

1	Name of Syllabus	C. C. In Basic Computer Programming (101119)																																															
2	Max. No of Student	25 Students																																															
3	Duration	6 Months																																															
4	Type	Part Time																																															
5	Nos Of Days / Week	6 Days																																															
6	Nos Of Hours /Days	4 Hrs.																																															
7	Space Required	Practical Lab = 200 Sq feet Class Room = 200 Sq feet TOTAL = 400 Sq feet																																															
8	Entry Qualification	H.S.C. Passed																																															
9	Objective Of Syllabus/ introduction	<ul style="list-style-type: none">• Good knowledge of Computer Fundamentals.• Integration of Computer into Business organization and their functions.• Use of computers for certain advanced functions.• Mastering development of medium scale application program.																																															
10	Employment Opportunity	Self employment :- candidate can assist as professional programmer in vb and c job opportunities :- after graduation candidate have opportunities in it companies as c & vb developer.																																															
11	Teacher’s Qualification	BE/BSC IT/ BSC C.S/DIPL CPMUTER TECHNOLOGY/DIP IN IT																																															
12	Training System	<table><tr><th colspan="4">Training System Per Week</th></tr><tr><td>Theory</td><td>Practical</td><td colspan="2">Total</td></tr><tr><td>6 Hours</td><td>18 Hours</td><td colspan="2">24 Hours</td></tr></table>						Training System Per Week				Theory	Practical	Total		6 Hours	18 Hours	24 Hours																															
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13	Exam. System	<table><tr><th>Sr. No.</th><th>Paper Code</th><th>Name of Subject</th><th>TH/PR</th><th>Hours</th><th>Max. Marks</th><th>Min. Marks</th></tr><tr><td>1</td><td>10111911</td><td>C PROGRAMMING</td><td>TH-1</td><td>3 hrs.</td><td>100</td><td>35</td></tr><tr><td>2</td><td>10111912</td><td>VB PROGRAMMING</td><td>TH-2</td><td>3 hrs.</td><td>100</td><td>35</td></tr><tr><td>3</td><td>10111921</td><td>C PROGRAMMING</td><td>PR-1</td><td>3 hrs.</td><td>100</td><td>50</td></tr><tr><td>4</td><td>10111922</td><td>VB PROGRAMMING</td><td>PR-2</td><td>3 hrs.</td><td>100</td><td>50</td></tr><tr><td></td><td></td><td>Total</td><td></td><td></td><td>400</td><td>170</td></tr></table>						Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks	1	10111911	C PROGRAMMING	TH-1	3 hrs.	100	35	2	10111912	VB PROGRAMMING	TH-2	3 hrs.	100	35	3	10111921	C PROGRAMMING	PR-1	3 hrs.	100	50	4	10111922	VB PROGRAMMING	PR-2	3 hrs.	100	50			Total			400	170
Sr. No.	Paper Code	Name of Subject	TH/PR	Hours	Max. Marks	Min. Marks																																											
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2	10111912	VB PROGRAMMING	TH-2	3 hrs.	100	35																																											
3	10111921	C PROGRAMMING	PR-1	3 hrs.	100	50																																											
4	10111922	VB PROGRAMMING	PR-2	3 hrs.	100	50																																											
		Total			400	170																																											

Theory & Practical - I - C PROGRAMMING

Sr. No	Topic Name
1	Algorithm/ Flowcharts
	Logic Development
	Testing And Debugging
	Documentation
	C Language – An Introduction
	A Brief History Of C
	Let Us Start The First Program In C
2	Variables & Constants
	The Soul Of A Program
	Variable Name
	Data Types
	Constant
3	Formatted Input & Output
	Printer()
	Scanf ()
4	Operators And Expressions
	Arithmetic Operators:
	Relational Operators:
	Logical Operators:
	Bitwise Operators:
	Assignment Operators:
	Increment And Decrement Operators:
	Conditional Operators:
	Comma Operators:
	Other Operators:
	Arithmetic Operators:
5	Control – Conditional Statement
	Making Decisions
	Conditional Operators:
	If – Else Relational Operators
	Logical Operators
	Switch Statement
	Break
	Comparison Of Nested If- Else & Switch-Case
6	Looping
	For Loop
	While Loops
	Do While Loops
	Breaking Out
	Continue
7	Special Program – Calculator
8	Function
	Anatomy Of A Function
	Defining And Declaring
	Function Prototypes
	Scope
	Rand()
	Srand()
	Returning Multiple Values From Functions
9	Array
	Introduction
	The Special Link Between Arrays

	Using Arrays
	Operations On Arrays
	Multidimensional Arrays
	Arrays & Function
10	String Operations
	Unformatted Input & Output
	Special String Functions:
11	Important Features Of C
	Symbolic Constants (#Define)
	Global Variables
	Static Variables
	Type Casting
	Arguing With Main
	Turning Strings Into Numbers (And Back Again)
	Exit
12	Special Program – Date
13	Pointer
	Declaring Pointers
	How To Use A Pointer
	Pointers And Arrays
	Passing An Arrays With Pointers
	Dynamic Memory Allocation
	Linked List
	Pointer/Structure Notation
	The Dynamic String
	Traversing A Linked List
	Improving The List
	List Operations- Finding Nodes
	List Operations – Removing Nodes
	Pointers Strings And Null Bytes
	Function Pointer
	Callbacks
14	Structure
	Introduction
	Structure Vocabulary
	Declaring Structure Variables
	Accessing Data Fields
	More Ways To Declare Structure Variables
	Structures To And From Function
	Arrays Of Structures
15	File Input And Output In C
	Introduction
	Opening (Or Creating) A File
	Writing To Files
	Reading From Files
	The End Of File(Eof)Thingy
	Closing File
16	The E-Mail Address Book
17	Advanced Features Of C
	Macros In C
	Macros Vs Function
	Other Preprocessor Directives

	Other Condition Checking
	Union
	The Enumerated Type
18	Introduction To Graphics
	Graphics In C
	Line
	Rectangle
	Circle / Arc
	Ellipse
	line style
	Set fill style
	Set text style
	Bar

Theory & Practical - II - VB PROGRAMMING

1.Programming with Visual Basic
LOGIC DEVOLMPENT
ALOGRATH/ FLOWCHARTS
TESTING AND DEBUGGING
DOCEMENTATION
After completing this to topic student should able to build
● Use the Visual Basic development environment
● Explain the basic program structure
● Create controls
● Set properties
● Create an application
● Supplying Controls with the toolbox
● Using the Properties window
● The Project Explorer window
● Placing forms with the Layout window
● Using the Help! feature
Introduction to Programs
● Opening a sample project
● Running applications
● Viewing objects
● Naming objects
Looking at Programs
● Event-driven programs
● Looking at code
● Control events
● Event procedures
● Properties and event procedures

Creating Your First Application
● Generating an application
● Using the VB Application Wizard
● Looking at the generated program
Creating Controls
● Creating new applications
● Providing the interface with controls
Setting Properties
● Control properties
● Changing properties
Creating a Project From Scratch
● Creating a simple application
● Saving the new application
2. Controls and Coding the user should be able to:
Objective
After completing this to topic student should able to build
● Create buttons and labels
● Create text boxes
● Set form properties
● Discuss basic code and data types
● Store and calculate data within the application
Labels Text Boxes and Buttons
● Creating labels
● Creating text boxes for user input
● Creating command buttons
● Setting form properties
Coding Basics
● Controls and code
● Datatypes
● Literals and variables
Storing and Calculating Data
● Assigning data to variables
● Matching variables and data types
● Assigning values to properties
● Using expressions and operators
● Using concatenation

3. Coding the Details:
Objective
After completing this to topic student should able to build
● Use Visual Basic's built-in functions
● Use message and input boxes
● Include remarks in the program
● Use comparisons in an application
● Utilize looping structures in code
Built-in Functions
● A function preview
● A MsgBox() and InputBox() overview
Message and Input Boxes
● Examining MsgBox()
● Examining InputBox()
Remarks
● How remarks are used
● Two kinds of remarks
Comparisons
● Comparison operators
● Using ASCII values
● Keeping datatypes consistent
The If Statement
● The If...Then statement
● The body of the If statement
● The If statement's Else branch
Working with Comparisons
● Compound comparisons with logical operators
● Working with multiple conditions
● Multiple choice with Select Case
Do Loops
● A brief introduction to Do loops
● The Do While... loop
● The Do Until... loop
● The other Do loops
● Summarizing the loops
The For Loop

● Introduction to For loops
● Examples of For loops
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4.Lists and More Controls
Objective
After completing this to topic student should able to build
● Code a sample application for calculating interest
● Use list and combo boxes
● Create data arrays
● Use option buttons
● Use check boxes scroll bars and timers
Building an Interest Calculator Application
● Creating the form
● Focus and controls
● Adding controls
● Copying controls
Creating the Rest of the Application
● Finishing the form
● Adding code
● The Unload statement
Putting on the Finishing Touches
● Finishing touches
● Error checking
● Saving projects
List and Combo Boxes
● The list box control
● Combo boxes
Data Arrays
● Defining data arrays
● Array benefits
Option Buttons
● Using option buttons
● Option button properties
● Frames and option buttons
● Using named literals

Check Boxes Scroll Bars and Timers
• Check boxes
• Scroll bars
• VB's clock: the timer control
5. Using Supplied Tools
Objective
After completing this to topic student should able to build
• Call procedures
• Create subroutines and functions
• Code arguments
• Use built-in functions
• Describe and use the common dialog box
Calling Procedures
• Structured programming
• Calling procedures and returning from them
• Calling built-in functions
Coding Subroutines and Functions
• Coding subroutines
• Coding functions
Coding Arguments
• Working with arguments
• Receiving by reference and by value
• Passing arguments by reference: an example
Built-In Functions
• Numeric functions
• String functions
• Date and time functions
Data and Formatting Functions
• Data-testing functions
• Data conversion functions
• Formatting functions
The Common Dialog Box
• What the common dialog box does
• Adding the Common Dialog Box control
• Generating common dialog boxes

LIST OF TOOLS / EQUIPMENTS / SOFTWARES

Sr. No.	Description of Tools/ Equipment / Software	Nos. Required
1	Pentium based processor having minimum configuration Min 166 MHZ 32 MB ram 1.44 MB Floppy drives CD-ROM drive (Minimum one) SVGA Colour monitors	Six
2	Desk / Ink jet printer or dot matrix printer (80 or 132 column)	One
3	Windows 98 or NT or higher version Borland / Turbo "C" Microsoft visual basic version 5 or above	As required
4	56 KBPS external modem	One

REFERENCE BOOKS

Computers and common sense	Hunt shelly
A First course in Computer	Sanjay Saxena
Easy Guide to Win 95	Alan Simpson
Mastering win 95	Cowart
Master Office 97 visually	Comdex Publication
Easy guide to Wind 98	Manashi, Shaper Christeansen
Programming in "C"	Kochan
Programming in "C"	Schaum's Outline Series
