COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	TEACHING & EVALUATION SCHEME				
							THEORY			PRACTICAL	
							END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*
BTMACS101		MATHEMATICS - I	3	1	-	4	60	20	20	-	-

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. To introduce the students with the Fundamentals of the Differential, Integral, Vector Calculus and Numerical Analysis.

Course Outcomes:
Upon completion of the subject, students will be able to:
1. Understand and apply the basics of the differential calculus.
2. Know the fundamental principles of the integral calculus and apply them.
3. Apply the techniques in the numerical analysis.
4. Know the numerical solution of the system of linear algebraic equations.
5. Understand and apply the basics of the vector calculus.

Syllabus:

UNIT I
Differential Calculus
Limits of functions, continuous functions, uniform continuity, montone and inverse functions. Differentiable functions, Rolle's theorem, mean value theorems and Taylor's theorem, power series. Functions of several variables, partial derivatives, chain rule, Tangent planes and normals. Maxima, minima, saddle points, Lagrange multipliers, exact differentials

UNIT II
Integral Calculus
Riemann integration, fundamental theorem of integral calculus, improper integrals. Application to length, area, volume, surface area of revolution. Multiple integrals with application to volume, surface area, Change of variables.

UNIT III
Numerical Analysis
Number Representation and Errors: Numerical Errors; Floating Point Representation; Finite Single and Double Precision Differences; Machine Epsilon; Significant Digits.
Numerical Methods for Solving Nonlinear Equations: Method of Bisection, Secant Method, False Position, Newton-Raphson's Method, Multidimensional Newton's Method, Fixed Point Method and their convergence.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

UNIT IV
Numerical Methods for Solving System of Linear Equations: Norms; Condition Numbers, Forward Gaussian Elimination and Backward Substitution; Gauss-Jordan Elimination; FGE with Partial Pivoting and Row Scaling; LU Decomposition; Iterative Methods: Jacobi, Gauss Siedal; Power method and QR method for Eigen Value and Eigen vector.

UNIT V
Vector Calculus
Gradient and directional derivative. Divergence and Curl of Vector point function, line and surface integrals. Green's, Gauss' and Stokes' theorems and their applications.

Text Books:
1. T. M. Apostol, Calculus, Volume I, 2nd Ed, Wiley, 1967.
2. T. M. Apostol, Calculus, Volume II, 2nd Ed, Wiley, 1969.
3. K. E. Atkinson, Numerical Analysis, John Wiley, Low Price Edition (2004).
4. S. D. Conte and C. de Boor, Elementary Numerical Analysis - An Algorithmic Approach, McGraw-Hill,2005.
5. B. S. Grewal, Higher Engineering Mathematics, Khanna Publishers, Delhi

Reference Books:
1. R. G. Bartle and D. R. Sherbert, Introduction to Real Analysis, 5th Ed, Wiley, 1999.
2. J. Stewart, Calculus: Early Transcendentals, 5th Ed, Thomas Learning (Brooks/ Cole), Indian Reprint, 2003.
3. J. Stoer and R. Bulirsch, Introduction to Numerical Analysis, 2nd Edition, Texts in Applied Mathematics, Vol. 12, Springer Verlag, 2002.
4. J. D. Hoffman, Numerical Methods for Engineers and Scientists, McGraw-Hill, 2001.
5. M.K Jain, S.R.K Iyengar and R.K Jain, Numerical methods for scientific and engineering computation (Fourth Edition), New Age International (P) Limited, New Delhi, 2004.
6. S. C. Chapra, Applied Numerical Methods with MATLAB for Engineers and Scientists, McGraw-Hill 2008.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Shri Vaishnav Vidyapeeth Vishwavidyalaya
B. Tech., B. Tech. + M. Tech. and B. Tech. + MBA (Information Technology)
Choice Based Credit System (CBCS) 2018-19
SEMESTER I

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY END SEM University Exam	THEORY Two Term Exam	THEORY Teachers Assessment*	PRACTICAL END SEM University Exam	PRACTICAL Teachers Assessment*
BTCS204		COMPUTER PERIPHERALS AND INTERFACES	3	1	2	5	60	20	20	30	20

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. Understanding of knowledge of memory chips, its types and troubleshooting methodologies.
2. Understanding the power system and its troubleshooting methods.
3. Understand the different interfaces and ports working and its configuration process.

Course Outcomes:
After the course completion student will be able to
1. Analyze PC boards, ROM memory and different types of buses.
2. Troubleshoot Device drives and peripherals devices working and its configuration process
3. Analyze the power system and its troubleshooting methods.

Syllabus:

UNIT I
Memory: Memory, memory chips & modules, memory types, advanced memory technologies, troubleshooting memory.

UNIT II
Motherboard: PC family tree, motherboard controllers and system resources, input-output ports, IRQ, I/O bus system: ISA, MCA, ELSA, VESA local bus, PCI, AGP, PCIX; on board I/O devices, ROMBIOS, ROM POST, CMOS setup.

UNIT III
Power Supply: power supply function and operation, power supply quality and specification, power protection and back-up, backup power system; UPS; troubleshooting power supply

UNIT IV
Interfaces and I/O Ports: Floppy disk drive interface, IDE interface: ATA standards, master-slave configuration, data transfer mode; SCSI interface: SCSI bus, SCSI standards: which is better SCSI or IDE; serial ports, parallel ports, USB, Video apapters, troubleshooting Video adapters.

UNIT V

Device drives and peripherals : Floppy disk drive, hard drive CD ROM drive, DVD ROM drive, record able drives , keyboards, mice printers and monitors, troubleshooting drives and peripherals.

Text Books:
1. Craig Zacker & John Rourtre: PC Hardware- The complete reference, TMH.
2. S.K. Chauhan: PC Upgrading, maintenance and troubleshooting guide.

List of Practical's:
1. To study motherboard.
2. Study of microprocessor.
3. To study SMPS and UPS.
4. To study the CD-ROM and DVD-ROM.
5. To study working of keyboard and mouse.
6. To study different ports and slots.
7. To study various types of Cables & Connectors.
8. Study of monitor.
9. To study different types of printers.
10. To assemble a PC.
11. To study Floppy Disk Drive.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Shri Vaishnav Vidyapeeth Vishwavidyalaya

B. Tech., B. Tech. + M. Tech. and B. Tech. + MBA (Information Technology)
Choice Based Credit System (CBCS) 2018-19
SEMESTER I

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY END SEM University Exam	THEORY Two Term Exam	THEORY Teachers Assessment*	PRACTICAL END SEM University Exam	PRACTICAL Teachers Assessment*
							TEACHING & EVALUATION SCHEME				
BTIT101		INTRODUCTION TO INFORMATION TECHNOLOGY	3	-	2	4	60	20	20	-	50

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. Understand fundamentals of Information Technology.
2. Understand the social impact of Information Technology.

Course Outcomes:
At the end of this course students will be able:
1. To understand the basics of Computer Network and its working.
2. To understand the basics of DBMS and its use in real world.
3. To understand the basics and working of devices and software's in the computer.
4. Know the use of Internet Services like E-mail, Telnet, FTP, WWW, HTML, and URL.
5. To understand the basic concepts of Cloud Computing.
6. To understand social impact of IT services in Real World.

Syllabus:

UNIT I
Data and Information: Introduction, Type of data, Simple model of computer, Organization i.e. CPU, register, Bus architecture, Instruction set, Memory & Storage Systems, I/O Devices, and System & Application Software.
Introduction to Operating System, Function, Types, Management of File, Process & Memory.

UNIT II
Introduction to Database Management System; Introduction, File oriented approach and Database approach, Data Models, Architecture of Database System,
Introduction, Working of INTERNET, Introduction to network protocol and topologies. Types of network: ISO-OSI Model, Functions of Different Layers. Internet working Concepts, Devices, TCP/IP Model. LAN, WAN, Web browser.

UNIT III
IT Application in Communication: lntroduction to Cellular Mobile Systems, Cellular Mobile Telephone Systems, A Basic Cellular System, Operation of Cellular Systems. Network services-telephone services, Radio and TV broadcasting, Audio-Visual conferencing, Video-on-demand.

UNIT IV

IT Application in Multimedia: Introduction, Components of multimedia and challenges, Video compression, Video coding technology: JPEG, MPEG, And JBIG. **Introduction to cloud computing**:
Types, Services, Models, Characteristics, Benefits and Challenges, Application, Limitations.

UNIT V

IT Application in E-Commerce and E-Governance: Introduction, Different Types of E-Commerce with examples, Advantages and disadvantages, E-Commerce in India, E-Services, E-Commerce security, Internet security and ethics, Technology issues, Social issues, Introduction to E-Governance,
Challenges, Application, advantages, Case study of MP-online and IRCTC.

Text Books:
1. Fundamentals of Computers : E Balagurusamy, TMH
2. Information Technology Principles and Application: Ajoy Kumar Ray & Tinku Acharya PHI.

Reference Books:
1. V.Rajaraman, Introduction to Information Technology; PHI
2. Santiram Kal Basic Electronics, PHI
3. M.N. Rao Cloud Computing, PHI
4. Computer Networks:Andrew Tananbaum, PHI
5. Data Base Management Systems, Korth, TMH
6. William Cy Lee , Mobile Cellular Telecommunications, 2ndEdition, MC Graw Hill.

