Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session:**2022-2023**
1	Course Code	**BSCIT-1T**		
2	Course Title	Computer Fundamental and Operating System		
3	Course Type	Theory		
4	Pre-requisite (if any)	No		
5	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Understand the history and types of computers and various input/output devices. • Understand the concept of memory and its types. • Understand the concept of operating system and process management with scheduling algorithms. • Understand the threads and their management with deadlock detection and prevention. • Understand the working principles of Operating System.		
6	**Credit Value**	**Theory:** 4		
7	**Total Marks**	**Max. Marks:** 50	**Min Passing Marks:** 17	

Part B: Content of the Course		
Total No. of Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Fundamental of Computer**: History of computer, Generation of computer, Types of Computers, Block diagram of CPU, Digital and Analogue computers and its evolution. Major components of digital computers, types of digital computers, Memory addressing capability of CPU, Word length and processing speed of computers, Microprocessors, Single chip Microcomputer, Large and small computers, Users interface, hardware, software and firmware, multiprogramming multiuser system, Dumb smart and intelligent terminals, Number system & Computer Codes.	12
II	**Peripheral devices:** I/O devices-Keyboard, Mouse, Monitor, Impact and Non-Impact Printers, Plotters, Scanner, other Input/output devices: Scan method of Display, Raster Scan, Vector Scan, Bit Mapped Scan, CRT Controller, I/O Port, Programmable and Non Programmable I/O port, Inbuilt I/O ports, Parallel and Serial ports, USB, IEEE 1394, AGP, Serial data transfer scheme, Microcontroller, Signal Processor, I/O processor, Arithmetic Processor.	12
III	**Memory:** Memory hierarchy, Primary and Secondary Memory, Cache memory, Virtual Memory, Direct Access storage devices (DASD) Destructive and Non-destructive Readout, Program and data memory, Memory Management Unit (MMU), PCMCIA cards and Slots.	12
IV	**Operating System Concepts:** Evolution of Operating Systems: Types of operating systems - Different views of the operating systems, Principles of Design and Implementation. The process concept, operating system services for process management. Process scheduling, Schedulers, Scheduling Algorithms.	12
V	**Process Management and Deadlock:** Structural overview, Concept of process and Process synchronization, Process Management and Scheduling, Hardware requirements: protection, context switching, privileged mode; Threads and their Management; Tools and Constructs for Concurrency, Detection and Prevention of Deadlocks, Mutual Exclusion: Algorithms, semaphores.	12

Keywords: Computer, Input /Output Devices, Memory, Operating System, Process Management, Scheduling Algorithms, Semaphores, Deadlock.

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Computer Fundamentals, P.K. Sinha, BPB Publication, Sixth Edition.
2. Fundamentals of Computers, V. Rajaraman, PHI Sixth Edition.
3. Computer Fundamentals Architecture and Organization, B. Ram, New Age International Publishers, Fifth Edition.
4. Fundamental of Computers, Raja Raman V., Prentice Hall of India, New Delhi.
5. Operating System Concepts – Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, 8th edition, Wiley-India, 2009.
6. Modern Operating Systems, Andrew S. Tanenbaum, 3rd Edition, PHI
7. Operating Systems: A Spiral Approach – Elmasri, Carrick, Levine, TMH Edition

E-learning Resources:

Introduction to Computer Fundamental:

1. https://www.w3schools.blog/computer-fundamentals-tutorial
2. https://vikaspedia.in/education/digital-litercy/it-literacy-courses-in-associating-with-msup/computer-fundamentals
3. https://www.tutorialspoint.com/computer_fundamentals/index.htm
4. https://vikaspedia.in/education/digital-litercy/it-literacy- courses-in-associating-with-msup/computer-fundamentals
5. https://nptel.ac.in/courses/106/103/106103068/

Introduction to Operating System:

