

ANDHRAPRADESH STATE COUNCIL OF HIGHER EDUCATION
(A Statutory body of the Government of Andhra Pradesh)

REVISED UG SYLLABUS UNDER CBCS
(Implemented from Academic Year - 2020-21)
PROGRAMME: FOUR YEAR B.A./B.Com (Hons)

Domain Subject: Computer Applications for Arts/Commerce
Skill Enhancement Courses (SECs) for Semester V, from 2022-23 (Syllabus/Curriculum)

Pair Options of SECs for Semester-V
(To choose One pair from the Four alternate pairs of SECs)

Univ. Code	Course NO. 6&7	Name of Course	Hrs. / Week	Max Marks IE	Max Marks EE	Credits
	6A	Big data Analytics using R	5	25	75	4
	7A	Data Science using Python	5	25	75	4

OR

	6B	Mobile application development	5	25	75	4
	7B	Cyber security and malware analysis	5	25	75	4

OR

	6C	E-commerce application development	5	25	75	4
	7C	Real time governance system (RTGS)	5	25	75	4

OR

	6D	Multimedia Tools and Applications	5	25	75	4
	7D	Digital imaging	5	25	75	4

Note-1: For Semester-V, for the domain subject Computer Applications, any one of the above four pairs of SECs shall be chosen as courses 6 and 7, i.e., 6A & 7A or 6B & 7B or 6C & 7C or 6D & 7D. The pair shall not be broken (ABCD allotment is random, not on any priority basis).

Note-2: One of the main objectives of Skill Enhancement Courses (SEC) is to inculcate practical skills related to the domain subject in students. The syllabus of SEC will be partially skill oriented. Hence, teachers shall also impart practical training to students on the skills embedded in syllabus citing related real field situations.

Note-3: Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per subject/course.

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Subject: **Computer Applications for Arts/Commerce**
Four year B.A. /B.Com. (Hons) Semester –V (from 2022-23)

Course Code:

Max Marks: 100

Course-6A: BIGDATA ANALYTICS USING R

(Skill Enhancement Course (Elective), 4 credits)

I. Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. Understand data and classification of digital data.
2. Understand Big Data Analytics.
3. Load data in to R.
4. Organize data in the form of R objects and manipulate them as needed.
5. Perform analytics using R programming.

II. Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

Unit – 1: Introduction to Big data (12 h)

Data, classification Of Digital Data--structured, unstructured, semi-structured data, characteristics of data, evaluation of big data, definition and challenges of big data , what is big data and why to use big data ?, business intelligence Vs big data.

Unit – 2: Big data Analytics (10 h)

What is and isn't big data analytics? Why hype around big data analytics? Classification of analytics, top challenges facing big data, importance of big data analytics, technologies needed to meet challenges of big data.

Unit – 3: Introduction to R and getting started with R (13h)

What is R? Why R? , advantages of R over other programming languages, Data types in R-logical, numeric, integer, character, double, complex, raw, coercion, ls() command, expressions, variables and functions, control structures, Array, Matrix, Vectors, R packages.

Unit – 4: Exploring data in R (13h)

Data frames-data frame access, ordering data frames, R functions for data frames dim(), nrow(), ncol(), str(), summary(), names(), head(), tail(), edit() .Load data frames—reading from .CSV files, sub setting data frames, reading from tab separated value files, reading from tables.

Unit – 5: Data Visualization using R (12h)

Reading and getting data into R (External Data): XML files, Web Data, JSON files, Databases, Excel files.

Working with R Charts and Graphs: Histograms, Bar Charts, Line Graphs, Scatterplots, Pie Charts

BOOKS

1. Seema Acharya , Subhashini Chellappan --- Big Data And Analytics second edition, Wiley
2. Seema Acharya--Data Analytics using R, McGraw Hill education (India) Private Limited.
3. Big Data Analytics, Introduction to Hadoop, Spark, and Machine-Learning, Raj kamal, Preeti Saxena, McGraw Hill, 2018.
4. Big Data, Big Analytics: Emerging Business intelligence and Analytic trends for Today's Business, Michael Minelli, Michelle Chambers, and Ambiga Dhiraj, John Wiley & Sons, 2013

Reference Books:

1. An Introduction to R, Notes on R: A Programming Environment for Data Analysis and Graphics. W. N. Venables, D.M. Smith and the R Development Core Team

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups a steams))
4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity

B. General

1. Group Discussion
2. Try to solve MCQ's available online.
3. Others

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Problem-solving exercises,
4. Practical assignments and laboratory reports.
5. Observation of practical skills,
6. Individual and group project reports like “Creating Text Editor in C”.
7. Efficient delivery using seminar presentations,
8. Viva voce interviews.
9. Computerized adaptive testing, literature surveys and evaluations,
10. Peers and self-assessment, outputs form individual and collaborative work

Course-6A: **Big Data Analytics Using R----** Lab (Practical) Syllabus (15 Hrs.)

(Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per semester.)

1. Create a vector in R and perform operations on it.
2. Create integer, complex, logical, character data type objects in R and print their values and their class using print and class functions.
3. Write code in R to demonstrate sum(), min(), max() and seq() functions.
4. Write code in R to manipulate text in R using grep(), toupper(), tolower() and substr() functions.
5. Create data frame in R and perform operations on it.
6. Import data into R from text and excel files using read.table () and read.csv () functions.
7. Write code in R to find out whether number is prime or not.
8. Print numbers from 1 to 100 using while loop and for loop in R.
9. Write a program to import data from csv file and print the data on the console.
10. Write a program to demonstrate histogram in R.

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned Faculty members.*

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Four year B.A./B.Com.(Hons) (Hons)

Course Code:

Subject: **Computer Applications for Arts/Commerce**
Four year B.A. /B.Com. (Hons)Semester –V (from 2022-23)

Max Marks: 100

Course-7A: DATA SCIENCE USING PYTHON
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. Understand basic concepts of data science
2. Understand why python is a useful scripting language for developers.
3. Use standard programming constructs like selection and repetition.
4. Use aggregated data (list, tuple, and dictionary).
5. Implement functions and modules.

II. Syllabus :(Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

Unit – 1: Introduction to data science (12h)

Data science and its importance, advantages of data science, the process of data science, Responsibilities of a data scientist, qualifications of data scientists, would you be a good data scientist, why to use python for data science.

Unit – 2: Introduction to python (14h)

What is python , features of python, history of python, writing and executing the python program, basic syntax, variables, keywords, data types ,operators ,indentation, Conditional statements-if, if-else, nested if-else, looping statements-for, while, break, continue, pass

Unit – 3: Control structures and strings (10h)

Strings - definition, accessing, slicing and basic operations

Lists - introduction, accessing list, operations, functions and methods,

Tuples - introduction, accessing tuple

Dictionaries - introduction, accessing values in dictionaries

Unit – 4: Functions and modules (13h)

Functions - defining a function, calling a function, types of functions, function arguments, local and global variables, lambda and recursive functions, Modules- math and random

Unit-5: Classes & Objects

(11h)

Classes and Objects, Class method and self-argument, class variables and object variables, public and private data members, private methods, built-in class attributes, static methods.

Reference Books:

1. Steven cooper--- Data Science from Scratch, Kindle edition
2. Reemathareja—Python Programming using problem solving approach, Oxford Publication

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

C. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups a steams))
4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity)

D. General

1. Group Discussion
2. Try to solve MCQ's available online.
3. Others

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

11. The oral and written examinations (Scheduled and surprise tests),
12. Closed-book and open-book tests,
13. Problem-solving exercises,
14. Practical assignments and laboratory reports.
15. Observation of practical skills,
16. Individual and group project reports like “Creating Text Editor in C”.
17. Efficient delivery using seminar presentations,
18. Viva voce interviews.
19. Computerized adaptive testing, literature surveys and evaluations,
20. Peers and self-assessment, outputs form individual and collaborative work

Course-7A: Data Science Using Python; Lab (Practical) Syllabus (15 Hrs.)

(Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per semester.)

