Objective: This course aims at an easy understanding and mastering of C Language by the students. This covers in-depth all the major concepts of programming languages.

UNIT I


UNIT II

Control statements: if-else, switch case, while, do-while, for statements – Nested control structure – Break and continue statements. Arrays: Definition of array – One dimensional, two dimensional arrays and multi dimensional arrays - Initialization and Processing of arrays.

UNIT III


UNIT IV

User defined Functions: Definition – function prototypes – passing arguments to a function – recursion - passing arrays to a function – Call by value and call by reference – function returning more values - Category of functions – Pointers to functions. Storage class - Automatic, External, Static and Register variables.

UNIT V

Text books:


Reference books:


CS- 1506 PROGRAMMING IN C - LAB

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

1. Arithmetic Expressions
2. Formatted Input/Output
3. Library functions (Mathematical, String)
4. Different types of Operators
5. Decision Making
6. Looping statements.
7. Enumerated data type.
8. Arrays (1-D, 2-D)
9. Strings
10. User Defined Functions
11. Structures
12. Pointers
13. Reading and writing with files
Semester: II                      Credits: 4
Category: MC                                                                                             No. of Hours/Week: 3

CS-  2503     WEB DESIGN

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:


CS- 2504 WEB DESIGN 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.
CS-2505 COMPUTER ORGANISATION AND ARCHITECTURE

UNIT I

UNIT II
Digital Components (6 hrs.) - Integrated circuits - Decoders - NAND Gate Decoder - Decoder Expansion - Encoders - Multiplexers - Registers with Parallel Load - Shift Registers - Bi-directional Shift Registers with Parallel Load - Binary Counters with Parallel Load - Memory Unit - RAM - ROM - Types of ROMs.

UNIT III

UNIT IV

UNIT V
Central Processor Organization: (13 hrs.) - Introduction - General Register Organization - Control Word - ALU - Example of Micro operations - Stack Organization - LIFO - Stack Pointer - Register Stack - PUSH & POP - Memory Stack - Stack Limits - Instruction Formats - Three Types of CPU Organization - Three, Two, One, Zero - Address, RISC Instructions - Addressing Modes - Mode Field - Implied, Immediate, Register, Register Address, Autoincrement, Autodecrement, Direct Address, Indirect Address, Relative Address, Indexed Address and Base Register Addressing Modes - Numerical Example - Data Transfer and Manipulation - Set of Basic Operations - Data Transfer Instructions - Data Manipulation Instructions - Arithmetic Instructions - Logical and Bit Manipulation Instructions - Shift Instructions - Program Control - Status Bit Conditions - Conditional Branch Instructions - Numerical Example - Subroutine Call and Return - Program Interrupt - Program Status - Word - Supervisor Mode - Three Types of Interrupts.
Text Books:

Reference Books: