

FACULTY OF COMPUTER SCIENCE & IT

SYLLABUS

of

**Bachelor of Science (Honours) Information Technology
(offered under 4-Year UG Degree Programme)**

(Semester I-II)

(Under Credit Based Continuous Evaluation Grading System)

Under NEP 2020

Session: 2026-27

Batch: 2026-30



The Heritage Institution

**KANYA MAHA VIDYALAYA
JALANDHAR
(Autonomous)**

Program Specific Outcomes

Bachelor of Science (Honours) Information Technology (Session 2026-27)

After completing this program, the students will be able to:

PSO1: Apply skills for development of software and websites for providing efficient solution to IT based problems.

PSO2: Comprehend development process in IT industry through ethical, defined and innovative techniques.

PSO3: Achieve leadership role and team player role to be able to work in multidisciplinary areas at various job roles.

PSO4: Identify and demonstrate the implementation of various tools and technologies involved in the field of Information Technology.

PSO5: Demonstrate proficiency in the field of Programming, Web development and IT enabled services.

Kanya Maha Vidyalaya, Jalandhar (Autonomous)

SCHEME AND CURRICULUM OF EXAMINATIONS OF THREE/FOUR YEAR DEGREE PROGRAMME

Bachelor of Science (Information Technology) - Three Year Degree Programme

Bachelor of Science (Honours) Information Technology - Four Year Degree Programme

(Under Credit Based Continuous Evaluation Grading System)

Session 2026-27

Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information Technology Semester - I										
Course Code	Course Title	Cour se Type	Hours per week	Credit		Marks				Examinati on Time (in Hours)
			L-T-P	L-T-P	Total	Total	Ext.		CA	
							L	P		
BITL-1421 / BITL-1031/ BITL-1431	Punjabi (Compulsory) / ¹ Basic Punjabi/ ² Punjab History and Culture	C	4-0-0	4-0-0	4	100	70	-	30	3
BITM-1102	Communication Skills in English - I	AEC	4-0-0	4-0-0	4	100	50	20	30	3+3
BITL-1113	Digital Electronics	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITL-1114	Introduction to Programming – C	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITL-1115	Fundamentals of Computers	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITP-1116	Lab on Programming – C	DSC	0-0-4	0-0-2	2	50	-	35	15	3
BITP-1117	Lab on Office Package	DSC	0-0-4	0-0-2	2	50	-	35	15	3
BITM-1110	Introduction to the Internet	SEC	2-0-2	2-0-1	3	100	40	30	30	3+3
VACF-1491	*Foundation Course	VAA C	2-0-0	2-0-0	2	50	35	-	15	3
	Total				29	750				

Note:

C – Compulsory, DSC – Discipline Specific Course, SEC – Skill Enhancement Course

AEC – Ability Enhancement Course, VAAC – Value Added Audit Course

¹ Special course in lieu of Punjabi (Compulsory)

² Special course in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab.

*Credits/Grades Points of these courses will not be included in the SGPA/CGPA of Semester / Program, only grades will be provided.

Kanya Maha Vidyalaya, Jalandhar (Autonomous)

SCHEME AND CURRICULUM OF EXAMINATIONS OF THREE/FOUR YEAR DEGREE PROGRAMME

Bachelor of Science (Information Technology) - Three Year Degree Programme

Bachelor of Science (Honours) Information Technology - Four Year Degree Programme

(Under Credit Based Continuous Evaluation Grading System)

Session 2026-27

Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information Technology Semester - II										
Course Code	Course Title	Cour se Type	Hours per week	Credit		Marks			Examination Time (in Hours)	
			L-T-P	L-T-P	Total	Total	Ext.			CA
							L	P		
BITL-2421/ BITL-2031/ BITL-2431	Punjabi (Compulsory) ¹ Basic Punjabi ² Punjab History and Culture	C	4-0-0	4-0-0	4	100	70	-	30	70
BITM-2102	Communication Skills in English-II	MDC	3-0-2	3-0-1	4	100	50	20	30	3+3
BITL-2113	Computer Networks	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITL-2114	Database Management System	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITL-2115	Object Oriented Programming (JAVA)	DSC	4-0-0	4-0-0	4	100	70	-	30	3
BITP-2116	Lab on Database Management System	DSC	0-0-4	0-0-2	2	50	-	35	15	3
BITP-2117	Lab on Object Oriented Programming (JAVA)	DSC	0-0-4	0-0-2	2	50	-	35	15	3
VACD-2161	*Drug Abuse and Ethical Education	VAC	4-0-0	4-0-0	4	100	70	-	30	3
	Total				28	700				

Note:

C – Compulsory, DSC – Discipline Specific Course, SEC – Skill Enhancement Course

MDC –Multi Disciplinary Course, VAC – Value Added Course

¹ Special course in lieu of Punjabi (Compulsory)

² Special course in lieu of Punjabi (Compulsory) for those students who are not domicile of Punjab.

* Credits/Grades Points of these courses will not be included in the SGPA/CGPA of Semester / Program, only grades will be provided.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITL-1113
DIGITAL ELECTRONICS**

Course Outcomes:

After the completion of this course, the student will be able to:

CO1: Comprehend and apply the number systems.

CO2: Apply K-map for simplification of Boolean expressions and implement them with Logic Gates.

CO3: Implement complex combinational circuits and memory interconnections.

CO4: Design counters using flip-flops.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITL-1113
DIGITAL ELECTRONICS**

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hours

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to be set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT-I

Number System: Introduction to number system (Binary, Octal, Decimal, Hexadecimal), number conversion system, binary arithmetic. 1's and 2's complement.

Representation of signed binary numbers, Non-weighted Codes: BCD Code, Excess-3 Code, Grey Code, ASCII, Integer and floating point representation.

UNIT- II

Logic Gates and Boolean algebra: Logic gates, Universal Gates, Boolean Algebra Laws of Boolean Algebra, canonical forms of Boolean expressions, K-Map.

UNIT-III

Combinational Circuits: Half, Full, BCD and Parallel Adder, Half and full Subtractor, Multiplexers, Demultiplexers, Multiplexer Tree, Demultiplexer Tree, Decoder, Encoder: Priority and 7-segment Display, Parity Generator and Checker.

RAM and ROM Chips, Read and Write timing diagrams, Address Selection Logic, Design of Large memory using smaller chips.

UNIT-IV

Sequential Circuits: Introduction, RS-latch, Flip-flops (Truth Table, Internal Circuit, Excitation Table), clock and Triggering, Registers: SISO, SIPO, PISO, PIPO, Counters: Up, Down, Up/Down, Ring, Twisted Ring.

References / Textbooks:

1. M. Morris Mao, Digital Design, Pearson Publication (2018), 6th Edition.
2. Ronald J. Tocci, Digital Systems, Pearson (2009), 10th Edition.
3. Morris Mano, Digital Logic and Computer Design, Pearson Education (2004), 1st Edition.
4. V.K. Jain, Arti Agarwal, Digital Electronics, Genius Publications Pvt. Ltd. (2018), 1st Edition
5. K. Meena, Principles of Digital Electronics, Prentice Hall India Learning Private Limited (2009), 1st Edition
6. William H. Gothmann, Digital Electronics: An introduction to Theory and Practice, Prentice Hall India Learning Private Limited (1982), 2nd Edition

Note: The latest editions of the books should be followed.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

COURSE CODE: BITL-1114

INTRODUCTION TO PROGRAMMING - C

Course Outcomes:

After passing course the student will be able to:

CO1: Comprehend the working of various programming constructs involved in C Programming.

CO2: Design C program and control its sequence using various control statements.

CO3: Apply programming concepts such as arrays, functions and strings to provide solution in different problem domains.

CO4: Work with pointers, structures and union.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

COURSE CODE: BITL-1114

INTRODUCTION TO PROGRAMMING - C

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hrs.

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to be set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT-I

Fundamentals: Character set, Identifiers and Key Words, Data types, Constants, Variables, Expressions, Statements, Symbolic Constants.

Operations and Expressions: Arithmetic operators, Unary operators, Relational Operators, Logical Operators, Assignment and Conditional Operators, Library functions. Data Input and Output statements

AI Integration: Introduction to AI, AI Difference between Programming & AI-Based Systems, Role of C in AI development.

UNIT-II

Control Statements: Preliminaries, While, Do-while and for statements, Nested loops, If-else, Switch, Break – Continue statements.

Program Structure Storage Class: Storage Classes- Auto, extern, register and static about library functions, Algorithm thinking for AI

UNIT-III

Functions: Brief overview, defining, accessing functions, passing arguments to function, specifying argument data types, function prototypes, recursion.

Arrays: Defining, processing an array, passing arrays to a function, multi-dimensional arrays.

