The Course Structure for the MCA Programme

| SEMESTER - I |  |  |
| :---: | :--- | :---: |
| Course Code | Theory | Credit (L-T-P) |
| MCA 1001 | Problem Solving and Program Design with C | $3(3-0-0)$ |
| MCA 1003 | Numerical \& Statistical Methods | $4(3-1-0)$ |
| MCA 1007 | Discrete Mathematics | $3(3-0-0)$ |
| MCA 1009 | Computer Organization \& Architecture | $3(3-0-0)$ |
|  | Breadth Paper-I | $3(3-0-0)$ |
|  | Sessional | $2(0-0-3)$ |
| MCA 1002 | C Programming Laboratory | $2(0-0-3)$ |
| MCA 1004 | Numerical \& Statistical Methods Laboratory | $\mathbf{2 0}$ |


| SEMESTER - II |  |  |
| :---: | :--- | :---: |
| Course Code | Theory | Credit (L-T-P) |
| MCA 2001 | Data Structures | $3(3-0-0)$ |
| MCA 2003 | Object Oriented Design \& Programming | $3(3-0-0)$ |
| MCA 2005 | Database Management Systems | $3(3-0-0)$ |
| MCA 2007 | Operating Systems | $3(3-0-0)$ |
|  | Sessional | $2(0-0-3)$ |
| MCA 2002 | Data Structure Laboratory | $2(0-0-3)$ |
| MCA 2004 | C++ Programming Laboratory | $2(0-0-3)$ |
| MCA 2006 | RDBMS Laboratory | $2(0-0-3)$ |
| MCA 2008 | Operating System Laboratory | $\mathbf{2 0}$ |
|  |  |  |


| SEMESTER - III |  |  |
| :---: | :--- | :---: |
| Course Code | Theory | Credit (L-T-P) |
| MCA 3001 | Java Programming | $3(3-0-0)$ |
| MCA 3003 | Software Engineering | $3(3-0-0)$ |
| MCA 3005 | Fundamentals or Computer Algorithms | $3(3-0-0)$ |
| MCA 3007 | Automata Theory | $4(3-1-0)$ |
|  | Elective - I | $3(3-0-0)$ |
|  | Sessional | $2(0-0-3)$ |
| MCA 3002 | Java Programming Laboratory | $2(0-0-3)$ |
| MCA 3004 | Software Engineering Laboratory | $\mathbf{2 0}$ |
|  |  |  |


| SEMESTER - IV |  |  |
| :---: | :--- | :---: |
| Course Code | Theory | Credit (L-T-P) |
| MCA 4001 | Compiler Design | $4(3-1-0)$ |
| MCA 4103 | Data Communications and Computer Networks | $3(3-0) 0$ |
| MCA 4007 | Computerized Financial Accounting | $3(3-0-0)$ |
|  | Breadth Paper -II | $3(3-0-0)$ |
|  | Elective - II | $3(3-0-0)$ |
|  | Sessional | $2(0-0-3)$ |
| MCA 4002 | Compiler Design Laboratory | $2(0-0-3)$ |
| MCA 4004 | Computer Networks Laboratory | $\mathbf{2 0}$ |
|  |  |  |


| SEMESTER - V |  |  |
| :---: | :--- | :---: |
| Course Code | Theory | Credit (L-T-P) |
| MCA 5001 | Computer Graphics | $3(3-0-0)$ |
| MCA 5003 | System Simulation \& Modeling | $4(3-1-0)$ |
| MCA 5005 | Optimization Theory | $3(3-0-0)$ |
|  | Breadth Paper - III | $3(3-0-0)$ |
|  | Elective - III | $3(3-0-0)$ |
|  | Sessional | $2(0-0-3)$ |
| MCA 5002 | Computer Graphics Laboratory | $2(0-0-3)$ |
| MCA 5004 | System Simulation \& Modelling Laboratory | $\mathbf{2 0}$ |


| SEMESTER - VI |  |  |  |  |
| :---: | :--- | :--- | :---: | :---: |
| Course Code | Theory | Credit (L-T-P) |  |  |
| MCA 6001 | Project | 20 |  |  |
|  |  |  |  | 20 |

Total Credits
120

## List of Electives

| Group I: Database Technology |  |
| :---: | :--- |
| Course Code | Theory |
| MCA 7101 | Distributed Databases |
| MCA 7103 | Decision Support Systems |
| MCA 7105 | Enterprise Resource Planning |
| MCA 7107 | Data Mining \& Ware Housing |
| MCA 7109 | Multimedia Databases |


| Group II: Software Technology |  |
| :---: | :--- |
| Course Code | Theory |
| MCA 7201 | Advanced Java Programming |
| MCA 7203 | Systems Programming |
| MCA 7205 | Programming Language Design and Concepts |
| MCA 7207 | Assembly Language Programming |
| MCA 7209 | Web Programming |
| MCA 7211 | Software Project Management |


| Group III: Cognitive Sciences and Intelligent Systems |  |
| :---: | :--- |
| Course Code | Theory |
| MCA 7301 | Natural Language Processing |
| MCA 7303 | Genetic Algorithms \& Swarm Intelligence |
| MCA 7305 | Artificial Intelligence |
| MCA 7307 | Image Processing |
| MCA 7309 | Soft Computing |


| Group IV: Networking and Distributed Systems |  |
| :---: | :--- |
| Course Code | Theory |
| MCA 7401 | Network Security and Cryptography |
| MCA 7403 | Grid Computing |
| MCA 7405 | Wireless Technology |
| MCA 7407 | Parallel \& Distributed Computing |
| MCA 7409 | Mobile Computing |
| MCA 7411 | Cloud Computing |


| Group V: Applications of Information Technology |  |
| :---: | :--- |
| Course Code | Theory |
| MCA 7501 | Bioinformatics |
| MCA 7505 | Multimedia and Animation |
| MCA 7507 | Supply Chain Management |

## Notes:

i. Students are required to choose at least two electives from the same group.
ii. Students are advised to do their projects on the areas where major electives are chosen.

## Syllabus for the Online Entrance Test for MCA 2017

The MCA 2017 Online Entrance Test shall comprise of 120 questions to be answered in 2 hours. Questions will be of objective type with multiple choices out of which only one is correct. A candidate must select only the correct answer to score full marks. For each correct answer a candidate will earn 4 marks. For every incorrect answer one mark will be deducted. If a question has not been attempted no credit will be given. The questions will be distributed into various areas as follows and the detailed syllabus is given below:

| Section | Subject | No of Questions |
| :---: | :--- | :---: |
| A | Mathematics | 60 |
| B | Analytical ability \& Logical Reasoning | 20 |
| C | Computer Awareness | 20 |
| D | English | 20 |
|  | Total | 120 |

## Section A: Mathematics (60 questions - objective type)

- Algebra: Fundamental operations in Algebra, expansion, factorization, quadratic equations, indices, logarithms, arithmetic, geometric and harmonic progressions, binomial theorem, permutations and combinations, surds
- Set Theory: Sets and subsets, operations on sets, sequences, properties of integers, relations and functions
- Matrix Algebra: Elementary transformations, inverse of a matrix, rank, solution of simultaneous linear equations, eigenvalues and eigenvectors, quadratic forms
- Co-ordinate Geometry: Rectangular Cartesian co-ordinates, equations of a line, mid point, intersections etc., equations of a circle, distance formulae, pair of straight lines, parabola, ellipse and hyperbola, simple geometric transformations such as translation, rotation, scaling.
- Calculus: Limit of functions, continuous functions, differentiation of function(s), tangents and normals, simple examples of maxima and minima, integration of function by parts, by substitution and by partial fraction, definite integral application to volumes and surfaces of frustums of a sphere, cone, cylinder, Taylor Series.
- Differential Equations: Differential equations of first order and their solutions, linear differential equations with constant coefficients, homogenous linear differential equations.
- Vectors: Position vector, addition and subtraction of vectors, scalar and vector products and their applications to simple geometrical problems and mechanics.
- Trigonometry: Simple identities, trigonometric equations, properties of triangles, solution of triangles, height and distance, inverse function
- Probability and Statistics: Basic concepts of probability theory, averages, dependent and independent events, frequency distributions, and measures of dispersions, skewness and kurtosis, random variable and distribution functions, mathematical expectations, binomial, Poisson, normal distributions, curve fitting, and principle of least squares, correlation and regression
- Linear Programming: Formulation of simple linear programming problems, basic concepts of graphical and simplex methods, revised simplex method, transportation and assignment problems, duality and integer programming


## Section B: Analytical Ability and Logical Reasoning: (20 questions - objective type)

Questions in this section will test logical reasoning, quantitative reasoning, and visiospatial reasoning

## Section C: Computer Awareness: (20 questions - objective type)

- Computer Basics :Organization of a computer, Central Processing Unit (CPU), Structure of instructions in CPU, input / output devices, computer memory, memory organization, back-up devices
- Data Representation: Representation of characters, integers, and fractions, binary and hexadecimal representations, Binary Arithmetic: Addition, subtraction, division, multiplication, 1's and 2's complement arithmetic, floating point representation of numbers, normalized floating point representation, Boolean algebra, truth tables, Venn diagrams
- Computer Architecture: Block structure of computers, communication between processor and I / O devices, interrupts
- Computer Language: Assembly language and high-level language, Multiprogramming and time-sharing operating systems, Computer Programming in C.
- Flow chart and Algorithms
- Operating Systems: Evolution of operating systems, types of operating systems, functions of an operating system, modern operating systems

Section D: English: (20 questions - objective type)

- Use of articles and prepositions (fill in the blanks or correct use)
- Idioms and phrases
- Synonyms
- Reading comprehension
- Expansion of an idea
- Sentence sequence (jumbled sentences)
- Completion of a sentence (with choices)
- Choice of appropriate word to fill in the blanks (with options)
- Abridging sentences / paragraphs.

