ANDHRAPRADESHSTATECOUNCILOFHIGHEREDUCATION
(A Statutory body of the Government of Andhra Pradesh)

REVISED UG SYLLABUS UNDER CBCS
(Implemented from Academic Year - 2020-21)
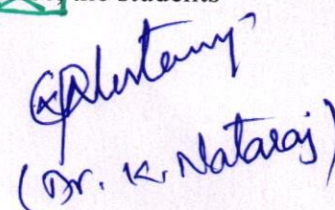### PROGRAMME: FOUR YEAR B.Com (CA)

Domain Subject: Computer Applications for B.Com.(CA)
Skill Enhancement Courses (SECs) for Semester V, from 2022-23 (Syllabus/Curriculum)

Pair Options of SECs for Semester–V
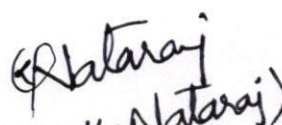*(To choose One pair from the Four alternate pairs of SECs)*

Univ. Code	Course NO. 6&7	Name of Course	Hrs. / Week	Max Marks IE	Max Marks EE	Practical	Credits
16C	6A	Big data Analytics using R	5	25	50	25	4
17C	7A	Data Science using Python	5	25	50	25	4
		OR					
18C	6B	Mobile application development	5	25	50	25	4
19C	7B	Cyber security and malware analysis	5	25	50	25	4
		OR					
20C	6C	E– commerce application development	5	25	50	25	4
21C	7C	Real time governance system (RTGS)	5	25	50	25	4
		OR					
22C	6D	Multimedia Tools and Applications	5	25	50	25	4
23C	7D	Digital imaging	5	25	50	25	4

Note : For Students of B.Com.(CA) V semester, in place of Series-C : E-Commerce, the students shall choose one of the above pairs.

(Dr. K. Nataraj)

Syllabus Approved :

(Nataraj)

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2020-21
Four year B.Com.(CA)Semester –V (from 2022-23) Domain
Subject: **Computer Applications for B.Com.(CA)**

Course Code: Max Marks: 100

Course-6C: E– COMMERCE APPLICATION DEVELOPMENT
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. To apply in an integrative and summative fashion the students' knowledge in all fields of business studies by drafting a website presence plan.
2. To understand the factors needed in order to be a successful in ecommerce
3. To gain the skills to bring together knowledge gathered about the different components of building a web presence
4. To critically think about problems and issues that might pop up during the establishment of the web presence
5. To apply Word Press as a content management system (CMS), Plan their website by choosing colour schemes, fonts, layouts, and more

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

Unit-1:   (10h)

    1.1 Introduction to E– commerce:

    1.2 Meaning and concept – E– commerce

    1.3 E– commerce v/s Traditional Commerce

    1.4 E– Business & E– Commerce – History of E– Commerce

    1.5 EDI – Importance, features & benefits of E– Commerce

    1.6 Impacts, Challenges & Limitations of E– Commerce

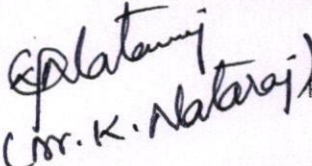**Unit-2:**   (12h)

    2.1 Business models of E – Commerce: Business to Business

    2.1.2 Business to customers

    2.1.3Customers to Customers

    2.1.4 Business to Government

    2.1.5 Business to Employee

    2.2 Influencing factors of successful E– Commerce

    2.3 Architectural framework of Electronic Commerce

    2.4 Web based E Commerce Architecture.

    2.5 Internet Commerce

Unit-3:   (12h)

    3.1 Electronic data Interchange

    3.2 EDI Technology

    3.3 EDl- Communications

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3.4 EDI Agreements

3.5 E– Commerce payment system.

3.6 Digital Economy

Unit -4:   (13h)

4.1 A Page on the web - HTML Basics

4.2 Client Side scripting -JAVA SCRIPT basics

4.3 Server side Scripting- PHP basics.

Unit-5:   (13h)

5.1 Logging in to Your Word press Site

5.2 word press dash board

5.3 creating your first post

5.4 adding photos and images

5.5 creating hyper link

5.6 adding categories and tags

Textbooks:

1. Turban, Rainer, and Potter, Introduction to E-Commerce, second edition, 2003
2. H. M. Deitel, P. J. Deitel and T. R. Nieto, E-Business and E-Commerce: How to Programe, Prentice hall, 2001
3. WordPress All-in-One For Dummies -written by Lisa Sabin Wilson with contributions by Michael Torbert, Andrea Rennick, Cory Miller, and Kevin Palmer

Reference Books:

1. Elias. M. Awad, "Electronic Commerce", Prentice-Hall of India Pvt Ltd.
2. Ravi Kalakota, Andrew B. Whinston, "Electronic Commerce-A Manager's guide", Addison-Wesley
3. https://w3cschools.com
4. David Whiteley, E-Commerce: Strategy, Technologies and Applications, Tata McGraw Hill.

RECOMMENDED CO-CURRICULAR ACTIVITIES: (Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)
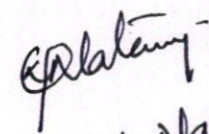
A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)

2. Student seminars (on topics of the syllabus and related aspects (individual activity))

3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))

B. General

1. Group Discussion

2. Others

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RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Efficient delivery using seminar presentations,
4. Computerized adaptive testing, literature surveys and evaluations,
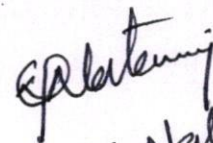5. Peers and self-assessment, outputs form individual and collaborative work

Course-6C: E– Commerce Application Development; Lab (Practical) Syllabus (15 Hrs)

Case study of e –commerce

1. Home page design of web site
2. Validation using PHP
3. Implement Catalogue design
4. Implement Access control mechanism(eg: username and password)
5. Case study on business model of online E-Commerce store

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

Syllabus Approved :

(Mr. K. Nataraj)

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2020-21
Four year B.Com.(CA)Semester –V (from 2022-23)

Domain Subject: **Computer Applications for B.Com.(CA)**

Course Code: Max Marks: 100

Course-7C: REAL TIME GOVERNANCE SYSTEM (RTGS)
(Skill Enhancement Course (Elective), 4 credits)

COURSE OUTCOMES:

Upon successful completion of this course, students will have the knowledge and skills to

1. Understand the terms regarding Governance, E-Governance and RTGS
2. Learn about E-Governance Infrastructure
3. Understand the E-Governance implementation in several countries
4. Understand the E-Governance implementation in several Indian states
5. Understand the applications of RTG

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

UNIT 1: Introduction to E-Governance   **12hrs**
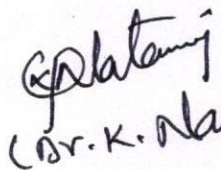
- Government, Governance and Good Governance
- What is E-Governance or Electronic Governance?
- E-Government and E-Governance: A conceptual Analysis
    - ❖ Objectives
    - ❖ Components
    - ❖ application domains
    - ❖ four phase model
    - ❖ implementing E-Governance
    - ❖ issues while implementing E-Governance
    - ❖ Opportunities and challenges
- Types of E-Governance
- What is Real-Time Governance (RTG)
- Real Time Governance Society (RTGS)

UNIT 2: E-Governance Infrastructure   **14hrs**

- Data Systems infrastructure
    - ❖ Executive Information Systems
    - ❖ Management Information Systems
    - ❖ Knowledge Management Systems

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- ❖ Transaction Processing Systems
- Legal Infrastructural preparedness
  - ❖ IT Act 2000
  - ❖ Challenges to Indian law and cybercrime scenario in India
  - ❖ Amendments of the Indian IT Act
- Institutional Infrastructural preparedness
  - ❖ Internet
  - ❖ intranet
  - ❖ extranet
- Human Infrastructural preparedness
  - ❖ Top-level management
  - ❖ Middle-level management
  - ❖ Low-level management
- Technological Infrastructural preparedness
  - ❖ Information and communications technology
  - ❖ Data Warehousing
  - ❖ Cloud Computing

UNIT 3: E-Governance: Country Experience   12hrs

- INDIA
- US
- UK
- AUSTRALIA
- DUBAI

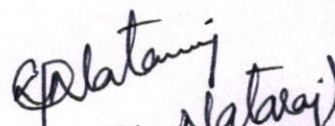## UNIT 4: E-Governance in India   12hrs

- Andhra Pradesh
- Karnataka
- Kerala
- Uttar Pradesh
- Madhya Pradesh
- West Bengal
- Gujarat

UNIT 5: Latest Applications in Real Time Governance   10hrs

- Agriculture
- Rural Development
- Health care
- Education
- Tourism
- Commerce and Trade

Syllabus Approved:

(Dr. K. Nataraj)

Textbooks:

1. E-Governance: concepts and case studies| CSR Prabhu| Prentice-Hall|
2. E-Governance| Niranjanpani, Sanhari Mishra | Himalaya Publishing House

Website References:

1. http://www.egov4dev.org/success/case/
2. https://vikaspedia.in/e-governance/resources-for-vles
3. https://altametrics.com/en/information-systems/information-system-types.html
4. https://core.ap.gov.in/CMDashBoard/Index.aspx

Co-Curricular Activities:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)

2. Student seminars (on topics of the syllabus and related aspects (individual activity))

3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))

4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity)
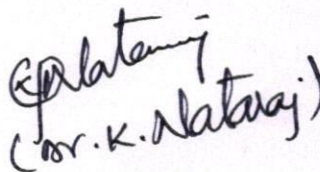
B. General

1. Group Discussion

2. Try to solve MCQ's available online.

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

10. The oral and written examinations (Scheduled and surprise tests),
11. Closed-book and open-book tests,
12. Practical assignments and laboratory reports,
13. Observation of practical skills,
14. Individual and group project reports.
15. Efficient delivery using seminar presentations,
16. Viva-Voce interviews.
17. Computerized adaptive testing, literature surveys and evaluations,
18. Peers and self-assessment, outputs form individual and collaborative work

Syllabus Approved: (Dr. K. Nataraj)