



ST. VINCENT PALLOTTI COLLEGE OF ENGINEERING & TECHNOLOGY, NAGPUR

(An autonomous institution affiliated to Rashtrasant Tukadoji Maharaj Nagpur University)

Scheme of Examination & Syllabus 2026-27 BACHELOR OF COMPUTER APPLICATIONS

SEMESTER II

Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
						CA	ESE	Total
26BCA201T	Data Structures	3	-	-	3	40	60	100

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To introduce fundamental data structures and their applications.To analyze algorithm efficiency using complexity analysis.To implement linear and non-linear data structures.To develop problem-solving skills using appropriate data structures.To prepare students for advanced algorithm design and software development.	<p>Students will be able to</p> <ol style="list-style-type: none">Analyze time and space complexity of algorithms.Implement stack, queue, and linked list operations.Construct and traverse tree structures.Apply searching and sorting techniques efficiently.Use appropriate data structures for real-world problem solving.

Unit I

Introduction and Algorithm Analysis

Definition and characteristics of data structures, Abstract Data Type (ADT), Review of arrays, Algorithm specification and design, Time and space complexity, Asymptotic notations (Big-O, Big-Ω, Big-Θ), Best, average and worst-case analysis, Recursion and its applications.

[9 Hrs]

Unit II

Stacks and Queues

Stack ADT, Array and linked list implementation of stack, Applications of stack (expression evaluation, infix to postfix conversion, parentheses checking), Queue ADT, Simple queue, Circular queue, Priority queue (basic idea), Applications of queue.

[9 Hrs]

Unit III

Linked Lists

Singly linked list (creation, insertion, deletion, traversal), Doubly linked list, Circular linked list, Applications of linked lists, Polynomial representation using linked list, Memory representation of linked lists.

[9 Hrs]

Unit IV

Trees

Basic terminology of trees, Binary trees, Tree traversals (Preorder, Inorder, Postorder), Binary Search Tree (BST) – insertion and deletion, Applications of trees, Introduction to heap and priority queue (basic concept).

[9 Hrs]

Unit V

Searching and Sorting Techniques

Linear search, Binary search, Sorting techniques (Bubble sort, Selection sort, Insertion sort), Introduction to Merge sort and Quick sort (conceptual understanding), Comparison of sorting algorithms based on time complexity.

[9 Hrs]

Text Books

Sr.No.	Title	Authors	Edition	Publisher
1	Data Structures Using C	Reema Thareja	Latest Edition	Oxford University Press
2	Data Structures and Algorithms in C	Mark Allen Weiss	Latest Edition	Pearson

Reference Books

Sr.No.	Title	Authors	Edition	Publisher
1	Fundamentals of Data Structures	Ellis Horowitz & Sartaj Sahni	Latest Edition	Galgotia
2	Data Structures Through C in Depth	S.K. Srivastava & Deepali Srivastava	Latest Edition	BPB Publications
3	Data Structures Made Easy	Narasimha Karumanchi	Latest Edition	CareerMonk

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SEMESTER II

Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
						CA	ESE	Total
26BCA201P	Data Structures Lab	-	-	2	1	25	25	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none"> To provide practical implementation of fundamental data structures. To develop programming skills for linear and non-linear data structures. To analyze algorithm efficiency through practical exercises. To implement searching and sorting techniques. To enhance logical thinking and debugging skills. 	<p>Students will be able to</p> <ol style="list-style-type: none"> Implement stack and queue operations using arrays and linked lists. Perform insertion and deletion operations in linked lists. Construct and traverse binary trees. Implement searching and sorting algorithms. Evaluate the efficiency of data structure implementations.

List of Practical Experiments

Experiment 1

Implementation of stack using array (Push, Pop, Peek operations).

Experiment 2

Implementation of stack using linked list.

Experiment 3

Infix to postfix conversion and postfix expression evaluation using stack.

Experiment 4

Implementation of simple queue and circular queue using array.

Experiment 5

Implementation of singly linked list (Insertion, Deletion, Traversal).

Experiment 6

Implementation of doubly linked list operations.

Experiment 7

Implementation of binary search tree (Insertion and Traversal).

Experiment 8

Implementation of searching algorithms (Linear search and Binary search).

Experiment 9

Implementation of sorting algorithms (Bubble, Selection, Insertion).

Experiment 10

Mini Project: Menu-driven application integrating stack, queue or linked list (e.g., student record manager, library management basic version).

Tools and Software

- C Compiler (GCC / Code::Blocks / VS Code with C extension)
- Debugging tools with step execution
- Optional use of visualization tools for algorithm tracing (conceptual support)

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SEMESTER II

Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
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26BCA202T	Probability and Statistics	3	-	-	3	40	60	100

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To introduce fundamental concepts of probability theory.To develop understanding of random variables and probability distributions.To apply statistical measures in data analysis.To understand sampling and hypothesis testing techniques.To prepare students for data-driven decision making in computing applications.	<p>Students will be able to</p> <ol style="list-style-type: none">Apply basic probability laws to solve problems.Analyze discrete and continuous random variables.Use probability distributions in real-world applications.Compute statistical measures for data analysis.Perform basic hypothesis testing and interpret results.

Unit I

Fundamentals of Probability

Introduction to probability, Sample space and events, Types of events, Axioms of probability, Addition theorem and multiplication theorem, Conditional probability, Bayes' theorem, Independent events and applications.

[9 Hrs]

Unit II

Random Variables and Expectation

Discrete and continuous random variables, Probability mass function (PMF), Probability density function (PDF), Cumulative distribution function (CDF), Mathematical expectation, Variance and standard deviation, Moments and moment generating function (basic concept).

[9 Hrs]

Unit III

Probability Distributions

Binomial distribution (mean and variance), Poisson distribution (mean and variance), Normal distribution and its properties, Standard normal distribution, Approximation of Binomial to Normal (concept), Applications in real-world problems.

[9 Hrs]

Unit IV

Descriptive Statistics

Measures of central tendency (Mean, Median, Mode), Measures of dispersion (Range, Variance, Standard deviation), Skewness and kurtosis (basic idea), Correlation (Karl Pearson's coefficient), Simple linear regression.

[9 Hrs]

Unit V

Sampling and Hypothesis Testing

Sampling methods (Random, Stratified – basic idea), Sampling distributions, Estimation and confidence intervals (conceptual introduction), Hypothesis testing, t-test (concept and simple problems), Chi-square test (goodness of fit – basic problems).

[9 Hrs]

Text Books

Sr.No.	Title	Authors	Edition	Publisher
1	Probability and Statistics for Engineers and Scientists	Ronald E. Walpole	Latest Edition	Pearson
2	Fundamentals of Mathematical Statistics	S.C. Gupta & V.K. Kapoor	Latest Edition	Sultan Chand

Reference Books

Sr.No.	Title	Authors	Edition	Publisher
1	Introduction to Probability and Statistics	William Mendenhall	Latest Edition	Cengage Learning
2	Statistics for Management	Levin & Rubin	Latest Edition	Pearson
3	Probability and Statistics	Murray R. Spiegel (Schaum's Outline)	Latest Edition	McGraw Hill

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BACHELOR OF COMPUTER APPLICATIONS

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Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
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26BCA203T	Object-Oriented Programming	4	-	-	4	40	60	100

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To introduce object-oriented programming concepts using Java.To develop understanding of classes, objects, inheritance, and polymorphism.To implement robust programs using exception handling and file operations.To understand packages and interfaces in Java.To build foundation for advanced Java and application development.	<p>Students will be able to</p> <ol style="list-style-type: none">Explain core concepts of object-oriented programming in Java.Develop Java programs using classes and objects.Implement inheritance, interfaces, and polymorphism.Apply exception handling and file handling mechanisms.Design modular and reusable object-oriented applications.

Unit I

[12 Hrs]

Introduction to Java and OOP Concepts

Overview of Java, Features of Java, JDK, JRE, JVM architecture, Structure of Java program, Data types, Variables and operators, Control statements (if, switch, loops), Object-oriented programming principles (Encapsulation, Abstraction, Inheritance, Polymorphism), Classes and objects, Constructors and destructor concept (finalize – conceptual), Method overloading.

Unit II

[12 Hrs]

Inheritance and Polymorphism

Inheritance types (Single, Multilevel, Hierarchical), Use of super keyword, Method overriding, Dynamic method dispatch, Final keyword, Abstract classes and methods, Interfaces and implementation, Packages and access modifiers, Wrapper classes (introduction).