List of Practical's:
1. To study about the Generation of the Computer.
2. To study about MS-DOS Internal & External Commands.
3. To study about the Installation process of Windows Operating System.
4. To study about Widows related operation: Control Panel, Device Manager.
5. Creation and editing of Text files using MS - word.
6. Creation and operating of spreadsheet using MS -Excel.
7. Creation and editing power - point slides using MS - power point.
8. To study about MP-Online Website and create Report on it.
9. To study about IRCTC Website and create Report on it.
10. To study about NPTEL Website and create Report on it.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Shri Vaishnav Vidyapeeth Vishwavidyalaya
B. Tech., B. Tech. + M. Tech. and B. Tech. + MBA (Information Technology)
Choice Based Credit System (CBCS) 2018-19
SEMESTER I

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY END SEM University Exam	THEORY Two Term Exam	PRACTICAL Teachers Assessment*	PRACTICAL END SEM University Exam	PRACTICAL Teachers Assessment*
BTEC104		DIGITAL LOGIC & CIRCUIT DESIGN	3	1	2	5	60	20	20	30	20

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical;   **C** - Credit;
*__Teacher Assessment__ shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The objective of this course is to-
1. Use of Boolean algebra and Karnaugh Map to simplify logic function.
2. Describe the operation of different Combinational and Sequential Logic Circuits.

Course Outcomes:
After completion of this course the students will be able to-
1. Design an optimal digital logic circuit to meet the given specifications.
2. Evaluate the performance of the given digital logic circuit based on specific criteria for reliable system implementation.

Syllabus:

UNIT I
Number System & Codes: Introduction to number systems, Binary numbers, Octal & Hexadecimal Numbers, Number base Conversion, Signed binary numbers : 1's Complement & 2's Complement representation and their arithmetic operation, Floating point representation, binary codes, BCD,ASCII, EBCDIC, Gray codes, Error detecting and Correcting codes, Hamming codes.

UNIT II
Boolean algebra and Logic gates: Introduction, Logic operations, Axioms and laws of Boolean algebra, Demorgan's theorem, Boolean functions, Canonical and standard forms. Logic gates and their applications, universal gates, NAND-NOR implementation of logic functions. Minimization techniques for logic functions-K-map, Tabular / Quine McCluskey method.

UNIT III
Combinational logic: Arithmetic circuits- Half adder, Full adder, Half subtractor, Full subtractor, Parallel and Serial adder, BCD adder, Multiplexer, De-multiplexer, Encoder & Decoder.

UNIT IV
Sequential logic: Introduction, Latch and Flip Flop- S-R, D, JK and T, State diagram, characteristic equation, state table and excitation table, Flip flop conversion, applications of Flip flop, Counters, Registers.

UNIT V
Semiconductor Memories and A/D and D/A converters: Semiconductor Memory – RAM, ROM- Organization, operation and their Types, PLD- PAL, PLA, PROM, FPGA, Analog to Digital (A/D)and Digital to Analog (D/A) converters and their types.

Text Books:
1. M. Morris Mano, "Digital Logic and Computer Design", Pearson Education, 2016.
2. S Salivahanan and S Arivazhagan: Digital Circuits and Design, 4th Edition, Vikas Publishing House, 2012.

Reference Books:
1. A. Anand Kumar, "Fundamentals of Digital Circuits", 4th Edition, PHI, 2016.
2. Floyd and Jain, "Digital Fundamentals", 10th Edition, Pearson Education India, 2011.
3. Roland J. Tocci, Widmer, Moss, "Digital Systems Principles and Applications", 10th Edition, Pearson 2009.
4. Stephen Brown, Zvanko Vranesic, "Fundamentals of Digital Logic Design", 3rd Edition, McGraw Hill, 2017.

List of Practical's:
1. To study and test of operation of all logic gates for various IC"s (IC7400, IC7403, IC408, IC74332, IC7486).
2. Verification of DeMorgan's theorem.
3. To construct of half adder and full adder.
4. To construct of half subtractor and full subtractor circuits.
5. Verification of versatility of NAND gate.
6. Verification of versatility of NOR gate.
7. Design a BCD to excess 3code converter.
8. Design a Multiplexer/ Demultiplexer
9. Analysis of various flip flops with Preset and Clear capability.
10. Design of Johnson and Ring counter.
11. Design of synchronous and asynchronous up/down counters.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY			PRACTICAL	
							END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*
BTCS104		PRINCIPLES OF 'C' LANGUAGE	3	-	-	3	60	20	20	-	-

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. To familiarize with basic concepts of computer programming and developer tools.
2. To present the syntax and semantics of the "C" language as well as data types offered by the language
3. To allow the student to write their own programs using standard language infrastructure regardless of the hardware or software platform
4. To introduce the fundamental concepts of computer programming.
5. To design programs in C involving different data types, decision structures, loops and functions, arrays and pointers.