Strings: String declaration, string functions and string manipulation

UNIT-IV

Structures & Unions: Defining and processing a structure, user defined data types, structures and pointers, passing structures to functions, Unions.

Pointers: Fundamentals, pointer declaration, passing pointer to a function, pointer and one dimensional arrays, operation on pointers, pointers & multi-dimensional arrays of pointers, passing functions, other functions, more about pointer declarations.

Rule-based Chatbot using C Programming

References/Textbooks:

1. E Balagurusamy, Programming in ANSI C, Tata McGraw-Hill, 2002.
2. Byron Gottfried, Schaum's Outline Programming with C, McGraw Hill, 1996.
3. Brian W. Kernighan, Dennis M. Ritchie, The C Programming language, Prentice Hall, 1988.
4. Stephen G. Kochan, Programming in C, Pearson Education, 2015.

Note: The latest editions of the books should be followed.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

COURSE CODE: BITL-1115

FUNDAMENTALS OF COMPUTERS

Course Outcomes:

After passing course the student will be able to:

CO1: Comprehend about computer hardware, operating system concepts and various system software.

CO2: Identify various input, output and memory devices.

CO3: Apply word processing software to create professional and academic documents.

CO4: Create effective and well-formatted presentation.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITL-1115
FUNDAMENTALS OF COMPUTERS**

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hrs.

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to be set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT-I

Fundamentals of Computer: Introduction to computer, Applications of computer, Components of computers (Input unit, Output Unit, Memory Unit & CPU).

Meaning and application areas of Artificial Intelligence (AI) and Machine Learning (ML)

Software: Application Software, Service software, System software, booting a System. AI based software (ChatGPT, Grammarly, GitHub CoPilot).

Memories: Primary Memory -RAM (Working and Its types), ROM (Types of ROM). Secondary Memory - Hard Disk (Structure of a hard disk, working, concept of tracks, sectors, clusters, cylinders).

UNIT-II

Input Devices: Keyboards, Mouse, Joystick, Light Pen and Data Scanning devices (scanner, OCR, OMR, MICR, Barcode Reader). AI-Based Input: Voice Recognition, Facial Recognition, Biometrics.

Output Devices: Monitor, Printers (laser printer, dot matrix printer, ink jet printer). Smart Output Systems (Smart Displays, Voice Assistants like Alexa/Google Assistant).

Word Processing: Introduction to Office, word processing & its features, Parts of window of word (Title bar, menu bar, status bar, and ruler), understanding the Ribbon, Use of Office Button and Quick Access Toolbar, Creation of new documents, opening document, insert a document into another document.

UNIT-III

Word Processing: Page setup, margins, gutters, font properties, Alignment, page breaks, header & footer, deleting, moving, replace, editing text in document, saving a document, spell checker, printing a document. Creating a table, entering and editing, Text in tables. Changing format of table, height, width of row/column. Editing, deleting Rows, columns in table. Adding picture, page colors and Watermarks, Borders, shading, Templates, wizards, drawing objects.

AI-powered writing tools (Auto-correct, Grammar suggestions, AI content generation).

Presentation: Introduction to PowerPoint, Exploring menus, starting a new slide, saving presentation, moving/rearranging slides, printing slides. Applying theme to presentation, Views (slide View, slide sorter, notes view, outline view), Formatting & enhancing text formatting. Displaying slide show, adding multimedia. Slide transitions, applying Animation, Timing slide display, adding movies & sounds.

AI in Presentations (Auto-design, AI slide generation like Canva AI, Microsoft Designer).

UNIT-IV

Spreadsheet: Introduction, creating a simple Worksheet, customizing Quick access Toolbar, Customizing Ribbon, Spreadsheet Shortcuts – Editing, selection, Formatting, Paste Special. Cell Referencing, Printing the Worksheet. **Functions and Formulas:** Sum(), Average, Min and Max, Count, COUNTA & COUNTIF, COUNTIFS Function, SUMIF function, SUMIFS function, AVERAGEIF & AVERAGEIFS function, Database Functions, Statistical Functions.

Working with Tabs and Formatting: Home Tab, Number Formatting, Styles Group-Cell Formatting, Conditional Formatting.

Working with Data: Insert Tab, Table Group, Pivot Table, Charts and Pivot Charts. **Data Management in Spreadsheet:** Page Layout Basics, Sorting, Filtering, Removing duplication, working with multiple sheets – Linking and Consolidating

References/Textbooks:

1. Joyce Cox, Joan Lambert and Curtis Frye, Microsoft office Professional 2010 Step by Step, Microsoft Press, 2010.
2. V. Rajaraman, Neeharika Adabala, Fundamentals of Computers, PHI Learning, 2015.
3. P.K. Sinha, Computer Fundamentals, BPB Publications, 2004.
4. Anshuman Sharma, A book of Fundamentals of Information Technology, Lakhanpal Publishers, 5th Edition.
5. Peter Norton, Peter Norton's Computing Fundamentals, McGraw-Hill Technology Education, 2006.

Note: The latest editions of the books should be followed.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITP-1116
LAB ON PROGRAMMING – C**

L-T-P: 0-0-2

Credits: 2

Examination Time: 3 Hrs.

Max. Marks: 50

Practical : 35

CA: 15

Lab based on Course Code BITL-1114

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

COURSE CODE: BITP-1117

LAB ON OFFICE PACKAGE

L-T-P: 0-0-2

Credits: 2

Examination Time: 3 Hrs.

Max. Marks: 50

Practical : 35

CA: 15

Lab based on Course Code BITL-1115

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITM-1110
INTRODUCTION TO THE INTERNET**

Course Outcome:

After passing course the student will be able to:

CO1: Understand Internet basics and its working.

CO2: Gain knowledge of email service on different mail servers.

CO3: Understand different Internet protocols and search engines.

CO4: To give hands-on experience and provide a comprehensive, non-technical, hands-on overview of the Internet based services.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITM-1110
INTRODUCTION TO THE INTERNET
(Theory)**

L-T-P: 2-0-1

Credits: 3

Examination Time: 3 Hrs.

Max. Marks: 100

Theory: 40

Practical: 30

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (8 marks each) are to be set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

Unit I

Origin, growth and evolution of the Internet; the impact of the Internet; terminology: web pages, website, web browser, web server, bandwidth; Connect to the Internet: hardware and software, types of Internet connections, Internet Service Providers; Navigating different types of websites and online resources.

Student should explore the local market to understand the internet service providers, rates, bandwidth etc.

UNIT II

Email Communication: Email Etiquette and Best Practices, Managing and Organizing Emails Email Tools and Features, identifying spam and phishing emails;

Searching on the Internet: Overview of internet resources and search engines, Basics of Using Search Engines -How search engines work, Basic search techniques and tips, Understanding search engine results pages (SERPs), Using search operators (e.g., AND, OR, NOT), Utilizing advanced search features (e.g., Google Advanced Search),

UNIT III

Online Tools for Productivity: Introduction to productivity tools (e.g., Google Workspace, Microsoft Office 365), Cloud storage and file management (e.g., Google Drive, Dropbox), Collaboration and Communication Tools: Online communication etiquette and best practices, using collaboration tools (e.g., Google Docs, Slack, Microsoft Teams), Effective virtual meeting strategies (e.g., Zoom, Google Meet)

UNIT IV

Building Online Presence: Creating and maintaining a professional online profile (e.g., LinkedIn), Personal branding and digital portfolios, Networking strategies for academic and career growth, Understanding digital footprints and online reputation.

Digital citizenship and respectful online behaviour, balancing screen time and managing digital distractions

References/Textbooks:

1. Douglas E Comer, The Internet Book: Everything You Need to Know About Computer Networking and How the Internet Works, CRC Press
2. Faithe Wempen, Digital Literacy For Dummies 1st Edition

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- I**

Session 2026-27

**COURSE CODE: BITM-1110
INTRODUCTION TO THE INTERNET
(Practical)**

L-T-P: 2-0-1

Credits: 3

Examination Time: 3 Hrs.

Max. Marks: 100

Theory: 40

Practical: 30

CA: 30

Instructions for the examiners:-

Two questions of equal marks strictly as per the syllabus and based on the practical exercises covered in the semester. Questions may be subdivided into parts (not exceeding four). Candidates will attempt ONE question, explain their answer by writing on the answer sheet, and then implement the same on the computer. Examiner will evaluate both the answers (theory as well as practical). The viva should also be conducted alongside, and the student is asked viva questions related to the question and the solution he/she is working on during the exam.

Lab exercises based on:

- Identifying internet connections and Configuring internet connection on PC/Laptop
- Email Tools and features
- Using the Google search engine and explore Bing
- Using Google Docs, Google Drive for document preparation and storage
- Collaboration using Slack
- Analyzing LinkedIn profiles
- Creating your own LinkedIn profile
- Virtual meeting platforms: Microsoft Teams, Zoom, Google Meet

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

**COURSE CODE: BITL-2113
COMPUTER NETWORKS**

Course Outcomes:

After passing course the student will be able to:

CO1: Describe the functions of each layer in OSI and TCP/IP model.

