



SunRise University

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Recognized by UGC Act, 1956 u/s 2 (f)

Syllabus of Bachelor of Science (IT) (B Sc IT)

By
Department of Academics

SunRise University

FIRST SEMESTER

PAPER CODE	PAPER NAME	INTERNAL	EXTERNAL	TOTAL
BSIT101	Communication-I	40	60	100
BSIT102	Programming in C	40	60	100
BSIT103	Human Value & Professional Ethics	40	60	100
BSIT104	Mathematics- I	40	60	100
BSIT105	Information Technology	40	60	100
PRACTICAL				
BSIT106	(Programming in C) LAB	60	40	100
BSIT107	(Information Technology) LAB	60	40	100
Total		320	380	700

SECOND SEMESTER

PAPERS CODE	PAPERS NAME	INTERNAL	EXTERNAL	TOTAL
BSIT201	Communication II	40	60	100
BSIT202	Basic Mathematics - II	40	60	100
BSIT203	OOPS using C++	40	60	100
BSIT204	Digital Circuits and Logic Designs	40	60	100
BSIT205	Environmental Science	40	60	100
PRACTICAL				
BSIT206	(OOPS using C++) LAB	60	40	100
BSIT207	(Digital Circuits and Logic Designs) LAB	60	40	100
Total		320	380	700

THIRD SEMESTER

PAPERS CODE	PAPERS NAME	INTERNAL	EXTERNAL	TOTAL
BSIT301	Computer System Architecture	40	60	100
BSIT302	Data structures	40	60	100
BSIT303	Operating systems	40	60	100
BSIT304	Web Technologies	40	60	100
BSIT305	Computer Network	40	60	100
PRACTICAL				
BSIT306	(Data structures) LAB	60	40	100
BSIT307	(Web Technologies) LAB	60	40	100
Total		320	380	700

FOURTH SEMESTER

PAPERS CODE	PAPERS NAME	INTERNAL	EXTERNAL	TOTAL
BSIT401	Programming in PHP	40	60	100
BSIT402	Database Management Systems	40	60	100
BSIT403	System Analysis and Design	40	60	100
BSIT404	Computer Networks	40	60	100
BSIT405	Basic Accounting	40	60	100
PRACTICAL				
BSIT406	(Database Management Systems) LAB	60	40	100
BSIT407	(Programming in PHP) LAB	60	40	100
Total		320	380	700

FIFTH SEMESTER

PAPERS CODE	PAPERS NAME	INTERNAL	EXTERNAL	TOTAL
BSIT501	Information Security	40	60	100
BSIT502	Programming in Java	40	60	100
BSIT503	Software Engineering	40	60	100
BSIT504	Data Warehousing and Mining	40	60	100
PRACTICAL				
BSIT505	(Programming in Java) LAB	60	40	100
BSIT506	Project Work- I			200
Total		220	280	700

SIXTH SEMESTER

PAPERS CODE	PAPERS NAME	INTERNAL	EXTERNAL	TOTAL
BSIT601	Mobile Application Development	40	60	100
BSIT602	Software Testing and Quality Assurance	40	60	100
BSIT603	Computer Graphics	40	60	100
BSIT604	(Mobile Application Development)	40	60	100
PRACTICAL				
BSIT605	(ComputerGraphics) LAB	60	40	100
BSIT606	Project Work- II			200
Total		220	280	700

BSIT101/ BSBC101 COMMUNICATION – I

Objective and Expected outcome:

The objective of this course is to make students understand that both oral & written communications are equally important. The students should be comfortable with both verbal & written communication.

SECTION-A

English Language: Sentence, Parts of speech, Tenses, Active passive voice, Direct Indirect speech, Creative writing& vocabulary, Comprehension passage, Reading of biographies of at least 10 IT business personalities (can be a home assignment or classroom reading). (9)

SECTION-B

Business communication-Types, Medias, Objectives, Modals, Process, Importance Understanding Barriers to communication & ways to handle and improve barriers. (9)

SECTION-C

Presentation skills-Its Purpose in business world, How to find material for presentation, How to sequence the speech with proper introduction and conclusion, How to Prepare PPT& Complete set of required body language while delivering presentation.

Reading & writing skills- Importance of reading and writing, improving writing skills through understanding and practicing Notice, E-mail, Tenders, Advertisement, formal letter. (9)

SECTION-D

Listening skills-Its importance as individual and as a leader or as a worker, Its types, barriers to listening & remedies to improve listening barriers.

Non verbal Communication- understanding what is called non verbal communication, its importance as an individual, as a student, as a worker and as a leader, its types. (9)

Suggested Readings/ Books:

1. Effective Business Communication, M.V. RODRIGUEZ
2. Business Communication, Meenakshi Raman, Parkash Singh, Paperback Edition, Oxford University Press.

BSIT102/ BSBC102 PROGRAMMING IN C

Objective and Expected Outcome:

The objective of this course is to help the students in finding solutions to various real life problems and converting the solutions into computer program using C language (structured programming). Students will learn to write algorithm for solutions to various real-life problems. Converting the algorithms into computer programs using C language.

SECTION-A

Algorithm and Programming Development: Steps in development of a program, Flow charts, Algorithm Development, Program Debugging, Compilation and Execution.

Fundamentals of 'C': I/O statements, Assignment Statements, Constants, Variables, Operators and Expressions, Standards and Formatted statements, Keywords, Data Types and Identifiers. (12)

SECTION-B

Control Structures: Introduction, Decision making with if – statement, if-else and Nested if, while and do-while, for loop. Jump statements: break, continue, goto, switch Statement

Functions: Introduction to Functions, Function Declaration, Function Categories, Standard Functions, Parameters and Parameter Passing, Call – by value/reference, Recursion, Global and Local Variables, Storage classes. (12)

SECTION-C

Arrays: Introduction to Arrays, Array Declaration, Single and Multidimensional Array, Memory Representation, Matrices, Strings, String handling functions.

Structure and Union: Declaration of structure, Accessing structure members, Structure Initialization, Arrays of structure, nested structures, Unions (12)

SECTION-D

Pointers: Introduction to Pointers, Address operator and pointers, Declaring and Initializing pointers, Assignment through pointers, Pointers and Arrays

Files: Introduction, Creating a data file, opening and closing a data file, processing a data file. (12)

Preprocessor Directives: Introduction and Use, Macros, Conditional Preprocessors,
Header Files

(12)

Suggested Readings/ Books:

1. Let us C, Yashvant P Kanetkar, Seventh Edition, BPB Publications, New Delhi.
2. Programming in ANSI C, E. Balagurusami, Fourth Edition, Tata McGraw Hill
3. Programming in C, Byron S. Gottfried, Second Edition, McGraw Hills.
4. The C Programming Language, Kernighan & Richie, Second Edition, PHI Publication
5. Object Oriented Programming, Lafore R, Third Edition, Galgotia Publications
6. Problem Solving and Programming in C, R. S. Salaria, Second Edition

HVPE 101 Human Values & Professional Ethics

Objective/s and Expected outcome:

To help the students to discriminate between valuable and superficial in the life. To help develop the critical ability to distinguish between essence and form, or between what is of value and what is superficial, in life – this ability is to be developed not for a narrow area or field of study, but for everyday situations in life, covering the widest possible canvas. To help students develop sensitivity and awareness; leading to commitment and courage to act on their own belief. It is not sufficient to develop the discrimination ability, it is important to act on such discrimination in a given situation. Knowingly or unknowingly, our education system has focused on the skill aspects (learning and doing) – it concentrates on providing to its students the skills to do things. In other words, it concentrates on providing “How to do” things. The aspects of understanding “What to do” or “Why something should be done” is assumed. No significant cogent material on understanding is included as a part of the curriculum. A result of this is the production of graduates who tend to join into a blind race for wealth, position and jobs. Often it leads to misuse of the skills; and confusion and wealth that breeds chaos in family, problems in society, and imbalance in nature. This course is an effort to fulfill our responsibility to provide our students this significant input about understanding. This course encourages students to discover what they consider valuable. Accordingly, they should be able to discriminate between valuable and the superficial in real situations in their life. It has been experimented at IITH, IITK and UPTU on a large scale with significant results.

SECTION- A

1. Course Introduction – Need, Basic Guidelines, Content and Process for Value Education

- Understanding the need, basic guidelines, content and process for Value Education.
- Self Exploration–what is it?- its content and process; ‘Natural Acceptance’ and Experiential Validation- as the mechanism for self exploration.

- Continuous Happiness and Prosperity- A look at basic Human Aspirations
 - Right understanding, Relationship and Physical Facilities- the basic requirements for fulfillment of aspirations of every human being with their correct priority
 - Understanding Happiness and Prosperity correctly- A critical appraisal of the current scenario
 - Method to fulfill the above human aspirations: understanding and living in harmony at various levels (8)
2. Understanding Harmony in the Human Being – Harmony in Myself!
- Understanding human being as a co-existence of the sentient 'I' and the material 'Body'
 - Understanding the needs of Self ('I') and 'Body' – Sukh and Suvidha
 - Understanding the Body as an instrument of 'I' (I being the doer, seer and enjoyer)
 - Understanding the characteristics and activities of 'I' and harmony in 'I'
 - Understanding the harmony of I with the Body: Sanyam and Swasthya; correct appraisal of Physical needs, meaning of Prosperity in detail
 - Programs to ensure Sanyam and Swasthya (7)
3. Understanding Harmony in the Family and Society- Harmony in Human-Human Relationship
- Understanding harmony in the Family- the basic unit of human interaction
 - Understanding values in human-human relationship; meaning of Nyaya and program for its fulfillment to ensure Ubhay-tripti; Trust (Vishwas) and Respect (Samman) as the foundational values of relationship
 - Understanding the meaning of Vishwas; Difference between intention and competence
 - Understanding the meaning of Samman, Difference between respect and differentiation; the other salient values in relationship

- Understanding the harmony in the society (society being an extension of family): Samadhan, Samridhi, Abhay, Sah-astitva as comprehensive Human Goals
- Visualizing a universal harmonious order in society- Undivided Society (Akhand Samaj), Universal Order (Sarvabhaum Vyawastha)- from family to world family! (8)

PART B

4. Understanding Harmony in the Nature and Existence – Whole existence as Co-existence
 - Understanding the harmony in the Nature
 - Interconnectedness and mutual fulfillment among the four orders of nature- recyclability and self-regulation in nature
 - Understanding Existence as Co-existence (Sah-astitva) of mutually interacting units in all-pervasive space
 - Holistic perception of harmony at all levels of existence (5)
5. Implications of the above Holistic Understanding of Harmony on Professional Ethics
 - Natural acceptance of human values
 - Definitiveness of Ethical Human Conduct
 - Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order
 - Competence in professional ethics:
 - Ability to utilize the professional competence for augmenting universal human order
 - Ability to identify the scope and characteristics of people-friendly and eco-friendly production systems
 - Ability to identify and develop appropriate technologies and management patterns for above production systems.
 - Case studies of typical holistic technologies, management models and production systems

- Strategy for transition from the present state to Universal Human Order:
 - At the level of individual: as socially and ecologically responsible engineers, technologists and managers
 - At the level of society: as mutually enriching institutions and organizations

(8)

Suggested Readings / Books:

1. R R Gaur, R Sangal, G P Bagaria, 2009, A Foundation Course in Value Education.
2. Ivan Illich, 1974, Energy & Equity, The Trinity Press, Worcester, and HarperCollins, USA
3. E.F. Schumacher, 1973, Small is Beautiful: a study of economics as if people mattered, Blond & Briggs, Britain.
4. A Nagraj, 1998, Jeevan Vidya ek Parichay, Divya Path Sansthan, Amarkantak.
5. Sussan George, 1976, How the Other Half Dies, Penguin Press. Reprinted 1986, 1991
6. PL Dhar, RR Gaur, 1990, Science and Humanism, Commonwealth Purblishers.
7. A.N. Tripathy, 2003, Human Values, New Age International Publishers
8. Subhas Palekar, 2000, How to practice Natural Farming, Pracheen(Vaidik) Krishi Tantra Shodh, Amravati.
9. Donella H. Meadows, Dennis L. Meadows, Jorgen Randers, William W. Behrens III, 1972, Limits to Growth – Club of Rome’s report, Universe Books.
10. E G Seebauer & Robert L. Berry, 2000, Fundamentals of Ethics for Scientists & Engineers , Oxford University Press
11. M Govindrajan, S Natrajan & V.S. Senthil Kumar, Engineering Ethics (including Human Values), Eastern Economy Edition, Prentice Hall of India Ltd
12. B P Banerjee, 2005, Foundations of Ethics and Management, Excel Books.
13. B L Bajpai, 2004, Indian Ethos and Modern Management, New Royal Book Co., Lucknow. Reprinted 2008.

BSIT103/ BSBC103 MATHEMATICS – I

Objectives and Expected Outcome:

The syllabus of this course is specially designed for the beginners in computer science with the first exposure to mathematical topics essential to their study of computer science or digital logic. Topics like recursion and recurrence relations will help them in learning the important concepts of C language. The topic Graph Theory has applications in various fields of computer science like switching theory, logical designs, artificial language and computer graphics etc. These topics will help the students to understand various important concepts of the other subjects of the course. Further it will also provide ground for higher studies in these topics.

SECTION-A

SET THEORY AND RELATIONS

Sets- Elements of a set, methods of describing a set, types of sets, Operations on sets-- union, intersection and difference of sets, Venn diagrams, statement problems, Associative Laws, Distributive laws, DeMorgan's laws, duality, partitioning of a set.

Relation -Basic definition of relation and types of relations, graphs of relations, properties of relations, (domain, range, inverse and composite relations), Matrix representation of a relation. (12)

SECTION-B

ALGEBRA OF LOGIC, MATHEMATICAL INDUCTION

Propositions and Logic operations, truth tables, arguments and validity of arguments, propositions generated by a set, equivalence and implication laws of logic, mathematical system and propositions over a universe, Quantifiers, Principle of Mathematical Induction. (12)

SECTION-C

GRAPH THEORY

Various types of graphs- Simple and multi graphs, directed and undirected graphs, Eulerian and Hamiltonian graphs, Graph connectivity, graph traversals, graph optimizations, graph coloring, Trees, spanning trees. (12)

SECTION-D

RECURSION AND RECURRENCE RELATIONS, BINOMIAL THEOREM

Recursion, many faces of recursion, recurrence relations, some common recurrence relations, Binomial theorem-Binomial theorem of positive index, general term, middle terms, particular terms, and terms from end. (12)

Suggested Readings/ Books:

1. Discrete Mathematical Structure with application to Computer Science, Tremblay J.P. and Manohar R, McGraw Hill , 30th Reprint (2007)
2. Text Book of Mathematics (for XI Class), R D Sharma, Dinesh Publications
3. Applied Discrete Structure of Computer Science, Doerr A & Kenneth L., Paperback Edition, Galgotia Publications Pvt.Ltd. New Delhi
4. Graphics Networks and Algorithms, Swami M.N.S & Thisiraman E., Second Edition, John Wiley & Sons

BSIT104/ BSBC104 INFORMATION TECHNOLOGY

Objectives and Expected Outcome:

This course will enable the student to gain an understanding of the core concepts and technologies which constitute Information Technology. The intention is for the student to be able to articulate and demonstrate a basic understanding of the fundamental concepts of Information Technology

SECTION- A

Computer Fundamentals: Block structure of a computer, characteristics of computers, problem solving with computers, generations of computers, and classification of computers on the basis of capacity, purpose, and generation.

Number System: Bit, byte, binary, decimal, hexadecimal, and octal systems, conversion from one system to the other, representation of characters, integers and fractions.

Binary Arithmetic: Addition, subtraction and multiplication. (9)

SECTION-B

Memory Types: Magnetic core, RAM, ROM, Secondary, Cache, Bubble Memory.

Input and Output Units: Keyboard, Mouse, Monitor (CRT and LCD): Light pen, joystick, Mouse, Touch screen; OCR, OMR, MICR

Overview of storage devices: Floppy disk, hard disk, compact disk, tape.

Printers: Impact, non-impact, working mechanism of Drum printer, Dot Matrix printer, Inkjet printer and Laser printer.

Computer languages: Machine language, assembly language, higher level language, 4GL. Introduction to Compiler, Interpreter, Assembler, Assembling, System Software, Application Software. (9)

SECTION- C

Operating system: Batch, multi-programming, time sharing, network operating system, on-line and real time operating system, Distributed operating system, multi-processor, Multi-tasking.

Graphical OS: Fundamentals of windows, types of windows, anatomy of windows, windows explorer, customizing windows, control panel, taskbar setting, Network

Neighborhood.

Personal Productivity Software:

Word processing: Editing features, formatting features, saving, printing, table handling, page settings, spell-checking, macros, mail-merge, equation editors.

Spreadsheet : Workbook, worksheets, data types, operators, cell formats, freeze panes, editing features, formatting features, creating formulas, using formulas, cell references, replication, sorting, filtering, functions, Charts & Graphs.

Presentation Graphics Software: Templates, views, formatting slide, slides with graphs, animation, using special features, presenting slide shows. (9)

SECTION -D

Computer Network and Communication: Network types, network topologies, network communication devices, physical communication media.

Internet and its Applications: E-mail, TELNET, FTP, World Wide Web, Internet chatting; Intranet, Extranet, Gopher, Mosaic, WAIS.

Security management tools: PC tools, Norton Utilities, Virus, worms, threats, virus detection, prevention and cure utilities, Firewalls, Proxy servers. (9)

Suggested Readings/ Books:

1. "Computers Today", D. H. Sanders, Fourth Edition, McGraw Hill, 1988.
2. "Fundamentals of Computers", V. Rajaraman, Second Edition, Prentice Hall of India, New Delhi, 1996.
3. "Information Technology", Satish Jain, Paperback Edition, BPB 1999.
4. "Information Technology Inside and Outside", David Cyganski, John A. Orr, Paperback Edition, Pearson Education 2002.
5. "Computer Fundamentals", B. Ram, Third Edition, Wiley, 1997.
6. "Fundamentals of Information Technology", Chetan Srivastva, Third edition, Kalayani Publishers
7. Computers, Larry long & Nancy long, Twelfth edition, Prentice Hall

BSIT105/ BSBC105 SOFTWARE LAB-I (Programming in C)

Objective and Expected Outcome:

The objective of this course is to help the students in finding solutions to various real life problems and converting the solutions into computer program using C language (structured programming). Students will learn to write programs for solving various real-life problems.

1. Keywords and Identifiers: introduction, purpose
2. Variables and constants: data types, Initialization, declaration, scope, memory limits
3. Input-output statements: formatted and non-formatted statements
4. Operators: Arithmetic, logical, conditional, assignment, bitwise, increment/decrement operators
5. Decision Making: switch, if-else, nested if, else-if ladder, break, continue, goto
6. Loops: while, do-while, for
7. Functions: definition, declaration, variable scope, parameterized functions, return statement, call by value, call by reference, recursive functions
8. Pre-processor Directives: Pre-processor directives like INCLUDE, IFDEF, DEFINE, etc
9. Header Files: STDIO.H, MATH.H, STRING.H, PROCESS.H etc
10. Arrays: Array declarations, Single and multi-dimensional, memory limits, strings and string functions
11. Pointers: Pointer declarations, pointer to function, pointer to array/string,
12. Files: Creation and editing of various types of files, closing a file(using functions and without functions)

BSIT106/ BSBC106 SOFTWARE LAB-II (Information Technology)

1. Familiarizing with PC and WINDOWS commands,
2. File creation,
3. Editing
4. Directory creation.
5. Mastery of DOS internal & external commands.
6. Learning to use MS Office: MS WORD, MS EXCEL & MS PowerPoint.

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Second Semester

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BSIT201/ BSBC 201COMMUNICATION –II

Objective & Expected Outcome: The objective of this course is to make students understand the value of business communication, written & presentation skills in professional life. The students should be well equipped with business & written communication with effective presentation skills.

SECTION-A

Introduction to Business Communication (09)

Meaning and Definition; process and classification of communication; elements & characteristics of communication; barriers to effective communication in business organization; Formal and Informal communication; grapevine, importance of effective communication in business house; Principles of effective communication

SECTION-B

Writing Skills (09)

Inter-office memorandums; faxes; E-mails; writing effective sales letters - to agents; suppliers; customers; report writing; project writing.

SECTION-C

Curriculum Vitae (CV) (09)

Drafting a CV; writing job application and other applications; do's and don'ts while appearing for an Interview; types of interview.

SECTION-D

Presentation Skills (09)

Introduction; need of good presentation skills in professional life; preparing a good presentations; group discussion; extempore speaking.

Suggested Readings / Books:

1. Effective Business Communication - M.V. RODRIGUEZ
2. Business Communication -Meenakshi Raman, Parkash Singh, Paperback Edition, Oxford University Press

BSIT202/ BSBC202 MATHEMATICS –II

Objectives & Expected Outcome: This syllabus is specially designed to help the students of computer science to understand the mathematical concepts like matrices, differential calculus and integral calculus which have applications in various subjects of computer science. Also Statistics has been added to help them understand the topics like central tendency, deviations, and moments etc which are very useful in day to day life. After learning these topics, students will be able to apply these concepts in designing the software applications for some specific devices.

SECTION-A

MATRIX ALGEBRA (12)

Matrix algebra- Matrices, types of matrices, operations on matrices, determinants (without properties), minors, cofactors, adjoint and inverse of a matrix, Elementary transformations in a matrix Rank of a matrix, solution of simultaneous equations using Cramer's rule and matrix inversion method.

SECTION-B

STATISTICS & APPLICATIONS OF LOGARITHMS (12)

Statistics- Introduction to statistics, measures of central tendency - mean, median and mode, measures of dispersion, mean deviation, standard deviation and coefficient of variation.

Applications of Logarithms- Problems related to compound interest, depreciation and Annuities.

SECTION-C

DIFFERENTIAL CALCULUS (12)

Introduction to differentiation, derivative of a function of one variable, power functions, sum and product of two functions, function of a function, differentiation by method of substitution, maxima and minima.

SECTION-D

INTEGRAL CALCULUS (12)

Indefinite Integral, Integration by substitution, Integration by parts, Integration by partial fractions, Definite Integral. Numerical Integration: Trapezoidal rule, Simpson's 1/3 rule, Simpson's 3/8 rule.

Suggested Readings/ Books:

1. Numerical Methods to Engineering., B.S.Grewal, Seventh Edition, Khanna Publishers
2. Business Mathematics, D.C.Sancheti, Eleventh Edition, Sultan Chand & Sons
3. Computer Oriented Numerical Methods, Rajaraman, Third Edition, PHI Publications

BSIT203/ BSBC203 OOPS USING C++

Objective & Expected Outcome: The objective of this course to learn programming from real world examples and understanding object oriented approach for finding solutions to various problems with the help of C++ language. Students will learn to create computer based solutions to various real-world problems using C++ and will learn various concepts of object oriented approach towards problem solving.

SECTION-A

Introduction: Object oriented programming approach, characteristics of object orientated languages, Bridging C & C++ (Overview of C Concepts).

Structures and Unions: Declaration of structures, Accessing structure members, Structure Initialization, Arrays of structure, nested structures, structure with pointers, functions & structures, Unions, Structure/Union Versus Class in C++.

Class Declaration: Data Members, Member Functions, Private and Public Members, Data Hiding and Encapsulation, Array within a class. (12)

SECTION-B

Class Function Definition: Member Function definition inside the class and outside the class, Friend Function, Inline Function, Static Members & Functions, Scope Resolution Operator, Private and Public Member Functions, Nesting of Member Functions.

Creating Objects, Accessing class data members, Accessing member functions, Arrays of Objects, Objects as function arguments: Pass by value, Pass by reference, Pointers to Objects.

Constructors and Destructors: Declaration and Definition, Default Constructors, Parameterized Constructors, Constructor Overloading, Copy Constructors. Destructors: Definition and use. (12)

SECTION-C

Inheritance - Extending Classes Concept of inheritance, Base class, Derived class, Defining derived classes, Visibility modes : Private, public, protected; Single inheritance : Privately derived, Publicly derived; Making a protected member inheritable, Access Control to private and protected members by member functions of a derived class, Multilevel inheritance, Nesting of classes.

Function Overloading & Operator Overloading: Binary & Unary. (12)

SECTION-D

Polymorphism: Definition, early Binding, Polymorphism with pointers, Virtual Functions, late binding, pure virtual functions.

Input/output files: Streams, buffers & iostreams, header files, redirection, file input and output. (12)

Suggested Readings / Books:

1. Object Oriented Programming with C++, E. Balagurusami, Fourth Edition, Tata Mc-Graw Hill
2. Object Oriented Programming in Turbo C++, Robert Lafore, Fourth Edition Galgotia Publications.
3. The C++ Programming Language, Bjarna Stroustrup, Third Edition, Addison-Wesley Publishing Company.
4. Object Oriented Programming Using C++, Salaria, R. S, Fourth Edition, Khanna Book Publishing

BSIT204/ BSBC303 DIGITAL CIRCUITS & LOGIC DESIGN

Objective/s & Expected Outcome: To give knowledge about the various electronics components and digital circuits to the students and designing of various building blocks of computer system. After studying this subject students will be able to design small projects and can easily understand the internal working of digital electronic circuits.

SECTION-A

Number System: Decimal Number System, Binary Number System, Octal Number System, Hexa-decimal Number System, Conversion from One Number System to another, Arithmetic Operation without Changing the Base, 1's Complement and 2's Complement. Logic Gates: AND, OR, NOT, NAND, NOR, XOR, XNOR, NAND & NOR as Universal Gates, Logic Gates Applications.

SECTION-B

Boolean Algebra: Introduction, Theorems, Simplification of Boolean Expression using Boolean Algebra, SOP & POS Forms, Realization of Boolean Expression using Gates, K-Maps, Simplification of Boolean Expression using K-Maps. Combinational Logic Circuits: Half Adder & Half Subtractor, Full Adder & Full Subtractor, Parallel Binary Adder, Binary Adder/Subtractor.

SECTION-C

Combinational Logic Circuits: Multiplexers & Demultiplexers, Implementation of Boolean equations using Multiplexer and Demultiplexer, Encoders & Decoders. Sequential Logic Circuits: Latch, Flip Flops- R-S Flip-Flop, J-K Flip-Flop, Master-Slave J-K Flip-Flop, Race Condition, Removing Race Condition, D Flip-Flop, T Flip-Flop, Applications of Flip-Flops.

SECTION-D

Counters: Clock Pulse Generator using 555 Timer as Monostable and Multivibrator, Design of Asynchronous Counters, Design of Synchronous Counters, Up-Down Counters, MOD-N Counters.

Suggested Readings / Books:

- Digital Computer Electronics, Malvino, Second Edition, Mc-Graw Hill
- Modern Digital Electronics, R. P. Jain, Fourth Edition, TMH
- Digital Logic & Computer Design, D. Morris Mano, Second Edition, PHI
- Digital and Electronic Circuits, T. C. Bartee, McGraw Hill

- Digital Fundamentals, Floyd, Ninth Edition, PHI
- Digital Integrated Electronics, Taub & Schilling, Eighth Edition, Mc-Graw Hill

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EVSC 101 ENVIRONMENTAL SCIENCE

Objective/s and Expected outcome:

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

1. Measure environmental variables and interpret results
2. Evaluate local, regional and global environmental topics related to resource use and management
3. Propose solutions to environmental problems related to resource use and management
4. Interpret the results of scientific studies of environmental problems
5. Describe threats to global biodiversity, their implications and potential solutions

SECTION-A

Introduction: Definition and scope and importance of multidisciplinary nature of environment. Need for public awareness. (2)

Natural Resources: Natural Resources and associated problems, use and over exploitation, case studies of forest resources and water resources. (4)

Ecosystems: Concept of Ecosystem, Structure, interrelationship, producers, consumers and decomposers, ecological pyramids-biodiversity and importance. Hot spots of biodiversity (4)

Environmental Pollution: Definition, Causes, effects and control measures of air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards. Solid waste Management: Causes, effects and control measure of urban and industrial wastes. Role of an individual in prevention of pollution. Pollution case studies. Disaster Management : Floods, earthquake, cyclone and landslides. (5)

SECTION-B

Social Issues and the Environment From Unsustainable to Sustainable development, Urban problems related to energy, Water conservation, rain water harvesting, watershed management. Resettlement and rehabilitation of people; its problems and concerns. Case studies. Environmental ethics: Issues and possible solutions. Climate

change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case studies. Wasteland reclamation. Consumerism and waste products. Environment Protection Act. Air (Prevention and Control of Pollution) Act. Water (Prevention and control of pollution) Act. Wildlife Protection Act, Forest Conservation Act, Issues involved in enforcement of environmental legislation Public awareness

(5)

Human Population and the Environment, Population growth, variation among nations. Population explosion – Family Welfare Programme. Environment and human health, Human Rights, Value Education, HIV/AIDS. Women and child Welfare. Role of Information Technology in Environment and human health. Case studies

(4)

Suggested Readings/ Books:

1. Agarwal, K. C. 2001 Environment Biology, Nidi Publ. Ltd. Bikaner.
2. Jadhav, H & Bhosale, V.M. 1995. Environment Protection and Laws. Himalaya Pub House, Delhi 284p.
3. Rao M. N. & Datta A.K. 1987. Waste Water Treatment. Oxford & IBH Publ. Co. Pvt. Ltd. 345 p.
4. Principle of Environment Science by Cunningham, W.P.
5. Essentials of Environment Science by Joseph.
6. Environment Pollution Control Engineering by Rao, C.S.
7. Perspectives in Environmental Studies by Kaushik, A.
8. Elements of Environment Science & Engineering by Meenakshi.
9. Elements of Environment Engineering by Duggal.

BSIT205/ BSBC 206 SOFTWARE LAB-III (OOPS using C++)

Instructions for candidates: All the following concepts need to be practiced with at least 10 programs per topic and sub-topic along with their algorithms. Practical file needs to be maintained.

SECTION – A

Structures: Definition, declaration, scope, functions

Union: Definition, declaration, scope, functions

Class: Definition, declaration, members, scope of members.

SECTION – B

Class Function: definition (Inside class, outside class), in-line functions, static function, friend functions, scope of functions (public, private), and nesting of member functions

Class Data members: creating objects, accessing member functions, array of objects, objects as arguments (Pass by value, pass by reference)

Constructor and destructor: creating default constructor, parameterized constructor, copy constructor, destructor

SECTION – C

Inheritance: base class, derived class, visibility mode (public, private, protected), single inheritance, multi-level inheritance, multiple inheritance, nesting of classes, access control to functions(with different scope),

Function overloading and overriding, operator overloading,

SECTION – D

Early binding, late binding, virtual functions, pure virtual functions

Input/output files: streams, buffers and io-streams, various input-output functions, processing files using class functions

BSIT206/ BSBC307 HARDWARE LAB-I (Digital Circuits & Logic Design)

Basic Electronics: Introduction to Diode, Diode as Logic Element, Schottky diode, Transistor, Transistor Characteristics, Transistor as a Switch & Logical Element, Introduction to TTL and MOS Technology, Transformer.

Practicals:

1. To study the function of basic logic gates and verify the truth table of AND, OR, NOT, X OR, NAND, NOR.
2. To study applications of AND, OR, NAND, X-OR gates for gating digital signals.
3. To develop the different Arithmetic Circuits:
 - a. Half-Adder and Subtractor.
 - b. Full-Adder and Subtractor.
4. To study the BCD to binary and binary to BCD Code converter.
5. Study of Decoder Circuits:
 - a. BCD-to-Decimal Decoder
 - b. BCD-to-7-Segment Decoder
6. Study of Encoder Circuits:
 - a. BCD-to-Decimal Encoder
 - b. Octal-to-Binary Encoder
7. To study the flip flop circuit using Gates:
 - a. R-S Flip Flop
 - b. J-K Flip Flop
 - c. Master Slave J-K Flip Flop
 - d. D-Flip Flop
8. To study R-S, J-K and D Flip Flop Using IC's.
9. Study of Ring Counter.
10. Study of Asynchronous and Synchronous Counters.

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Third Semester

BSIT301/ BSBC204 COMPUTER SYSTEM ARCHITECTURE

Objectives and Expected Outcome: To make students aware about the basic building blocks of computer system and how the different components are interfaced together. Students will know about the basic functioning of various parts of computer system from hardware point of view and interfacing of various peripheral devices used with the system.

SECTION-A

Introduction to Computer Organization: Introduction to Computer and CPU (Computer Organization, Computer Design and Computer Architecture), Stored Program Concept- Von Neumann Architecture. Introduction to Flynn's Classification- SISD, SIMD, MIMD

Register Transfer and Micro operations- Introduction to Registers, Register Transfer Language, Data movement among Registers and Memory.

Micro operations: Introduction to micro operations, Types of micro operations--Logic Operations, Shift operations, Arithmetic and Shift operations.

Common Bus System : Introduction to Common Bus System, Types of Buses(Data Bus, Control Bus, Address Bus), 16 bit Common Bus System--Data Movement among registers using Bus. (09)

SECTION-B

Basic Computer Instructions- Introduction to Instruction, Types of Instructions (Memory Reference, I/O Reference and Register Reference), Instruction Cycle, Instruction Formats (Direct and Indirect Address Instructions, Zero Address, One Address, Two Address and Three Address Instructions)

Interrupt: Introduction to Interrupt and Interrupt Cycle.

Design of Control Unit: Introduction to Control Unit, Types of Control Unit (Hardwired & Micro programmed Control Unit).

Addressing Modes-Introduction & different types of Addressing Modes. (09)

SECTION-C

I/O Organization: I/O Interface Unit, types of ports (I/O port, Network Port, USB port, Serial and Parallel Port), Concept of I/O bus, Isolated I/O versus Memory Mapped I/O.

I/O Data Transfer Techniques: Programmed I/O, Interrupt Initiated I/O, DMA Controller and IOP.

Synchronous and Asynchronous Data Transfer: Concept of strobe and handshaking, source and destination initiated data transfer. (09)

SECTION-D

Stack Organization: Memory Stack and Register Stack

Memory organization: Memory Hierarchy, Main Memory (RAM and ROM chips, Logical and Physical Addresses, Memory Address Map, Memory Connection to CPU), Associative Memory

Cache Memory: Cache Memory (Initialization of Cache Memory, Writing data into Cache, Locality of Reference, Hit Ratio), Replacement Algorithms (LRU and FIFO).

