DEGLOOR COLLEGE, DEGLOOR

Annual Teaching Plan

Departi	nent :- Computer Science	Class :- B.	Sc. First Yea	r
Name o	f Teacher :- Ms. Sapna Bunnwar	Year :- 20	16 - 17	
Subject	:- Computer Science	Semester	:- I	
Paper N	ame & NO. :- Problem Solving Using Comput	ers Paper	No: I	
CI		Expected	Expected Duration	
Chapter No.	Topic - Title	Lectures	From	То
l	Computer Fundamentals Introduction to Computers, Block diagram of Computer, Characteristics of Computers, 1/O Devices, 1/O ports.	6	1-Jul-16	12-Jul-10
11	Problem Solving Aspects Introduction to Algorithm, Top Down Designing, Implementation of Algorithm, Analysis of Algorithm, Flowchart, Principals of Flowcharts, Flowcharts Symbols	8	13-Jul-16	25-Jul-16
III	Fundamentals of Algorithms Exchanging value of variables, counting numbers, Summation of set of numbers, Factorial computations, Fibonacci number, Reverse of Digits.	6	26-Jul-16	10-Aug-16
IV	Factoring Methods Finding square root of numbers, smallest divisor of integers, greatest common divisor, generation of prime numbers, prime factor.	6	11-Aug-16	24-Aug-16
V	Array Techniques Introduction to Array, types of Array, Memory Representation of Array, Reverse of Array, Array counting, Finding maximum and minimum element from Array	6	25-Aug-16	10-Sep-16
VI	Searching & Sorting Techniques Searching Techniques, linear search, binary search, Sorting Techniques:-bubble sort, selection sort.	6	11-Sep-16	1-0ct-16

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Annual Teaching Plan

	ment :- Computer Science	Class :-]	B. Sc. First Ye	ar
Name o	of Teacher :- Mr. Hangarge D.	Year :- 2		
Subject	:- Computer Science	Semester	· :- I	
Paper I	Name & NO. :- Web Page Designing Through]	HTML	Paper No: II	
Chapter No.	Topic - Title	Expected	Expected	d Duration
INU.		Lectures	From	То
I	Introduction to Web and Website Introduction to Internet, Application and importance of Internet, www, URL, Web Browsers, web server, objectives of website, basic interface design, developing a story board for website, Navigation and links within website, checklist for designing.	6	1-Jul-16	12-Jul-10
11	Introduction to HTML Introduction to HTML, Basic elements, List- ordered/ Numbered list, Unordered/ Bulleted list, Definition list, Nesting list, Linking HTML pages, linking to URL, Text Formatting, Text Alignment, Character Styles, Fonts and Font Sizes, Using colors for the Web, preformatted text, Horizontal line, line break, Displaying special characters.	6	13-Jul-16	25-Jul-16
III	Images in HTML Images in HTML pages, Embedding inline images and external images, images and text alignment, images and links, alternative tags for images, using image as background, displaying images with heights and width dimensions, images preview, image for the web, reducing file size of image file, decreasing the file size by reducing the colour depth of image file	6	26-Jul-16	10-Aug-16
IV	Tables in HTML Introduction to tables, Features of tables, Tables in HTML, components of table, creating table, table cell and border, table and cell color	6	11-Aug-16	24-Aug-16
	Frames, Image Maps Introduction to Frames, Creating frames, Frames attributes and linking of frames, complex framesets, Inline frames.	6	25-Aug-16	10-Sep-16
VI	Forms and CGI Scripts Introduction to forms, form design, text input fields, radio buttons, check box buttons, and submit button, additional layout features (select tag, Text AREA tag, and Hidden fields)	6	11-Sep-16	1-0ct-16

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Annual Teaching Plan

Departr	nent :- Computer Science	Class :- I	B. Sc. First Ye	ar	
Name o	f Teacher :- Mr. Hangarge D.	Year :- 2			
Subject	:- Computer Science	Semester			
Paper N	ame & NO. :- Programming in C Pa	per No: III			
Chapter	Topic - Title	Expected	Expecte	ed Duration	
No.		Lectures	From	То	
I	Introduction to C Introduction, Character set, C tokens, Data types, Constant, Variables, declaration of storage class,Input/Output Statement, operators, Hierarchy of Operation, Structure of C program.	5	1-Dec-16	10-Dec-1	
II	The Decision and Looping, Control Structure If Statement, If-Else statement, Nesting of If-Else, else-if ladder, Switch Statement, Goto. While loop, Do-While loop, For loop.	8	11-Dec-16	26-Dec-16	
111	Arrays and Pointers Introduction to Array, One-dimensional arrays: Declaration & Initialization, Two-dimensional arrays: Declaration & Initialization, Multi-dimensional arrays Introduction, understanding pointers, accessing address of variable, declaring pointer variables, initialization of pointer variable	5	27-Dec-16	3-Jan-17	
IV	Storage Classes Automatic, Register, Static, Scope rules.	2	4-Jan-17	7-Jan-17	
v	Functions Introduction, Definition of function, return values and their types, function calls, function declaration, recursion, passing arrays to functions,What are string, Standard Library string functions: strlen(), strcpy(),strcmp(), strcat().	7	8-Jan-17	22-Jan-17	
VI	Structure and Union Introduction, defining a structure, defining a structure variable, accessing structure members, initialization of structure, structure within structure, union, Introduction to File Handling.	9	23-Jan-17	5-Feb-17	

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DEGLOOR COLLEGE, DEGLOOR

Department :- Computer Science	Class :- B	Sc. First Yea	r
ame of Teacher :- Ms. Sapna Bunnwar	Year :- 20	16 - 17	
ubject :- Computer Science	Semester	:- II	
aper Name & NO. :- Analysis of Algorithm and Data	Structure	Paper No:	IV
Chapter Tania Tida	Expected		Duration
No. Topic - Title	Lectures	From	То
Role of Algorithms in Computing I Introduction, Algorithms as a technology, designing Algorithm, divide and conquer technique/ Approach	8	1-Dec-16	12-Dec-16
Introduction to Data Structure Introduction, Elementry data organization, data structure operations, mathematical notations and functions, Algorithmic notations, control structure.	8	13-Dec-16	22-Dec-16
Linked List Introduction, Representation of linked list in memory, Traversing, Searching, Unsorted link list, Inserting after given node, deleting node with a given item of information.	8	23-Dec-16	2-Jan-17
Stack and Queue Introduction, Memory representation of Stack, Insert IV element in Stack_PUSH, Delete element from Stack_POP. Queue: Introduction, Memory Representation, Insert & Delete operation.	8	3-Jan-17	14-Jan-17
Trees Introduction, Binary tree & it's Memory representation, Insertion & Deletion of nodes in binary tree, Threaded binary tree.	8	15-Jan-17	27-Jan-17
Graphs VI Introduction, Memory Representation of graphs, types of graphs, Warshall's Algorithm.	8	28-Jan-17	8-Feb-17
VI Introd	luction, Memory Representation of graphs, types of	luction, Memory Representation of graphs, types of 8	luction, Memory Representation of graphs, types of 8



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Annual Teaching Plan

Departr	nent :- Computer Science	Class :-]	B. Sc. Second	Year
Name o	f Teacher :- Mr. Warkhinde J. K.	Year :- 2	016 - 17	
Subject	:- Computer Science	Semester	· :- III	
Paper N	ame & NO. :-Digital Electronics & 8085 Micr	roprocesso	r Paper No: VI	
Chapter	Tonio Title	Expected	Expected	d Duration
No.	Topic - Title	Lectures	From	То
I	Fundamental Concepts Introduction, Digital Signal, Basic Digital Circuits, NAND & NOR Operations, EX-OR & EX-NOR Operations, De-Morgan's theorems, Rules & Laws of Boolean Algebra	6	1-Jul-16	12-Jul-16
II	Combinational Logic Design Introduction, K-map representation of logical function, simplification of logical function using K-map, minimization of logical functions specified in minterm/maxterm of truth table, use of Don't care condition	6	13-Jul-16	25-Jul-16
III	Flip Flop A 1-Bit Memory Cell, RS Flip-Flop, D type Flip-Flop, T- type Flip-Flop J-K Flip-Flop, J-K Master Slave Flip- Flop.	6	26-Jul-16	10-Aug-16
IV	Sequential Logic Design Introduction, Registers, shift registers, Ripple/ Asynchronous counter, Synchronous counter	6	11-Aug-16	24-Aug-16
v	Fundamentals of Microprocessor Introduction, an ideal microprocessor, data bus, address bus, control bus, microprocessor operation, microprocessor architecture, instruction set	6	25-Aug-16	10-Sep-16
VI	8085 Microprocessor Introduction, Architecture of 8085 microprocessor, pin diagram of 8085 microprocessor	6	11-Sep-16	1-0ct-16