1. Python Program to Find the Square Root
2. Python Program to Swap Two Variables
3. Python Program to Generate a Random Number
4. Python Program to Check if a Number is Odd or Even
5. Python Program to Find the Largest Among Three Numbers
6. Python Program to Check Prime Number
7. Python Program to Display the multiplication Table
8. Python Program to Print the Fibonacci sequence
9. Python Program to Find the Sum of Natural Numbers
10. Python Program to Find Factorial of Number Using Recursion
11. Python Program to work with string methods.
12. Python Program to create a dictionary and print its content.
13. Python Program to create class and objects.

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A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Four year B.A./B.Com.(Hons) (Hons)

Course Code:

Subject: **Computer Applications for Arts/Commerce**
Four year B.A./B.Com.(Hons) Semester –V (from 2022-23)

Max Marks: 100

Course-**6B: MOBILE APPLICATION DEVELOPMENT**
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. Identify basic terms ,tools and software related to android systems
2. Describe components of IDE, understand features of android development tools
3. Describe the layouts and controls
4. Explain the significance of displays using the given view
5. Explain the features of services and able to publish android Application
6. Developing interesting Android applications using MIT App Inventor

Unit-1:(Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

10 Hrs

- 1.1 Introduction to Android ,open headset alliance, Android Ecosystem
- 1.2 Need of Android
- 1.3 Features of Android
- 1.4 Tools and software required for developing an Application

Unit-2:

13Hrs

- 2.1 operating system, java JDK, Android SDK
- 2.2 Android development tools
- 2.3 Android virtual devices
- 2.4 steps to install and configure Android studio and sdk
- 2.5 Android activities

Unit-3:

14Hrs

- 3.1 control flow, directory structure
- 3.2 components of a screen
- 3.3 fundamental UI design
- 3.4 linear layout, absolute layout , table layout
- 3.5 text view
- 3.6 edit text
- 3.7 button, image button, radio button
- 3.8 radio group, check box, and progress bar
- 3.9 list view, grid view, image view, scroll view

3.10 time and date picker

3.11 toast

Unit-4:

10Hrs

4.1 android platform services

4.2 Android system Architecture

4.3 Android Security model

Unit-5 13Hrs.

5.1 Introduction of MIT App Inventor

5.2 Application Coding

5.3 Programming Basics & Dialog

5.4 Audio & Video

5.5 File

Text Books:

1. Erik Hellman, “Android Programming – Pushing the Limits”, 1st Edition, Wiley India Pvt Ltd, 2014.
2. App Inventor: create your own Android apps by Wolber, David (David Wayne)

Reference Books:

1. Dawn Griffiths and David Griffiths, “Head First Android Development”, 1st Edition, O’Reilly SPD Publishers, 2015.
2. J F DiMarzio, “Beginning Android Programming with Android Studio”, 4th Edition, Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126565580
3. Anubhav Pradhan, Anil V Deshpande, “ Composing Mobile Apps” using Android, Wiley 2014, ISBN: 978-81-265-4660-2
4. Android Online Developers Guide
5. <http://developer.android.com/reference/> Udacity: Developing Android
6. Apps- Fundamentals
7. <https://www.udacity.com/course/developing-android-appsfundamentals--ud853-nd>
8. <http://www.appinventor.mit.edu/>

RECOMMENDED CO-CURRICULAR ACTIVITIES:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

E. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
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4. Study projects (by very small groups of students on selected local real-time

problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity)

General

- a. Group Discussion
- b. Try to solve MCQ's available online.
- c. Others

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Problem-solving exercises,
4. Practical assignments and laboratory reports.
5. Observation of practical skills,
6. Efficient delivery using seminar presentations,
7. Viva voce interviews.
8. Computerized adaptive testing, literature surveys and evaluations,
9. Peers and self-assessment, outputs form individual and collaborative work

Course-6B: Mobile Application Development: Lab (Practical) Syllabus (15 Hrs.)

