# SSR DEGREE COLLEGE **B.A.** (COMPUTER APPLICATIONS)

# CBCS Pattern with effect from the Academic Year 2025-26

# Structure of the Curriculum

Course Title	Hours/Week		Credits		
	Theory	Practical	Theory	Practical	Total
Semes	ter-I				
Fundamentals of Computer	4	2	4	1	5
Applications					
Semest	er-II	1			
Programming in C	4	2	4	1	5
Semeste	er-III		8		
<b>Object Oriented Programming</b>	4	2	4	1	5
with C++		× ,			
Semester-IV					
Introduction to Multimedia	4	2	4	1	5
Systems				*	
Semest	er-V				
Database Management System	4	2	4	1	5
Semester-VI	(Elective)				
(A) Web Technologies	4	2	4	1	5
(B) E-Commerce	4	2	4	1	5
SEMEST	ER-III				
<b>Data Analysis Using Excel</b>	2		2		2

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# Semester-I Fundamentals of Computer Applications

Theory: 4 Hrs/Wk (4 Credits)

Practical: 3 Hrs/Wk (1 Credit)

Total Credits: 4+1= 5 Credits

## UNIT-I: INTRODUCTION TO INFORMATION TECHNOLOGY:

Development of computers - Generations of computers - An overview of computer system - Types of computers - Input & Output Devices.

Looking inside the machine: Basic components of a computer system - Control unit - ALU - Input/output functions - Memory - RAM - ROM - EPROM - PROM and Other types of memory.

Operating System: Meaning - Definition & Functions - Types of OS - Booting process - DOS - Commands (internal & external) - GUI - wild card characters - Virus & Hackers - Cryptography & cryptology.

Windows: Using the Start Menu –Control Panel – Using multiple windows – Customizing the Desktop – Windows accessories (Preferably latest version of Windows or Linux Ubuntu).

#### UNIT-II: WORD PROCESSING:

Application of word processing software - Menus & Tool Bars - Opening word processor - Creating - Entering - Saving & printing the document - Editing & Formatting, Tables, Text - Mail Merge and Macros (Preferably latest version of MS Word or Libre Office Writer).

#### UNIT-III: WORK SHEET/SPREAD SHEET:

Application of work sheet/spread sheet - Menus & Tool bars - Creating a worksheet - Entering and editing of numbers - Cell reference - Worksheet to analyse data with graphs & Charts.

Advanced tools: Functions – Formulae – Formatting numbers - Macros – Sorting, filtering - validation & consolidation of Data (Preferably latest version of MS Excel or Libre Office Calc).

#### **UNIT -IV: PRESENTATION:**

Application of Presentation – Menus & Tool bars – Creating presentations – Adding - Editing and deleting slides - Templates and manually – Slide show – Saving - Opening and closing a Presentation – Types of slides - Slide Views - Formatting – Insertion of Objects and Charts in slides - Custom Animation and Transition (Preferably latest version of MS Presentation or Libre Office Impress).

Internet & Browsing: Services available on internet – WWW – ISP – Browsers.

Multimedia: Application of multimedia - Images, Graphics, Audio and Video - IT security.

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## SUGGESTED READINGS:

- 1. Introduction to Computers: Peter Norton, McGraw Hill.
- Fundamentals of Information Technology: Dr. NVN Chary, Kalyani Publishers. 2.
- Computer Fundamental: AnithaGoel, Pearson. 3.
- 4. Information Technology Applications for Business: Dr. S. Sudalaimuthu, Himalaya
- 5. Fundamental of Computers: Balaguruswamy, McGraw Hill.
- Information Technology and C language: Rajiv Khanna, New Age International.
- 7. Informational Technology: P. Mohan, Himalaya Publishing House.
- 8. A text book of Information Technology: Rachhpal Singh, Kalyani Publishers.

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## Fundamentals of Computer Applications Lab Solutions

- 1. Identify and classify different types of computers (Micro, Mini, Mainframe, and Supercomputer) and specify their uses.
- 2. Open the system unit and list the major hardware components (Motherboard, RAM, CPU, ROM, SMPS, HDD, etc.).
- 3. Demonstrate basic DOS commands like DIR, COPY, DEL, MD, CD, TYPE, DATE, TIME, and differentiate between internal & external commands.
- 4. Perform basic cryptography using any tool or online method Encrypt and decrypt a short message using substitution or Caesar cipher.
- Demonstrate navigation in Windows OS or Ubuntu Linux: Customize the desktop, create folders, use Control Panel/Settings, and navigate using the Start Menu.
- 6. Create a formal letter/document using formatting tools (font styles, sizes, line spacing, bullets, numbering).
- 7. Use Mail Merge to send an invitation to a list of people using a sample address list.
- 8. Create and run a Macro that automates formatting (e.g., bold, font size 14, centeralign).
- 9. Insert and format images, tables, and hyperlinks in a document.
- 10. Demonstrate use of Headers, Footers, Page Numbering and print preview before printing a document.
- 11. Create a mark sheet using a spreadsheet and calculate total, average, grade using formulas and conditional formatting.
- 12. Apply sorting and filtering on a sample data of students with name, marks, and grade.
- 13. Create charts (bar, line, pie) to visually represent sales or performance data.
- 14. Use data validation to restrict data entry (e.g., marks between 0 to 100).
- 15. Record and run a macro to automate formatting or repetitive calculations in a spreadsheet.
- 16. Create a 5-slide presentation on any topic using different slide layouts and themes.
- 17. Insert multimedia elements such as images, videos, and audio clips into slides.
- 18. Apply custom animations and transitions to slides and run the slideshow.
- 19. Use charts and Smart Art to represent data in a visually engaging format.
- 20. Save the presentation in different formats (PPTX, PDF) and demonstrate how to open, edit, and close the file.
- 21. Browse using different search engines (Google, Bing, DuckDuckGo) and bookmark useful pages.
- 22. Demonstrate how to send an email with attachments using Gmail or any mail client.
- 23. Download and insert multimedia (image/audio/video) in a Word or PowerPoint file.
- 24. Demonstrate how to check for viruses and use antivirus software (Windows Defender or Avast).

25. Visit 3 websites using a browser and list features like hyperlinks, multimedia content, and form fields.

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# Semester-II Programming in C

Theory: 4 Hrs/Wk (4 Credits)

Practical: 3 Hrs/Wk (1 Credit)

Total Credits: 4+1= 5 Credits

UNIT-I: INTRODUCTION TO 'C' LANGUAGE, DATA TYPES, I/O OPERATIONS AND OPERATORS:

Introduction: Types of Languages – History of C language – Basic Structure – Creating – Compiling - Linking and Executing the C Program - Pre-processors in "C".

Types and I/O operations: Keywords & Identifiers – Constants – Variables - Scope and Life of a Variable - Data types - Storage classes - Reading a character or values - Writing a character or value - Formatted Input and Output operations, Operators: Introduction – Arithmetic – Relational – Logical – Assignment - Conditional - Special operators – Expressions: Arithmetic – Evaluation - Type conversions.

## UNIT-II: DECISION MAKING, ARRAYS AND STRINGS:

Decision Making & Looping: Introduction - If statements - If-else statements - Switch statements - Conditional statements - While statements - Do statements - For Statements.

Arrays: Introduction - Defining an array - Initializing an array - One dimensional array - Two-dimensional array - Dynamic array.

Strings: Introduction - Declaring and initializing string variables - Reading and Writing strings - String handling functions.

#### UNIT-III: BUILT-IN FUNCTIONS AND USER-DEFINED FUNCTIONS:

Built-in functions: Mathematical functions - String Functions - Character functions - Date functions. User defined functions: Introduction - Need for user defined functions - Elements of functions - Return values and their types - Function declaration - Function calls - Recursive functions.

#### UNIT-IV: POINTERS AND STRUCTURES:

Introduction, Address of Operator (&), Pointer, Uses of Pointers, Arrays and Pointers, Pointers and Strings, Dynamic Memory Allocation.

Structures: Introduction - Declaring structures variables - Accessing structure members - Functions and Structures - Array of structures - Enumerated Data types - Introduction to Unions.

#### SUGGESTED READINGS:

1. Programming in ANSCI C: Balaguruswamy, McGraw Hill.

2. Let Us C: Y.Kanetkar, BPB.

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- 3. Programming in C: Ashok Kamthane, Pearson.
- 4. C How to Program: P.J. Deitel& H.M. Deitel, Pearson & PHI.
- 5. Programming in C: K.S. Kahlon, Kalyani Publishers.
- 6. Fundamental of C: Dr. N. Guruprasad, Himalaya Publishing House.
- 7. C: Learning and Building Business and System Applications: Susant Rout, PHI.
- 8. Mastering C: K.R. Venugopal, McGraw Hill.
- 9. Programming in C: J.B. Dixit, Firewal Media.
- 10. The C Programming Language: B.W.Kernighan&D.M.Ritehie, PHI.

11. C: The Complete Reference: H.Schildt, McGraw Hill.

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## Programming in C **Lab Solutions**

- 1. Write a C program to display your name, roll number, and branch using basic structure and printf().
- 2. Write a C program to demonstrate the use of all basic data types (int, float, char, double) and display their sizes using sizeof().
- 3. Write a C program to accept two integers from the user and perform all arithmetic operations on them.
- 4. Write a program to demonstrate the use of different operators: relational, logical, and assignment.
- 5. Write a program to evaluate an arithmetic expression using type conversions (e.g., integer to float) and explain the result.
- 6. Write a C program to find the greatest of three numbers using if-else and conditional operator.
- 7. Write a program that uses a loop to print the factorial of a given number (use for, while, or do-while).
- 8. Write a program to input and store 5 student marks in a one-dimensional array and calculate the average.
- 9. Write a program to perform matrix addition (2D array).
- 10. Write a program to read a string, count vowels, and display the reversed string.
- 11. Write a program to calculate the square root and power of a number using math functions (sqrt(), pow()).
- 12. Write a program to demonstrate built-in string functions like strlen(), strcpy(), strcat(), and strcmp().
- 13. Write a program that converts a lowercase string to uppercase using character functions like toupper() from ctype.h.
- 14. Write a user-defined function to check whether a given number is prime or not.
- 15. Write a recursive function to calculate the Fibonacci series up to 'n' terms.
- 16. Write a program to demonstrate pointer declaration, initialization, and printing the address and value of a variable using & and \*.
- 17. Write a program that uses pointers to access and modify array elements.
- 18. Write a program to read and print a string using a pointer.
- 19. Write a program using structures to store and display student details (name, roll number, marks).

20. Write a program to create an array of structures for employees with fields (ID, name, salary) and display all records.

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