higher Education.
- Graduates with acquired knowledge of modern software tools will be able to contribute effectively as software engineers.
- Graduates will be able to comprehend the related concepts to Computer Science with Allied papers
- Graduates will be imbibed with ethical values and social concerns to ensure peaceful society.

PROGRAMME SPECIFIC OUTCOMES:

After completing the Bachelor of Computer Applications Programme, the graduates would have

- Understand and analyze the fundamental knowledge in the domain of computer applications.
- Enhance the logical and analytical thinking to understand the computational systems.
- Ability to comprehend the structure, development methodologies of software systems and to design the software solutions.
- Explore the developing areas in the sphere of computer applications and to enrich themselves to be skillful to meet the diverse expectations of the industry.
- Equip them to be competent to provide optimal and ethical solutions to the technological challenges laid by the professional societies

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First Year **CORE COURSE I** **Semester I**

PROGRAMMING IN C AND DATA STRUCTURES

(Theory)

COURSEOBJECTIVES:

- To know about the basics of C programming, control and looping structures, and programming with it.
- To understand arrays, pointers, and string processing in C language.
- To know about the basic concepts in data structures.

UNIT – I

Basics of C: History of C and its importance – Structure of a C program – Data Types – Constants and Variables – Operators and Expressions – Order of Precedence – Evaluation of Arithmetic Expressions – Type Conversion – Decision Statements: if, if-else, and nested if statements.

UNIT – II

Loop Structures: For loop, while, do-while loop – **Arrays:** One-dimensional array, two-dimensional arrays, character arrays and strings – **Functions:** Function with arrays – Function with decision and looping statements – Recursion.

UNIT – III

Pointers: Introduction – Pointer expressions – Chain of pointers – Pointers and arrays – Array of pointers – Pointers as function arguments – Functions returning pointers – Pointers to functions – Function pointer – **Structures:** Declaration, initialization, array of structures – Pointer to structures – Structures and functions – Typedef – Enumerated data types – Unions.

UNIT – IV

String Processing: Standard string library functions – **Files:** Introduction and file functions – Writing and reading in text mode – Simple applications: Display the contents of a file – Write data to a file – Append data to an existing file – File I/O – Reading and writing structures.

UNIT – V

Stack: LIFO concept – Stack operations – Array implementation of stack – **Queue:** FIFO concept – Queue operations – Array implementation of queue – **Singly Linked List:** Concepts – Operations – **Doubly Linked List:** Concepts – Operations – **Trees:** General trees – Binary trees.

UNIT – VI: CURRENT CONTOURS

(For Continuous Internal Assessment Only)

Contemporary developments related to the course during the semester concerned.

REFERENCES

1. E. Balagurusamy, *Programming in ANSI C*, Tata McGraw Hill, New Delhi, Seventh Edition, 2016.
2. E. Horowitz, S. Sahni and Susan Anderson Freed, *Fundamental Data Structures in C*, 2nd ed., Orient BlackSwan Publisher, 2009.
3. Byron S. Gottfried, *Programming with C*, Schaum's Outline Series, Tata McGraw Hill Edition, New Delhi, 1991.
4. E. Karthikeyan, *A Textbook on C Fundamentals, Data Structures and Problem Solving*, Prentice-Hall of India Private Limited, New Delhi, 2008.
5. Yashavant Kanetkar, *Let Us C*, BPB Publications, Tenth Edition, New Delhi, 2010.
6. Szuhay, Jeff, *Learn C Programming: A Beginner's Guide to Learning C Programming the Easy and Disciplined Way*, Packt Publishing, 2020.
7. Jena, Sisir Kumar, *C Programming: Learn to Code*, CRC Press, 2021.
8. https://www.tutorialspoint.com/cprogramming/index.htm
9. https://www.w3schools.in/data-structures/intro

COURSE OUTCOMES

Upon successful completion of this course, the students would be able to:

- Summarize the basic knowledge required to develop C programs.
- Manipulate looping structures, arrays, and functions.
- Apply and write programs for solving real-world problems.
- Create, open, read, manipulate, write, and close files.
- Understand the basic concepts of data structures.

First Year **CORE PRACTICAL I** **Semester I**

PROGRAMMING IN C LAB

(Practical)

COURSE OBJECTIVES:

- To understand the programming fundamentals of C language.
- To impart writing skills in C programming and data structures for a list of problems.
- To impart hands-on training for writing C programs using computers.

PROGRAMMING EXERCISES

1. **Write a program:**

   (i) To convert temperature from degree Centigrade to Fahrenheit.

   (ii) To find whether a given number is even or odd.

   (iii) To find the greatest of three numbers.

2. **Write a program** to display Monday to Sunday using a switch statement.
3. **Write a program** to display the first ten natural numbers and their sum.
4. **Write a program** to perform multiplication of two matrices.
5. **Write a program:**

   (i) To find the maximum number in an array using a pointer.

   (ii) To reverse a number using a pointer.

   (iii) To add two numbers using pointers.

6. **Write a program** to solve a quadratic equation using functions.
7. **Write a program** to find the factorial of a number using recursion.
8. **Write a program** to demonstrate call by value and call by reference.
9. **Write a program** to create a file containing student details.
10. **Write a program** to implement a stack using a singly linked list and implement a queue using a linked list.

COURSE OUTCOMES

Upon successful completion of this course, the students would be able to:

- Relate the use of language constructs to solve simple programs.
- Develop programs for various concepts in C language.
- Understand and trace the execution of the list of programs.
- Understand the usage of file handling in C programming.
- Solve data problems related to data structures.

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First Year **CORE COURSE II** **SemesterII**

PROGRAMMING IN JAVA

(Theory)

COURSE OBJECTIVES

- To acquire programming skills with Java.
- To implement object-oriented concepts using the Java language.
- To learn the art of GUI programming with Applets.

UNIT – I Foundation, Essentials, Control Statements and Classes & Objects:

Stages of Java – Origin of Java – Challenges – Features – Object-Oriented Programming – Java Essentials: **Elements – API – Variables – Primitive data types – String class – Operators – Combined assignment operators – Conversion – Scope – Comments – Keyboard input –** Control Statements: **if, if-else, nested if and if-else-if statements – Logical operators – Comparison – Conditional operator – switch – Increment and decrement – while, do-while and for loops – Nested loops – break and continue –** Classes and Objects: **Classes and objects – Modifiers – Passing arguments – Constructors – Package and import – Static class members – Method overloading – Constructor overloading – Returning objects – this variable – Recursion – Nested and inner classes – Abstract classes and methods.**

UNIT – II Arrays, String Handling, Inheritance, Interface and Packages:

Introduction – Processing array – Passing arrays – Returning arrays – String arrays – Two-dimensional arrays – Arrays with three or more dimensions – String Handling: **String class – Concatenation – Comparison – Substring – Methods – Other methods – StringBuffer, StringBuilder and StringTokenizer classes –** Inheritance: **Basics – Inheriting and overriding superclass methods – Calling superclass constructor – Polymorphism – Inherit from different classes – Abstract classes – Final class –** Interfaces: **Basics – Multiple interfaces – Multiple inheritance using interface – Multilevel interface –** Packages: **Create and access packages in NetBeans IDE – Static import and package class – Access specifiers.**

UNIT – III Exception Handling, I/O and File Handling, and Multithreading:

Introduction – try and catch block – Multiple catch block – Nested try – finally block – throw statement – Exception propagation – throws clause – Custom exception – Built-in exception – Multithreading: **Introduction – Threads – Thread creation – Life cycle – Joining a thread – Scheduler and priority – Synchronization – Inter-thread communication – Thread control – Thread pool – Thread group – Daemon thread –** Files and I/O Streams: **File class – Streams – Byte streams – Filtered byte streams – Random Access File class – Character streams.**

UNIT – IV Applet and GUI – Part I:

Fundamentals – Applet class – Life cycle – Steps for applet program – Passing values through parameters – Graphics – Event handling – GUI: **GUI – Creating windows – Dialog boxes – Layout managers – AWT component classes – Swing component classes – Applications of AWT controls.**

UNIT – VGUI – Part II and Java Database Connectivity:

Event handling – AWT components – AWT graphics classes – Swing controls – Applications using Swing and AWT – **Java Database Connectivity:** Types of drivers – JDBC architecture – JDBC classes and interfaces – Steps in JDBC applications – Creating a new database and table with JDBC.

UNIT – VI: CURRENT CONTOURS

(For Continuous Internal Assessment Only)

Contemporary developments related to the course during the semester concerned.

REFERENCES

1. S. Sagayaraj, R. Denis, P. Karthik & D. Gajalakshmi, *Constructive Java Programming*, Universities Press, 2021.
2. E. Balagurusamy, *Programming with JAVA*, Tata McGraw Hill, New Delhi, 2019.
3. C. Muthu, *Programming with JAVA*, Vijay Nicole Imprints Private Limited, Chennai, Second Edition, 2011.
4. Bruce Eckel and Chuck Allison, *Thinking in Java*, Prentice Hall Publications, 2006.
5. Malina Pronto, *Java: How to Learn Java Programming: How to Improve Your Java Coding in 2020/2021: 5 Programming Languages to Learn for Beginners in Tech*, Independently Published, 2020.
6. Nick Samoylov, *Learn Java 12 Programming: A Step-by-Step Guide to Learning Essential Concepts in Java*, Packt Publishing, 2019.
7. https://www.javatpoint.com/java-tutorial

COURSE OUTCOMES

Upon successful completion of this course, the students would be able to:

- Understand the concept of OOP as well as the purpose and usage principles of inheritance, polymorphism, encapsulation, and method overloading.
- Identify members of a class and implement them.
- Create Java application programs using sound OOP practices (e.g., interfaces and APIs) and proper program structuring (e.g., using access control identifiers) and create user-defined packages for specific tasks, incorporating reusability concepts and error/exception handling.
- Develop programs using the Java standard class library.
- Develop software using the Java programming language, using Applets, AWT controls, and JDBC.

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First Year **CORE PRACTICAL II** **Semester II**

PROGRAMMING IN JAVA LAB

(Practical)

COURSE OBJECTIVES:

COURSE OBJECTIVES

- To understand the basics of Java programs and their execution.
- To learn concepts like inheritance, packages, and interfaces.
- To understand the life cycle of Applets, database connectivity, and their functionality.

PROGRAMMING EXERCISES

1. **Write a program** to sort the given numbers using arrays.
2. **Write a program** to implement the FIND and REPLACE operations in the given text.
3. **Write a program** to implement a calculator to perform basic arithmetic operations using constructors.
4. **Write a program** to find the student's percentage and grade using command-line arguments.
5. **Write a program** to draw a circle, triangle, or square using polymorphism and inheritance.
6. **Implement multiple inheritance concepts in Java using interfaces.** You can choose your own example of a company, educational institution, or a general concept that requires the use of interfaces to solve a particular problem.
7. **Write a program** to create threads and perform operations like start, stop, suspend, and resume.
8. **Write a program** to develop an Applet to play multiple audio clips using multithreading.
9. **Write a program** to retrieve employee data from a file.
10. **Write a program** to retrieve student data from a database.

COURSE OUTCOMES

Upon successful completion of this course, the students would be able to:

- Develop Java programs to understand OOP concepts.
- Write Java programs for classes and objects.
- Develop simple programs with multiple threads.
- Write Java programs using Applets.
- Develop Java programs to connect databases and files.

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