

GANPAT UNIVERSITY									
FACULTY OF COMPUTER APPLICATIONS									
Programme	M.Sc.(CA&IT)				Branch/Spec.	DCS			
Semester	II				Version	1.0.0.0			
Effective from Academic Year		2018-19			Effective for the batch Admitted in		June 2018		
Subject code	P22A1ND	Subject Name			NOSQL DATABASE				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	3		3	-	6	Theory	40	60	100
Hours	3		6	-	9	Practical	20	30	50
Pre-requisites:									
knowledge of database									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> • Develop competency in describing how NoSQL databases differ from relational databases from a theoretical perspective • Understand the Mongo as a datastore • Perform CRUD operations • Index Mongo Collections • Use data backup and restore techniques • Integrate MongoDB with Java, Node.js, Python and Php application 									
Theory syllabus									
Unit	Content							Hrs	
1	Basics of NoSQL Database Introduction to NoSQL database, Difference between RDBMS and NoSQL databases, Types of NoSQL : Key-Value database, Document-based database, Column-based database, Graph-based database, CAP theorem							9	
2	Introduction to MongoDB Overview of NoSQL databases, MongoDB introduction: history, document based storage, key features, advantages, MongoDB shell, Data modeling in MongoDB, MongoDB datatypes, Database create and drop, Collection create and drop							9	
3	CRUD operations CRUD operations in MongoDB, Relationships in MongoDB, Indexing, Sorting, Aggregate functions, limit(), skip(),							9	
4	Backup and Restore Data backup and restore ,Cassandra vs MongoDB, CouchDB vs. MongoDB, Redis vs MongoDB							9	
5	Connectivity Java MongoDB, PHP MongoDB. Python MongoDB, Node.js MongoDB							9	
Practical content									
List of programs specified by subject teacher based on above mention topics.									
Text Books									
1.	MongoDB in Action Second Edition Author: Kyle Banker, Peter Bakkum, Shaun Verch ,Douglas Garrett, Tim Hawkins, From: Manning Publications Co.								
Reference Books									
1.	MongoDB The Definitive Guide, Second Edition, O'Reilly, Author: Kristina Chodorow								
2.	The Definitive Guide to MongoDB: A complete guide to dealing with Big Data using MongoDB Author: by David Hows, Peter Membrey, Eelco Plugge, Tim Hawkin. Apress								

Note for Examiner	
	Q-1 must be common from any topics from syllabus. Q-2 and onwards must be from specific topics and internal choice or option can be given
Paper Structure	
	<p>Section: 1 Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30 Questions must be covered from all possible section.</p> <p>Section: 2 Q-2 (Must be from topics: 1 and 2 (6+6)) Q-3 (Must be from topics: 3 and 4(6+6)) Q-4 (Must be from topic: 5(6))</p>

Note:

Version 1.0.0.0 (First Digit= New syllabus/Revision in Full Syllabus, Second Digit=Revision in Teaching Scheme, Third Digit=Revision in Exam Scheme, Forth Digit= Content Revision)

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GANPAT UNIVERSITY

FACULTY OF COMPUTER APPLICATIONS

Programme		M.Sc.(CA&IT)			Branch/Spec.	DCS			
Semester		II			Version	1.1.0.1			
Effective from Academic Year			2018-19		Effective for the batch Admitted in			June 2018	
Subject code		P22A2ANP	Subject Name		ADVANCED .NET PROGRAMMING				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	3		3	-	6	Theory	40	60	100
Hours	3		6	-	9	Practical	20	30	50
Pre-requisites:									
.Net Framework, Asp.Net Technology, HTML, CSS									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> • Define and demonstrate the fundamental components of MVC design pattern • Develop web based application with ASP.NET MVC • Create Web API services 									
Theory syllabus									
Unit	Content								Hrs
1	Basics of MVC with ASP.Net MVC Pattern: The Model View Controller, The Relationship between Model View and Controller, Web Server, ASP.NET MVC, Advantages & Disadvantages, Requirements and Installation MVC Application Structure: Creating an ASP.NET MVC Project, How it Works?, MVC Application and Routing, Declaration of Intent, Creating Model, Setting up/ Creating Routes, Creating Controllers, Creating Views								9
2	The View & The Model The View: View Engines – Razor Syntax, Types of Views [Content, Master or Layouts, Partial], Initialization Code in Razor Views, Implementing Views with Razor Engine, View Engines and Coding in Razor – Html Helpers, Data Validation, Client Validation, Templated helpers, Other Helpers, Creating Custom helpers The Model: Annotation Types, Constraints with Data Annotations, Creating Custom Constraints, Model Validations in ASP.NET MVC, Code First Entity Framework, Entity Data Model, Database First Model								9
3	The Controller (9) Route Configuration & Routing System, Actions with simple parameters / file upload/ complex parameters, custom and explicit binding, Accessing Model Services, Sessions, Application and Cache variables, Action Result types, Filters, Global Filters, Authorize and Handle Error Filters, Creating Custom Filters, Controller Templates								9
4	AJAX with ASP.NET MVC & Web API AJAX: AJAX Concept, Ajax in ASP.NET MVC, Implementation in the controller and the view, Partial Page Update, Structured Data Exchange, Ajax Helpers, Ajax with jQuery Web API: Controllers & Actions, Consuming Web API Services								9
5	MVC Usage & Other Concepts Organization into Areas: Areas in ASP.NET MVC, Creating Areas and Implementing areas Other Topics: Unit Testing, Using ASP.NET Authentication, Internationalization, Deploying ASP.NET MVC Apps, The NuGet Package Manager								9
Practical content									

List of programs specified by subject teacher based on above mention topics.	
Text Books	
	-
Reference Books	
1.	Professional ASP.NET MVC 4 By Jon Galloway, Phil Haack, Brad Wilson, K. Scott Allen, WROX Publication
2.	Programming ASP.NET MVC 4 By Jess Chadwick, Todd Snyder, Hrusikesh Panda, OREILLY Publication
Note for Examiner	
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Paper Structure	
	<p>Section:1 Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30 Questions must be covered from all possible section.</p> <p>Section:2 Q-2 (Must be from topics: 1 and 2 (6+6)) Q-3 (Must be from topics: 3 and 4 (6+6)) Q-4 (Must be from topic: 5(6))</p>

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Programme	M.Sc.(CA&IT)				Branch/Spec.	DCS			
Semester	II				Version	1.0.0.0			
Effective from Academic Year	2018-2019				Effective for the batch Admitted in	June 2018			
Subject code	P22A2JDP		Subject Name		JAVA DESIGN PATTERN				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	TOTAL	
	L	Tu							
Credit	3	-	3	-	6	Theory	40	60	100
Hours	3	-	6	-	9	Practical	20	30	50
Pre-requisites:									
Basic knowledge of Core Java, HTML, SQL.									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> • Define components of Spring framework • Demonstrate the core concepts of Spring framework • Implement the dependency injection • Validate the Spring application and use the data binding • Demonstrate the IoC container and AOP with Spring application • Access the data within Spring application • Develop the enterprise level application and use the test module to test the app 									
Theory syllabus									
Unit	Contents								Hrs.
1	Spring Framework Overview, Other Components of Spring Introduction to spring framework, Dependency Injection and IoC, modules: core container, AOP and instrumentation, Messaging, Data access/integration, Web, Test. Usage Scenarios and logging, Spring installation, Spring with eclipse and net beans tools								9
2	Spring Core Basic The IoC container: Introduction, bean overview, Dependencies: dependencies injection, dependencies and configuration in detail, lazy-initialized beans, autowiring collaborator, method injection. bean scope and customizing the nature of a bean, resources.								9
3	Spring Core Advance Validation, Data binding and type conversation, expression language(SpEL), Aspect oriented programming with spring								9
4	Spring Data Access Transaction management: Advantages, understanding framework transaction abstraction, synchronizing resources with transaction, declarative transaction management, programmatic transaction management and transaction bound event. DAO support, Data access with JDBC: Introduction, Using the JDBC core classes to control basic JDBC processing and error handling, controlling database connection, JDBC batch operation,								9

	Simplifying JDBC operations with the SimpleJdbc classes, Modeling JDBC operations as Java objects, Common problems with parameter and data value handling, Object Relational Mapping (ORM) Data Access: Introduction, General ORM integration considerations, Hibernate, JDO, JPA	
5	Spring Testing Module Introduction to spring testing, unit testing: Mock objects, unit testing support classes, Integration testing: Overview, Goals, JDBC Testing support, annotations, test context framework, MVC test framework,	9
Practical content		
List of programs specified by the subject teacher based on above mentioned topics.		
Text Books		
1.	Spring Framework Reference Documentation (5.0.0.M1)	
Reference Books		
1.	Spring in Action 5 th Edition, Craig Walls - Manning	
2.	Pro Spring 5, 5 th Edition, Chris Schaefer, Clarence Ho, Iuliana Cosmina, Rob Harrop – Apress	
3.	Java Server Programming Black book by Kogent Solutions Inc.-Dreamtech publications	
Note for Examiner		
	Q-1 must be common from any topics from syllabus. Q-2 and onwards must be from specific topics and internal choice or option can be given	
Paper Structure		
	Section: 1 Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30 Questions must be covered from all possible section. Section: 2 Q-2 (Must be from topics: 1 and 2 (6+6)) Q-3 (Must be from topics: 3 and 4(6+6)) Q-4 (Must be from topic: 5(6))	

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5	Introduction to AI with Machine Learning What is AI, Applications of AI, Idea of Machines learning from data, Classification of problem – Regression and Classification, Supervised and Unsupervised learning	9
Practical content		
List of programs specified by subject teacher based on above mention topics.		
Text Books		
1.	Fundamental of Python: First Programs By Kenneth A. Lambert	
Reference Books		
1.	A Byte of Python By Swaroop C H	
2.	Programming Python By Mark Lutz	
Note for Examiner		
	Q-1 must be common from any topics from syllabus. Q-2 and onwards must be from specific topics and internal choice or option can be given	
Paper Structure		
	Section:1 Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30 Questions must be covered from all possible section. Section:2 Q-2 (Must be from topics: 1 and 2 (6+6)) Q-3 (Must be from topics: 3 and 4(6+6)) Q-4 (Must be from topic: 5(6))	

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GANPAT UNIVERSITY									
FACULTY OF COMPUTER APPLICATION									
Programme	M.Sc.(CA&IT)					Branch/Spec.	DCS		
Semester	II					Version	1.0.0.0		
Effective from Academic Year		2018-2019				Effective for the batch Admitted in			
Subject code	P22A2WDF		Subject Name			WEB DEVELOPMENT FRAMEWORK			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	TOTAL
	L	Tu							
Credit	3	-	3	-	6	Theory	40	60	100
Hours	3	-	6	-	9	Practical	20	30	50
Pre-requisites:									
Basic knowledge of JavaScript, HTML, MySQL, OOP									
Learning Outcome:									
By the end of this course, the students should be able to develop WebApp using various MVC frameworks of PHP to develop structural web application. One should be also able to create complete dynamic WebApp with all advanced features.									
Theory syllabus									
Unit	Contents								Hrs.
1	Introduction to PHP Framework What is Framework? Advantages of framework, Various Frameworks in PHP, Understanding MVC pattern								9
2	Overview of CodeIgniter Overview, Application Flow, Installation of framework, Understanding configuration file, Working with Controller, Model and View, Routing, Configuring database, Working with Database, CRUD Operation								9
3	Working with CodeIgniter Working with libraries, Working with helpers, Form validation, Error Handling Working with session and cookie								9
4	Overview of Laravel Overview, Application Structure, Installation of Laravel framework, Understanding configuration file, Working with Controller, Model and View, Routing, Configuring database, Working with Database, CRUD Operation								9
5	Working with Laravel Middleware, Validation, Error Handling, Session, URL Generation, Blade Templates, Security								9
Practical content									
List of programs specified by the subject teacher based on above mentioned topics.									
Text Books									
1.	Laravel: Up and Running, by Matt Stauffer, O'Reilly Media								
Reference Books									
1.	Documentation from www.codeigniter.com								
2.	Documentation from www.laravel.com								
Note for Examiner									
	Q-1 must be common from any topics from syllabus. Q-2 and onwards must be from specific topics and internal choice or option can be given								
Paper Structure									

Section:1

Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30

Questions must be covered from all possible section.