Course Outcomes:
Upon completion of the subject, students will be able to:
1. Understand the basic terminologies used in computer programming.
2. Be proficient in using the basic constructs of C, to develop a computer program.
3. Understand the use of functions, pointers, arrays and files in programming.
4. Understand the fundamentals of procedure-oriented programming and be able to apply it in computer program development.

Syllabus:

UNIT I
Introduction to programming languages Evolution of programming languages, structured programming, the compilation process, object code, source code, executable code, operating systems, interpreters, linkers, loaders, fundamentals of algorithms, flow charts.

UNIT II
Introduction to 'C' Language Character Set. Variables and Identifiers, Built-In Data Types. Variable Definition, Arithmetic Operators and Expressions, Constants And Literals, Simple Assignment Statement, Basic Input/Output Statement, Decision Making Within A Program, Conditions, Relational Operators, Logical Connectives, If Statement, If-Else Statement, Loops: While Loop, Do While, For Loop. Nested Loops, Infinite Loops, Switch Statement, Structured Programming
.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

UNIT III

One Dimensional Arrays: Array Manipulation; Searching, Insertion, Deletion of an Element from an Array; Finding the Largest/Smallest Element in an Array; Two Dimensional Arrays, Addition/Multiplication of Two Matrices, Transpose of a Square Matrix, Strings as Array of Characters, Address Operators, Pointer Type Declaration, Pointer Assignment, Pointer Initialization, Pointer Arithmetic, Functions And Pointers, Arrays And Pointers, Pointer Arrays.

UNIT IV

Top-Down Approach of Problem Solving, Modular Programming and Functions, Standard Library of C Functions, Prototype of a Function: Foo1lal Parameter List, Return Type, Function Call, Block Structure, Passing Arguments to a Function: Call by Reference, Call by Value, Recursive Functionsand Arrays as Function ArgumentsStructure Variables, Initialization, Structure Assignment, Nested Structure, Structures and Functions, Structures and Arrays: Arrays of Structures, Structures Containing Arrays, Unions.

UNIT V

Concept of Files, File Opening in Various Modes and Closing of a File, Reading from a File, Writing onto a File

Text Books:
1. Programming in C - Gottfried B.S., TMH
2. The 'C' programming language - B.W.Kernighan, D.M.Ritchie, PHI

Reference Books:
1. Programming in ANSI C - Balaguruswami, TMH
2. C The Complete Reference - H.Sohildt, TMH
3. Let us C - Y.Kanetkar, BPB Publications
4. A Structured Programming Approach using C – B.A. Forouzan & R.F. Gillberg, THOMSON Indian Edition
5. Computer fundamentals and programming in C – Pradip Dey & Manas Ghosh, OXFORD

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY			PRACTICAL	
							END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*
BTCS108		PROGRAMMING SKILLS WITH 'C'	-	-	2	1	-	-	-	30	20

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
*****Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. To familiarize with basic concepts of computer programming and developer tools.
2. To present the syntax and semantics of the "C" language as well as data types offered by the language
3. To allow the student to write their own programs using standard language infrastructure regardless of the hardware or software platform
4. To introduce the fundamental concepts of computer programming.
5. To design programs in C involving different data types, decision structures, loops and functions, arrays and pointers.

Course Outcomes:
Upon completion of the subject, students will be able to:
1. Understand the basic terminologies used in computer programming.
2. Be proficient in using the basic constructs of C, to develop a computer program.
3. Understand the use of functions, pointers, arrays and files in programming.
4. Understand the fundamentals of procedure-oriented programming and be able to apply it in computer program development.