Unit III

[12 Hrs]

Exception Handling and Multithreading

Types of errors (Compile-time, Run-time), Exception handling using try-catch-finally, throw and throws keywords, Built-in and user-defined exceptions, Introduction to multithreading, Thread life cycle, Creating threads using Thread class and Runnable interface, Synchronization (basic concept).

Unit IV

[12 Hrs]

String Handling and Collections Framework

String class and methods, StringBuffer and StringBuilder, Introduction to Java Collections Framework, List interface (ArrayList, LinkedList), Set interface (HashSet – basic), Map interface (HashMap – basic), Iterators, Generics (basic idea).

Unit V

[12 Hrs]

File Handling and GUI Basics

File class, FileInputStream and FileOutputStream, BufferedReader and BufferedWriter, Object serialization (basic concept), Introduction to AWT and Swing, Basic GUI components (Label, Button, TextField), Event handling model (Delegation event model – basic idea), Developing simple GUI applications.

Text Books

Sr. No.	Title	Authors	Edition	Publisher
1	Programming with Java	E. Balagurusamy	Latest Edition	McGraw Hill
2	Java: The Complete Reference	Herbert Schildt	Latest Edition	McGraw Hill

Reference Books

Sr. No.	Title	Authors	Edition	Publisher
1	Head First Java	Kathy Sierra & Bert Bates	Latest Edition	O'Reilly
2	Core Java Volume I – Fundamentals	Cay S. Horstmann	Latest Edition	Pearson
3	Java How to Program	Deitel & Deitel	Latest Edition	Pearson

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26BCA203P	Object-Oriented Programming	-	-	2	1	25	25	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To provide hands-on experience in Java programming.To implement object-oriented concepts practically.To develop programs using inheritance and polymorphism.To implement exception handling and file operations.To design simple GUI-based applications.	<p>Students will be able to</p> <ol style="list-style-type: none">Develop Java programs using classes and objects.Implement inheritance and method overriding.Handle exceptions effectively in Java programs.Perform file input and output operations.Create basic GUI applications using AWT/Swing.

List of Practical Experiments

Experiment 1

Program to demonstrate basic Java syntax, data types, and control statements.

Experiment 2

Program to create a class and object with constructors and method overloading.

Experiment 3

Program to demonstrate inheritance and method overriding.

Experiment 4

Program to implement abstract class and interface.

Experiment 5

Program to demonstrate exception handling (try-catch-finally, user-defined exception).

Experiment 6

Program to create and manage threads using Thread class and Runnable interface.

Experiment 7

Program using String, StringBuffer and StringBuilder operations.

Experiment 8

Program using Collections (ArrayList and HashMap operations).

Experiment 9

Program for file handling (read/write operations using FileInputStream/BufferedReader).

Experiment 10

Simple GUI application using Swing components with basic event handling (e.g., calculator or login form).

Mini Project (Internal Assessment Component)

Development of a small Java-based application

Tools and Software

- JDK (Latest Version)
- IDE: Eclipse / IntelliJ IDEA / NetBeans / VS Code
- Debugging using breakpoints and step execution

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Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
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26BCA204T	Web Development	2	-	-	2	20	30	50

Course Objectives	Course Outcomes
This course is intended <ul style="list-style-type: none">To introduce the fundamentals of web technologies.To design static web pages using HTML and CSS.To implement client-side scripting using JavaScript.To understand basic server-side scripting concepts.To develop responsive and user-friendly web interfaces.	Students will be able to <ol style="list-style-type: none">Design and structure web pages using HTML.Apply CSS for styling and layout management.Implement client-side scripting using JavaScript.Understand basic server-side concepts and form handling.Develop simple dynamic web applications.

Unit I

[10 Hrs]

Introduction to Web Technologies and HTML

Introduction to Internet and World Wide Web, Web architecture and client-server model, HTTP and HTTPS basics, Structure of HTML document, HTML tags and attributes, Text formatting elements, Lists and tables, Hyperlinks and images, HTML forms and input controls, Semantic HTML elements.

Unit II

[10 Hrs]

Cascading Style Sheets (CSS)

Introduction to CSS, Types of CSS (Inline, Internal, External), CSS syntax and selectors, Colors, fonts and text properties, Box model (margin, padding, border), Layout techniques, Positioning (static, relative, absolute), Responsive design basics (introduction), Basic page layout design using CSS.

