ANDHRA PRADESH STATE COUNCIL OF HIGHER EDUCATION

(A Statutory body of the Government of Andhra Pradesh)

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REVISED SYLLABUS OF B.Sc. (COMPUTER SCIENCE/ INFORMATION TECHNOLOGY) UNDER CBCS FRAMEWORK WITH EFFECT FROM 2020-2021

PROGRAMME: THREE-YEAR B.Sc.

(B.Sc. Computer Science/ Information Technology (IT))

COMPUTER SCIENCE

SYLLABUS SEM – 4

(With Learning Outcomes, Unit-wise Syllabus, References, Co-curricular Activities & Model Q.P.)

For Fifteen Courses of 1, 2, 3 & 4 Semesters)

(To be Implemented from 2020-21 Academic Year)

Structure of Computer Science /Information Technology (IT)

Programme: B.Sc. with Computer Science as one of the Core Subjects.
Discipline: Computer Science

Year	Semester	Paper Code	Subject	Hrs. per Week	Credits	IA	ES	Total
First Year	I	C1	Problem Solving in C	4	3	25	75	100
	I	C1-P	Problem Solving in C Lab	2	2		50	50
	II	C2	Data Structures using C	4	3	25	75	100
	II	C2-P	Data Structures using C Lab	2	2		50	50
Second Year	III	C3	Database Management System	4	3	25	75	100
	III	C3-P	Database Management System Lab	2	2		50	50
	IV	C4	Object Oriented Programming using Java	4	3	25	75	100
	IV	C4-P	Object Oriented Programming using Java Lab	2	2		50	50
	IV	C5	Operating Systems	4	3	25	75	100
	IV	C5-P	Operating Systems Lab using C/Java	2	2		50	50

OBJECT ORIENTATED PROGRAMMING THROUGH JAVA

Semester	Course Code	Course Title	Hours	Credits
IV	C4	OBJECT ORIENTATED PROGRAMMING THROUGH JAVA	60	3

Objectives:

To introduce the fundamental concepts of Object-Oriented programming and to design & implement object oriented programming concepts in Java.

UNIT - I

Introduction to Java: Features of Java, The Java virtual Machine, Parts of Java

Naming Conventions and Data Types: Naming Conventions in Java, Data Types in Java, Literals

Operators in Java: Operators, Priority of Operators

Control Statements in Java: if... else Statement, do... while Statement, while Loop, for Loop, switch Statement, break Statement, continue Statement, return Statement

Input and Output: Accepting Input from the Keyboard, Reading Input with Java.util.Scanner Class, Displaying Output with System.out.printf(), Displaying Formatted Output with String.format()

Arrays: Types of Arrays, Three Dimensional Arrays (3D array), arrayname.length, Command Line Arguments

UNIT - II

Strings: Creating Strings, String Class Methods, String Comparison, Immutability of Strings

Introduction to OOPs: Problems in Procedure Oriented Approach, Features of Object-Oriented Programming System (OOPS)

Classes and Objects: Object Creation, Initializing the Instance Variables, Access Specifiers, Constructors

Methods in Java:Method Header or Method Prototype, Method Body, Understanding Methods, Static Methods, Static Block, The keyword ‘this’, Instance Methods, Passing Primitive Data Types to Methods, Passing Objects to Methods, Passing Arrays to Methods, Recursion, Factory Methods

Inheritance: Inheritance, The keyword ‘super’, The Protected Specifier, Types of Inheritance

UNIT - III

Polymorphism: Polymorphism with Variables, Polymorphism using Methods, Polymorphism with Static Methods, Polymorphism with Private Methods, Polymorphism with Final Methods, final Class

Type Casting: Types of Data Types, Casting Primitive Data Types, Casting Referenced Data Types, The Object Class

Abstract Classes: Abstract Method and Abstract Class

Interfaces: Interface, Multiple Inheritance using Interfaces

Packages: Package, Different Types of Packages, The JAR Files, Interfaces in a Package, Creating Sub Package in a Package, Access Specifiers in Java, Creating API Document

Exception Handling: Errors in Java Program, Exceptions, throws Clause, throw Clause, Types of Exceptions, Re - throwing an Exception

UNIT - IV

Streams: Stream, Creating a File using FileOutputStream, Reading Data from a File uingFileInputStream, Creating a File using FileWriter, Reading a File using FileReader, Zipping and Unzipping Files, Serialization of Objects, Counting Number of Characters in a File, File Copy, File Class

Threads: Single Tasking, Multi Tasking, Uses of Threads, Creating a Thread and Running it, Terminating the Thread, Single Tasking Using a Thread, Multi Tasking Using Threads, Multiple Threads Acting on Single Object, Thread Class Methods, Deadlock of Threads, Thread Communication, Thread Priorities, thread Group, Daemon Threads, Applications of Threads, Thread Life Cycle

UNIT - V

Applets: Creating an Applet, Uses of Applets, <APPLET> tag, A Simple Applet, An Applet with Swing Components, Animation in Applets, A Simple Game with an Applet, Applet Parameters

Java Database Connectivity: Database Servers, Database Clients, JDBC (Java Database Connectivity), Working with Oracle Database, Working with MySQL Database, Stages in a JDBC Program, Registering the Driver, Connecting to a Database, Preparing SQL Statements, Using jdbc-odbc Bridge Driver to Connect to Oracle Database, Retrieving Data from MySQL Database, Retrieving Data from MS Access Database, Stored Procedures and CallableStatements, Types of Result Sets