Text Books:
1. Programming in C - Gottfried B.S., TMH
2. The 'C' programming language - B.W.Kernighan, D.M.Ritchie, PHI

Reference Books:
1. Programming in ANSI C - Balaguruswami, TMH
2. C The Complete Reference - H.Sohildt, TMH
3. Let us C - Y.Kanetkar, BPB Publications
4. A Structured Programming Approach using C – B.A. Forouzan & R.F. Gillberg, THOMSON Indian Edition
5. Computer fundamentals and programming in C – Pradip Dey & Manas Ghosh, OXFORD

List of Practical's:
1. Study of procedural programming paradigm and object-oriented programming paradigm.
2. To demonstrate use of data types.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

3. Write a program on operators (Arithmetic Operator, Relational Operators and Conditional Operators etc.).
4. Write a program using decision making statements (switch case, if and if-else, nested structures).
5. Write a program using simple loops and nested loops.(For, While, Do-While Loop)
6. Write a program to user defined functions using C.
7. Write a program for recursive functions.
8. Write a program for array and multidimensional array (2-d arrays).
9. Write a program of pointers and strings (strings and pointers).
10. Write a program of dynamic memory allocation nusingcalloc(), malloc() and realloc().
11. Write a program on structure and union.
12. Write a program in C using (i) if-then-else (ii) loops
13. Write a program illustrate Function in C
14. Write a program for nested function call.
15. Write a program of call by value using C
16. Write a program of call by reference using C
17. Write a program on file handling using C

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	THEORY			PRACTICAL	
							END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*
BTIT307	UG	WEB DEVELOPMENT LAB – I (HTML & XML)	-	-	4	2	-	-	-	60	40

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;
*__Teacher Assessment__ shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:
The student will have ability to:
1. This module introduces the concepts of web development and gives the students the opportunity to learn about different tools and techniques used in web designing and practically apply some of the tools.

Course Outcomes:
Upon completion of the subject, students will be able to:
1. Create an HTML Documents, and establish adequate formatting for presentation purposes
2. Import, insert and modify images
3. Insert and manipulate tables
4. Establish and maintain internal and external link to available resources
5. Use special effect to make the expressive, evocative documents
6. Insert and manipulate multi-media objects

Syllabus:

UNIT I
Basics of HTML: What is HTML, HTML Documents, Basic structure of an HTML document, creating an HTML document, Headers tags, Body tags, Paragraphs formatting, Text Elements, Tag Elements, Special Character elements, Image tags, HTML Table tags and lists: Numbered list, Non-Numbered lists, Definition lists, Anchor tag, Name tag, Hyperlinks – FTP/HTTP/HTTPS, Links with images and buttons, Links to send email messages, Text fonts and styles, background colors/images, Marquee Behavior, Forms related tags. (Action, method, name, input etc.)

UNIT II
HTML5: Introduction of HTML5, HTML Media Tags: Inserting audio files, Inserting video files, Screen control attributes, Media control attributes, HTML Object.
.
UNIT III
CSS: Introduction of CSS, CSS Syntax CSS Id & Class. CSS Styling: styling Backgrounds, styling Text, styling Fonts, styling Links, styling Lists, styling Tables. CSS Box Model: Border, Outline, Margin, Padding. CSS Advanced: Grouping/Nesting, Dimension, Display, Positioning,

Floating, Align, Pseudo-class, Pseudo-element, Navigation Bar, Image Gallery, Image capacity, Image Sprites, Media Types, and Attribute Selectors.

UNIT IV
XML: Introduction of XML, Tree, Syntax, Elements, Attributes, Namespaces, XPath, DTD, Applications, XHTML.

UNIT V
Java Script: Introduction to client side scripting, Java Script Syntax, Variables and Functions, Operators, Comparisons, Events and Objects.

Text Books:
1. Java- Head First 2nd edition Kathy Sierra , Bert Bates.
2. Steven M. Schafer, "HTML, XHTML, and CSS Bible", 5ed, Wiley India

Reference Books:
1. John Duckett,"Beginning HTML, XHTML, CSS, and JavaScript ",Wiley India
2. Ian Pouncey, Richard York, "Beginning CSS: Cascading Style Sheets for Web Design,Wiley India

List of Practical's:
1. Design a Web Page, Insert an image on to the web page such that image is of height 300 and width 300 pixels. The image should have an ALT text in it.
2. Create a Web page that holds a bulleted list of the names of your friends. Make sure that the bullets are in plain circle.
3. Create a Frame which would hold both the web page that was created earlier. The frame should be split row-wise into equal halves.
4. Create a Web Page to display the marks you got in all subjects of last semester using table.
5. Create a Form having two boxes with labels as First Name and Last Name. The User should not be allowed to enter the names directly in the text boxes. The input has to be given in the prompt box and then entered values should be given in the text boxes.
6. Create a Web Page that has a button in the center of the page. Using mouse events change the Message in the status bar.
7. Design a Web page that accepts Username and Password. Opens a new window when the password corresponds to a particular value is set by the developer.
8. Design a Web page that consists of 2 text boxes. When the page is first loaded set the focus to the first textbox. The user should not be allowed to leave the box unless enters a value in it.

Chairperson
Board of Studies
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Joint Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore