



KONGU ARTS AND SCIENCE COLLEGE

(An Autonomous Institution, Affiliated to Bharathiar University, Coimbatore)

ERODE – 638 107

PROGRAM NAME

PGDCA



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2021-2022

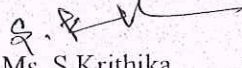
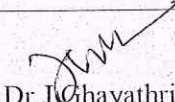
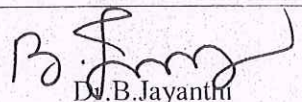


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SYLLABUS


Sem.	Course Code	Core Practical III: MULTIMEDIA LAB	Total Marks:50		Hours Per Week	Credits
I	21PBJCP108		CIA : 25	ESE :25	2	3
Course Objectives: On successful completion of the course the students should have:						
1.Knowledge in multimedia tools						
Course Outcomes (CO): On completion of the course, students should be able to						
CO 1	Design logos and pictures					K1 - K6
CO 2	Create web pages using 3D Effects					
CO 3	Implement images, audio and video techniques					
CO 4	Apply transition effects to the shapes					
CO 5	Develop a games using animation					
K1 :Remember; K2: Understand; K3 :Apply; K4: Analyze; K5 : Evaluate; K6 :Create						
LIST OF PROGRAMS						
<ol style="list-style-type: none"> Design a Company logo Design a 3D button for a Web Page Design a movie on given topic by using audio, video and photos with effects. Create a square and gradually convert it into a circle Create a bouncing ball using animation 						
Course Designed By		Verified By			Approved By HOD	
 Ms. S.Krithika		 Dr. J. Jayathri			 Dr. B. Jayanthi	

Mapping of COs with POs and PSOs:

PO/ PSO	PO							PSO				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S	M	S	L	L	M	M	M	L	M	M	S
CO2	S	M	S	L	M	L	L	L	L	M	S	M
CO3	S	S	M	M	M	L	L	M	M	L	L	S
CO4	S	M	M	M	L	L	L	M	M	L	L	M
CO5	M	S	S	M	L	L	M	M	L	L	M	S

S-Strong, M-Medium, L-Low




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Sem.	Course Code	Core Paper – IV .NET PROGRAMMING	Total Marks:100		Hours Per Week	Credits
			CIA : 50	ESE :50		
II	21PBCT201				5	4

Course Objectives: On successful completion of the course the students should have:

1. Understood .NET technologies concepts
2. Understood the programming concepts of C#
3. Understood development of web applications using ASP.NET through C#

Course Outcomes (CO): On completion of the course, students should be able to

CO 1	Explain the architecture of .NET framework and object oriented programming concepts	K1 – K6
CO 2	Understood the basic programming concepts of C#	
CO 3	Know the data accessing with database	
CO 4	Develop the web applications using ASP.NET through C#	
CO 5	Create ASP.NET applications using standard .NET controls	

K1 :Remember; K2: Understand; K3 :Apply; K4: Analyze; K5 : Evaluate; K6 :Create

Unit –I :

Evolution of .NET - Benefits of .NET Framework - Architecture of the .NET Framework - Performing Basic IDE Operations.
Creating a simple C# Console Application - Identifiers and keywords- Data Types, Variables, and Constants - Expressions and Operators

Unit –II :

Namespaces - The System Namespace - Classes and Objects Constructors and destructors – Delegates - Events -Control Flow Statements - Exception Handling - Checked and Unchecked Statements

Unit –III :

Data Access with ADO.NET-ASP.NET Essentials: Describing the ASP.NET Life Cycle - Creating a Sample Web Application - Creating a Sample Web Site.

Unit –IV :

Developing a Web Application: Specifying a Location for a Web Application - File Types - Exploring ASP.NET Web Pages - Code Render Blocks - Coding Models - Page Directives - Working with Server Controls. **Application Structure and State:** Structure of an Application - The Global.asax application File - Using States - HTTP Handlers - Generic Handlers - Post back and Cross-Page Posting.

Unit –V :

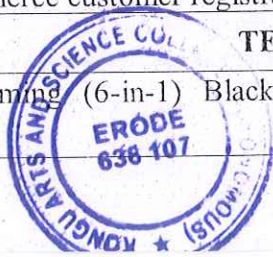
Web Forms: Standard Controls - Navigation Controls: Tree View, Menu, and Sitemap Path - Validation Controls: Unobtrusive Validation in ASP.NET Web Forms - The BaseValidator Class - The Required Field Validator Control - The RangeValidator Control - **Working with Database controls.**

Skill Development Activities:

1. Create a website for a manufacturing company that is in the starting stage.
2. Design a webpage to display the number of users currently accessing the web server.
3. Develop an ecommerce customer registration web application form with necessary validations.

TEXT BOOKS

1	.NET 4.5 Programming (6-in-1) Black Book, Dreamtech Press, Kogent Learning Solutions Incorporation, 2013.
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REFERENCE BOOKS

1	Adrian Turtischi, DotThatCom.com. Jason Werry, Greg Hack, Joseph Albahari, Saurabh Nandu and Wei Meng Le, C#.net Web Developer's Guide, Syngress, 2002.
2	C. Muthu, Visual C#.Net, Vinay Nicole Imprints Pvt. Ltd., Chennai, 2008.
3	Herbert Schildt, C# 2.0: The Complete Reference, Tata McGraw Hill Edition, Second Edition, 2006.

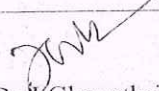
Web Resources

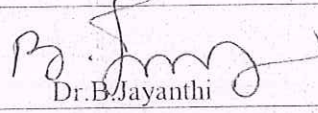
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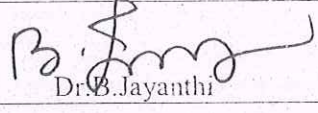
Course Designed By

Verified By

Approved By HOD


 Dr. J. Ghayathri


 Dr. B. Jayanthi


 Dr. B. Jayanthi

QUESTION PAPER PATTERN

SECTION-A(10 X 1 = 10 Marks)

Answer ALL the questions
 Choose the correct answer
Four options should be given
 ('None of these' should be avoided)

SECTION-B(5 X 3 = 15 Marks)

Answer ALL the questions
 Either or type
 Two questions from each unit

SECTION-C(5 X 5 = 25 Marks)


Answer ALL questions
 Question Number: 16 to 19
 (Either or type)
 Question Number 20 is
 Compulsory - Case Study

Mapping of COs with POs and PSOs:

PO/ PSO	PO							PSO				
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4	PSO5
CO1	S	M	S	L	L	M	M	M	L	M	M	S
CO2	S	M	S	L	M	L	L	L	L	M	S	M
CO3	S	S	M	M	M	L	L	M	M	L	M	S
CO4	S	M	M	M	L	L	L	M	M	L	L	M
CO5	M	S	S	M	L	L	M	M	L	L	S	M

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Sem.	Course Code	Core Practical - IV C# LAB	Total Marks:100 CIA : 50 ESE :50	Hours Per Week 4	Credits 1
II	21PBJCP204				

Course Objectives: On successful completion of the course the students should have:

1. Practical knowledge in C#.NET Programming

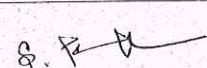
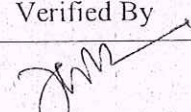
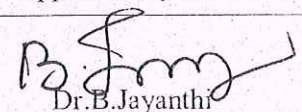
Course Outcomes (CO): On completion of the course, students should be able to

CO 1	Use C# basics	K1 - K6
CO 2	Design, document, code and test small C# console and GUI applications	
CO 3	Create simple application using standard web controls	
CO 4	Structure and model the programming language C #	
CO 5	Implement and create Applications with C#.	

K1 :Remember; K2: Understand; K3 :Apply; K4: Analyze; K5 : Evaluate; K6 :Create

LIST OF PROGRAMS

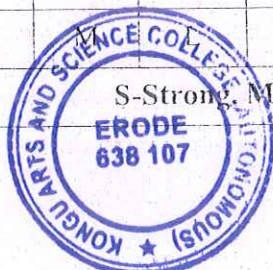
1. Write a Program in C# to find the second largest element in a single dimensional array.
2. Write a Program in C# to Check whether a number is Palindrome or not.
3. Write a Program in C# to implement Stack operations.
4. Write a program to reverse a given string using C#.
5. Write a Program in C# to Swap two numbers without using third variable.
6. Implement linked lists in C# using the existing collections name space.
7. Write a C# Program to Calculate the Distance Travelled by Reading Speed and Time.
8. Write a C# Program to Calculate Area and Volume of a Cone.
9. Write a C# Program to Negate the Positive Elements of an Array.
10. Write a C# Program to find a side using Pythagoras Theorem.

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CO1	S	M	S	L	L	M	M	M	L	M	M	L
CO2	S	M	S	L	M	L	L	L	L	M	M	L
CO3	S	S	M	M	M	L	L	M	M	L	L	M
CO4	S	M	M	M	L	L	L	M	M	L	M	L
CO5	M	S	S			L	M	M	L	L	M	L

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