CO2: Identify various network devices and the layers on which it operates.

CO3: Describe the Data Link layer and Network layer design issues.

CO4: Comprehend the functioning of Transport layer and Application layer protocols.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

COURSE CODE: BITL-2113

COMPUTER NETWORKS

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hours.

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to be set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT – I

Introduction: Basic concepts of Computer Networks, Basic Components of a Network, Network types and topologies.

Models: OSI Reference Model, TCP/IP Model, Comparison between TCP/IP and OSI model

Transmission Media: Coaxial Cable, Twisted Pair Cable, Fiber Optics & Satellites.

UNIT – II

Network Devices: Hub, Switch, Repeaters, Bridges, Routers, Gateways.

Introduction to Analog and Digital Transmission: Introduction to Analog and Digital Signals, Modems, Types of modems, pulse code modulation. Multiplexing and its types, Circuit Switching, Packet Switching, Message Switching.

Data Link Layer Design Issues: Error Control, Flow Control, Error Detection & Correction

UNIT - III

Media Access Protocols: CSMA, CSMA/CD, CSMA/CA.

IEEE standards 802: Token Ring, FDDI.

Design Issues of Network Layer: Routing Algorithm- Distance Vector Routing, Link state Routing and The Dijkstra Algorithm, IPv4: Notation, Classful addressing, Header Format, IPv6 addressing.

UNIT – IV

Design issues of Transport Layer: Introduction to TCP, TCP Services, features, TCP segment format, Introduction to UDP, User Datagram Format, UDP Operation

Network Security and Privacy: Introduction to Cryptography, types of Key.

References/Textbooks:

1. Tanenbaum, A.S., Computer Networks, Prentice Hall, 2010.
2. Stallings, W., Local Networks: An Introduction: Macmillan Publishing Co, 1990.
3. Stallings W., Data and Computer Communications, Prentice Hall, 2011.
4. Forouzan B., Data Communications and networking, McGraw Hill, 2007.

Note: The latest editions of the books should be followed.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

COURSE CODE: BITL-2114

DATABASE MANAGEMENT SYSTEM

Course Outcomes:

After the completion of this course, the student will be able to:

CO1: Comprehend various data models and use of ER Diagram in Database Management System.

CO2: Apply relational Algebra for performing queries of different types and Create tables using SQL.

CO3: Apply DML commands to insert, delete, update and query data from database.

CO4: Analyse the normal form of a database from its schema.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

COURSE CODE: BITL-2114

DATABASE MANAGEMENT SYSTEM

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hours

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section.

UNIT-I

Introduction: Introduction to Database, Database management system. Structure of database system, Advantages and Disadvantages, Schema, levels of database system, Relational model, Hierarchical model, Network model.

E-R diagram: Entity set, Relationship set, Attributes, Generalization, Participation, different keys used in a relational system.

UNIT-II

DBA, responsibilities of DBA, Codd's Rules, Relational Algebra: Selection, Projection, Rename, Union, Intersection, Set Difference, Cartesian Product.

Introduction to SQL, Data types, Constraints, DDL: Creating Table, Deleting Table, Alter Table (Renaming table, changing name of column, adding/dropping column, adding dropping constraint, changing type of column).

UNIT-III

DML: Insertion, Deletion and Update. Inserting Multiple records, Deleting and update records having reference to another table (Cascade/Restrict/Set Null).

Querying Data: Operators, Where, Order By, Group By and Having clause. Aliases, Handling NULL values, displaying distinct records, Built in Functions, Aggregate Functions and Wildcards.

UNIT-IV

DCL: Creating and managing users/roles, Grant and Revoke commands.

Introduction to Normalization – need and advantages of normalization, Role of Candidate Key, 1NF, 2NF, 3NF, BCNF, 4NF.

Query Processing and Optimization: Steps and Components. Views in SQL.

References/Textbooks:

1. C.J. Date, An Introduction to Database Systems, Pearson Education 2000.
2. H. F. Korth & Silverschatz, A., Database System Concepts, Tata McGraw Hill, 2010.
3. Elmasri & Navathe, Fundamentals of Database Systems, Addison-Wesley, 2011.
4. Hoffer, Prescott, Mcfadden, Modern Database Management, Paperback International, 2012.
5. Martin Gruber, Understanding SQL, BPB Publication, 1994.

Note: The latest editions of the books should be followed.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

**COURSE CODE: BITL-2115
OBJECT ORIENTED PROGRAMMING (JAVA)**

Course Outcomes:

After the completion of this course, the student will be able to:

CO1: Comprehend the concepts of Object-Oriented Programming Paradigm using Java

CO2: Identify the use of access specifiers, inheritance, interface and packages in Java.

CO3: Identify the utilization of multithreading and Exception Handling.

CO4: Connect Java application with an existing database and access it through JDBC.

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

**COURSE CODE: BITL-2115
OBJECT ORIENTED PROGRAMMING (JAVA)**

L-T-P: 4-0-0

Credits: 4

Examination Time: 3 Hours

Max. Marks: 100

Theory: 70

CA: 30

Instructions for Paper Setter -

Eight questions of equal marks (14 marks each) are to set, two in each of the four sections (A-D). Questions of Sections A-D should be set from Units I-IV of the syllabus respectively. Questions may be divided into parts (not exceeding four). Candidates are required to attempt five questions, selecting at least one question from each section. The fifth question may be attempted from any section

UNIT -I

Programming Paradigms: Introduction to the object oriented approach towards programming by discussing Traditional, Structured Programming methodology

.Object Oriented Programming: Object Definition, Instance, Encapsulation, Data Hiding, Abstraction, Inheritance, Messages, Method, Polymorphism, Classes.

Object Oriented Programming using C++: Characteristics of OOP, Overview of C++, I/O using cout and cin, Objects and Classes, Member functions and data, private & public, constructor & destructor, Constructor Overloading, Types of Constructors.

JAVA BASICS: Introduction to Java, Features of Java, Structure of a Java Program, primitive data types.

UNIT - II

Strings: Declaring a string, Immutable string, string comparison, concatenation, substring, string tokenizer.

Inheritance: what is inheritance, types of inheritance, static import, Method overloading, method overriding, Runtime polymorphism, super keyword, final keyword

Interfaces: Abstract classes, declaring an interface, relationship between classes and interface, interface inheritance, implementing multiple inheritance using interface

UNIT – III

Packages: what are packages, advantages of using packages, accessing package from another package.

Exception Handling: what is exception handling, checked and unchecked exceptions, try-catch, try-multiple catch, try – finally, throw and throws

Multithreading: What is a thread, life cycle of a thread, creating a thread, sleeping a thread, joining a thread, thread priority.

UNIT – IV

Creating GUI Applications using AWT: java awt packages, awt controls, Frame class, Buttons, Checkboxes, Choice, Lists, Scrollbar, Grid Layout

Database connectivity: JDBC, JDBC drivers, steps to connect to the database, connectivity with MYSQL.

OOP using AI: Introduction to Artificial Intelligence and Machine Learning, Data Handling, AI Libraries in Java, Linear Regression ,Perceptron, K-Means, Naive Bayes.

References / Textbooks:

1. Herbert Schildt, C++: The Complete Reference, Tata McGraw-Hill Education India, 4th Edition.
2. Bjarne Stroustrup, The C++ Programming Language, Addison – Wesley Professional (2013), 4th Edition
3. Bjarne Stroustrup, A Tour of C++ (C++ In-Depth Series), Addison – Wesley Professional (2018), 2nd Edition
4. G.S. Baluja, C++ Program Design (w/CD), Khanna Book Publishing Company (2015), 2nd edition.
5. Stanley Lippman, Josee Lajoie, Barbara Moo, C++ Primer, Addison-Wesley Professional (2012), 5th edition.
6. Richard Johnsonbaugh and Martin Kalin, Object Oriented Programming in C++, Pearson Education (1999), 2nd Edition

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

**COURSE CODE: BITP-2116
LAB ON DATABASE MANAGEMENT SYSTEM**

L-T-P: 0-0-2

Credits: 2

Examination Time: 3 Hours

Max. Marks: 50

Practical : 35

CA: 15

Lab based on Course Code BITL-2114

**Bachelor of Science (Information Technology) /Bachelor of Science (Honours) Information
Technology Semester- II**

Session 2026-27

COURSE CODE: BITP-2117

LAB ON OBJECT ORIENTED PROGRAMMING (JAVA)

L-T-P: 0-0-2

Credits: 2

Examination Time: 3 Hours

Max. Marks: 50

Practical : 35

CA: 15

Lab based on Course Code BITL-2115