Section:2

Q-2 (Must be from topics: 1 and 2 (6+6))

Q-3 (Must be from topics: 3 and 4(6+6))

Q-4 (Must be from topic: 5(6))

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FACULTY OF COMPUTER APPLICATIONS									
Programme		M.Sc.(CA&IT)				Branch/Spec.		DCS	
Semester		II				Version		1.0.0.0	
Effective from Academic Year			2018-19			Effective for the batch Admitted in			June 2018
Subject code		P22A3AAD		Subject Name		ANDROID APPLICATION DEVELOPMENT			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	3	-	3	-	6	Theory	40	60	100
Hours	3	-	6	-	9	Practical	20	30	50
Pre-requisites:									
knowledge of Kotlin and Android App fundamentals									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> • Use various dialog boxes in Android application • Implement various background task in application • Define the loader and implement it in application • Integrate Firebase database with Android application • Invoke third party library within application • Develop an application which implements AdMob features in it 									
Theory syllabus									
Unit	Content								Hrs
1	App Widgets and Dialog What is App Widget, Use of App Widget, Creating App Widget Dialog: Simple Alert dialog, Progress dialog, List dialog, Datepicker dialog								9
2	Background Task AsyncTask, Broadcast Receiver, Services, Notifications, Scheduling Alarms								9
3	Loaders Loader Architecture, Implementing a Cursor Loader								9
4	Firestore and AdMob Getting started with Firestore, Firestore Analytics, Firestore Notification, Firestore Realtime Database AdMob: What is AdMob, Create an AdMob account, Implement AdMob in your app								9
5	Calling PHP from Android Pass Android application data to PHP, Manipulate Android data in MySQL using PHP								9
Practical content									
List of programs specified by subject teacher based on above mention topics.									
Text Books									
1.	Android Developer Fundamental:Concept Reference By Google Developer Team								
Reference Books									
1.	Android Wireless Application Development By Shane Conder & Lauren Darcy								
2.	Kotlin in Action By Dmitry Jemerov								
Note for Examiner									
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Paper Structure									

Section: 1

Q-1 (Attempt any Five Out of Seven: each question must be of 6 marks) -- 30

Questions must be covered from all possible section.

Section:2

Q-2 (Must be from topics: 1 and 2 (6+6))

Q-3 (Must be from topics: 3 and 4 (6+6))

Q-4 (Must be from topic: 5(6))

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FACULTY OF COMPUTER APPLICATIONS									
Programme		M.Sc.(CA & IT)				Branch/Spec.		DCS	
Semester		II				Version		1.0.0.0	
Effective from Academic Year			2018-19			Effective for the batch Admitted in			June 2018
Subject code		P22A3FDS		Subject Name		FUNDAMENTALS OF DMM AND SEO			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	3		3	-	6	Theory	40	60	100
Hours	3		6	-	9	Practical	20	30	50
Pre-requisites:									
Basic knowledge of Internet and Social Media.									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> Promote business online Create YouTube Channel, Blog and SEO oriented web application Start Ad Sense Google facility 									
Theory syllabus									
Unit	Content								Hrs
1	Digital Media Marketing: Overview of the digital marketing, Digital and traditional marketing, Need of digital marketing, Objective of digital marketing, Different ways for digital marketing, Online marketing plan, Digital marketing strategies, promote business online, Introduction to online advertising -Email, Website, Blog, Blog posting, Blog integration with social media.								9
2	Social Media Marketing: Social networking, Social Media channels, Bookmarking, SMM tools, Content writing, Building brand, Lead generation, Facebook marketing, Facebook insight, Instagram and LinkedIn marketing, Twitter, Building followers, Social media strategies.								9
3	E-Mail & Mobile Marketing: Overview of E-mail marketing, Email strategy and planning, Email Campaign, Email Tools, Mail Chimp, Email Scheduling, Email Automation, Mobile Commerce, Mobile Integration, Mobile analytics.								9
4	Search engine optimization: SEO Introduction, Indexing and Crawling, Keyword research, Keyword Planner tools, Organic search, Paid search, On page SEO, Off Page SEO, Link building, Google Business listing, SEO audits, Tools and Measurements, Search engine algorithm, Directory submission, robot.txt, Inbound Link, Link Building.								9
5	Search engine marketing: SEM Introduction, Google Ad Words, Ad Sense, Campaign types, Display network, Mobile AD, YouTube Campaign, Landing page, Ecommerce listing, Affiliate marketing, Pinterest, Social Bookmarking.								9
Practical content									
List of programs specified by subject teacher based on above mention topics.									
Text Books									
-									
Reference Books									
1	eMarketing, The Essential guide to marketing in a digital world, Rob stokes, Minds , 5th Edition								

	,Publication-Quirk
2	Digital marketing for Dummies , Ryan Deiss and Russ Hennesberry, 2017
3	Search Engine Optimization All in one for Dummies, Bruce Clay, Susan Esparza, 2nd Edition ,Publication Wiley
4	Inbound Marketing, Get Found Using Google, Social Media, and Blogs 1st Edition, Brian Halligan ,Dharmesh Shah.
Note for Examiner	
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Paper Structure	
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Programme		M.Sc.(CA&IT)				Branch/Spec.		DCS	
Semester		II				Version		1.0.0.0	
Effective from Academic Year			2018-19			Effective for the batch Admitted in			June 2018
Subject code		P22A3IAD		Subject Name		IOS APPLICATION DEVELOPMENT			
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	Total
	L	TU	P	TW					
Credit	3	-	3	-	6	Theory	40	60	100
Hours	3	-	6	-	9	Practical	20	30	50
Pre-requisites:									
knowledge of Swift and iOS App fundamentals									
Learning Outcome:									
After learning this course, the students should be able to									
<ul style="list-style-type: none"> • Create mobile application for iPhone and iPad • Understand and apply all key features of iOS Development framework • Implement Map and location service • Integrate Facebook and/or Twitter account • Persist data using core data and sqlite • Test and Submit the application to App Store 									
Theory syllabus									
Unit	Content								Hrs
1	Introduction and Implementation of UI Elements: Introduction to UIKit Framework, Different View Controller: single view Controller, Master-Detail View Controller, Navigation View Controller, Segue, UITableView View , Custom Table view Cell, Icons and Images, UIAlert View, UIAction Sheet , UICollection View, Slider, UIPickerView View, UI DATE Picker ,UIScrollView, SplitView								9
2	Working with Bar, Gesture Recognizer and Map Working with tab bar and tool bar, UIGesture Recognizer- Swipe, Pinch, Pan, Long Press, Edge Gesture, MapKit and CoreLocation Framework, Notification – push and local notification, Interacting with media								9
3	File Manipulation and Web Service Accessing File and Directories, XML file parsing, JSON Parsing, Web Service, QR code scanner								9
4	Data Persistence: Core Data, Sqlite database, plist , User defaults, Keychain, Cloud kit								9
5	Social Network Integration and Animation Social Media Integration- Integrating facebook and twitter account in App, Basic animation and Graphics drawing ,Web service Integration, App thinning , Test Flight, Development and Distribution Certificate, Submitting your App to App Store								9
Practical content									
List of programs specified by subject teacher based on above mention topics.									
Text Books									
1.	iOS 11 App Development Essentials by Neil Smyth								

Reference Books	
1.	iOS Programming: The Big Nerd Ranch Guide by Christian Keur
2.	The Core iOS Developer's Cookbook by Erica Sadun and Rich Wardwell
3.	Beginner's Guide to iOS 11 App Development Using Swift 4: Xcode, Swift and App Design Fundamentals By Serhan Yamacli
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FACULTY OF COMPUTER APPLICATION									
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Semester		II			Version			1.0.0.1	
Effective from Academic Year		2018-2019			Effective for the batch Admitted in			July -2018	
Subject code	P22B4CDP2		Subject Name		CAREER DEVELOPMENT AND PLANNING-II				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total		CE	SEE	TOTAL
	L	TU	P	TW					
Credit	3	-	-	-	3	Theory	40	60	100
Hours	3	-	-	-	3	Practical	-	-	-
Pre-requisites:									
Basic knowledge of mathematical operations and communication skills									
Learning Outcome:									
<ul style="list-style-type: none"> To trained the students for MCQ relating to computer applications. To enable the students to acquire soft skills. To trained the students for selection procedure which includes aptitude test, group discussion, presentation skills and personal interviews. 									
Theory syllabus									
Unit	Contents								Hrs.
1	Aptitude Number System, Profit, Loss and discount, Average and their application, Ratio, proportion and variation, Time and work, Time speed and distance, sequence and series, probability								9
2	Verbal Reasoning Series, Classification, Direction sense test , Alpha-numeric sequence puzzle, number ranking and time sequence test, mathematical operations, logical sequence of words, Arithmetical reasoning, blood relation								9
3	Non-verbal Reasoning Series, Analogy, Analytical reasoning, spotting out the embedded figure, completion of incomplete pattern, figure matrix								9
4	Basic Programming Skills Interview Question for Logic development and programming, Object oriented fundamental (C++, Java),Interview question for data structure and analysis design of algorithm, Interview question for DBMS, Interview question for .Net Programming, Interview question for PHP.								9
5	Interviews Mock Interviews, Mock GD, Pre-Interview preparation techniques, Type of Interview questions, Answering strategies, Projecting a positive image, Listening English conversations & Talks, Oral practice-Speaking skills, On-line Competitive English language (grammar) proficiency tests. Introduction to thesis, proposal, article, project								9
Practical content									
List of programs specified by the subject teacher based on above mention topics.									
Text Books									
1.	Quantitative Aptitude for CAT by Nishit Singha, Peason Education								

