Objective: This course aims at explaining the basic concepts of computers and an easy understanding of C Language by the students. This helps in the development of simple C programs.

UNIT I

UNIT II
Fundamentals: Character set – Identifiers and keywords – Data types – typedef – Constants - Operators and Expressions - Basic Input-Output - Control structures : if, if-else, switch case, while, do-while, for statements – Nested control structure – Break and continue statements.

UNIT III
Arrays: Definition of array – One dimensional, two dimensional arrays and multi dimensional arrays - Initialization and Processing of arrays. - Strings: Declaration and Initialization of strings –Reading and Writing Strings - Standard string functions.

UNIT IV

UNIT V
Structure: Declaring and using structures – structure initialization - Structure within a structure – Array of Structures – Union - Bit fields - Enumerated data type – Command line Arguments.

TEXT BOOK:

REFERENCE BOOKS:
CA1506 - PROGRAMMING IN C - LAB

Simple applications in C are to be developed using the following:

1. Simple DOS Commands
2. Batch files
3. Arithmetic Expressions
4. Formatted Input/Output
5. Library functions (Mathematical, String)
6. Different types of Operators
7. Decision Making
8. Looping statements.
10. Arrays (1-D, 2-D)
11. Strings
12. User Defined Functions
13. Structures
CA2503 - WEB DESIGNING

UNIT I
Introduction to HTML: Internet Basics - Formatting text in HTML- Lists- Adding Graphics to HTML- Internal and External Linking in HTML- Frames and framesets - Creating Tables.

UNIT II
HTML Forms - Cascading style Sheets: HTML cascading style sheets-Inline styles-Creating style sheets with the style elements- Building a web page.

UNIT III
JavaScript: Introduction to scripting –operators: logical-Increment and decrement operators –Control structures- Functions: Definition-scope rules-recursion-Arrays: Declaring arrays-passing arrays to functions-sorting arrays-object: Math object-string Object-Date object-Boolean object and Number object.

UNIT IV

UNIT V

TEXT BOOKS:


REFERENCE BOOKS:


CA2504 -WEB DESIGNING LAB

1. Create application form using various text formats.
2. Linking documents and images.
3. Creation of hyperlinks and frames in HTML.
4. Creation of Lists in HTML.
5. Create Mark sheet preparation using table in HTML.
6. Create LOYOLA COLLEGE website using HTML tags.
7. Create style sheets with the style elements.
8. Create Calculator format using Java script.
9. Create Login format using arrays in Java Script.
11. Create Objects using Java script.
13. Create our department details using CSS
14. Create Internal and External DTD which contains student information using XML.
15. Create Payroll system using XSL.
16. Working with different layers.
17. Draw an image in flash.
18. Animation – text and image.
19. Animation with different layers.
20. Adding script.
21. Working with layers and frames.
CA2505 - Digital Logic Fundamentals

Objective: To gain substantial knowledge about the digital fundamentals and the basic architecture of computer and to understand the design concepts of registers and counters and different Instruction Formats.

UNIT I

Number systems - Conversion from one number system to another - compliments - Binary codes - Binary logic - Logic gates - Truth tables. Boolean Algebra - Axioms - Truth table simplification of Boolean function – Karnaugh map method (upto 5 Variables) - Mc-Clausky tabulation method.

UNIT II


UNIT III


UNIT IV

Instruction codes - Operation codes - Stored Program Organization - Indirect Address - Effective Address - Computer Registers - Common Bus System - Computer Instructions - Instruction Formats - Timing and Control - Control Unit - Timing Signals - Instruction Cycle - Fetch and decode - Register - Reference Instructions - Memory - Reference Instructions - AND, ADD, LDA, STA, BUN, BSA, ISZ.

UNIT V

Text Books:


Reference Books: