



**SWAMINARAYAN
UNIVERSITY**
THE RESERVOIR OF ALL KNOWLEDGE

FACULTY OF IT AND COMPUTER SCIENCE

COURSE CURRICULUM

COURSE TITLE : ARTIFICIAL INTELLIGENCE-I
(CODE: AICAM111-1C)

IT and CS Programmes in which this course is offered	Semester in which offered
Bachelor of Computer Applications-(B.C.A)(Hons.)	Fifth Semester

Course Objectives –

This course is intended to make the students:

- To understand fundamentals of Open Source, Server Side Programming Technology PHP.
- To learn exception handling, cookie and session management.
- To develop websites using open source technology PHP and MySQL.

Teaching and Examination Scheme –

Content Hours per Week			Course Credits		Examination Marks			
L	T	P	T	P	Theory Marks		Practical Marks	
			3	1	E	M	I	EV
3	0	2	4		25	25	25	25
								100

*E - External Examination, M- Mid Semester Examination, I- Internal Submission & Viva,
EV - External Viva

Detailed Course Contents –

Sr.	Topic	Teaching Hrs.	Weightage (%)
1	Fundamentals of AI Getting to Know AI What Is AI?, Its Branches, History of AI, Types of AI, AI in Real Life: Things You Use Every Day The Secret Ingredients of AI— Math Magic: How Numbers Power AI (Linear Algebra, Calculus & Probability, Discrete Mathematics), CS Basics: Algorithms & Data Structures, Data: The Fuel That Powers AI	9	25
2	How AI Solves Problems and Thinks — How Humans Solve Problems vs How AI Does It, Key Parts of AI Problem Solving, AI's Step-by-Step		

	Strategy, AI Techniques, Knowledge Representation— Kinds of Knowledge, Techniques for Knowledge Representation, The Knowledge Life Cycle Machine Learning: The Brainpower Behind AI - Getting Started with Machine Learning, Learning with Labels: Supervised Learning, Finding Patterns on Its Own: Unsupervised Learning, Semi-Supervised Learning, Learning from Rewards: Reinforcement Learning	10	25
3	Applications of AI Computer Vision —Human Vision Vs Computer Vision, Image Processing vs. Computer Vision, How does computer vision work? Deep Learning: Making Vision Smarter, Applications, Advantages, Disadvantages & Challenges of Computer Vision Natural Language Processing — Language, How AI Understands Language, Case Study: Analysing Student Feedback, Different Approaches for NLP, NLP Working Pipeline, Applications, Advantages, Disadvantages & Challenges Robotics — What's Inside a Robot? Different Kinds of Robots, How AI Makes Robots Smart, The Brains Behind Self-Driving Cars: Applications, Advantages, Disadvantages & Challenges	12	25
4	Ethical Concerns & Challenges —What We Should Know, Challenges— Indian Perspective, Technical & Operational, Human Centric, Steps for Ethical User, India's Regulatory Landscape, Ethical AI Begins in the Classroom and the Community AI: Shaping Tomorrow — The Future Is Thinking: AI's Leap Forward, Artificial General Intelligence (AGI), The AI Response: Technology for Global Good AI Development Essentials —AI Toolkit, Programming Language, Development Environment, Data Handling, Building Your First AI Project	14	25

***Continuous Evaluation:**

It consists of Assignments/Seminars/Presentations/Quizzes/Surprise Tests (Summative/MCQ) etc.

Suggested Learning Resources

A. List of Books

SR NO.	TITLE OF BOOKS	AUTHOR NAME	PUBLICATION
1	Beginning PHP and MySQL	Jason Gilmore	Dreamtech Press
2	PHP 5 and MySQL Bible	Tim Converse and Joyce	Wiley

		Park with Clark Morgan	Publishing, Inc
3	Learning PHP, MySQL, JavaScript, and CSS	Robin Nixon	O'Reilly Publication Media
4	The Complete Reference PHP	Steven Holzner	Tata Mcgraw Hill Education Private Limited
5	Teach Yourself PHP, MySQL and Apache All in One	By Julie C. Meloni	Pearson Education

B. List of Major Equipment/ Software

1. XXAMP,WAMP or LAMP SERVER

C. List of Software/Learning Websites

1. <https://www.w3schools.com/php/>
2. <https://www.tutorialspoint.com/php/>
3. <http://php.net/manual/en/manual.php>
4. <https://www.javatpoint.com/php-tutorial>
5. <https://www.w3resource.com/php/php-home.php>
6. <https://www.guru99.com/php-tutorials.html>
7. <https://www.tutorialrepublic.com/php-tutorial/>

Course Learning Outcomes (CLO):