Cache Memory Mapping Techniques: Direct Mapping, Associative Mapping and Set-Associative Mapping. Harvard Architecture, Mobile Devices Architecture (Android, Symbian and Windows Lite), Layered Approach Architecture. (09)

Suggested Readings / Books:

1. Computer System Architecture, M.M. Mano, Third Edition, PHI
2. Computer Organization and Architecture, J.P. Hayes, Third Edition, TMH
3. Computer Organization and Architecture, Stallings, Eighth Edition, PHI

BSIT302/ BSBC302 DATA STRUCTURES

Objective/s Expected Outcome: Objective is to make the students understand how data is managed internally within any computer with the understanding of basic knowledge of C and C++. The students will gain the knowledge of basics of internal data structure.

SECTION-A

Introduction to Data Structures: Basic concept of data, Problem analysis, algorithm complexity, Big O notation and time space trade off, Types of data structures: arrays records, pointers, stack, queue, trees, linked list packet, blocks, tracks, sector(in storage devices).

Searching and Sorting: Use of various data structures for searching and sorting, linear and binary search, bubble sort, insertion sort, selection sort.

SECTION-B

Stacks & Queues: Basics of stacks and queues, Recursion, Polish notation, circular Queues, priority Queues.

SECTION-C

Linked Lists: Single linked list, Circular linked list, Doubly linked list and Dynamic storage management, generalized list, Garbage Collection.

SECTION-D

Trees: Definition & Concepts, Basic trees, Binary tree representations, Binary tree traversals and application of trees.

Suggested Readings/ Books:

- Data Structures, Lipschutz Seymour, Second Edition, TMH
- Algorithm + Data Structures = Programs, Niclaus Wirth, Prentice Hall
- Data Structures, Tanenbaum, Paperback Edition
- An Introduction to Data Structures Applications, Trembley & Soreson, Second Edition

BSIT303/ BSBC403 OPERATING SYSTEMS

Objective: The objective of this course is to help students become familiar with the fundamental concepts of operating systems and provide students with sufficient understanding of operating system design.

SECTION A

Introduction: Application programs and system programs; functions of an operating system; classification of operating systems-Multi-user, multiprogramming, multiprocessing, time sharing, multi-threaded. Subsystems – Top Layer, Middle Layer, Bottom Layer, Bootstrap, Protection and security.

Processes and Threads: Program vs. Process; Process context, address space, identification, transition, state & management. Thread management-benefits, synchronization issues; applications of threads.

SECTION B

CPU Management: Objectives, Pre-emptive vs. Non-pre-emptive, context switching, scheduling schemes; multi-processor scheduling, thread scheduling.

Inter-process Communications: Introduction, message passing model, shared memory model. Pipe, FIFO and Socket.

SECTION C

Memory Management: Introduction, address binding, relocation, loading, linking, memory sharing and protection; Paging and segmentation; Virtual memory: basic concepts of demand paging, performance, page replacement. Thrashing.

I/O Device Management: I/O devices and controllers, device drivers; disk storage, scheduling and management.

SECTION D

File Management: Basic concepts, file operations, access methods, directory structures and management, remote file systems; file protection.

Protection & Security: Need, environments: software, hardware, unauthorized use, denial of services, access control and authentication. Application security, attacks, virus & anti-virus, firewall.

Suggested Books:

1. Operating System Principles by Abraham Silberschatz and Peter Baer Galvin, Seventh Edition, Published by Wiley-India
2. Operating Systems by Sibsankar Haldar and Alex A. Aravind, Published by Pearson Education.
3. An Introduction to Operating Systems By Dietel H.M., Second Edition, Published by Addison Wesley.
4. Operating system by Milan Milenkovic, Second Edition
5. Operating system by Stalling, W., Sixth Edition, Published by Prentice Hall (India)

BSIT304 WEB TECHNOLOGIES

Objectives and Expected Outcome/s: This course will enable the student to build web pages using HTML, DHTML, CSS and JavaScript.

SECTION A

Introduction to HTML : Information Files Creation; Web Server; Web Client/Browser (Understanding how a Browser communicates with a Web Server); Hyper Text Markup Language (HTML) (HTML Tags, Paired Tags); Commonly used HTML Commands (The structure of an HTML program, Document Head, Document Body); Titles and Footers; Text Formatting (Paragraph Breaks, Line Breaks); Emphasizing Material in a Web Page (Heading Styles, Drawing Lines); Text Styles (Bold, Italics, Underline); Other Text Effects (Centering (Text, Images etc.); Spacing (Indenting Text).Lists: Types of Lists (Unordered List (Bullets), Ordered Lists (Numbering), Definition. Adding Graphics to HTML Documents: Using the Border attribute; using the Width and Height Attribute; Using the Align Attribute; Using the ALT Attribute.

SECTION B

Tables : Introduction (Header, Data rows, The Caption Tag); Using the Width and Border Attribute; Using the Cell padding Attribute; Using the Cell spacing Attribute; Using the BGCOLOR Attribute; Using the COLSPAN and ROWSPAN Attributes. Linking Documents: Links (External Document References, Internal Document References); Images as Hyperlinks (Image Maps).Frames: Introduction to Frames: The <FRAMESET> tag, The <FRAME> tag, Targeting Named Frames. DHTML: Cascading style sheets, Style tag.

SECTION C

Introduction to JavaScript : JavaScript in Web Pages (Netscape and JavaScript, Database Connectivity, Client side JavaScript, Capturing User Input); The Advantages of JavaScript (An Interpreted Language, Embedded within HTML, Minimal Syntax -

Easy to Learn, Quick Development, Designed for Simple, Small Programs, Performance, Procedural Capabilities, Designed for Programming User Events, Easy Debugging and Testing, Platform Independence/Architecture Neutral); Writing JavaScript into HTML;

SECTION D

Forms Used by a Web Site: The Form Object; The Form Object's Methods (The Text Element, The Password Element, The Button Element, The Submit (Button) Element, The Reset (Button) Element, The Checkbox Element, The Radio Element, The Text Area Element, The Select and Option Element, The Multi Choice Select Lists Element); Other Built-In Objects in JavaScript (The String Object, The Math Object, The Date Object); User Defined Objects (Creating a User Defined Object, Instances, Objects within Objects).

Suggested Readings/ Books:

1. Internet for EveryOne: Alexis Leon, 1st Edition, Leon Techworld, Publication, 2009.
2. Greenlaw R; Hepp E,"Fundamentals of Internet and WWW"2nd Edition, Tata McGraw-Hill, 2007
3. Raj Kamal,"Internet & Web Technologies" edition Tata McGraw-Hill Education.2009
- 4 Bayross Ivan"HTML, DHTML, Javascript, PERL, CGI" 3rd Edition,BPB Publication,2009
5. Chris Payne,"Asp in 21 Days" 2nd Edition, Sams Publishing, 2003 PDCA

BSIT 305 Software Lab- IV (Operating Systems)

1. Installation Process of various operating systems.
2. Virtualization, Installation of Virtual Machine Software and installation of Operating System on Virtual Machine.
3. Commands for files & directories in Linux: cd, ls, cp, md, rm, mkdir, rmdir. Creating and viewing files using cat. File comparisons. Disk related commands: checking disk free spaces. Processes in linux, connecting processes with pipes, background processing, managing multiple processes. Manual help. Background process: changing process priority, scheduling of processes at command, batch commands, kill, ps, who, sleep. Printing commands, grep, fgrep, find, sort, cal, banner, touch, file. File related commands ws, sat, cut, grep.
4. Shell Programming: Basic of shell programming, various types of shell, Shell programming in bash, conditional & looping statement, case statements, parameter passing and arguments, shell variables, shell keywords, creating shell programs for automate system tasks, report printing.

BSIT306/ BSBC306 SOFTWARE LAB-IV (Data Structures)

Note: Program should be fully documented with sample I/O. Data Flow charts should be developed wherever necessary.

Write an Algorithm and Program using functions for:

1. Program using Recursion.
2. Traversing the elements of an Array
3. Inserting an element in an Array
4. Deleting an element from an Array
5. Merging of two Arrays
6. Linear Search
7. Binary Search
8. Insertion Sort
9. Bubble Sort
10. Selection Sort
11. Implementing PUSH & POP operations of a Stack
12. Array Implementation of a Queue and Circular Queue
13. Converting infix notation into post fix notation
14. Insertion in single and double Linked List
15. Deletion from single and double Linked List

BSIT307 Software Lab- VI Web Technologies

1. Write a HTML code that displays various formatting tags.
2. Write a HTML code to create ordered list.
3. Write a HTML code to create unordered list.
4. Write a HTML code to create table having 5 rows and 5 columns.
5. Write a HTML code to create admission form.
6. Write a HTML code to create a frame.
7. Write a HTML code to create image map.
8. Write a HTML code to create hyperlink b/w multiple pages.
9. Write a DHTML code to create cascading style sheet.
10. WRITE A PROGRAM in JavaScript to show a number is big or not.
11. WRITE A PROGRAM in JavaScript to implement for loop.
12. WRITE A PROGRAM in JavaScript to show the usage of if statement.
13. WRITE A PROGRAM in JavaScript to show the usage of if-else statement.
14. WRITE A PROGRAM in JavaScript to show function with an arguments.
15. WRITE A PROGRAM in JavaScript to show number is even or odd.
16. WRITE A PROGRAM in JavaScript to show number is prime or not.

Fourth Semester

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BSIT-401 Programming IN PHP

SECTION-A

Introduction to PHP : Evolution of PHP & its comparison, Interfaces to External systems, Hardware and Software requirements, PHP Scripting, Web Designing Basics and WYSIWYG Editor, Receiving User Input, Repeating Code. Basic PHP Development : Working of PHP scripts, Basic PHP syntax, PHP data types, Google Caffeine, displaying type information, Testing for a specific data type, Changing type with Set type, Operators, Variable manipulation, Dynamic variables, Variable scope, Accessing variable with the global statement Static vs. Dynamic Optimization, Analytics, Analysis and ROI Concept.

Control Structures: If() and elseif() condition Statement, The switch statement, Using the ? Operator, Using the while() Loop, The do while statement, Using the for() Loop, Breaking out of loops, Nesting loops.

SECTION-B

Function : Function definition, Creation, Returning values, User-defined functions, Dynamic function, Function calls with the static statement, default arguments, Passing arguments to a function by value.

String Manipulation: Formatting String for Presentation, Formatting String for Storage, Joining and Splitting String, Comparing String, Matching and replace Substring.

Array : Anatomy of an Array , Creating index based and Associative array , Accessing array Elements , Looping with Index based array , Looping with associative array using each() and foreach(), Library function. .

SECTION-C

Forms : Working with Forms, Super global variables, Super global array, Importing user input, Accessing user input, Combine HTML and PHP code, Using hidden fields, Redirecting the user.

Working with File and Directories: Understanding file & directory, Opening and closing a file , Coping, renaming and deleting a file , Working with directories , Building a text editor , File Uploading & Downloading.

Generating Images with PHP: Basics computer Graphics, Creating Image , Manipulating Image , Using text in Image.

Database Connectivity with MySql : Introduction to RDBMS , Connection with MySql Database, Performing basic database operation(DML) (Insert, Delete, Update, Select), Setting query parameter , Executing query , Join (Cross joins, Inner joins, Outer Joins, Self joins).

Cookies: Introduction of Cookies, Setting time in a cookie with PHP, Deleting a cookie, Creating session cookie, Working with the query string.

Session : Starting a session, Registering Session variables, working with session variables, destroying session, passing session Ids, encoding and decoding session variables, increase session expire time, working of session without cookie.

SECTION-D

Advance PHP techniques: Introduction about FTP/SMTP server, Math functions, File upload, File Download, E-mail with PHP, PHP configuration file, Error tackling and debugging

PHP Project: Various Application of PHP Project, Requirements analysis of Project.

Suggested Readings:

1. PHP: The Complete Reference, "Steven Holzner", Tata McGraw Hill.
2. Programming PHP, "Kevin Tetroi", O' Reilly.

BSIT402/ BSBC404 Data Base Management Systems

SECTION A

An overview of DBMS: Concept of File Processing Systems and database systems, Database Administrator and his responsibilities. Physical and Logical data independence. Three level Architecture of Database System: the external level, conceptual level and the internal level.

SECTION B

Introduction to Data Models: Entity Relationship Model, Hierarchical, Network and Relational Model. Comparison of Network, Hierarchical and Relational Model.

SECTION C

Relational data Model: Relational database, relational algebra and calculus, SQL dependencies, functional dependency, multi-valued dependency and join, normalization.

SECTION D

Database protection: Recovery, Concurrency Management, Database Security, Integrity and Control, Disaster Management

Distributed databases: Structure of a distributed database, design of distributed databases.

Suggested Books:

1. "An Introduction to Database System", Bipin C. Desai, Galgotia Publications.
2. "An Introduction to Data Base Systems", C.J. Date, Eighth Edition, Narosa Publications.
3. "Database System Concepts", Henry F. Korth, Fifth Edition, McGraw Hill.
4. "Introduction to Database Management", Naveen Prakash, TMH
5. "Principles of Database Systems", Ullman, Second Edition, Galgotia Publications.
6. "Database Systems: Design, Implementation, and Management", Rob Coronel, Ninth Edition

BSIT403/ BSBC301 SYSTEM ANALYSIS & DESIGN

SECTION-A

System Development Life Cycle: System Definition, characteristics, elements & types of system, Phases of SDLC, Information gathering tools, Structured Analysis tools, Role of System Analyst.

SECTION-B

System Design: Process and stages of systems design, Input / Output and file design, Documentation (User Manual, Design Documentation, Training Manual), Case Study techniques in system design.

SECTION-C

System testing: Unit Testing, System Testing, Integration Testing, Alpha & Beta Testing, Acceptance Testing, Regression Testing.

SECTION-D

System Implementation: System implementation Process, Implementation methods, System maintenance, Post implementation maintenance.

Suggested Readings/ Books:

1. System Analysis and Design Awad Elias N. Second Edition, Galgotia Publications
2. Analysis and Design of Information System Sen James A. Second Edition, Tata McGraw Hill.

BSIT404/ BSBC 603 COMPUTER NETWORKS

SECTION- A

Data communications concepts: Digital and analog transmissions-Modem, parallel and serial, synchronous and asynchronous, Modes of communication: Simplex, half duplex, full duplex, Concept of multiplexing, De-multiplexing.

Types of Networks: LAN, MAN, WAN

Network Topologies: Bus, Star, Ring, Mesh, Tree, Hybrid

Communication Channels: Wired transmissions: Telephone lines, leased lines, switch line, coaxial cables-base band, broadband, optical fiber transmission.

SECTION- B

Wireless Transmission: (Standards and Specification) Microwave transmission, Infrared transmission, Laser transmission, Radio transmission and Satellite transmission and Blue Tooth, Frequency Spectrum.

Communication Switching Techniques: Circuit Switching, Message Switching, Packet Switching.

Network Reference Models: OSI Reference Model, TCP/IP Reference Model, Comparison of OSI and TCP/IP Reference Models.

SECTION- C

Data Link Layer Design Issues: Services provided to the Network Layer, Framing, Error Control (error detection and correction code), Flow Control, Data Link Layer in the Internet (SLIP, PPP).

Types of Multiplexing: FDM, TDM, CDMA

SECTION- D

MAC sub layer: CSMA/CD/CA, IEEE standards (IEEE802.3 Ethernet, Gigabit Ethernet, IEEE 802.4 Token Bus, IEEE 802.5 Token Ring)

The Network Layer: Design Issues, Routing Algorithms: Optimality Principle, Shortest Path Routing, Congestion Control Policies, Concept of Internetworking.

Suggested Books:

1. Computer Networks, Tanenbaum, Andrew, Fifth Edition, PHI
2. Data Communication and Networking, Behrouz A. Forouzan, Fourth Edition
3. Data Communication System, Black, Ulysse, Third Edition, PHI
4. Data and Computer Communications, Stalling, Ninth Edition, PHI

BSIT405/ BSBC305 BASIC ACCOUNTING

SECTION-A

Basic Accounting Concepts: Background of Accounting, Introduction, importance and scope, Accounts – Types and classification; basic terms– Capital, Income, Expenditure, Expenses, Assets, Liabilities and application to Problems., Accounting Equation, Double Entry System. Generally accepted accounting principles.

SECTION-B

Journal and Ledger- Journal and recording of entries in journal with narration; Ledger –Posting from Journal to respective ledger accounts. Basic concepts of purchase book, sales book and cashbook. Trial Balance: Need and objectives; Application of Trial Balance; different types of errors escaped, trial Balance preparation.

SECTION-C

Final Accounts: Final Accounts without adjustments. Bank Reconciliation Statement: Bank transactions, Preparation of simple bank reconciliation statement.

SECTION-D

Sources of raising of capital in corporate undertaking: working Capital and Long term Capital. Application of computers in accounting.

Suggested Readings/ Books:

1. Managerial Accounting, Jawahar Lal, First Edition
2. Financial Accounting, Dr. R.K. Mittal & M.R. Bansal
3. Basic Accounting, Rajni Sofat & Preeti Hiro, Second Edition
4. Accounting for management, Bhattacharya & Deaden, Paperback Edition, Vikas 1986
5. Financial Accounting (Part I and Part II), R.L Gupta & V.K Gupta
6. Fundamental Accountancy, S.N. Maheshwari
7. Accounting Principal, Antony & Reece, Sixth Edition.

