TEACHING AND EXAMINATION SCHEME FOR
Vocational Computer Applications I Year
W.E.F. 2019-2020

Paper Name (Theory)	Lec.	Exam Hours	Marks of B. Sc.	
VCA-01 Computer Fundamentals & Multimedia	3	3	75	27
VCA-02 C Programming	3	3	75	27
Paper Name (Practicals)				
VCA-LAB-01 C Programming & Multimedia	3	3	75	27

Note:
The question paper for Vocational Computer Applications (B. Sc.) will be divided into 3 parts
Part A:
1. 10 Question of 1 mark each – 10 marks
2. Answer should not exceed more than 20 words
3. All questions are compulsory
Part B:
1. 5 Questions of 4 marks each – 20 marks
2. Answer should not exceed more than 50 words
3. All questions are compulsory
Part C:
1. 3 Questions of 15 marks each – 45 marks. There will be an internal choice in each question.
2. Answer should not exceed 400 words
3. All questions are compulsory.

Practical exam to be conducted by one internal and one external examiner.
Duration of Practical exam is 3 hours.

VCA-01 Computer Fundamentals & Multimedia

Introduction to Computer: Definition, Characteristics, Classification of Computers, Analog Computers, Digital Computers, Hybrid Computers, Classifications of computer on the basis of size and speed, Different type of computers Generations of Computers.

Computer keyboard, Pointing Devices, Mouse, track ball, Touch pad, joysticks, Touch–Sensitive Screens, Pen–based systems, Digitizer, Data Scanning Devices, Optical Recognition Systems, Bar Code Readers, Optical Mark Readers, Optical Scanners, Drum scanners, Hand scanner, Flatbed scanner, Web Camera, game pad, Digital Camera

Hard Copy Devices: Printer, Impact Printers, Daisy Wheel, Dot Matrix Printer, Line printer, Chain printers, Comb printers, Non impact printers, DeskJet, Inkjet printers, Laser printer, Thermal transfer printer, Barcode printers

Computer display: CRT, LCD, Projection Displays, Plasma display panel, Display Standard, Introduction Memory, Classifications, Random-access memory, volatile memory, Non-volatile memory, Flash memory, Read-only memory, Secondary Memory: The Cache Memory, Auxiliary Storage Memory, Memory Hierarchy, Storage Devices, Magnetic Tape, Magnetic Disk, Floppy Disk, Hard Disks, CD, DVD, Magneto-optical

Number system, Binary, octal, hexadecimal, addition, subtraction, multiplications, Computer Code: BCD, ASCII, EBCDIC Code, Excess-3 code, Gray Code, Software: User Interface, System software, Programming software, Application software Logic Gates: Logic gates and Boolean algebra representation and simplifications by k Map,.

Computer Viruses: Introduction, History, Types of Computer Viruses, Classification of Viruses, Ways to Catch a Computer Virus, Symptoms of a Computer Virus.

Application of computer : desktop publishing, sports, design and manufacturing research and design, military, robotics, Introduction of internet, History, IP, TCP and UDP, Application protocol, World Wide web, How the Web works, Web standards, Website, Overview, Types of websites, Electronic Mail, Internet e-mail header, Saved message file extension, Messages and mailboxes. Introduction to intranet, Uses, Advantages, Disadvantages.

Multimedia: Introduction to multimedia technology, computer, communication & entertainment, frame work for multimedia system, M/M devices, presentation device and user interfaces. Digital representation of sound and transmission, video and image compression, JPEG, MPEG, DVI technology, applications of M/M.

Build HTML documents from scratch. View HTML document using a variety of Web Browsers, Organize information using Lists, Use HTML frames and tables for page layout, Connect to a variety of resources by using hypertext links, Create style sheets to format the look and feel of the pages, Understand key image theory concepts, Create new images from scans or from scratch, Optimize image sizes, Create animated gifs and transparent images.

VCA-02 C Programming

Overview of C Language: History of C, Character set, C tokens, Identifiers, Keywords, Data types, Variables, Constants, Symbolic Constants , Operators in C, Hierarchy of Operators, Expressions, Type Conversions and Library Functions.

Managing Input and Output Operation: Formatted and Unformatted I/O Functions, Decision making, branching and looping: Decision Making Statements - if Statement, if–else statement, nesting of if-else statements, else–if ladder, switch statement, ?: operator

Looping - while, do-while, for loop, Nested loop, break, continue, and goto statements. Functions: Function Definition, prototyping, types of functions, passing arguments to functions, Nested Functions, Recursive functions.

Arrays: Declaring and Initializing, One Dimensional Arrays, Two Dimensional Arrays, Multi-Dimensional Arrays - Passing arrays to functions. Strings: Declaring and Initializing strings, Operations on strings, Arrays of strings, passing strings to functions. Storage Classes - Automatic, External, Static and Register Variables

Structures-Declaring and Initializing, Nested structure, Array of Structure, Passing Structures to functions, Unions, typedef, enum, Bit fields. Pointers − Declarations, Pointer arithmetic, Pointers and functions, Call by value, Call by reference, Pointers and Arrays, Arrays of Pointers, Pointers and Structures. Meaning of static and dynamic memory allocation, Memory allocation functions.