

Savitribai Phule Pune University, Pune

Faculty of Commerce and Management

Master of Computer Applications (MCA)

Syllabus

(2020-2022)

Preamble:

1. The name of the programme shall be Masters of Computer Applications (M.C.A)
2. The revised MCA Curriculum 2020 builds on the implementation of the Choice Based Credit System (CBCS) and Grading System initiated in the AY 2015. The curriculum takes the MCA programme to the next level in terms of implementing Outcome Based Education along with the Choice Based Credit System (CBCS) and Grading System.
3. The Institutes should organize placement programme for M.C.A. students by interacting with Industries and software consultancy.
4. At the end of each semester, appearing for various certifications is possible for each student enabling them to make their resume rich.
5. With the rapidly changing scenario industry and academia should identify possible areas of collaboration and work together. Institute's placement cell should focus on identifying industrial expectations and institutional preparation for meeting industrial needs.

Introduction:

1. Definition: Outcome Based Education:

1.1 Outcome Based Education (OBE) Approach: Outcomes are about performance, and this implies:

- 1.1.1** There must be a performer – the student (learner), not only the teacher
- 1.1.2** There must be something performable (thus demonstrable or assessable) to perform
- 1.1.3** The focus is on the performance, not the activity or task to be performed

1.2 Programme Educational Objectives (PEOs): Programme educational objectives are broad statements that describe the career and professional accomplishments that the programme is preparing graduates to achieve. Programme Educational Objectives are a set of broad future focused learner's performance outcomes that explicitly identify what learners will be able to do with what they have learned, and what they will be like after they leave institution and are living full and productive lives. Thus, PEOs are what the programme is preparing graduates for in their career and professional life (to attain within a few years after graduation).

Semester I					
Sr. No.	Course Title	Course Code	CP	EXT	INT
1	Java Programming	IT11	3	50	25
2	Data Structure and Algorithms	IT12	3	50	25
3	Object Oriented Software Engineering	IT13	3	50	25
4	Operating System Concepts	IT14	3	50	25
5	Network Technologies	IT15	3	50	25
6	Open Course 1	OC11	1		25
7	Open Course 2	OC12	1		25
* Practicals					
8	Practical	IT11L	5	50	75
9	Mini Project	ITC11	5	50	75
Soft Skills					
10	Soft Skills - I	SS11	1		25
			28	350	350

Semester II					
Sr. No.	Course Title	Course Code	CP	EXT	INT
1	Python Programming	IT21	3	50	25
2	Software Project Management	IT22	3	50	25
3	Optimization Techniques	MT21	3	50	25
4	Advanced Internet Technologies	IT23	3	50	25
5	Advanced DBMS	IT24	3	50	25
6	Open Course 3	OC21	1		25
7	Open Course 4	OC22	1		25
* Practicals					
8	Practical	IT21L	5	50	75
9	Mini Project	ITC21	5	50	75
Soft Skills					
10	Soft Skills - II	SS21	1		25
			28	350	350

Semester III					
Sr. No.	Course Title	Course Code	CP	EXT	INT
1	Mobile Application Development	IT31	3	50	25
2	Data Warehousing and Data Mining	IT32	3	50	25
3	Software Testing and Quality Assurance	IT33	3	50	25
4	Knowledge Representation & Artificial Intelligence - ML, DL	IT34	3	50	25
5	Cloud Computing	IT35	3	50	25
6	Open Course 5	OC31	1		25
7	Open Course 6	OC32	1		25
* Practicals					
8	Practical	IT31L	5	50	75
9	Mini Project	ITC31	5	50	75
Soft Skills					
10	Soft Skills- III	SS31	1		25
			28	350	350

Semester IV					
Sr. No.	Course Title	Course Code	CP	EXT	INT
1	DevOps	IT41	3	50	25
2	PPM and OB	BM41	3	50	25
2	Project	ITC41	22	250	300
			28	350	350

Semester	Credit	IE	UE
Semester I	28	350	350
Semester II	28	350	350
Semester III	28	350	350
Semester IV	28	350	350
Total	112	1400	1400
			2800

Course Code: ITC41
Course Name: Project

Credit Scheme			Evaluation Scheme				
Lecture	Practical	Credit	Internal			External	Total
			Written	Practical	Tutorial		
-	40 Hrs./Week	22	-	300	-	250	550

Course Description:

A project is an assignment that the student needs to complete at the end of semester IV to strengthen the understanding of fundamentals through effective application of the subjects learnt.

Course Outcomes:

Student will be able to

CO1: Create working project using tools and techniques learnt in the programme (Create)

Course Structure:

The project is an outcome of technical skills and domain knowledge acquired by the students during the program. Students demonstrate problem solving skills, analytical ability, logical thinking, communication skills and team work during the course of the project. The project can be implementation of a research work published in any reputed journal.

1. The project may be done individually or in groups. However, if project is done in groups, each student must be given a responsibility for distinct modules.
2. Selected project/module must have relevant scope as per the marks assigned and can be carried out in the Institute or outside with prior permission of the Institute.
3. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
4. The Semester IV project should be having sufficient scope for 400 marks. The project work will carry 300 marks for internal assessment and 250 marks for external assessment.
5. Students are expected to show working demo of the project during final evaluation in semester IV.
6. The project report should be prepared as per the University prescribed format with all the chapters mentioned in project guidelines. And it should be printed on back-to-back pages (one copy) which should be signed by the internal guide and the Director of the Institute. A client (colleges, Non IT organization, and IT organization) certificate should be attached to prove the authenticity of the project work done.
7. The project will be assessed internally as well as externally by the examiners appointed by the institutions and University.

Type of Projects

1. Application Development

The students are advised to choose a project that involves window-based development, web-based development, mobile-based development, projects based on machine learning. Analysis and interpretation of any company specific data is not permitted.

2. Embedded Systems / IoT

A project should be developed and implemented for application specific system after thorough investigation of the latest development in the field of electronics or communication to facilitate their efficient operation. The Real Time Operating System (RTOS) or open source platform can be used to develop embedded applications such as Robotics, Microcontroller / Microprocessor based projects etc. An IOT project can be used to design products for reliability and security using simple electronics concepts and integrating with a cloud platform to get the data real-time and make some operational analysis. It has to use efficient algorithms for strong authentication and security protocols and disable non-essential services.

Few examples of IoT applications

Smart home, Health care applications, Smart waste management, Activity Tracker etc.

3. ETL Projects

Extract, transform, load (ETL) is the process of integrating the data from one or more sources. It is expected from the student that he should demonstrate the entire ETL process with reference to any domain like finance, banking, insurance, retail etc.

Data extraction consists of extracting the data from homogeneous or heterogeneous sources and transforming it into a proper format using data cleansing. The data can be finally loaded into a final target database such as operational data base, a data mart or data warehouse. This data can be further used for the purpose of querying and analyzing.

4. Research Projects

The research project will be able to demonstrate the skills of working scientifically, and through the project the students will be able to understand how to do a literature review, and how to appraise the literature to address questions. To explore an area of interest (develop some expertise and a deeper understanding of a topic). Understand the tools to critically and thoughtfully appraise problems which are faced every day; to learn communicate scientific research in verbal presentations and written form. As an example, the students can identify any problem, by observation or through survey to understand the problem in depth and propose the solution by applying the research methodology.

Project Guidelines:

1. Application Development Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 RDBMS/No Sql used to build database (mysql/ oracle, Teradata, etc.)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	System Requirements (Functional and Non-Functional requirements)
	3.2	Entity Relationship Diagram (ERD)
	3.3	Table Structure
	3.4	Use Case Diagrams
	3.5	Class Diagram
	3.6	Activity Diagram
	3.7	Deployment Diagram
	3.8	Module Hierarchy Diagram
	3.9	Sample Input and Output Screens (Screens must have valid data. All reports must have at-least 5 valid records.)
4		Coding
	4.1	Algorithms
	4.2	Code snippets
5		Testing
	5.1	Test Strategy
	5.2	Unit Test Plan
	5.3	Acceptance Test Plan
	5.4	Test Case / Test Script
	5.5	Defect report / Test Log
6		Limitations of Proposed System
7		Proposed Enhancements
8		Conclusion

9		Bibliography
10		Publication / Competition certificates
11		Appendix – Cost sheet , Data sheet
12		User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

2. Embedded Systems / IoT Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 Database (if applicable)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	Technical requirements – H/W , S/W
	3.2	System Architecture / Block Diagram
	3.3	System Hardware Details
	3.4	Pin Diagrams
	3.5	Interface diagrams
	3.6	Design Sequence
	3.7	System Software Details
	3.8	Process / System Flow chart
4		Coding
	4.1	Algorithms
	4.2	Code snippets (if applicable)
5		Testing
	5.1	Results & reports
	5.2	Test cases
	5.3	Acceptance Testing
	5.4	Test reports in IEEE format
6		Limitations of Proposed System
7		Proposed Enhancements

8		Conclusion
9		Bibliography
10		Publication / Competition certificates
11		Appendix – Cost sheet , Data sheet
12		User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

3. ETL Projects

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Existing System functionality (Source System for which the ANALYTICS is being developed)
	1.3	Business process understanding and specifications 1.3.1 Business Requirement Specifications: 1.3.1.1 The o/p from BR Analysis are BRS Business Requirement Specifications (Business specific Rules to be mentioned here from analysis point of view) 1.3.1.2 Identify the dimensions, required attributes, measures, filter conditions, adjustments for KPIs going to be used in the Target system and its availability in the Source System. If any gaps suggest remediation of gaps 1.3.2 Business Rules Collection 1.3.3 Identify the Key Performance Indicator (specified by client) 1.3.4 Establish the User Acceptance Criteria
	1.4	Scope of the project
	1.5	Operating Environment - Hardware & Software, Description of Tools / Technology to be used in the Target system 1.5.1.1 Operating systems used (Windows or Unix) 1.5.1.2 RDBMS/NoSql used to build database (mysql/ oracle, Teradata, etc.) 1.5.1.3 ETL tools used (Talend/Informatica, Datastage etc) 1.5.1.4 OLAP/ Data mining/ machine learning/ analytics tools used (Python/ Cognos, BO, etc.) 1.5.1.5 Data visualization tools (power BI / Tableau)
2		Proposed System
	2.1	Creating multiple ETL strategies - Specifying metadata details, identifying heterogeneous architectures, processes for I/O only for ETL, scrapping , identifying the volatilities in the channels , designing strategies in the context of the business and existing ERP
	2.2	Comparing them in the context of selected business system (as per the business requirements)
	2.3	Suggesting optimum solution (process)
3		Analysis and Design
	3.1	Use Case Diagram
	3.2	Activity diagram to demonstrate Process flow (execution of ETL process)

	3.3	Design of Target system (Elaborate the tiers of DW architecture in the Target System)
	3.4	Database schema / Table specifications of Target system
	3.5	Details of Source & Targets of mapping in the database
	3.6	Details of Load (Full/Incremental etc.)
	3.7	Design of ETL schema/strategy
4	4.1	Design of strategy for Visualization 4.1.1 Visualizations in support of comparison of performance of various ETL strategies 4.1.2 Data visualization using different techniques (if any)
5		Drawbacks and Limitations Proposed Enhancements
6		Conclusion

4. Research Projects

Research projects especially are designed to gain knowledge about some specified area and the deliverable is that knowledge gained, usually encapsulated in some form of report.

Students are expected to contribute something new to academic or practical knowledge in their research area—something original that is more than the accepted knowledge.

Completing a Research Project as part of your coursework is an opportunity to:

- learn to read and interpret other people’s research critically by doing your own. This gives you an insight into the effects of practical difficulties and theoretical debates on published research
- develop and apply the knowledge that you have learnt in 4 semesters of your curriculum.
- submit a paper for peer-reviewed publication. (If successful, this will give a boost to your c.v.) If you wish to enroll in a research degree such as PhD, a research project as part of your coursework will assist the committee evaluating your application in assessing whether you are ready to do independent research.

Research Index

1. Title page
2. Acknowledgements

You should acknowledge the assistance given to you by your supervisors, and any other person or organization that has helped you in the planning, conduct, analysis or reporting of your project.

3. Abstract

This is a synopsis of your study question, aims and objectives, background literature, methods, results, key conclusions and recommendations. This should be 250–300 words long and should be very clear and easy to follow.

4. Introduction

In this section of your report you introduce the subject, provide the background to the topic or problem, outline the study question (or problem or study hypothesis), and outline the aims and objectives of your study.

5. Literature review

This is a review of the literature on the topic or problem you are studying. It should include a review of any other studies or projects similar or relevant to yours, and perhaps a review of the literature on the method you have chosen if your project tests a new method of research or analysis.

6. Methods

This section includes the methodology of your research. It will cover such issues as:
In case of Computer Management Research :

- Study design
- Study population, sampling frame and numbers, sampling method
- survey design
- survey or data collection instruments
- protocol for obtaining data
- ethical issues and how they are addressed
- information letters, consent forms
- data management and analysis methods
- statistical analysis and tests
- In case of Computer Science Research:
 - Study design
 - System Architecture
 - Implementation
 - Experimental Implementation
 - Simulation
 - Data management and analysis methods
 - Analysis and testing

7. Results

In this section you present the results of your research. Tables, figures and graphs are an excellent means of presenting this sort of information. All tables, figures and graphs, should be numbered consecutively throughout the whole report, and labelled with a clear and concise descriptive title.

8. Discussion

In this section you interpret your results and discuss their implications, with reference to other published research. Any limitations in your research methodology should also be referred to here. Examiners expect you to acknowledge these limitations as an integral part of your evaluation of your project.

9. Conclusion

This section summarizes the key results and the conclusions that you can draw from these results. It also needs to reflect what your initial project aims and objectives were.

10. Recommendations

It is good research practice to make recommendations or to suggest directions for further research or actions as a result of your project findings.

11. References

This is a list of all the references and sources you used in your literature review, methodology and discussion. This includes books, journal articles, abstracts, conference and symposium papers, media articles, and any form of published literature or comment.

12. Appendices

This section may contain copies of any questionnaires if any or evaluation instruments used covering letters, participant information and ethics approvals, or additional explanations.