BSIT406/ BSBC406 SOFTWARE LAB-VII (Database Management Systems)

This laboratory course will mainly comprise of exercise on what is learnt under the paper: BSBC208

Familiarization with MS Access: Features, Elements, Parts of MS Access Window, Creating and Saving Database, and Tables.

Using Queries: Running various DDL and DML commands using SQL, Creating Views

Using Forms and Reports in MS Access

Introductory Practicals on using Crystal Reports

SunRise University

BSIT407 Software Lab – VIII (Programming In PHP)

Implementation of all the programs related to theory concepts studied in Programming In PHP

Practical will be based on the syllabus of theory paper of Practical lab. Students need to work on project of PHP.

SunRise University

Fifth Semester

SunRise University

BSIT501 Information Security

Section A:

Information Security Concepts : Information Security Overview: Background and Current Scenario, Principles of Security- Information Classification, Policy Framework, Role based Security in an organization, Components of Information Systems, Balancing Information Security and Access, Approaches to information Security Implementation, Security Systems Development Life Cycle.

Section B:

Security Threats and Vulnerabilities: Overview of Threats and Vulnerabilities-Intruders, Malicious Software, Viruses and related Threats, Desktop Security ,Email security: PGP and S/MIME, Web Security: Web authentication, SSL and SET, Database Security . Firewalls-Overview, Design principles and Types.

Section C:

Security Management and Laws: Introduction to Security Management, Access Control and Intrusion Detection, Overview of Identification and Authorization, Intrusion Detection Systems and Intrusion Prevention Systems, Security Procedures and Guidelines, Business Ethics and Best Practices, Security Assurance, Security Laws, IPR , International Security Standards, Security Audit, SSE-CMM / COBIT etc.

Section D:

Cryptography : Concepts and Techniques, Symmetric and Asymmetric Key Cryptography, Steganography , Symmetric Key Ciphers- DES, AES (Structure and Analysis). Asymmetric Key Ciphers- Principles of Public Key cryptosystems, RSA Algorithm and its Analysis. Digital Signatures.

Suggested Books

- 1) Introduction to Information Security and Cyber Laws Paperback - by Surya Prakash Tripathi (Author), Ritendra Goel (Author), Praveen Kumar Shukla (Author)
- 2) Principles of Information Security. Paperback - by Whitman (Author)
- 3) Cryptography and Information Security Paperback – by Pachghare V. K. (Author)

BSIT502/ BSBC 502 PROGRAMMING IN JAVA

SECTION-A

FUNDAMENTALS OF OBJECT-ORIENTED PROGRAMMING: - Introduction; Object-Oriented Paradigm; Basic Concepts of Object-Oriented Programming Benefits of OOP; Applications of OOP.

JAVA EVOLUTION: - Java History; Java Features; How Java Differs from C and C++; Java and Internet, Java and World Wide Web, Web Browsers; Hardware and Software Requirements; Java Support Systems, Java Environment

OVERVIEW OF JAVA LANGUAGE: - Introduction; Simple Java Program; Comments in java; An application with Two Classes; Java Program Structure; Java Tokens; Java Statements; Implementing a Java Program; Java Virtual Machine; Command Line Arguments; Programming Style.

CONSTANTS, VARIABLES AND DATA TYPES: - Introduction; Constants; Variables; Data Types; Variables, Constants, Standard Default Values.

OPERATORS AND EXPRESSIONS: - Introduction to Operators, Expressions; Operator Precedence; Mathematical Functions.

DECISION MAKING, BRANCHING AND LOOPING: - Decision making and Branching Statements, Looping Statements, Labeled loops, Jumping Statements

SECTION-B

CLASSES, OBJECTS AND METHODS: - Introduction; Defining a Class; Adding Variables; Adding Variables; Adding Methods; Creating Objects; Accessing Class Members; Constructors; Methods Overloading; Static Members; Nesting of Methods;

Inheritance: Extending a Class; Overriding Methods; Final Variables and Methods; Final Classes; Finalizer Methods; Abstract Methods and Classes; Visibility Control.

ARRAYS, STRINGS AND VECTORS: - Arrays; Jagged Arrays; Strings; String functions; Vectors; Wrapper Classes.

INTERFACES: Introduction; Defining Interfaces; Extending Interfaces; Implementing Interfaces; Accessing Interface Variables, Implementing Multiple Inheritance using Interfaces.

PACKAGES: Introduction; System Packages; Using System Packages; Naming Conventions; Creating Packages; Accessing a Package; Using a Package; Adding a Class to a Package; Hiding Classes.

SECTION-C

MANAGING ERRORS AND EXCEPTIONS: - Introduction; Types of Errors; Exceptions; Exception Handling using Try, Catch and Finally block; Throwing Our Own Exceptions; Using Exceptions for Debugging.

APPLET PROGRAMMING: - Introduction; How Applets Differ from Applications; Applet Life Cycle; Creating an Executable Applet; Passing Parameters to Applets; Aligning the Display; More about HTML Tags; Displaying Numerical Values; Getting Input from the User.

GRAPHICS PROGRAMMING: - Introduction; The Graphics Class; Lines and Rectangles; Circles and Ellipses; Drawing Arcs; Drawing Polygons; Line Graphs; Using Control Loops in Applets; Drawing Bar Charts.

SECTION-D

JAVA AWT: - Java AWT package Containers; Basic User Interface components; Layouts.

EVENT HANDLING: - Event delegation Approach; ActionListener; AdjustmentListener, MouseListener; MouseMotionListener; WindowListener; KeyListener; ItemListener

JAVA I/O HANDLING : I/O File Handling(Input Stream & Output Streams, File Input Stream & FileOutputStream, Data I/P and O/P Streams, File Class, Reader and Writer Streams, Random Access File).

Suggested Book:

1. Programming In Java, E-Balagurusami, Fourth Edition, Tata McGraw Hill
2. Mastering Java, Second Edition, BPB Publications
3. Advance Java, Ivan Bayross, BPB Publications

BSIT503/ BSBC401 SOFTWARE ENGINEERING

SECTION A

Software: Characteristics, Components Applications, Software Process Models: Waterfall, Spiral, Prototyping, Fourth Generation Techniques, Concepts of Project Management, Role Of Metrics And Measurement.

SECTION B

S/W Project Planning: Objectives, Decomposition Techniques: S/W Sizing, Problem Based Estimation, Process Based Estimation, Cost Estimation Models: COCOMO Model, The S/W Equation, System Analysis: Principles Of Structured Analysis, Requirement Analysis, DFD, Entity Relationship Diagram, Data Dictionary. S/W Design: Objectives, Principles, Concepts, Design Methodologies: Data Design, Architecture Design, Procedural Design, Object – Oriented Concepts.

SECTION C

Testing Fundamentals: Objectives, Principles, Testability, Test Case Design: White Box & Black Box testing, Testing Strategies: Verification & Validation, Unit Testing, Integration Testing, Validation Testing, System Testing.

SECTION D

Advanced topics in Software Engineering: Reengineering: Reverse Engineering, Restructuring, Forward Engineering.

Computer Aided Software Engineering (CASE): Taxonomy of CASE tools.

Suggested Books:

1. Roger S. Pressman, "Software Engineering – A Practitioner's Approach ", Sixth Edition, McGraw Hill
2. R.E. Fairley, "Software Engineering Concepts", Paperback Edition, McGraw Hill.
3. Jalota, "An Integrated Approach to Software Engineering", Third Edition, Narosa Publishing House

BSIT504/ BSBC 501 DATA WAREHOUSING & MINING

SECTION-A

Introduction to Data Warehousing, The need for data warehousing, Operational & Informational Data Stores, Data Warehouse Characteristics, Data Warehouse role & Structure, The cost of warehousing data.

Introduction to OLAP & OLTP, Difference between OLAP & OLTP. OLAP Operations

SECTION-B

Building a Data Warehouse, Design/Technical/Implementation Considerations, Data Preprocessing Overview. Data Summarization, Data Cleaning, Data Transformation, Concept Hierarchy, Structure. Patterns & Models, Artificial Intelligence (Overview).

Multidimensional Data Model, Schemas for Multidimensional Data (Star Schema, Snowflake Schema, Fact Constellation), Data Warehouse Architecture, Data Warehouse Design, OLAP

Three-tier Architecture, Indexing & Querying in OLAP, OLAM, Efficient Methods of Cube Computation, Discovery Driven Exploration of Data Cubes, Attributed-Oriented Induction.

SECTION -C

Association Rule Mining, Market Basket Analysis, Apriori Algorithm, Mining Multilevel Association Rules, From Association Mining to Correlation Analysis, Constraint Based Association Mining, Introduction to Classification, Classification by decision Tree, Attribute Selection Measure.

SECTION -D

Introduction to Prediction techniques, Accuracy of a Classifier, Cross-Validation, Bootstrap, Boosting, Bagging, Introduction to Clustering, Classification of Various Clustering Algorithms, Selecting and Using Right DM Technique, Selecting and Using Right DM Technique, Data Visualization.

