Scheme of Programme-B.Sc Computer Science

(Scheme UG A1: UndergraduateProgrammes(Multidisciplinary)

Semester 1

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Total Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A1	Computer Fundamental and Architecture	240/CS/CC101	3	0	2	3	0	1	4	25	50	5	20	100

Semester 2

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A2	Programming In C	240/CS/CC201	3	0	2	3	0	1	4	25	50	5	20	100

Semester 3

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A3	Computer Networks	240/CS/CC301	3	0	2	3	0	1	4	25	50	5	20	100

Semester 4

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A4	Data Structure with C/C++	240/CS/CC401	3	0	2	3	0	1	4	25	50	5	20	100

Semester 5

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A5	Operating System	240/CS/CC501	3	0	2	3	0	1	4	25	50	5	20	100

Internship is to be done during summer break after 4thSemester, Marks will be added in 5th Semester.

Semester 6

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
Core Course(s)														
CC-A6	Software Engineering	240/CS/CC601	3	0	2	3	0	1	4	25	50	5	20	100

The curriculum of semester 7 and 8 will is provided in due course of time.

Multidisciplinary Course from the department for pool of the Courses in the University

(These courses are to be offered to students of different discipline/Subject)

Semester 1

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MDC-1	Fundamentals of Computer Science	240/CS/MD101	2	1	0	2	1	-	3	25	50	-	-	75

Semester 2

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MDC-2	Fundamentals of Web Technologies	240/CS/MD201	2	1	0	2	1	-	3	25	50	-	-	75

Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MDC-3	Programming with Python	240/CS/MD301	2	1	0	2	1	-	3	25	50	-	-	75

Minor Course from the department for pool of the Courses in the University

(These courses are offered by each department for students of other departments/same department to gain a broader understanding beyond the major discipline)

Semester 1

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-1	Introduction to Computer Science	240/CS/MI101	2	0	0	2	0	0	2	15	35	-	-	50

Semester 2

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-2	Introduction Data Science	240/CS/MI201	2	0	0	2	0	0	2	15	35	-	-	50

Semester 3

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-3	Computer Hardware Maintenance	240/CS/MI301	2	0	0	2	0	0	2	15	35	-	-	50

Semester 4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
MIC-4	Software Testing	240/CS/MI401	2	0	0	2	0	0	2	15	35	-	-	50

Vocation Course from the department for pool of the Courses in the University

(These courses are offered by each department for students of other departments/same department and is focused on practical work, preparing students for a particular skilled profession.

Semester 4

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
VOC-1	Web Designing	240/CS/VO401	3	0	2	3	0	1	4	25	50	5	20	100

Semester 5

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
VOC-2	Graphic Designing	240/CS/VO501	3	0	2	3	0	1	4	25	50	5	20	100

Semester 6

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
VOC-3	Data Analytics with R	240/CS/VO601	3	0	2	3	0	1	4	25	50	5	20	100

Skill Enhancement Course from the department for pool of the Courses in the University

(These courses are offered by each department for students of other departments/same department and is designed to provide value-based and/or skill-based knowledge and should contain both theory and lab/hands-on/training/field work.)

Semester 1

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
SEC-1	Python Programming	240/CS/SE101	2	-	2	2	-	1	3	15	35	5	20	75
	Computer Programming in C	240/CS/SE102												
	Office and Spreadsheet Tools Learning	240/CS/SE103												

Semester 2

Course Code	Course Title	Course ID	L (Hrs)	T (Hrs)	P (Hrs)	L Credits	T Credits	P Credits	Credits	MARKS TI	MARKS TE	MARKS PI	MARKS PE	MARKS Total
SEC-2	Introductory Course in R	240/CS/SE201	2	-	2	2	-	1	3	15	35	5	20	75
	Data Management	240/CS/SE202												
	Object oriented programming	240/CS/SE203												

Semester 6

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
SEC-3	Cloud Computing Skills	240/CS/SE601	2	-	2	2	-	1	3	15	35	5	20	75

Semester 8

Course Code	Course Title	Course ID	L	T	P	L	T	P	Credits	MARKS				
			(Hrs)			Credits				TI	TE	PI	PE	Total
SEC-4/ Field Training	Advance IT Skills	240/CS/SE801	3	0	2	3	0	1	4	25	50	5	20	100

Nature of Work	Course Credits	Contact hours per week	Contact hours per semester (15 weeks)
Lecture	01	01	15
Tutorial per paper	01	01	15
Practical, Seminar, Internship, field practice/project, or community engagement, etc.	01	02	30

Note: Tutorial batch size (UG programme: 20-25, PG Programme: 12-15)

The distribution of credits among the lectures/tutorial/practicum will be as follows:

Courses	Total Credits	L (Credits)	T (Credits)	P (Credits)	MARKS			
					TI	TE	PI	PE
Only Theory	4	3 (3 hrs)	1	-	30	70	-	-
	3	2 (2 hrs)	1	-	25	50	-	-
	2	1	1	-	15	35	-	-
Theory and Practicum	4	3 (3 hrs)	-	1 (2 hrs)	25	50	5	20
	4 (Where pract. is dominant)	2 (2 hrs)	-	2 (4 hrs)	15	35	15	35
	3	2 (2 hrs)	-	1 (2 hrs)	15	35	5	20
	2	1	-	1 (2 hrs)	5	20	5	20
When Practicum is separate course	2	-	-	2 (4 hrs)	-	-	15	35
	3	-	-	3 (6 hrs)	-	-	25	50
	4	-	-	4 (8 hrs)	-	-	30	70
AEC/VAC	2	2 (2 hrs)			15	35	-	-
SEC	3	2 (2 hrs)		1 (2 hrs)	15	35	5	20
	2	1		1 (2 hrs)	5	20	5	20
DSEC	4	3 (3 hrs)		1 (2 hrs)	25	50	5	20
Minor/VOC	4	2 (2 hrs)		2 (4 hrs)	15	35	15	35
Internship	4	--	--	4 (8 hrs)			30	70

L= Lecture; T= Tutorial, P= Practicum; Ti= Theory Internal Assessment; TE= Theory End Semester Examination; PI= Practicum Internal; PE= Practicum End Semester examination

SEMESTER 3

CC-A3: COMPUTER NETWORKS

Course code	CC-A3			
Category	Core Course			
Course title	**Computer Network**			
Scheme and Credits	L	T	P	Credits
	3	0	2	4
Theory Internal	25			
Theory External	50			
Practical Internal	05			
Practical External	20			
Total	100			
Duration of Exam	3 hrs			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES:

Aim of this course is to learn Computer Networks and its associated concepts and terminology along with the knowledge of Network architecture, design issues, and hardware components. Give exposure to the contemporary networking technologies and security issues for networks.

UNIT – I

Introduction to Computer Networks; Goals and applications; Types of Computer Networks; Network Design Issues and Protocols; Computer Communications and Networking Models; Communication Service methods and Data Transmission Modes; OSI Reference Model; OSI Service Types; Functions of layers of OSI Model; TCP/IP architecture; Purpose of major Protocols of TCP/IP;

UNIT – II

Physical layer: Analog and Digital Communication concepts; Copper Media; Fiber-Optic Media; Wireless Communications; Satellite Communication; Speed and Capacity of a communication channel; Network Hardware Components; Multiplexing; Switching; Dialup Networking; Analog Modem Concepts; DSL Service; Cable Modems; Leased lines; Home Networking Concepts;

UNIT – III

Data Link layer: Framing Techniques; Flow Control; Sliding Window Protocols; Error Control: Error Detection and Correction Methods; Medium Access Control: Random Access protocols; Token passing protocols; IEEE LAN Standards; Introduction to Wireless LANs;

UNIT – IV

Network layer: Routing Algorithms: Flooding; Shortest path Routing; Distance-Vector Routing; Link-State Routing; Multicast Routing; Techniques for Congestion Control; Network Security Issues: Security Goals; Threat Assessment; Network Attacks; Encryption Methods: Symmetric and Asymmetric-Key Ciphers; Firewalls, Digital Signatures, Authentication and Access Control Methods: Digital Certificates, Smart Cards, Kerberos;

Text Books:

[1] Michael A. Gallo, William M. Hancock, Computer Communications and Networking Technologies, CENGAGE learning.

[2] Behrouz A Forouzan, Data Communications and Networking, Mc-Graw Hill.

Reference Books:

[1] William Stallings, Data and Computer Communications, PHI.

[2] Andrew S. Tanenbaum, Computer Networks, PHI.

List of Experiments

1. To construct a simple network topology on Packet Tracer.
2. To verify and configure VLAN and VLAN trunk in packet tracer.
3. To construct RJ45 cable.
4. To configure a Network Topology constitutes Routers and Switches using Packet Tracer.
5. Working with complex network topologies using Packet Tracer.
6. To monitor network traffic using Wire Shark

MDC-1: PROGRAMMING WITH PYTHON

Course code	MDC-1			
Category	Multidisciplinary			
Course title	**Programming With Python**			
Scheme and Credits	L	T	P	Credits
	2	1	0	3
Theory Internal	25			
Theory External	50			
Total	75			
Duration of Exam	3 hrs			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES: The aim of the course is to understand the core principles of the Python Language. This course will make student to design effective GUI applications.

UNIT – I

Introduction to Python: Python Interpreter, Python as calculator, Python shell, Indentation, identifier and keywords, literals, strings, Operators: Arithmetic, Relational, Logical, comparison, Bitwise, Assignment, Identity operator and Membership operator; Input output statement; Control statements: Branching, looping, Conditional statement, Exit function

UNIT – II

String manipulations: Subscript operator, indexing, slicing a string, other functions on strings, string module. Strings and number system: Format functions, converting strings to numbers & Vice Versa. List, Tuples, Sets, Dictionaries: Basic list operators, replacing, inserting, removing an element, searching, Sorting lists, dictionary literals, adding & removing keys, accessing & replacing values, traversing dictionaries

UNIT – III

Array in Python, Design with Functions: hiding redundancy, complexity, arguments & return values; Formal/Actual arguments, named arguments, program structure and design, Recursive functions, scope & Global statements, Importing modules, Math modules & Random modules.

UNIT – IV

Exception Handling: Exceptions, except clause, try and finally clause, user defined exceptions. File Handling: Manipulating files & directories, OS & SYS modules, Reading, Writing text & numbers from/to file. Graphics: Turtle module, drawing colors, shapes, digital images, image file formats.

Text Books:

[1] Python Programming using problem solving approach by Reema Thareja, Oxford University Press. [2] Learning Python by Mark Lutz

Reference Books:

[1] Introduction to Computation and Programming Using Python with application to understanding data by Guttag John V, PHI

[2] Introduction to Computer Science using Python by Charles Diorbach, Wiley.

[3] Programming Python by Mark Lutz

MIC-3 COMPUTER HARDWARE MAINTENANCE

Course code	MIC-3			
Category	Minor course			
Course title	Computer Hardware Maintenance			
Scheme and Credits	L	T	P	Credits
	2	0	0	2
Theory Internal	15			
Theory External	35			
Total	50			
Duration of Exam	2 hrs			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES: Aim is to Equip students with comprehensive knowledge of computer peripherals, including monitors, keyboards, printers, and storage devices, enabling them to understand their operation, troubleshoot common issues, and perform maintenance effectively.

UNIT-I

Monitors: Block diagram of monochrome monitors. Pixels and resolution, Sync section, Position video amplifier, Display basics, test mode and graphic mode, Display adapter cards, HGA, CGA,VGA, EGA and super VGA, How they fail, trouble shooting and elimination, maintenance chart, Monitor adjustments, size, brightness, focus etc, Fault in various sections of monochrome monitors, Block diagram of color monitors, basic color theory, faults in color section

UNIT-II

Keyboards: Study of keyboards, types, interface 8048, Interconnection to PC, Common faults and diagnostics, Introduction to mouse on serial ports, Parallel port card, serial port card, integrated card, Joy stick, light pen, graphics table controller.

Printers: Types of printers (DMP, INKJET, LASER & LINE), Connecting printers to computers, Preventive maintenance of printers.

UNIT-III

Memories: How memory works, Memory speed, access time, wait states, Types of memory, Dynamic and static memory, Cache memory, shadow RAM, ROM chips, Reading memory error messages, adding RAM, Tips on installing memory chips, Static and handling precautions.

Disk structure: Cylinders, heads, platters, tracks and sectors, structure of a disk.

UNIT-IV

Floppy Disks: Types, structure, working principles. Removing, configuring and installing floppy disk drive, Floppy drive testing, trouble shooting and adjustment .IDE controller card. CD-ROM drive:- CD drives mechanism installation of CD drive.

Mouse: Circuit Diagram, Fault Finding, Repairing

Text Book:

[1]. Hardware Trouble Shooting and Maintenance by B. Govinda Rajalu, IBM PC and Clones, Tata McGraw Hill 1991

Reference Books:

[1]. PC Systems, Installation and Maintenance, Second Edition by R. P. Beales

[2]. PC Upgrade & Repair Black Book by Ron Gilster

[3]. Inside the PC by Peter Norton's

DATA STRUCTURE WITH C/C++

Course code	CC-A4			
Category	Core Subject			
Course title	Data Structure with C/C++			
Scheme and Credits	L	T	P	Credits
	3	0	2	4
Theory Internal	25			
Theory External	50			
Practical Internal	05			
Practical External	20			
Total	100			
Duration of Exam	3Hrs			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES: Learning of data structure is like learning alphabets to learn any proper language. In this course student will be aware of memory management and use of data structure in computer programming.

UNIT – I

Data Structure Definition, Data Type vs. Data Structure, Categories of Data Structures, Data Structure Operations, Applications of Data Structures, Algorithms Complexity and Time-Space Trade-off, Big-O Notation. Strings: Introduction, Strings, String Operations, Pattern Matching Algorithms.

UNIT – II

Arrays: Introduction, Linear Arrays, Representation of Linear Array in Memory, Traversal, Insertions, Deletion in an Array, Multidimensional Arrays.

Sorting Techniques: Bubble Sort, Merge Sort, Selection Sort, Insertion Sort.

Searching Techniques: Sequential Searching, Binary Searching.

UNIT – III

Stacks: Representation of Stacks, Stack Operations, Applications

Queues: Operations on Queues, Circular Queues, Dequeue, Priority Queues, Applications.

Linked Lists: Introduction, Types, Operations (Insertion, Deletion, Traversal, Searching)

UNIT – IV

Trees: Basic Terminology, Representation, Binary Trees, Traversal of Binary Trees: In order, Pre-order & Post-order,

Graphs: Definitions and Basic Terminologies, Representation of Graphs, Graph Traversals, Applications.

Text Books:

1. Seymour Lipschutz, Data Structures, Tata McGraw-Hill Publishing Company Limited, Schaum's Outlines.
2. YedidyanLangsam, Moshe J. Augenstein, and Aaron M. Tenenbaum, Data Structures Using C, Pearson Education.

Reference Books:

1. Trembley, J.P. And Sorenson P.G., An Introduction to Data Structures With Applications, Mcgraw-Hill.
2. Mark Allen Weiss, Data Structures and Algorithm Analysis in C, Addison-Wesley.

List of Experiments

1. Write a program to search an element in an array using linear search.

2. Write a program to search an element in an array using Binary Search Method.

3. Write a program to perform following operations on matrix

(a) Addition (b) Subtraction (c) Multiplication (d) Transpose

4. Write a program to implement selection sort

5. Write a program to implement insertion sort

6. Write a program to implement bubble sort

7. Write a program to implement stack operations.

8. Write a program to implement queue operations.

9. Write a program to create a linked list & perform operations such as insert & delete in the linked list.

SOFTWARE TESTING

Course code	**MIC-4**			
Category	Minor Course			
Course title	**Software Testing**			
Scheme and Credits	L	T	P	Credits
	2	0	0	2
Theory Internal	15			
Theory External	35			
Total	50			
Duration of Exam	2 Hrs			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVE: Acquire comprehensive understanding and practical skills in software testing, encompassing testing fundamentals, techniques, strategies, test management, advanced topics such as automation, performance.

Unit I

Fundamentals of Software Testing: Definition, objectives, principles, and importance of testing; Software Development Life Cycle (SDLC)

Testing Techniques: Black-box testing, white-box testing, grey-box testing; Test Levels: Unit testing, integration testing, system testing, acceptance testing.

Unit II

Equivalence Partitioning and Boundary Value Analysis: Concepts and application in test case design.

State Transition Testing: Techniques for testing systems that exhibit finite state behavior

Use Case Testing: Testing based on use case scenarios and flows

Unit III

Static Testing Techniques: Review processes, walkthroughs, inspections, and static analysis.

Test Planning: Developing test strategies, creating test plans, estimation, and scheduling

Test Metrics and Reporting: Measurement of test effectiveness, defect metrics, and reporting.

Unit IV

Configuration Management: Version control, baseline management, and its role in testing; Risk-Based Testing: Identifying, assessing, and managing risks in testing.

Automation Testing: Introduction to test automation, tools, scripting languages (e.g., Selenium, JUnit); Performance Testing: Load testing, stress testing, scalability testing, and performance metrics;

Text and Reference Books:

1. Gill, Nasib Singh. Software Engineering. Khanna Book Publishing Co. (P) Ltd., New Delhi.
2. "Foundations of Software Testing" by Dorothy Graham, Erik van Veenendaal, Isabel Evans, Rex Black
3. "Software Testing Techniques" by Boris Beizer
4. "Effective Methods for Software Testing" by William E. Perry
5. "Managing the Testing Process: Practical Tools and Techniques for Managing Hardware and Software Testing" by Rex Black

WEB DESIGNING

Course code	**VOC-1**			
Category	Vocation Course			
Course title	**Web Designing**			
Scheme and Credits	L	T	P	Credits
	3	0	2	4
Theory Internal	25			
Theory External	50			
Practical Internal	05			
Practical External	20			
Total	100			
Duration of Exam	3 Hrs.			

Note: The examiner will set nine questions in total. Question one will have seven parts from all units and the marks of first question will be of 20% of total marks of Question Paper and the remaining eight questions to be set by taking two questions from each unit and the marks of each question from Question no. 2 to 9 will be 20% of total marks of Question paper. The students have to attempt five questions in total, the first being compulsory and selecting one from each unit.

COURSE OBJECTIVES: The aim of the course is to provide knowledge of web as a tool in presenting information. Each and every product in e-world now needs a website, this course will make student knowing about the concept of web design in general.

UNIT – I

Introduction to Internet and World Wide Web (WWW); Evolution and History of World Wide Web, Web Pages and Contents, Web Clients, Web Servers, Web Browsers; Hypertext Transfer Protocol, URLs; Searching and WebCasting Techniques, Search Engines and Search Tools.

UNIT – II

Web Publishing: Hosting website; Internet Service Provider; Planning and designing website; Web Content Authoring, Web Graphics Design, Web Programming, Steps for Developing website, Choosing the Contents, Home Page, Domain Names, Creating a Website and Introduction to Mark up Languages (HTML and DHTML).

UNIT – III

Web Development: HTML Document Features, Fundamentals HTML Elements, Creating Links; Headers; Text styles; Text Structuring; Text colour and Background; Formatting text; Page layouts, Images; Ordered and Unordered lists; Inserting Graphics; Table Creation and Layouts; Frame Creation and Layouts; Working with Forms and Menus; 8 Working with Radio Buttons; Check Boxes; Text Boxes.

UNIT – IV

Introduction to CSS (Cascading Style Sheets): Features, Core Syntax, Types, Style Sheets and HTML, Style Rule Cascading and Inheritance, Text Properties, CSS Box Model, Normal Flow Box Layout, Positioning and other useful Style Properties; Features of CSS3.

Text Books:

1. Raj Kamal, Internet and Web Technologies, Tata McGraw-Hill.
2. Ramesh Bangia, Multimedia and Web Technology, Firewall Media.

Reference Books:

1. Thomas A. Powell, Web Design: The Complete Reference, Tata McGraw-Hill
2. Wendy Willard, HTML Beginners Guide, Tata McGraw-Hill.
3. Deitel and Goldberg, Internet and World Wide Web, How to Program, PHI.

List of experiments

1. Create a Basic HTML Page

2. Use Text Formatting and Headers

3. Create an HTML Page with Links and Images

4. Create an Ordered and Unordered List

5. Design a Simple Web Page Layout with Tables

6. Create a Basic HTML Form

7. Add Checkboxes and Radio Buttons in a Form

8. Apply Inline and Internal CSS to a Webpage

9. Create a Webpage Using CSS Box Model