6. https://www.w3schools.in/operating-system/tutorials/

Part D: Assessment and Evaluation

Maximum Marks: 50

Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session:**2022-2023**
1.	Course Code	**BSCIT-2T**		
2.	Course Title	**Programming with C and C++**		
3.	Course Type	**Theory**		
4.	Pre-requisite (if any)	No		
5.	Course Learning. Outcomes (CLO)	At the end of this course, the students will be able to: • Develop programming skill and learn how to implement a new software. • Develop programming and logical concepts which helps to build up source code of concern programming language. • Understand the concept of programming like Compilation, Debugging, Executing, Linking and Loading. • Familiar about the structure of C and C++ program. • Understand about the cursor movement and control structure of C and C++ program. • Write simple C and C++ programs using programming concepts. • Familiar about procedure oriented and object oriented concepts. • Understand the concept of inheritance and polymorphism which helps them to develop programs to solve real world problems. • Use file handling concepts in C and C++ to develop programs for real life projects. • Develop new applications with C and C++ which helps them to switch in Software Industry.		
6.	**Credit Value**	**Theory: 5**		
7.	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: Content of the Course		
Total Periods: 60		
Unit	**Topics**	**No. of Periods**
I	**Introduction and Programming Concepts :** Definition of Program, Source file, Object file, Executable file, Header file, Language Translator- Assembler, Interpreter, Compiler, Testing, Debugging, Linker and Loader, Algorithms, Flow Charts, History of C language, Structure of C program , C Tokens: Identifiers , Keywords, Constants, Variables, Operators , Data Types , Control structure : Conditional and looping statements, Operator Precedence and Associativity, Array and it's types.	12
II	**Core Concepts of C Programming:** Functions : Standard Library and User defined functions, function prototype, Call by value and Call by reference, recursive functions, String functions, Structure : Declaration and Definition, Nested structure, array within structure. Union: Declaration and Definition, union variables, Pointers: Declaration and Definition, using & and * operators, pointer arithmetic, pointer to pointer, Dynamic memory allocation functions: malloc, calloc, realloc, free, File Handling: Basics, File Pointer, various file accessing functions.	12

III.	**Introduction to Object Oriented Programming :** Concepts, Features of C++, Bottom up Approach, Structure of C++ program, Data types, Class and Objects, Access Specifiers : Private, Public, Protected, I/O statements, Insertion and Extraction operator, Scope resolution operator, Array, this pointer, **Constructor**, Default constructor, Copy constructor, Parameterized constructor , Destructor.	12
IV.	**Inheritance:** Definition, Concept of base and derived class, Types of Inheritance: Single, Multilevel, Multiple, Hierarchical and Hybrid Inheritance. **Polymorphism:** Definition, Compile time polymorphism: Function overloading, Operator overloading, Run time polymorphism: Virtual Function, pure virtual function. Inline function, friend function, friend class.	12
V.	**Input-Output and File Handling :** I/O classes, File and Stream classes, Char I/O, String I/O, Object I/O, File Pointer, Opening and Closing file. **Exception Handling and Standard Template Library :** Definition, Exception basics, try, catch and throws keywords, Template, Components of STL.	12
Keywords: Token, Datatypes, Operators, Functions, Class, Inheritance, Polymorphism, Friend function, Abstraction.		

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Program Design, Peter Juliff, PHI Publications.
2. Let us C: Yashwant Kanetkar, BPB Publications.
3. Programming in ANSI C , E. Balaguruswamy, Tata McGraw Hill
4. Let us C++ ,Y. Kanetkar, B.P.B Publication.
5. Programming in C++, E. Balaguruswamy, Tata McGraw Hill.

E Resources:

1. Introduction (from SWAYAM/NPTEL)
   https://onlinecourses.nptel.ac.in/noc19_cs38/preview
   https://onlinecourses.nptel.ac.in/noc22_cs103/preview
   https://www.youtube.com/watch?v=KG4hjVDw-p8&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=2

2. Constant and Inline Function
   https://www.youtube.com/watch?v=pX6LufLso2M&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=10

3. Pointer and Reference
   https://www.youtube.com/watch?v=GtsBZ5e1-cE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=12

4. Function Overloading
   https://www.youtube.com/watch?v=uJGmGAShHeU&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=13

5. Operator Overloading
   https://www.youtube.com/watch?v=0jpOwe4d-FE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=17

6. Dynamic Memory Management
   https://www.youtube.com/watch?v=lkFK2X6qIc0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=18

7. Class and Object
   https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

8. Access Specifiers
   https://www.youtube.com/watch?v=6ki_W7cXdM0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=22

9. Constructor and Destructor
   https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

- **C different topics from W3School**
  https://www.w3schools.com/c/
- **C++ different topics from W3School**
  https://www.w3schools.com/CPP/default.asp
- **C different topics from Javatpoint**
  https://www.javatpoint.com/c-programming-language-tutorial
- **C++ different topics from Javatpoint**
  https://www.javatpoint.com/cpp-tutorial

Part D: **Assessment and Evaluation**

Maximum Marks: 50

Declaration

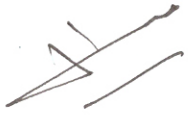
The syllabus of this subject is frame as per the TOR of department of higher education, Chhattisgarh.

1. Dr. H.S. Hota - Chairman
   Prof. and Head, Dept. of Computer Science and Application
2. Dr. Sanjay Kumar - Member
   Prof. and Head, SoS in Computer Science, Pt. Ravishankar Shukla University, Raipur
3. Mr. Jitendra Kumar - Member
   Asst. Prof., Dept. of Computer Science and Application
   Atal Bihari Vajpayee Vishwavidyalaya, Bilaspur
4. Mr. H.S.P. Tonde - Member
   Asst. Prof. and Head, Dept. of Computer Science,
   Sant Gahira Guru University Sarguja, Ambikapur
5. Dr. Mamta Singh - Member
   Asst. Prof. and Head, Sai College, Bhilai
   Hemchand Yadav Vishwavidyalaya, Durg
6. Mr. Sushil Kumar Sahu - Member
   Asst. Prof. and Head, Christ College, Jagdalpur
   Shaheed Mahendra Karma Vishwavidyalaya, Bastar
7. Mr. Vikrant Gupta - Member

Part A: Introduction				
Program: **Certificate Course**		Class: **B.Sc.-IT I Year**	Year: **2022**	Session: **2022-2023**
1	Course Code	**BSCIT-1P**		
2	Course Title	**LAB 1 : Programming with C and C++**		
3	Course Type	**Practical**		
4	Pre-requisite (if any)	Theoretical knowledge of C and C++		
5	Course Learning Outcomes (CLO)	At the end of course, Students will be able to: • Understand the fundamental programming concepts and methodologies which are essential to create good C/C++ programs. • Code, test, and implement a well-structured, robust computer program using the C/C++ programming language. • Write reusable modules (collections of functions). • Understand design/implementation issues involved with variable allocation and binding, control flow, types, subroutines, parameter passing. • Develop an in-depth understanding of functional, logic, and object-oriented programming paradigms.		
6	**Credit Value**	**Practical: 2**		
7	**Total Marks**	**Max. Marks: 50**	**Min Passing Marks : 17**	

Part B: Content of the Course	
Total Periods: 30	
Tentative Practical List	**Note:** This is tentative list; the teachers concern can add more program as per requirement. 1. Write a program in C/C++ for addition of two numbers using float data type. 2. Write a program in C/C++ to find the biggest number between two numbers. 3. Write a program in C/C++ to find the factorial value of any entered number using do – while loop. 4. Write a program in C/C++ for various arithmetic operations using switch case statements. 5. Write a program in C/C++ for Multiplication of two 3X3 matrix. 6. Write a program in C/C++ to store five books information using structure. 7. Write a program in C/C++ to store six employee information using union. 8. Write a program in C/C++ to calculate simple interest using call by value and call by reference method. 9. Write a program in C/C++ for swapping of two numbers using pointer. 10. Write a program in C/C++ to make a text file using file handling. 11. Write a program to count word, space and lines in a text file. 12. Write a program to demonstrate work of calloc(). 13. Write a program to demonstrate work of malloc(), realloc() and free().

	14. Write a program in C++ to find the sum and average of five numbers using class and objects. 15. Write a program in C++ to multiply two numbers using private and public member functions. 16. Write a program in C++ to print structure like this using scope resolution operator 1 1 2 1 2 3 1 2 3 4 1 2 3 4 5 17. Write a program in C++ for constructor and Destructor. 18. Write a program in C++ for multiple inheritance. 19. Write a program in C++ for operator overloading. 20. Write a program in C++ for friend class and friend function. 21. Write a program in C++ for virtual function and virtual class. 22. Write a program in C++ for Exception Handling. 23. Write a program in C++ to open and close a file using file Handling. 24. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array. 25. WAP to display Fibonacci series (i) using recursion, (ii) using iteration 26. WAP to calculate Factorial of a number (i) using recursion, (ii) using iteration 27. WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion. 28. Create Matrix class using templates. Write a menu-driven program to perform following Matrix Operations (2-D array implementation): a) Sum b) Difference c) Product d) Transpose 22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism). 29. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator. 30. Create a class Box containing length, breath and height. Include following methods in it: a) Calculate surface Area b) Calculate Volume c) Increment, Overload ++ operator (both prefix & postfix) d) Decrement, Overload -- operator (both prefix & postfix) e) Overload operator == (to check equality of two boxes), as a friend function f) Overload Assignment operator g) Check if it is a Cube or cuboid Write a program which takes input from the user for length, breath and height to test the above class. 31. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file. 32. Write a program to retrieve the student information from file created in previous



	question and print it in following format: Roll No. Name Marks 33. Copy the contents of one text file to another file, after removing all whitespaces. 34. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void. 35. Write a program for exception handling.

Part C - Learning Resources

Text Books, Reference Books, Other Resources

Suggested Readings:

1. Program Design, Peter Juliff, PHI Publications .
2. Let us C: Yashwant Kanetkar, BPB Publications .
3. Programming in ANSI C , E. Balaguruswamy, Tata McGraw Hill
4. Let us C++ ,Y. Kanetkar, B.P.B Publication .
5. Programming in C++, E. Balaguruswamy, Tata McGraw Hill.

E Resources:

C/C++ different topics from SWAYAM/NPTEL

1. Introduction
   https://onlinecourses.nptel.ac.in/noc19_cs38/preview
   https://onlinecourses.nptel.ac.in/noc22_cs103/preview
   https://www.youtube.com/watch?v=KG4hjVDw-p8&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=2

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3. Pointer and Reference
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4. Function Overloading
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5. Operator Overloading
   https://www.youtube.com/watch?v=0jpOwe4d-FE&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=17

6. Dynamic Memory Management
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B4KrM9uOEdvPIVFUkU3jNc6D2&index=18

7. Class and Object
https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

8. Access Specifiers
https://www.youtube.com/watch?v=6ki_W7cXdM0&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=22

9. Constructor and Destructor
https://www.youtube.com/watch?v=wtuks_f3vP4&list=PLmp4ylk-B4KrM9uOEdvPIVFUkU3jNc6D2&index=24

10. C different topics from W3School
https://www.w3schools.com/c/

11. C++ different topics from W3School
https://www.w3schools.com/CPP/default.asp

12. C different topics from Javatpoint
https://www.javatpoint.com/c-programming-language-tutorial

13. C++ different topics from Javatpoint
https://www.javatpoint.com/cpp-tutorial

Part D: **Assessment and Evaluation**

Suggested Continuous Evaluation Methods:
Maximum Marks: 50
Continuous Comprehensive Evaluation (CCE): Not Applicable
University Exam(UE): 50 Marks

Internal Assessment: Continuous Comprehensive Evaluation (CCE)	Class Test/Assignment/Presentation	Not Applicable

Declaration

The syllabus of this subject is frame as per the TOR of department of higher education, Chhattisgarh.

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