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Outcomes:

1. Understand the android platform
2. Design and implementation of various mobile applications

Experiments:

1. Demonstrate mobile technologies and devices
2. Demonstrate Android platform and applications overview
3. Working with texts , shapes, buttons and lists
4. Develop a calculator application
5. Implement an application that creates a alarm clock

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Four year B.A./B.Com.(Hons) (Hons) Semester –V (from 2022-23)
Course Code: _____ Max Marks: 100
Domain Subject: **Computer Applications for Arts/Commerce**
IV Year B. Sc./B.Com (Hons) – Semester – V
Course-7B: **CYBER SECURITY AND MALWARE ANALYSIS**
(Skill Enhancement Course (Elective), 4 credits)

COURSE OUTCOMES:

Upon successful completion of this course, students should have the knowledge and skills to

1. Understand the computer networks, networking tools and cyber security
2. Learn about NIST Cyber Security Framework
3. Understand the OWASP Vulnerabilities
4. Implement various Malware analysis tools
5. Understand about Information Technology act 2000

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

UNIT 1: Introduction to Networks & cyber security

14hrs

- Computer Network Basics
- Computer network types
- OSI Reference model
- TCP/IP Protocol suite
- Difference between OSI and TCP/IP
- What is cyber, cyber-crime and cyber-security
- All Layer wise attacks
- Networking devices: router, bridge, switch, server, firewall
- How to configure: router
- How to create LAN

UNIT 2: NIST Cyber security framework

12hrs

- Introduction to the components of the framework
- Cyber security Framework Tiers
- What is NIST Cyber security framework
- Features of NIST Cyber security framework
- Functions of NIST Cyber security framework
- Turn the NIST Cyber security Framework into Reality/ implementing the framework

UNIT 3: OWASP

12hrs

- What is OWASP?
- OWASP Top 10 Vulnerabilities
 - ❖ Injection
 - ❖ Broken Authentication
 - ❖ Sensitive Data Exposure
 - ❖ XML External Entities (XXE)
 - ❖ Broken Access Control
 - ❖ Security Misconfiguration
 - ❖ Cross-Site Scripting (XSS)
 - ❖ Insecure Deserialization
 - ❖ Using Components with Known Vulnerabilities
 - ❖ Insufficient Logging and Monitoring
- Web application firewall

UNIT 4: MALWARE ANALYSIS

12hrs

- What is malware
- Types of malware
 - ❖ Key loggers
 - ❖ Trojans
 - ❖ Ransomware
 - ❖ Rootkits
- Antivirus
- Firewalls
- Malware analysis
 - ❖ VM ware
 - ❖ How to use sandbox
 - ❖ Process explorer
 - ❖ Process monitor

UNIT 5: CYBER SECURITY: Legal Perspectives

10hrs

- Cybercrime and the legal landscape around the world
- Indian IT ACT 2008 --Cybercrime and Punishments
- Challenges to Indian law and cybercrime scenario in India

Textbooks:

1. Computer Networks | Fifth Edition | By Pearson (6th Edition)|Tanenbaum, Feamster & Wetherill
2. Computer Networking | A Top-Down Approach | Sixth Edition | By Pearson | Kurose James F. Ross Keith W.
3. Cyber Security by Sunit Belapure, Nina Godbole|Wiley Publications
4. TCP/IP Protocol Suite |Mcgraw-hill| Forouzan|Fourth Edition

Website References:

- <https://csrc.nist.gov/Projects/cybersecurity-framework/nist-cybersecurity-framework-a-quick-start-guide>
- <https://owasp.org/www-project-top-ten/>
- <https://owasp.org/www-project-juice-shop/>

Co-Curricular Activities:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
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4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

B. General

1. Group Discussion
2. Try to solve MCQ's available online.

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Practical assignments and laboratory reports,
4. Observation of practical skills,
5. Individual and group project reports.
6. Efficient delivery using seminar presentations,
7. Viva-Voce interviews.
8. Computerized adaptive testing, literature surveys and evaluations,
9. Peers and self-assessment, outputs form individual and collaborative work

Course-7B: Cyber Security and Malware Analysis; Lab (Practical) Syllabus (15 Hrs.)