BOOKS:

1. Core Java: An Integrated Approach, Authored by Dr. R. Nageswara Rao &Kogent Learning Solutions Inc.
2. E.Balaguruswamy, Programming with JAVA, A primer, 3e, TATA McGraw-Hill Company.
3. John R. Hubbard, Programming with Java, Second Edition, Schaum's outline Series, TMH.
4. Deitel&Deitel. Java TM: How to Program, PHI (2007)

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))
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.
3. Others

Semester	Course Code	Course Title	Hours	Credits
IV	C4-P	OBJECT ORIENTATED PROGRAMMING THROUGH JAVA LAB	30	2

1. Write a program to read Student Name, Reg.No, Marks[5] and calculate Total, Percentage, Result. Display all the details of students
2. Write a program to perform the following String Operations
    a. Read a string
    b. Find out whether there is a given substring or not
    c. Compare existing string by another string and display status
    d. Replace existing string character with another character
    e. Count number of works in a string
3. Java program to implements Addition and Multiplication of two N X N matrices.
4. Java program to demonstrate the use of Constructor.
5. Calculate area of the following shapes using method overloading.
    a. Triangle
    b. Rectangle
    c. Circle
    d. Square
6. Implement inheritance between Person (Aadhar, Surname, Name, DOB, and Age) and Student (Admission Number, College, Course, Year)classes where ReadData(), DisplayData() are overriding methods.
7. Java program for implementing Interfaces
8. Java program on Multiple Inheritance.
9. Java program for to display Serial Number from 1 to N by creating two Threads
10. Java program to demonstrate the following exception handlings
    a. Divided by Zero
    b. Array Index Out of Bound
    c. File Not Found
    d. Arithmetic Exception
    e. User Defined Exception

11. Create an Applet to display different shapes such as Circle, Oval, Rectangle, Square and Triangle.
12. Write a program to create Book (ISBN,Title, Author, Price, Pages, Publisher)structure and store book details in a file and perform the following operations
    a. Add book details
    b. Search a book details for a given ISBN and display book details, if available
    c. Update a book details using ISBN
    d. Delete book details for a given ISBN and display list of remaining Books

OPERATING SYSTEMS

Semester	Course Code	Course Title	Hours	Credits
IV	C5	OPERATING SYSTEMS	60	2

Objectives:

This course aims to introduce the structure and organization of a file system. It emphasizes various functions of an operating system like memory management, process management, device management, etc.

UNIT- I

What is Operating System? History and Evolution of OS, Basic OS functions, Resource Abstraction, Types of Operating Systems- Multiprogramming Systems, Batch Systems, Time Sharing Systems; Operating Systems for Personal Computers, Workstations and Hand-held Devices, Process Control & Real time Systems.

UNIT- II

Processor and User Modes, Kernels, System Calls and System Programs, System View of the Process and Resources, ProcessAbstraction, ProcessHierarchy, Threads, Threading Issues, Thread Libraries; Process Scheduling, Non-Preemptive and Preemptive Scheduling Algorithms.

UNIT III

Process Management:Deadlock, Deadlock Characterization, Necessary andSufficient Conditions forDeadlock, Deadlock Handling Approaches: Deadlock Prevention, Deadlock Avoidance and Deadlock Detection and Recovery.

Concurrent and Dependent Processes, Critical Section, Semaphores, Methods for Inter-process Communication; Process Synchronization, Classical Process Synchronization Problems: Producer-Consumer, Reader-Writer.

UNIT IV

Memory Management:Physical and Virtual Address Space; MemoryAllocation Strategies-Fixed and -Variable Partitions, Paging, Segmentation, Virtual Memory.

UNIT V

File and I/O Management, OSsecurity : DirectoryStructure, File Operations, File Allocation Methods, Device Management, Pipes, Buffer, Shared Memory, Security Policy Mechanism, Protection, Authentication and Internal Access Authorization

Introduction to Android Operating System, Android Development Framework, Android Application Architecture, Android Process Management and File System, Small Application Development using Android Development Framework.

REFERENCE BOOKS:

1. Operating System Principles by Abraham Silberschatz, Peter Baer Galvin and Greg Gagne (7th Edition) Wiley India Edition.
2. Operating Systems: Internals and Design Principles by Stallings (Pearson)
3. Operating Systems by J. Archer Harris (Author), Jyoti Singh (Author) (TMH)
4. Online Resources for UNIT V

RECOMMENDED CO-CURRICULAR ACTIVITIES:

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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.
3. Others

Semester	Course Code	Course Title	Hours	Credits
IV	C-5	OPERATING SYSTEMS LAB USING C/Java	30	2

1. Write a program to implement Round Robin CPU Scheduling algorithm
2. Simulate SJF CPU Scheduling algorithm
3. Write a program the FCFS CPU Scheduling algorithm
4. Write a program to Priority CPU Scheduling algorithm
5. Simulate Sequential file allocation strategies
6. Simulate Indexed file allocation strategies
7. Simulate Linked file allocation strategies
8. Simulate MVT and MFT memory management techniques
9. Simulate Single level directory File organization techniques
10. Simulate Two level File organization techniques
11. Simulate Hierarchical File organization techniques
12. Write a program for Bankers Algorithm for Dead Lock Avoidance
13. Implement Bankers Algorithm Dead Lock Prevention.
14. Simulate all Page replacement algorithms.
    a) FIFO
    b) LRU
    c) LFU
15. Simulate Paging Techniques of memory management