UNIT 1-A profile of VB - Menus, Tool bar Buttons, Tool box, Form, Project, controls, Properties, Program window.
Programming Essentials- General Procedures, Sub Procedures and function-designning, Calling & passing controls as arguments, Constant & variable: Declaration, Scope and types.

UNIT 2-Designing a project: start up form, Properties and Program design, Managing multiple forms.
Flow of control - decisions - if statement, Else if clause, Select case structure, Nested decisions.
Loops: Do loops, For loops,

UNIT 3-Arrays, Declaring arrays, Multidimensional & dynamic arrays, User defined types: Recorded structures, With statement array of records.
Date file: Random Access Files - Opening & closing of file, Put #, Get#, Seek# statements.
Text files - opening & closing file, Write#, Print#, Input #, Line input # statements.

UNIT 4-Input & Output Procedures - Defining a Menu, Control Arrays, Input Techniques - Validating & Formatting the Input, Moving the focus, Menu choices out put techniques -Calculation & Display, Drawing chart.

UNIT 5-Visual basic controls:- Intrinsics Controls, Custom control, Common dialog control, Printer object, Object, Classes and Collections: Developing classes & collection MDI form, OLE controls. Data base connections. Data manager programme, Data control, Bound controls.

Reference:
1. Foundation of Visual Basic - Dougis Hergert.
Jiwaji University, Gwalior -- PGDCA – Session 2014-15

PGDCA 202 : Object Oriented Programming

Time 3.00 Hours  Max. Marks : 100  Min. Passing Marks : 40

UNIT-I
Overview of C++: Object oriented programming, Introducing C++ classes, Concepts of object oriented programming. Classes & Objects: Classes, Structure & classes, Union & Classes, Friend function, Friend classes, Inline function, Scope resolution operator, Static class members: Static data member, Static member function, Passing objects to function, Returning objects, Object assignment.

UNIT-II
Array, Pointers references & The Dynamic Allocation operators: Array of objects, Pointers to object, Type checking C++ pointers, The This pointer, Pointer to derived types, Pointer to class members, References: Reference parameter, Passing references to objects, Returning reference, Independent reference, C++’s dynamic allocation operators, Initializing allocated memory, Allocating Array, Allocating objects.
Constructor & Destructor: Introduction, Constructor, Parameterized constructor, Multiple constructor in a class, Constructor with default argument, Copy constructor, Default Argument, Constructing two dimensional Array, Destructor.

UNIT-III
Function & operator overloading: Function overloading, Overloading constructor function finding the address of an overloaded function, Operator Overloading: Creating a member operator function, Creating Prefix & Postfix forms of the increment & decrement operation, Overloading the shorthand operation (i.e. ++, -= etc), Operator overloading restrictions, Operator overloading using friend function, Overloading New & Delete, Overloading some special operators, Overloading [], (), ., comma operator, Overloading <<.

UNIT-IV
Inheritance: Base class Access control, Inheritance & protected members, Protected base class inheritance, Inheriting multiple base classes, Constructors, destructors & Inheritance, When constructor & destructor function are executed, Passing parameters to base class constructors, Granting access, Virtual base classes.
Virtual functions & Polymorphism: Virtual function, Pure Virtual functions, Early Vs. late binding

UNIT-V
The C++ I/O system basics: C++ streams, The basic stream classes: C++ predefined streams, Formatted I/O: Formatting using the ios members, Setting the format flags, Clearing format flags, An overloaded form of setf(). Examining the formatted flags, Setting all flags, Using width() precision() and fill(), Using manipulators to format I/O, Creating your own manipulators.

TEXT & REFERENCE BOOKS:
C++ The complete reference - Herbert Schildt, - TMH Publication
Object Oriented Programming C++ - R. Lefore
C++ - E. Balguruswamy, , TMH Publication
UNIT 1-Introduction: database system, advantages of database systems-redundancy, consistency, sharing, standards, integrity, security, conflicting requirements and data independence, concept of distributed database, DBMS, component. Architecture of database systems; schema, sub-schema; logical and conceptual view. data description language (DDL), DML and database administrator.

UNIT 2-Data models: relational model-structure, tuple, attributes, relation normalization, key-primary key, candidate key, alternate key. relational calculus & relational algebra-concepts, definition of union, set difference, Cartesian product.-selection, intersection, quotient and join. Normal forms: -first, second, third normal forms.

UNIT 3-Hierarchical and network model-concept, structure, advantages and disadvantages, protection and security: - types of crashes, security on databases.

UNIT 4-
Relational Algebra & SQL: The structure, relational algebra with extended operations, modifications of Database, idea of relational calculus, basic structure of SQL, set operations, aggregate functions, null values, nested sub queries, derived relations, views, modification of Database, join relations, DDL in SQL.

UNIT 5
Database Integrity: general idea. Integrity rules, domain rules, attribute rules, relation rules, Database rules, assertions, triggers, integrity and SQL.

Reference:

1) Introduction to database systems- C. J date.
2) Principles of database system Jeffery D Ullman.
Jiwaji University, Gwalior -- PGDCA – Session 2014-15

PGDCA 204 Introduction to Internet Technologies
Time 3.00 Hours Max. Marks : 100 Min. Passing Marks : 40

UNIT-1 Introduction of Internet: What is Internet, Services Of Internet, HW & SW Requirements to Connect to the Internet, E-mail, Introduction of WWW, Web Server and Web Client, Difference between the web and the Internet, Internet Service Provider (ISP).
Web publishing Concepts, Domain name Registration, Space on Host Server for Web site,


E-mail Basics: Running an E-mail Program, Sending mail, Reading mail, Replying to mail, Deleting mail. Newsgroups, mailing Lists, Chatting.

UNIT-3

UNIT-4 An Introduction to Internet Explorer: Starting Internet Explorer, A Quick Tour with Internet Explorer, At the Helm in internet Explorer, Viewing Various file Types.

Internet Search Engines: What is Search Engines, How do Search Engines work ?, Types of Search Engines.

Creating a New Web, Opening an Existing Web, Creating, Opening and Saving Web Pages, Entering and Editing Text, Printing Page, Spell Checking, Finding or Replacing Text.

Reference:
Alexis leon and Mathews Leon - Internet for every one (Tech World)
Douglas Comer - The Internet Book (prentice Hall)
SYBEX- bbp publication – Internet Complete (Second Edition).
V.K.Jain - O level Module - M 1.2 - Internet & web page designing, BPB Publications
PGDCA 205 - Introduction to Linux

UNIT – I

UNIT-II
Essential linux commands Understanding shells, Processes in linuxprocess fundamentals, connecting processes with pipes, tee, Redirecting input output, manual help, Background processing, managing multiple processes, changing process priority with nice, scheduling of processes at command, cron, batch commands, kill, ps, who, sleep, Printing commands, find, sort, touch, file, file related commands-ws, sat, cut, dd, etc. Mathematical commands- bc, expr, factor, units. Creating and editing files with vi, joe & vim editor

UNIT-III
System administration Common administrative tasks, identifying administrative files – configuratin and log files, Role of system administrator, Managing user accounts-adding & deleting users, changing permissions and ownerships, Creating and managing groups, modifying group attributes, Temporary disable user’s accounts, creating and mounting file system, checking and monitoring system performance file security & Permissions, becoming super user using su. Getting system information with uptime, host name, disk partitions & sizes, users, kernel. Backup and restore files, reconfiguration hardware with kudzu, installaing and removing packages with rpm command. Configure X-windows desktop-redhat-config-Xfree86, understanding XF86config file, starting & using X desktop. KDE & Gnome graphical interfaces, changing X settings.

UNIT-IV
Shell programming- Basic of shell programming, Various types of shell available in Linux, comparisons between various shells, shell programming in bash, read command, conditional and looping statements, case statements, parameter passing and arguments, Shell variables, system shell variables, shell keywords, Creating Shell programs for automate system tasks.

UNIT-V

TEXTS & REFERENCES BOOKS:
Unix for programmers and users (Third Ed.) – Graham Glass & King
Ables, Pearson Education India. (Low Prices Edition).
Red Hat Linux 9 Bible – Cristopher Negus, IDG Books India Ltd.
LINUX Complete – BPB Publication