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r :- Ms. Sapana Bunnawar puter Science NO. :-Object Oriented Programming Topic - Title s of Object Oriented Programming Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++; olution, Member dereferencing Operators, nanagement Operators, Manipulators, A simple am, More C++ statements , structure of C++ Control structures s in C++ ion, Function Prototyping, Call by reference by reference, Function with Default is, Inline function, Function Overloading,	Expected Lectures 6	· :- III No: VII Expected	d Duration To 12-Jul-1 25-Jul-1(
NO. :-Object Oriented Programming Topic - Title s of Object Oriented Programming Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++: olution, Member dereferencing Operators, nanagement Operators, Manipulators, A simple am, More C++ statements, structure of C++ Control structures s in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	Expected Lectures 6	No: VII Expected From 1-Jul-16	To 12-Jul-1
Topic - Title s of Object Oriented Programming Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++: olution, Member dereferencing Operators, nanagement Operators, Manipulators, A simple am, More C++ statements, structure of C++ Control structures s in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	Expected Lectures 6	Expected From 1-Jul-16	To 12-Jul-1
s of Object Oriented Programming Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++; olution, Member dereferencing Operators, hanagement Operators, Manipulators, A simple am, More C++ statements, structure of C++ Control structures is in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	6 6	From 1-Jul-16	To 12-Jul-1
s of Object Oriented Programming Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++; olution, Member dereferencing Operators, hanagement Operators, Manipulators, A simple am, More C++ statements, structure of C++ Control structures is in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	6 6	From 1-Jul-16	12-Jul-1
Procedure Oriented Programming, Object Programming paradigm, Basic Concepts of OOP, f OOP, Applications of OOP C++ ++, Tokens, Data Types in C++, Operators in C++; olution, Member dereferencing Operators, hanagement Operators, Manipulators, A simple am, More C++ statements , structure of C++ Control structures s in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	6		
++, Tokens, Data Types in C++, Operators in C++; olution, Member dereferencing Operators, nanagement Operators, Manipulators, A simple am, More C++ statements , structure of C++ Control structures s in C++ ion, Function Prototyping, Call by reference by reference, Function with Default ts, Inline function, Function Overloading.	6	13-Jul-16	25-Jul-1
ion, Function Prototyping, Call by reference by reference, Function with Default is, Inline function, Function Overloading.			
tical Library functions	6	26-Jul-16	10-Aug-16
a Objects ion, Specifying a class, Defining member a C++ program with class, nesting of functions, Memory allocation for objects, a members, static member functions, function arguments, friend functions	6	11-Aug-16	24-Aug-16
rs & Destructors rs, Parameterized Constructors, Copy Constructor, instructors in a class, constructors with default Dynamic constructors, Dynamic Constructors,	6	25-Aug-16	10-Sep-16
verloading erator Overloading, Unary and Binary Operator g, Overloading rators using Friend, Manipulation on String Using ules for overloading Operator	6	11-Sep-16	1-0ct-16
rived Class, Type of Inheritance (Single, Multiple, lierarchical, Hybrid Inheritance), Virtual base lict class	6	4-0ct-16	10-0ct-16
t h Files , Classes for file stream Operations, Opening & , Detecting end of file, File modes in Open()	6	11-0ct-16	16-0ct-16
	Overloading Itors using Friend, Manipulation on String Using les for overloading Operator ived Class, Type of Inheritance (Single, Multiple, lerarchical, Hybrid Inheritance), Virtual base at class	Overloading 6 Itors using Friend, Manipulation on String Using 6 iles for overloading Operator 6 ived Class, Type of Inheritance (Single, Multiple, ierarchical, Hybrid Inheritance), Virtual base at class 6 n Files 6 Classes for file stream Operations, Opening & 6 6	Overloading 6 Itors using Friend, Manipulation on String Using 6 Iles for overloading Operator 4-Oct-16 ived Class, Type of Inheritance (Single, Multiple, ierarchical, Hybrid Inheritance), Virtual base 6 4-Oct-16 In Files 11-Oct-16 11-Oct-16

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Depart	ment :- Computer Science	Class :- I	B. Sc. Second	Year	
Name o	f Teacher :- Mr. Warkhinde J. K.	Year :- 2	016 - 17		
Subject	:- Computer Science	Semester	· :- IV		
Paper N	Name & NO. :- ALP using 8086 Microprocesso	or Paper N	o: VIII		
Chapter	Topic - Title	Expected	Expected	ed Duration	
No.		Lectures	From	То	
I	Software Architecture of 8086 Microprocessor Microarchitecture of 8086 microprocessor, Software model of 8086 microprocessor, Memory address space & Data Organization, Data types Segment Registers & Memory segmentation, dedicated reserved & general use memory instruction Pointer, Data Register, Pointer & Index Register, Status Registers, Generating a memory address, stack, 1/P & O/P address space	8	1-Dec-16	12-Dec-1	
II	Assembly Language Programming Software, Assembly Language Program Development on PC: Describing the problem,planning the solution, coding the solution with assembly language, creating source program, assembling the source program into an object module, producing a run module, verifying a solution, programs & files involved in the program development life cycle Instruction set, the mov instruction, Addressing mode	8	13-Dec-16	22-Dec-16	
III	8086 programming instructions & computation Data transfer instructions- MOV, XCHG, XLAT, LEA, LDS, and LES Instruction, Arithmetic Instructions- ADD, ADC, INC, AAA, DAA, Subtraction Instruction- SUB, SBB, DEC, AAS, DAS, NEG, Multiplication & Division Instruction – IMUL, IDIV, AAM, AAD, CBW, & CND	8	23-Dec-16	2-Jan-17	
	More 8086 Instructions Logic Instructions- AND, OR, XOR & NOT instructions, Clearing, setting & toggling bits of an operand, Shift Instructions- SHL, SHR, SAL, SAR INSTRUCTIONS, ISOLATING value of a bit in an operand, Rotate Instruction- ROL, ROR, RCL, & RCR Instructions, Alignment of data in an operand	8	3-Jan-17	14-Jan-17	
v	Control Flow Instructions Flag control instructions, compare instructions, control flow & jump instructions, Unconditional & Conditional Jump- Unconditional Jump Instruction, Conditional Jump Instruction, Branch Program structure- if then else,Loop Program Structure – repeat until & while do	8	15-Jan-17	27-Jan-17	
VI s	Subroutine & Loop Instruction Subroutines & subroutine handling instructions- CALL & RET Instruction, PUSH & POP Instruction, Loops & loop handling Instructions, Strings & strings handling Instructions- Move String- MOVSB, MOVSW, Compare string & scan string- CMPSB/ CMPSW, SCASB/SCASW, Load & store string - LODSB/LODSW & TOSB/STOSW, Repeat string- REP, auto indexing for string	8	28-Jan-17	8-Feb-17	

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Annual Teaching Plan

Departi	nent :- Computer Science	Class :- E	B. Sc. Second	Year
Name o	f Teacher :- Mrs. Bunnawar S. V.	Year :- 2	016 - 17	
Subject	:- Computer Science	Semester	:- IV	
Paper N	ame & NO. :- Programming in Java Paper No.	o: IX		
Chapter	Topic - Title	Expected	Expected	l Duration
No.		Lectures	From	То
I	Java Evolution. Java History, Java Features, How java differs From C and C++, Java and Internet. Java & WWW, Web Browsers, Java support systems, Java virtual machine	8	1-Dec-16	12-Dec-16
11	Overview of Java Constants, Variables, Data Types, Java Tokens, Declaration of variable, Giving Values to variables, Scope of Variables, Symbolic Constants, Type Casting, Getting Blues of variables, Standard Default values, Java Statements Introduction, simple java program, An application with two classes, Java program structure, implementation of a java program, Command Line Arguments	8	13-Dec-16	22-Dec-16
III	Classes, Object and Methods Introduction, Defining a class, Adding variables, Adding Methods, Creating Objects, Accessing Class Members, Constructors. Method Overloading, Static Members, Nesting of Method, Inheritance: Extending a class, Overriding Method, Final variable and Methods.	8	23-Dec-16	2-Jan-17
IV	Interfaces - Multiple Inheritances Introduction, Defining Interface, Extending Interface, Implementing Interface.	8	3-Jan-17	14-Jan-17
v	Arrays & Strings Introduction, One-dimensional Arrays, Creating an one dimensional array, Two dimensional Arrays, Creating an two dimensional array, String Arrays, String Method	8	15-Jan-17	27-Jan-17
VI	Packages: Putting Classes Together Introduction, Java API package, Using system packages, Naming Conventions, Creating Packages, Accessing a package, Using a Package, Adding a class to a package.	8	28-Jan-17	8-Feb-17
VII	Applet Programing Introduction, how applets differ from applications, preparing to write applets, building applet code, applet life cycle	8	9-Feb-17	13-Feb-17

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Annual Teaching Plan

Departi	ment :- Computer Science	Class :-	B. Sc. Third	Year
Name o	f Teacher :- Mrs. Bunnawar S. V.	Year :- 2	2016 - 17	
Subject	:- Computer Science	Semeste	r :- V	
Paper N	Name & NO. :-Software Engineering Paper No	: XII		
Chapter	Topic - Title	Expected	Expecte	ed Duration
No.		Lectures	From	То
Ι	Introduction to Software Engineering: Definitions - Size Factors - Quality and Productivity, Factors - Managerial Issues - Planing a software project : Defining the problem Developing a Solution Strategy - Planning the Development Process - Planning an Organization structure - Other Planning Activities.	6	1-Jul-16	5 12-Jul-16
11	Software Cost Estimation: Software cost factors - Software Cost Estimation Techniqes -Staffing-level Estimation - Estimating Software Maintenance Costs - The Software Requirements Specification - Formal Specification Techniques - Languages and Processors for Requirements Specification.	6	13-Jul-16	25-Jul-16
III	Software design: Fundamental Design Concepts - Modules and Modularization Criteria - Design Notations - Design Techniques - Detailed Design Considerations - Real-Time and Distributed System Design - Test Plans - Milestones, walkthroughs, and Inspections.	8	26-Jul-16	10-Aug-16
IV	Implementation issues: Structured Coding Techniques - Coding Style - Standards and Guidelines - documentation guidelines -Type Checking - Scoping Rules - Concurrency Mechanisms.	6	11-Aug-16	24-Aug-16
v	Quality Assurance - Walkthroughs and Inspections - Static Analysis - Symbolic Execution	6	25-Aug-16	10-Sep-16
VI	Testing and Debugging - System Testing - Formal Verification: Enhancing Maintainability during Development - Managerial Aspects of Software Maintenance - Source Code Metrics - Other Maintenance Tools and Techniques.	6	11-Sep-16	1-0ct-16

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Departn	nent :- Computer Science	Class :- B	. Sc. Third Y	ear	
Name of	f Teacher :- Mrs. Vaishali Wangikar	Year :- 2()16 - 17		
Subject	:- Computer Science	Semester	:- V		
Paper N	ame & NO. :-Relational Database Manageme	nt System	Paper No: XII	I	
Chapter	Tania Titla	Expected	Expected	Duration	
No.	Topic - Title	Lectures	From	То	
I	Advantages and Components of a Database Management Systems - Feasibility Study - Class Diagrams - Data Types - Events - Normal Forms - Integrity - Converting Class Diagrams to Normalized Tables - Data Dictionary.	10	1-Jul-16	12-Jul-16	
II	Query Basics - Computation Using Queries - Subtotals and GROUP BY Command - Queries with Multiple Tables Subqueries - Joins - DDL & DML - Testing Queries.	8	13-Jul-16	25-Jul-16	
III	Effective Design of Forms and Reports - Form Layout - Creating Forms - Graphical Objects - Reports Procedural Languages - Data on Forms - Programs to Retrieve and Save Data - Error Handling.	10	26-Jul-16	10-Aug-16	
IV	Power of Application Structure - User Inteiface Features - Transaction Forms Events - Custom Reports - Distributing Application - Table Operations - Data Storage Methods - Storing Data Columns - Data Clustering and Partitioning.	10	11-Aug-16	24-Aug-16	
V	Database Administration - Development Stages - Application Types - Backup and Recovery - Security and Privacy –	6	25-Aug-16	10-Sep-16	
	Distributed Databases - Client/Server Databases - Web as a Client/Server System - Objects - Object Oriented Databases - Integrated Applications	6	11-Sep-16	1-0ct-16	

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Departu	nent :- Computer Science	Class :- B	. Sc. Third Y	ear	
Name of	f Teacher :- Ms. Wazarkar M.	Year :- 2(
Subject	:- Computer Science	Semester			
Paper N	ame & NO. :- Programming in Visual Basic	Paper No:	XIV		
Chapter	Topic - Title	Expected Expected		ed Duration	
No.		Lectures	From	То	
I	Introduction to Windows , GUI concept, Concept of Event driven programming, The Visual Basic IDE ,Types of Visual Basic Projects, Visual Basic Editions, The Visual Basic Project Lifecycle, Project Files.	10	1-Dec-16	12-Dec-16	
II	Customizing a Form - Writing Simple Programs - Toolbox - Creating Controls - Name Property - Command Button - Access Keys - Image Controls - Text Boxes - Labels - Message Boxes - Grid - Editing Tools - Variables - Data Types - String - Numbers.	8	13-Dec-16	22-Dec-16	
III	Displaying Information - Determinate Loops - Indeterminate Loops - Conditionals - Built-in Functions - Functions and Procedures.	8	23-Dec-16	2-Jan-17	
IV	Lists - Arrays - Sorting and Searching - Records - Control Arrays - Combo Boxes - Grid Control - Projects with Multiple forms - Do Events and Sub Main - Error Trapping.	10	3-Jan-17	14-Jan-17	
V	VB Objects - Dialog Boxes - Common Controls - Menus - MDI Forms - Testing, Debugging and Optimization - Working with Graphics.	6	15-Jan-17	27-Jan-17	
VI	Monitoring Mouse activity - File Handling - File System Controls - File System Objects - COM/OLE - automation - DLL Servers - OLE Drag and Drop.	6	28-Jan-17	8-Feb-17	

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Departi	nent :- Computer Science	Class :- B	. Sc. Third Ye	ear
Name o	f Teacher :- Mrs. Wangikar V.	Year :- 2(
Subject	:- Computer Science	Semester		
Paper N	ame & NO. :- Computer Network Paper No:			
Chapter	Topic - Title	Expected	Expected	Duration
No.		Lectures	From	То
I	Overview Networking terminology, network types- Transmission Media,Control Schemes Layered Architecture ,OSI Reference Model ,	10	1-Dec-16	12-Dec-16
11	TCP/IP Reference Model ,Telephone Networks Leased Lines ,PSTN,ISDN ,Broadband Communications ISPs.	8	13-Dec-16	22-Dec-16
III	Geographical Classifications of Network ,Ethernet ,LAN Interconnection ,Topologies- Fast Ethernets , VLANs ,Protocols ,Frame Relay, MAN ,IP Addresses , Routing Algorithms ,Internet Routing	9	23-Dec-16	2-Jan-17
IV	TCP/IP , UDP, Wireless TCP , DNS, Electronic Mail , FTP , TFTP , SNMP etc.	10	3-Jan-17	14-Jan-17
v	Wireless Networks , Blue Tooth ,Cellular Radio Networks ,Wireless LANs ,Cable Television Networks ,Satellite Television Networks ,Interactive Services.	6	15-Jan-17	27-Jan-17
VI	Internet ,Web Servers , Applications , URLs- WWW- HTTP & MIME ,HTML & XML Protocols Languages ,Scripts, RTSP , WAP , Securities Basic Techniques -Data Encryption, Authentication ,Network and Web Security ,Privacy.	8	28-Jan-17	8-Feb-17

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