Established by Govt. of Arunachal Pradesh vide Act 9 of 2012, the Arunachal University of Studies Act, 2012 Recognized as per u/s 2(f) of University Grants Commission Act, 1956 NH-52, Namsai, Arunachal Pradesh -792103

BACHELOR OF COMPUTER APPLICATION MASTER OF COMPUTER APPLICATION INTEGRATED – SEMESTER FIVE

Fifth Semester			
S. No.	**Name of Subject**	**Credits**	**Total Marks**
1	Moral & Value Education	2	100
2	Multimedia Technology	5	100
3	Web Technology	5	100
4	Client Server Technology	5	100
5	English Literature – II	5	100
Total		**24**	

Subject Name: MORAL & VALUE EDUCATION

1. **Introduction:** Nature and Sources of the Problem, Existing Values Education Initiatives. Purpose.
2. **Conceptual framework:** The National Mandate for Morals and Values Education. The Philosophy of Education. The Goals of Education.
3. **Morals and Values Education:** Nature and Scope. The Moral Angle. Limitations.
4. **Implications:** The Role of the School. The Role of Teachers‟ Colleges. Social Action Groups. Community Groups.

Subject Name: MULTIMEDIA TECHNOLOGY

Unit-I

Introduction and Hardware:

Definition Of Multimedia, CD-ROMs and Multimedia applications, Multimedia requirements – Hardware, Software, Creativity and Organization, Multimedia skills and training Macintosh Verses PC, the Macintosh platform, PC platform, Connections, Memory and storage devices, input devices, Output hardware ,Communication devices.

Unit-II

Multimedia Software:

Basic tools, painting and drawing tools, OCR software, Sound editing programs, Animation devices and digital movies and other accessories, Linking multimedia objects , Office suites, word processor, spreadsheets presentation tools, Types of Authoring tools card and page based, icon based and time based authoring tools, Object oriented tools.

Unit-III

Production Building Blocks:

Test-Using test in Multimedia, Computers and Text, Font editing and design tools, Hypertext, Sounds-multimedia system sounds MIDI Verses Digital Audio, Audio file Formats, Working with sound in Windows, Notation interchange file format (NIFF),Adding sound.

Unit-IV

Production Tips:

Image-Creation, making still images, images colors, Images, File format, Animation-principles of animations, making workable animations Video, using video, Broadcast Video, Standard, Integrating Computer and TVs, Shooting and editing Video, Using Recording formats, Video tips, Video Compression.

Unit-V

Multimedia Project Development and case Studies:

Project planning, Estimating, RPFs and Bid proposals, Designing, Producing acquiring and using contents, Using Telnet, Testing, Preparing for delivery , CD-ROM Technology and Standards. Designing for the Word Wide, Working on the Web, Text for the Web, Images for the Web, and Animation for the Web.

Subject Name: WEB TECHNOLOGY

1. **Current Trends on Internet:** Languages, Internet Phone, Internet Video, Collaborative Computing, e-commerce.
2. **Web Publishing and Browsing:** Overview SGML ,web hosting, HTML,CGL Documents interchange Standards, Components of web Publishing, Documents management, Web page Design, Consideration and Principles, Search and Meta Search Engines, WWW, Browser, HTTP, Publishing Tools.
3. **Interactivity Tools:** ASP, VB Script, Java Script, JAVA, Front Page and Flash.
4. **Internet Security Management Concepts, Information Privacy and Copyright Issues:** Overview of Internet Security, Firewall, Internet Security, Management Concepts and information Privacy and Copyright issues, Basics of Asymmetric Cryptosystems.

Subject Name: CLIENT SERVER TECHNOLOGY

1. **Introduction:** Client Server Technology, Evolution of Architectures, Thin Characteristics, General Issues In Client-Server Computing, Overview Oracle Distributed Database System, Other Issues in Client-Server Computing Development, Applying Client/Server In Businesses.
2. **Client-Server Technology and Heterogeneous Computing:** Categories of Clients, Clients/Server Systems, the Role of the Server, Single-System Image, Client/Server Software Architectures-an Overview, Technical Detail, Mainframe-Centric Client/Server Computing, Client Server Development Tools Samson Kifle Is, Client/Server Development Tools.
3. **The Evolution of Client/Server Computing and Architectures:** Tier Architectures, Tier Architectures-Tier Architectures.
4. **Interaction of Client and Server Communication Techniques and Protocols:** Network, Network Structure, Protocol, Hardware, Cabling, Topology, Star Network Operating Sys Tem Software. **Distributed Systems:** Distributed System Model.
5. **UNIX Client Server Technology:** Understanding the Role of UNIX, General Overview and Structure, UNIX Components, Impact/Contributions.
6. **Database Management Systems:** What is database management systems ,Peoples who deals with database, Overall system structure ,Cgdp's 12 rules'' fdr a fully relations DBMS, The role of DBA in dbms, pl/sql, operators, Fundamental SQL commands, Data definition command of sql, program, is null operator, Alter table ,Aggregate functions ,Controls structure ,introduction to stored procedures.
7. **Basic UNIX and Shell Programming:** Unix Operating System ,History Of Unix, Features Of Unix ,Kernel, Process Managements ,File Systems ,Unix ,Kernel, Process Managements ,File System, Unix Commands, Files &Directories ,General Purpose Utilities, Compression Utilities ,Processes ,She 11Phoqw.

8. **CPU/Process Scheduling:** Goals of Scheduling (objectives) ,Preemptive Vs N On Preemptive Scheduling
9. **Unit-10-Memory Management:** Memory Management, Principles of Virtual Management, Memory, Memory Management in MS-DOS.

Subject Name: ENGLISH LITERATURE – II

1. Place of Literature in Arts
2. Famous Literatures
   - Chaucer
   - Shakespeare
   - Milton
   - Bacon
   - Byron
   - Shelley
   - Keats
   - Dryden
3. Brief Introduction of Famous Writers
4. Indian Poetess: Toru Dutta

Contribution of Great Scientist