Unit III

[10 Hrs]

Introduction to JavaScript and Client-Side Scripting

Introduction to JavaScript, Variables and data types, Operators, Conditional statements, Loops, Functions, Event handling, DOM manipulation (basic concept), Form validation using JavaScript, Introduction to modern web development tools (conceptual awareness).

Text Books

Sr. No.	Title	Authors	Edition	Publisher
1	HTML & CSS: Design and Build Websites	Jon Duckett	Latest Edition	Wiley
2	JavaScript: The Complete Reference	Thomas A. Powell	Latest Edition	McGraw Hill

Reference Books

Sr. No.	Title	Authors	Edition	Publisher
1	Web Technologies	Uttam K. Roy	Latest Edition	Oxford University Press
2	Learning Web Design	Jennifer Niederst Robbins	Latest Edition	O'Reilly

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						CA	ESE	Total
26BCA204P	Web Development Lab	-	-	4	2	25	25	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none"> To provide hands-on experience in designing static and dynamic web pages. To implement HTML and CSS for structured and styled web interfaces. To apply JavaScript for client-side interactivity. To understand form handling and basic server-side interaction. To develop complete small-scale web applications. 	<p>Students will be able to</p> <ol style="list-style-type: none"> Design structured web pages using HTML. Apply CSS for responsive and aesthetic layouts. Implement JavaScript for dynamic user interactions. Create forms and validate input data. Develop a mini web application integrating front-end components.

List of Practical Experiments

Experiment 1

Create a basic HTML webpage including headings, paragraphs, lists, hyperlinks, and images.

Experiment 2

Design a webpage using tables and forms (student registration form).

Experiment 3

Create a webpage using semantic HTML tags.

Experiment 4

Apply inline, internal, and external CSS to style a webpage.

Experiment 5

Design a layout using CSS box model and positioning.

Experiment 6

Develop a multi-page website with navigation links.

Experiment 7

Write JavaScript programs for basic arithmetic operations and conditional statements.

Experiment 8

Implement form validation using JavaScript.

Experiment 9

Create an interactive webpage using DOM manipulation.

Experiment 10

Mini Project: Develop a complete static website (e.g., personal portfolio, college event page, product landing page).

Tools and Software

- Visual Studio Code / Sublime Text / Notepad++
- Web Browser (Chrome, Firefox)
- Browser Developer Tools (Inspect element, console debugging)
- Integrating AI APIs (conceptual demo), Using ChatGPT API concept (overview)

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Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
						CA	ESE	Total
26BCA205T	Constitution of India & Cyber Citizenship	2	-	-	2	20	30	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To provide an understanding of the basic features of the Constitution of India.To familiarize students with fundamental rights, duties, and governance structure.To introduce cyber laws and digital rights in India.To promote responsible and ethical digital citizenship.To create awareness about cyber security and cyber-crimes.	<p>Students will be able to</p> <ol style="list-style-type: none">Explain the fundamental features of the Constitution of India.Describe the rights, duties, and structure of Indian governance.Identify major provisions of cyber laws in India.Analyze ethical and legal issues in cyberspace.Practice responsible and secure digital behavior.

Unit I

[10 Hrs]

Constitution of India – Foundations

Historical background of the Indian Constitution, Preamble – meaning and significance, Salient features of the Constitution, Fundamental Rights and Fundamental Duties, Directive Principles of State Policy, Amendment procedure (basic idea), Federal structure of India.

Unit II

[10 Hrs]

Governance and Democratic Framework

Structure and functions of Parliament (Lok Sabha and Rajya Sabha), Role of President and Prime Minister, Council of Ministers, Judiciary – Supreme Court and High Courts (overview), Constitutional bodies, Local self-government (Panchayati Raj and Municipalities), Role of citizens in democracy.

Unit III

[10 Hrs]

Cyber Citizenship and Digital Responsibility

Introduction to cyber space and digital society, Cyber ethics, Cyber crimes (phishing, identity theft, hacking – overview), IT Act 2000 and amendments (basic provisions), Data privacy and protection (conceptual introduction), Digital footprint, Responsible use of social media, Safe internet practices and digital etiquette.

Text Books

Sr. No.	Title	Authors	Edition	Publisher
1	Introduction to the Constitution of India	D.D. Basu	Latest Edition	LexisNexis
2	Cyber Law & Cyber Crimes	Advocate Praveen Dalal	Latest Edition	OakBridge

Reference Books

Sr. No.	Title	Authors	Edition	Publisher
1	Constitution of India (Bare Act)	Government of India	Latest Edition	Universal Law Publishing
2	Cyber Law in India	Farooq Ahmad	Latest Edition	Pioneer Books

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SEMESTER II

Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
						CA	ESE	Total
26BCA206P	Python Programming Lab	-	-	2	1	25	25	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none">To provide hands-on experience in Python programming.To implement basic programming constructs using Python.To develop problem-solving skills using Python data structures.To introduce file handling and exception handling in Python.To prepare students for advanced areas like data science and automation.	<p>Students will be able to</p> <ol style="list-style-type: none">Write and execute Python programs using basic syntax.Apply conditional and looping constructs effectively.Use Python data structures such as lists, tuples, dictionaries, and sets.Implement functions, modules, and exception handling.Perform file input/output operations and develop small applications.

List of Practical Experiments

Experiment 1

Introduction to Python environment, basic syntax, variables and data types.

Experiment 2

Programs using conditional statements (if, elif, else).

Experiment 3

Programs using loops (for, while) and pattern-based problems.

Experiment 4

Functions in Python (user-defined functions, recursion).

Experiment 5

String operations and built-in string methods.

Experiment 6

List operations (creation, slicing, built-in functions).

Experiment 7

Tuple and dictionary operations.

Experiment 8

File handling (reading and writing text files).

Experiment 9

Exception handling in Python (try-except block).

Experiment 10

Mini Project: Simple console-based application (e.g., student record manager, calculator, contact directory).

Tools and Software

- Python (Latest Version)
- IDE: IDLE / VS Code / PyCharm (Community Edition)
- Basic debugging using print statements and IDE debugger

Text Books

Sr. No.	Title	Authors	Edition	Publisher
1	Python Programming: Using Problem Solving Approach	Reema Thareja	Latest Edition	Oxford University Press
2	Python Crash Course	Eric Matthes	Latest Edition	No Starch Press

Reference Books

Sr. No.	Title	Authors	Edition	Publisher
1	Learning Python	Mark Lutz	Latest Edition	O'Reilly
2	Core Python Programming	R. Nageswara Rao	Latest Edition	Dreamtech Press

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Course Code	Course Name	Th	Tu	Pr	Credits	Evaluation		
						CA	ESE	Total
26BCA207P	Communication Skills Lab	-	-	2	1	25	25	50

Course Objectives	Course Outcomes
<p>This course is intended</p> <ul style="list-style-type: none"> To enhance practical communication skills through interactive activities. To develop confidence in public speaking and presentations. To improve interpersonal and group communication skills. To prepare students for interviews and professional interactions. To strengthen listening and comprehension abilities. 	<p>Students will be able to</p> <ol style="list-style-type: none"> Communicate effectively in spoken English. Participate actively in group discussions. Deliver structured presentations confidently. Demonstrate professional interview skills. Exhibit appropriate body language and workplace etiquette.

List of Practical Activities

Activity 1

Self-introduction and peer introduction exercises.

Activity 2

Listening comprehension exercises (audio/video-based).

Activity 3

Group discussion on current topics.

Activity 4

Extempore speech practice.

Activity 5

Role play (professional scenarios such as office interaction, client meeting).

Activity 6

Resume presentation and mock interview session.

Activity 7

Formal presentation using visual aids (PowerPoint-based).

Activity 8

Email drafting and professional communication simulation.

Activity 9

Debate or panel discussion activity.

Activity 10

Final Practical Assessment:

Individual presentation + Interview simulation.

Assessment Components (Internal)

- Participation and attendance
- Presentation skills
- Group discussion performance
- Mock interview performance
- Final practical evaluation

Tools and Support

- Presentation software (MS PowerPoint / Google Slides)
- Audio-visual aids
- Video recording for performance feedback (optional)
- Basic exposure to responsible use of AI-based speech or grammar assistance tools (awareness level only)

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