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Experiments:

1. Configure a LAN by using a switch
2. Configure a LAN by using Router
3. Perform the packet sniffing mechanism by download the “wire shark” tool and extract the packets
4. Perform an SQL Injection attack and its preventive measure to avoid Injection attack

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Four year B.A. /B.Com. (Hons) Semester –V (from 2022-23)
Domain Subject: **Computer Applications for Arts/Commerce**

Course Code:

Max Marks: 100

Course-6C: E– COMMERCE APPLICATION DEVELOPMENT
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. To apply in an integrative and summative fashion the students' knowledge in all fields of business studies by drafting a website presence plan.
2. To understand the factors needed in order to be a successful in ecommerce
3. To gain the skills to bring together knowledge gathered about the different components of building a web presence
4. To critically think about problems and issues that might pop up during the establishment of the web presence
5. To apply Word Press as a content management system (CMS), Plan their website by choosing colour schemes, fonts, layouts, and more

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

Unit-1:

(10h)

- 1.1 Introduction to E– commerce:
- 1.2 Meaning and concept – E– commerce
- 1.3 E– commerce v/s Traditional Commerce
- 1.4 E– Business & E– Commerce – History of E– Commerce
- 1.5 EDI – Importance, features & benefits of E– Commerce
- 1.6 Impacts, Challenges & Limitations of E– Commerce

Unit-2:

(12h)

- 2.1 Business models of E – Commerce: Business to Business
 - 2.1.2 Business to customers
 - 2.1.3 Customers to Customers
 - 2.1.4 Business to Government
 - 2.1.5 Business to Employee
- 2.2 Influencing factors of successful E– Commerce
- 2.3 Architectural framework of Electronic Commerce
- 2.4 Web based E Commerce Architecture.
- 2.5 Internet Commerce

Unit-3:

(12h)

- 3.1 Electronic data Interchange
- 3.2 EDI Technology
- 3.3 EDI- Communications

- 3.4 EDI Agreements
- 3.5 E- Commerce payment system.
- 3.6 Digital Economy

Unit -4: (13h)

- 4.1 A Page on the web - HTML Basics
- 4.2 Client Side scripting -JAVA SCRIPT basics
- 4.3 Server side Scripting- PHP basics.

Unit-5: (13h)

- 5.1 Logging in to Your Word press Site
- 5.2 word press dash board
- 5.3 creating your first post
- 5.4 adding photos and images
- 5.5 creating hyper link
- 5.6 adding categories and tags

Textbooks:

1. Turban, Rainer, and Potter, Introduction to E-Commerce, second edition, 2003
2. H. M. Deitel, P. J. Deitel and T. R. Nieto, E-Business and E-Commerce: How to Programe, Prentice hall, 2001
3. WordPress All-in-One For Dummies -written by Lisa Sabin Wilson with contributions by Michael Torbert, Andrea Rennick, Cory Miller, and Kevin Palmer

Reference Books:

1. Elias. M. Awad, "Electronic Commerce", Prentice-Hall of India Pvt Ltd.
2. Ravi Kalakota, Andrew B. Whinston, "Electronic Commerce-A Manager's guide", Addison-Wesley
3. <https://w3schools.com>
4. David Whiteley, E-Commerce: Strategy, Technologies and Applications, Tata McGraw Hill.

RECOMMENDED CO-CURRICULAR ACTIVITIES: (Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))

B. General

1. Group Discussion
2. Others

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Efficient delivery using seminar presentations,
4. Computerized adaptive testing, literature surveys and evaluations,
5. Peers and self-assessment, outputs form individual and collaborative work

Course-6C: E– Commerce Application Development; Lab (Practical) Syllabus (15 Hrs)

(Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per semester.)

Case study of e –commerce

1. Home page design of web site
2. Validation using PHP
3. Implement Catalogue design
4. Implement Access control mechanism(eg: username and password)
5. Case study on business model of online E-Commerce store

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

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Semester-wise Revised Syllabus under CBCS, 2019-20
Four year B.A. /B.Com. (Hons)Semester –V (from 2022-23)

Domain Subject: **Computer Applications for Arts/Commerce**

Course Code:

Max Marks: 100

Course-7C: REAL TIME GOVERNANCE SYSTEM (RTGS)

(Skill Enhancement Course (Elective), 4 credits)

COURSE OUTCOMES:

Upon successful completion of this course, students will have the knowledge and skills to

1. Understand the terms regarding Governance, E-Governance and RTGS
2. Learn about E-Governance Infrastructure
3. Understand the E-Governance implementation in several countries
4. Understand the E-Governance implementation in several Indian states
5. Understand the applications of RTG

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

UNIT 1: Introduction to E-Governance

12hrs

- Government, Governance and Good Governance
- What is E-Governance or Electronic Governance?
- E-Government and E-Governance: A conceptual Analysis
 - ❖ Objectives
 - ❖ Components
 - ❖ application domains
 - ❖ four phase model
 - ❖ implementing E-Governance
 - ❖ issues while implementing E-Governance
 - ❖ Opportunities and challenges
- Types of E-Governance
- What is Real-Time Governance (RTG)
- Real Time Governance Society (RTGS)

UNIT 2: E-Governance Infrastructure

14hrs

- Data Systems infrastructure
 - ❖ Executive Information Systems
 - ❖ Management Information Systems
 - ❖ Knowledge Management Systems

- ❖ Transaction Processing Systems
- Legal Infrastructural preparedness
 - ❖ IT Act 2000
 - ❖ Challenges to Indian law and cybercrime scenario in India
 - ❖ Amendments of the Indian IT Act
- Institutional Infrastructural preparedness
 - ❖ Internet
 - ❖ intranet
 - ❖ extranet
- Human Infrastructural preparedness
 - ❖ Top-level management
 - ❖ Middle-level management
 - ❖ Low-level management
- Technological Infrastructural preparedness
 - ❖ Information and communications technology
 - ❖ Data Warehousing
 - ❖ Cloud Computing

UNIT 3: E-Governance: Country Experience

12hrs

- INDIA
- US
- UK
- AUSTRALIA
- DUBAI

UNIT 4: E-Governance in India

12hrs

- Andhra Pradesh
- Karnataka
- Kerala
- Uttar Pradesh
- Madhya Pradesh
- West Bengal
- Gujarat

UNIT 5: Latest Applications in Real Time Governance

10hrs

- Agriculture
- Rural Development
- Health care
- Education
- Tourism
- Commerce and Trade

Textbooks:

1. E-Governance: concepts and case studies| CSR Prabhu| Prentice-Hall|
2. E-Governance| Niranjani, Sanhari Mishra | Himalaya Publishing House

Website References:

1. <http://www.egov4dev.org/success/case/>
2. <https://vikaspedia.in/e-governance/resources-for-vles>
3. <https://altametrics.com/en/information-systems/information-system-types.html>
4. <https://core.ap.gov.in/CMDashBoard/Index.aspx>

Co-Curricular Activities:

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))
4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

B. General

1. Group Discussion
2. Try to solve MCQ's available online.

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

10. The oral and written examinations (Scheduled and surprise tests),
11. Closed-book and open-book tests,
12. Practical assignments and laboratory reports,
13. Observation of practical skills,
14. Individual and group project reports.
15. Efficient delivery using seminar presentations,
16. Viva-Voce interviews.
17. Computerized adaptive testing, literature surveys and evaluations,
18. Peers and self-assessment, outputs form individual and collaborative work

Course-7C: Real Time Governance System (RTGS); Lab (Practical) Syllabus (15 Hrs)

(Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per semester.)

Note: Here the students have to gather the details in computer lab by surfing several websites & Google Search Engines and submit the report to the class/lab instructor before leaving the lab.

Week 1: Write a Report on the role of Nationwide Networking in E-Governance

Week 2: Write a Report on SETU: A Citizen Facilitation Centre in India, regarding it's successful or failure journey.

Week 3: Write a Report on National Cyber Security Policy, how it is useful to Indian citizens.

Week 4: Write a Report on mee-seva/Village Secretariat/Ward secretariat, a new paradigm in citizen services.

Week 5: Write a Report on how Andhra Pradesh is implementing RTGS in Agriculture.

Week 6: Write a Report on how Andhra Pradesh is implementing RTGS in social welfare schemes

Week 7: Write a Report on how Andhra Pradesh is implementing RTGS in waste lands, agricultural lands and house properties.

Week 8: Write a Report on Electronic Birth Registration in any one state of our country.

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20

Four-year B.A. /B.Com. (Hons) Semester-V (from 2022-23)
Domain Subject: **Computer Applications for Arts/Commerce**

Course Code: _____ Max Marks: 100

Course-6D: MULTIMEDIA TOOLS AND APPLICATIONS
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. Gain knowledge on the concepts related to Multimedia.
2. Understand the concepts like image data representation and colour modes.
3. Understand the different types of video signals and digital audio.
4. Know about multimedia data compression types and audio compression standards
5. Know about basic video compression techniques.

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

Unit-1: Introduction to multimedia:

12Hr

1. What is Multimedia?
2. Components of Multimedia System
3. Multimedia and Hypermedia
4. Multimedia Authoring metaphors
5. Multimedia Production
6. Multimedia Presentation
7. Some Technical Design Issues
8. Automatic Authoring

Unit-2: Image Data Representations and color models:

12Hr

1. Color science Human vision Image data types:
2. 2.Black & white images
 - 2.1 1-bit images (Binary image)
 - 2.2 8 -bit (Gray -level images)
3. Color images
 - 3.1 24-bit color images
 - 3.2 8-bit color images
4. Color models

Unit-3: Fundamental concepts in video:

12Hr

1. Types of Video Signals
 - 1.1 Analog Video
 - 1.2 Digital Video

Basics of Digital Audio:

2. What is Sound?
 - 2.1 Digitization of Sound
 - 2.2 Quantization and Transmission of Audio
 - 2.2.1 Pulse code modulation
 - 2.2.2 Differential coding of audio
 - 2.2.3 Predictive coding

Unit-4:

Multimedia Data Compression:

13Hr

1. Introduction
 - 1.1 Basics of Information Theory
 - 1.2 Lossless Compression Algorithms
 - 1.2.1 Fix-Length Coding
 - 1.2.2 Run-length coding
 - 1.2.4 Dictionary-based coding
 - 1.3. Variable Length Coding
 - 1.3.1 Huffman Coding Algorithm

Audio Compression standards:

2. Introduction
 - 2.1 Psychoacoustics model
 - 2.2 MPEG Audio

Unit-5: Basic Video Compression Techniques:

11Hr

1. Introduction to Video compression
2. Video compression standard H.261
3. Video compression standard MPEG-1

Text Books:

Fundamentals of Multimedia by Ze-Nian Li & Mark S. Drew. Publisher: Prentice Hall

Reference Books:

1. An introduction to digital multimedia by Savage, T. M. and Vogel, K. E. 2008.
2. Digital Multimedia by Nigel Chapman & Jenny Chapman. 2009.

Online Resources: <https://ksuit342.wordpress.com/lectuers/>
<https://www.tutorialspoint.com/multimedia>

Recommended Co-Curricular Activities (participation: total 15 weeks):

(Co-curricular activities shall not promote copying from textbook or from others work and shall encourage self/independent and group learning)

A. Measurable

1. Assignments (in writing and doing forms on the aspects of syllabus content and outside the syllabus content. Shall be individual and challenging)
2. Student seminars (on topics of the syllabus and related aspects (individual activity))
3. Quiz (on topics where the content can be compiled by smaller aspects and data (Individuals or groups as teams))

4. Study projects (by very small groups of students on selected local real-time problems pertaining to syllabus or related areas. The individual participation and contribution of students shall be ensured (team activity))

B. General

1. Group Discussion
2. Others

RECOMMENDED CONTINUOUS ASSESSMENT METHODS:

Some of the following suggested assessment methodologies could be adopted;

1. The oral and written examinations (Scheduled and surprise tests),
2. Closed-book and open-book tests,
3. Programming exercises,
4. Observation of practical skills,
5. Efficient delivery using seminar presentations,
6. Viva voce interviews.
7. Computerized adaptive testing, literature surveys and evaluations,
8. Peers and self-assessment, outputs form individual and collaborative work

Suggested Software

- 1) Image Editing – GIMP
- 2) Audio Editing – Audacity
- 3) Video Editing – video pad
- 4) NCH software tools.

Course-6D: Multimedia Tools and Applications; Lab (Practical) Syllabus (15 Hrs.)

(Since, the proposed SECs are connected to Computer Programming/Software Tools and Skill enhancement, the students need to get exposure on the syllabus content by practicing on the computer even though there is no formal assignment of credits and laboratory hours for practical sessions. So, as part of the Co-curricular activities and continuous assessment, students should be engaged in practicing on computer for at least 15 hours per semester.)

1. Editing images using GIMP
2. Improve the Quality of your Image in GIMP
3. Create an impressive background in GIMP
4. Applying Shadow & Highlight effects in images
5. Black& white and color photo conversion.

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

A.P. State Council of Higher Education
Semester-wise Revised Syllabus under CBCS, 2019-20
Four-year B.A./B.Com (Hons) Semester-V (from 2022-23)

Domain Subject: **Computer Applications for Arts/Commerce**

Course Code:

Max Marks: 100

Course-7D: DIGITAL IMAGING
(Skill Enhancement Course (Elective), 4 credits)

Learning Outcomes:

Upon successful completion of the course, a student will be able to:

1. Gain knowledge about Types of Graphics, Types of Objects and Types of video editing tools
2. Show their skills in editing and altering photographs for through a basic understanding of the tool box.
3. Gain knowledge in using the layers.
4. Gain knowledge in using the selection tools, repair tools.
5. Gain knowledge in using selection tools, applying filters and can show their skills.

Syllabus: (Total hours: 75 including Theory, Practical, Training, Unit tests etc.)

UNIT-I

12 Hrs

1. Types of Graphics
 - 1.1 Raster vs Vector Graphics
2. Types of Objects
 - 2.1 Audio formats
 - 2.2 Video formats
 - 2.3 Image formats
 - 2.4 Text document formats
3. Types of video editing
4. Different color modes.
5. Image Scanner
 - 5.1 Types of Image Scanners

UNIT-II

12 Hrs

1. What is GIMP?
2. GIMP tool box window
3. Layers Dialog
4. Tool Options Dialog
5. Image window
6. Image window menus

UNIT-III

12 Hrs

Improving Digital Photos

- 1.1 Opening files
 - 1.1.1 Rescaling saving files
- 1.2. Cropping
- 1.3. Brightening & Darkening
- 1.4. Rotating
- 1.5. Sharpening

Introduction to layers

- 2. What is layer?
 - 2.1. Using layer to add text
 - 2.2. Using move tool
 - 2.3. Changing colors
 - 2.4. Simple effects on layers
 - 2.5 Performing operations on layers
 - 2.7 Using layers to copy and paste

UNIT-IV

12 Hrs

Drawing:

- 1.1 Drawing lines and curves
- 1.2 Changing colors and brushes
- 1.3 Erasing
- 1.4 Drawing rectangles, Circles and other shapes
- 1.6 Outlining and filling regions
- 1.7 Filling with patterns and gradients

Selection:

- 2.1 Working with selections
- 2.2 Select by color and fuzzy
- 2.3 Select Bezier paths
- 2.5 Modifying selections with selection modes

UNIT-V

12 Hrs

Erasing and Touching Up:

- 1.1 Dodge and burn tool
- 1.3 Clone tool
- 1.4 Sharpening using convolve tool
- 1.5 Correcting Color Balance

Filters:

- 2.1 Filters
 - 2.1.1 Blur
 - 2.1.2 Enhance
 - 2.1.3 Noise Filters

References:

Textbook: Beginning GIMP from Novice to professional by Akkana Peck,
Second Edition, Apress

Recommended Co-Curricular Activities (participation: total 15 weeks):

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8. Peers and self-assessment, outputs form individual and collaborative work

Course-7D: DIGITAL IMAGING; Lab (Practical) Syllabus (15 Hrs.)

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1. Designing a Visiting card
2. Design Cover page of a book
3. Paper add for calling tenders
4. Design a Pamphlet
5. Brochure designing
6. Titles designing
7. Custom shapes creation
8. Image size modification
9. Background changes
10. Texture and patterns designing

Note: The list of experiments need not be restricted to the above list. *Detailed list of Programming/software tool based exercises can be prepared by the concerned faculty members.*

Draft Syllabus prepared by:

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