

BACHELOR IN COMPUTER APPLICATION (BCA): Structure and Brief Syllabi of BCA

Bachelor in Computer Application (BCA) is a three year course in computer application, offered to students who have passed their Intermediate examination with mathematics as one of the papers. I.A. and I.Com. Passed students may also seek admission in BCA course only if they have completed CIC course of the University or had mathematics as a paper of study at the Intermediate level. The programme offers at least 72 hours of practical training in each laboratory paper of computer application to every student in each year of his/her study. For this purpose, the University has developed an ultra-modern high-tech computer laboratory at its headquarters where training is imparted to BCA students under guidance of highly skilled computer professionals.

For all students admitted to BCA course, it will be necessary to pass in each paper of each Part of the examination to be taken at the end of each academic session. To pass in each paper, a student must secure at least 33% of marks in each paper separately. To determine 33% of marks in each paper, the marks obtained by a student, both in term-end written examination and practical work/home assignment, shall be clubbed and counted together and percentage determined accordingly. However, if a candidate has secured zero mark in term-end examination or the home assignment/practical examination, as the case may be, in any paper, he/she will be deemed to have failed in that paper. Failure in one paper will mean failure in that Part of the examination. Hence, students must strive hard to pass separately in each paper. The term-end examination shall be held for each Part of the course at the end of each academic session and it will be compulsory to pass in each Part of the examination before a student is promoted to the next Part.

The BCA programme consists of 23 papers in all; divided into three parts. The distribution of marks between written examination, assignment and practical work will be as follows:

Paper	Title of the paper	Distribution of Marks Between Theory and Practical /Assignment			Minimum Marks required to pass the examination (written exam. + practical/ Assignment taken together)
		Written exam	Assignment	Practical	
PART-I					
1	Foundation Course in English	80	20	-	33
2	Foundation Course in Humanities and Social Sciences	80	20		33
3	Computer Fundamentals and PC Software	20	-	80	33
4	PC Software Application Skills	80	20	-	33
5	Foundation Course in Mathematics in Computing	80	20		33
6	'C' Programming & Data structure	20		80	33
	Total	360	80	160	198
PART-II					
7	Foundation Course in Science and Technology	80	20	-	33
8	Introduction to System Software Organization	20		80	33
9	Elements of System Analysis and Design	80	20	-	33
10	Introduction to DBMS	80	20		33
11	Introduction to Computer Organisation	80	20		33
12	Windows Programming	20	-	80	33
13	Multimedia	80	20	-	33
14	RDBMS Lab	20		80	33
	Total	460	100	240	264

	PART-III				
15	Computer Network	80	20	-	33
16	TCP/IP Programming	80	20		33
17	Introduction to Software Engineering	80	20		33
18	Computer Oriented Numerical Techniques	80	20	—	33
19	C++ and Object Oriented Programming	20		80	33
20	Theory of Computer Science	80	20		33
21	Introduction to Internet Programming (Java, Active X)	80	20		33
22	Internet Administration	80	20		33
23	Project	80 (Report)		20 (Viva)	33
	Total	660	140	100	264