2.	Quantitative Aptitude By Trishna, Knowledge System.
3.	A Modern Approach to Verbal Reasoning by R.S.Aggarwal , S.Chand & Company Ltd
4.	A Modern Approach to non-Verbal Reasoning by R.S.Aggarwal , S.Chand & Company Ltd
Reference Books	
1.	Objective General knowledge by edgar Thorpe and Showick Thorpe , Pearson Education
2.	Effective Technical communication By M Ashraf Rizvi, Tata MaGraw-Hill Publishing Company Ltd
3.	How to Succeed at Interview by Andreas , Tata MaGraw-Hill Publishing Company Ltd
4.	201 Best Questions to Ask on Your Interview by John Kador, Tata MaGraw-Hill Publishing Company Ltd
Note for Examiner	
	Exam have two part 1) Internal (40%) 2) External (60%)
Internal Exam	
	<ul style="list-style-type: none"> • Internal Exam weight is 40%. • Attendance has 10 marks. • Assignment / presentation / other activities have 10 marks. • Interview and viva voce have 10 marks. • Continues evolution test has 10 marks.
External / University Exam	
	<ul style="list-style-type: none"> • University exam weight is 60% • University exam must contain two components 1)Written Test(Objective Test) 2) Interview (Viva) • Written Test will be conducted online and component must be objective type of question (40 marks) • Interview component must be a viva voce type and 20 marks.
University Exam Paper Structure	
	<ul style="list-style-type: none"> • Online Test must contain the objective type of question from following component of syllabus. • Aptitude • Verbal Reasoning • Non-verbal Reasoning • Basic Programming Skills • In examination scheme no negative marking. • Duration of Written Test must be 1:30 Hr • 40 Question MCQ

The School of Computer and Communication Sciences (IC) at EPFL invites applications for tenure-track faculty positions in all areas of computer and communication sciences. Some areas of particular interest this year include unconventional computing (e.g., applied quantum computing, DNA computing), programming languages and verification, and intelligent systems. Senior faculty appointments may be possible. We seek candidates with an outstanding academic record and a strong commitment to teaching and mentoring students. EPFL offers its faculty excellent students from all over the world, competit Computer Applications (BBA) degree programme consists of 3,5 years of studies, which combine lectures and real work life connections. As a student you will spend a large part of your studies in an actual workplace learning by doing. Core competence. Core competence studies and thesis are compulsory for all Computer Applications degree students. Work placement also belongs to core competence. The core competence studies cover a wide range of topics in programming. The Computer Applications, Computer Networking, CyberSecurity, Computer Software Developer, and Business Computer Information Science programs continue to evolve. with today's technology. The Computer Applications program concentrates on microcomputer applications in the area of electronic spreadsheets, electronic presentations, database management, and word processing. Computer-Applications, Networking, Info. Science 153. Software Application Specialist Software Engineer Systems Analyst Systems Programmer (Some of these careers may require education beyond the two-year college level.) Program Learning Outcomes. Computer Applications. 1. Demonstrate an understanding of computer components and. explain their purpose.