Suggested Books:

1. Data Warehousing, Data Mining, and OLAP, Alex Berson, First Edition, Tata McGraw Hill.
2. Modern Data Warehousing, Mining & Visualization Core Concepts, George M Marakas, First Edition, Pearson Education.
3. Data Warehousing and Mining, Dinesh Gupta, Kalyani Publishers.

BSIT505/ BSBC 505 SOFTWARE LAB-VI (Programming in Java)

Implementation of all the programs related to theory concepts studied in Programming in Java Paper.

1. Operators and Mathematical Functions.
2. Decision making, Branching and Looping Statements.
3. Classes, Objects and Methods.
4. Arrays, Strings and Vectors.
5. Interfaces.
6. Packages.
7. Exception handling.
8. Applet Programming.
9. AWT.
10. Event Handling.
11. I/O Handling.

Sixth Semester

SunRise University

BSIT601 MOBILE APPLICATION DEVELOPMENT

SECTION-A

Introduction: Overview of Java, Basics of Android & its applications, Smartphone's future, Comparison of Android with other environments. Android Architecture: Android Stack, Android applications structure. UI Architecture: Application context, Intents, Activity life cycle, supporting multiple screen sizes.

SECTION-B

User Interface Widgets: Text controls, Button controls, Toggle buttons, Images. Notification and Toast: Parameters on Intents, Pending intents, Status bar notifications, Toast notifications. Menus & Dialogs: Localization, Options menu, Context menu; Alert dialog, Custom dialog, Dialog as Activity. Lists: Using string arrays, Creating lists, Custom lists. Location and Maps: Google maps, Using GPS to find current location. Working with data storage: Shared preferences, Preferences activity, Files access, SQLite database. Animation: View animation, Drawable animation.

SECTION-C

Network Communication: Web Services, HTTP Client, XML and JSON. Services: Service lifecycle, Foreground service. Publishing Your App : Preparing for publishing, Signing and preparing the graphics, publishing to the Android Market.

SECTION-D

Introducing SQLite: SQLiteOpenHelper and creating a database, Opening and closing a database Cursors and its types, Working with cursors Inserts, updates, and deletes. DATABASE CONNECTIVITY : SQLite Data Types, Content Values, Adding, Updating and Deleting Content , Content provider: introduction, Query providers.

References/ Text Books

- 1 Beginning Android 4, Onur Cinar, Apress Publication
- 2 Professional Android 4 Application Development, Reto Meier, Wrox Publication
- 3 Beginning iOS 6 Development: Exploring the iOS SDK, David Mark, Apress Publication

Web Resources

1. Safari Textbooks Online: <http://library.ohio-state.edu/search/y?SEARCH=Safari>
2. Android Developer Site: <http://developer.android.com/index.html>
3. Stack Overflow: <http://www.stackoverflow.com>

BSIT602 SOFTWARE TESTING AND QUALITY ASSURANCE

SECTION-A

Testing Principles : Need of testing, Basic concepts – errors, faults, defects, failures, test bed, unit testing, integration testing system, system testing, regression testing, alpha, beta and acceptance testing , functional testing, performance testing, recovery testing, white box testing, black box testing, verification and validation.

Test Management : Testing Life Cycle – Roles and activities, Test Planning – forming a test team, develop test plan review ,Test Cases design strategies black box approach: random testing, equivalence class partitioning and boundary value analysis. white box approach: test adequacy criteria, coverage and control flow graphs, paths, loop testing, mutation testing. Test execution: build test data, life cycle of defect, defect tracking, defect detection stages, defect detection stages, defect types, defect severity, defect analysis and prevention.

SECTION-B

Software Metrics : Scope of software metrics, Classifying software measures, Measurement basics – representational theory, scales, meaningfulness, What to measure – GOM technique, Control flow structure, product quality metrics – MTTF, defect density, customer problems, customer satisfaction, function point, Metrics for software maintenance, In-process quality metrics.

Quality Assurance : Quality concepts – quality, quality control, quality assurance, cost of quality Software quality assurance – SQA activities, software reviews, inspections, audits, Software reviews, inspections, audits, Software reliability Quality Attributes: correctness, reliability, usability, integrity, portability, maintainability, interoperability. Ishikawa's Seven Basic Tools.

SECTION-C

Comparative evaluation of techniques: Testing tools, Dynamic analysis tools, test data generators, Debuggers, test drivers etc. Technical Metrics for Software: Quality factors, framework, Metrics for analysis, design, testing source code etc. Object Oriented Testing: OOT strategies and issues: Test case design, interface testing.

SECTION-D

Quality Management : Quality Standards, Basic concept of – ISO 9000 & 9001, CMM, Six Sigma.

CMM : Development of CMM, CMM – Following KPAs : requirements management (RM), software project tracking and oversight (SPTO), software configuration management (SCM), organization process definition (OPD), software product engineering (SPE), peer reviews (PR), quantitative process management (QPM), defect prevention (DP), process change management.

Suggested Readings:

1. Learning Software Testing with Test Studio, Rawane Madi, Shroff/Packt.
2. Mobile Software Testing, Narayanan Palani, Becomesakespeare.com
3. Exploratory Software Testing: Tips, Tricks, Tours, And Techniques To Guide Test Design, James A. Whittaker, Addison Wesley

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BSIT603/ BSBC 602 COMPUTER GRAPHICS

SECTION-A

Introduction to Active and Passive Graphics, Applications of Computer Graphics. Input devices: light pens, Graphic tablets, Joysticks, Trackball, Data Glove, Digitizers, Image scanner, Graphs and Types of Graphs. Video Display Devices-- Refresh Cathode Ray Tube, Raster Scan displays, Random Scan displays, Architecture of Raster and Random Scan Monitors, Color CRT-monitors and Color generating techniques (Shadow Mask, Beam Penetration) , Direct View Storage Tube, Flat-Panel Displays; 3-D Viewing Devices, Raster Scan Systems, Random Scan Systems, Graphics monitors and workstations, Color Models (RGB and CMY), Lookup Table.

SECTION-B

Process and need of Scan Conversion, Scan conversion algorithms for Line, Circle and Ellipse, effect of scan conversion, Bresenham's algorithms for line and circle along with their derivations, Midpoint Circle Algorithm, Area filling techniques, flood fill techniques, character generation.

SECTION-C

2-Dimensional Graphics: Cartesian and need of Homogeneous co-ordinate system, Geometric transformations (Translation, Scaling, Rotation, Reflection, Shearing), Two-dimensional viewing transformation and clipping (line, polygon and text), Cohen Sutherland, Sutherland Hodgeman and Liang Barsky algorithm for clipping.

SECTION-D

Introduction to 3-dimensional Graphics: Geometric Transformations (Translation, Scaling, Rotation, Reflection, Shearing), Mathematics of Projections (parallel & perspective). Introduction to 3-D viewing transformations and clipping.

Suggested Books:

1. D. Hearn and M.P. Baker, "Computer Graphics", PHI New Delhi; Second Edition, 1995
2. J.D. Foley, A.V. Dam, "Introduction to Computer Graphics", S.K. Feiner, J.F. Hughes, AddisonWesley Publishing Company, R.L. Phillips. N.Y.; Second Edition, 1994.
3. R.A. Plastock and G. Kalley, "Computer Graphics", Second Edition, McGraw Hill, 1986.

BSIT604 Software Lab – X (Mobile Application Development)

Implementation of all the programs related to theory concepts studied in Mobile Application Development. Practical will be based on the syllabus of theory paper of Practical lab

Android Programming, Installing the SDK, Creating Android Emulator , Installing Eclipse
Installing Android Development Tools, Supporting multiple screen sizes, Alert dialog, Custom dialog, Dialog as Activity, Using string arrays , Creating lists , Custom lists.

Database SQLite Programming

- ✓ SQLiteOpenHelper
- ✓ SQL API, spinner, List view
- ✓ SQLiteDatabase
- ✓ Cursor
- ✓ Reading and updating Contacts
- ✓ Reading bookmarks
- ✓ Example: Develop an App to demonstrate database usage. CRUD operations must be implemented.

Final details should be viewed in GridView as well as in ListView.

BSIT605/ BSBC 605 SOFTWARE LAB-XI (Computer Graphics)

Implement the Following Algorithms using C/C++:-

Use of basic functions of graphic available in C++ like circle, putpixel, rectangle, arc, ellipse, floodfill, setcolor etc.

Use of basic primitive functions to show some animations.

Line Drawing Algorithm like Direct method, DDA and Bresenham's line algorithms.

Draw a circle using polynomial, trigonometry method and Bresenham's Algorithm.

Draw an ellipse using Bresenham's Algorithm.

To move a character along circle.

To show 2D Clipping and Windowing.

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