Sr. No.	CO statement	Marks % Weightage
CLO-1	To have fundamental knowledge of Open Source Web Technology PHP.	25
CLO -2	To work with PHP functions.	25
CLO -3	To understand the basics of object oriented programming and event handling.	25
CLO -4	To develop web applications using cookie and session AND To develop database driven Web applications.	25

Revised Bloom's Taxonomy

Distribution of Theory Marks					
Remember	Understand	Apply	Analyze	Evaluate	Create
07	07	11	-	-	-

*Legends: R = Remembrance; U = Understanding; A = Application N :Analyze and E :Evaluate C : Create and Above Levels (Revised Bloom's Taxonomy)

Suggested List Of Practical/Exercises

Sr. No	Practical/ Exercises	Approx Hrs. Required
1.	Study of Prolog Software.	02
2.	Find the K'th element of a list.	02
3.	Find the number of elements of a list.	02

4.	Reverse a given list.	02
5.	Find out whether a list is a palindrome.	02
6.	Duplicate the elements of a list a given number of times	02
7.	Split a list into two parts; the length of the first part is given.	02
8.	Remove the K'th element from a list.	02
9.	Insert an element at a given position into a list.	02



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COURSE CURRICULUM

**COURSE TITLE : OBJECT ORIENTED PROGRAMMING USING JAVA-II
(CODE: OPCAM113-1C)**

IT and CS Programmes in which this course is offered	Semester in which offered
Bachelor of Computer Applications-(B.C.A)(Hons.)	Fifth Semester

Course Objectives –

This course is intended to make the students:

- To make the students aware of detailed java terminologies such as event handling, GUI programming, database programming using JDBC, etc.
- To make the students develop Web based dynamic applications using Servlets and JSP.

Teaching and Examination Scheme –

Content Hours per Week			Course Credits		Examination Marks			
L	T	P	T	P	Theory Marks		Practical Marks	
			3	1	E	M	I	EV
3	0	2	4		25	25	25	25

*E - External Examination, M- Mid Semester Examination, I- Internal Submission & Viva,
EV - External Viva

Detailed Course Contents –

Sr.	Topic	Teaching Hrs.	Weightage (%)
1	Event Handling : Event Delegation Model or Event Class Hierarchy, Events, Event Sources & Event Listeners. Event Classes : Action Event, Adjustment Event, Component Event, Container Event, Focus Event, Input Event, Item Event, Key Event, Mouse Event, Mouse Wheel Event, Text Event, Window Event. Event Listener Interfaces : Action Listener, Adjustment Listener, Component Listener, Container Listener, Focus Listener, Item Listener, Key Listener, Mouse Listener, Mouse Motion Listener, Mouse Wheel Listener, Text Listener, Window Focus Listener, Window Listener. Adapter Classes, Inner Classes and Anonymous Inner Classes.	9	25

2	GUI Programming: Introduction to GUI Components, Working with GUI Components (Labels, Buttons, Text Field, Password Field, TextArea, Check Box, Radio Button, List, Scroll Bar, Layout Managers, Menu, etc.), Working with Graphics.	10	25
3	Introduction to J2EE Platform and Architecture: The J2EE Platform, The J2EE Architecture, J2EE Technologies, Developing J2EE Applications. Database Programming: Introduction to ODBC and JDBC Drivers, Accessing Databases with JDBC, Loading JDBC Driver, Connecting to Database with the java.sql Package, Creating Statements, Executing SQL and Processing Results of a Query, Using Prepared Statement, Using Callable Statement, Using Database Transactions.	12	25
4	Java Servlets: introduction to Servlets, life cycle of Servlet, basics of the Servlet API, type of Servlet, reading data from a client, reading HTTP request headers, sending data to client and writing the http response header, working with cookies and tracking sessions. Java Server Pages (JSP): introduction to JSP, Life cycle of JSP, JSP directives, JSP implicit objects, JSP Scripting Elements, JSP Actions JSP Expression Language (EL): Introduction to JSP EL, Operators in EL, JSP EL Implicit Objects.	14	25

*Continuous Evaluation:

It consists of Assignments/Seminars/Presentations/Quizzes/Surprise Tests (Summative/MCQ) etc.

Suggested Learning Resources

A. List of Books

SR NO.	TITLE OF BOOKS	AUTHOR NAME	PUBLICATION
1	Java Servlet & JSP CookBook	Bruce W. Perry	O'Reilly.
2	J2EE: the complete reference	James Edward Keogh ,	McGraw-Hill
3	Java database programming bible,	John O'Donahue	Wiley
4	Java How To Program	Paul Deitel & Harvey Deitel	PHI Publication
5	Core Servlets and JavaServer Pages Volume – 1	Marty Hall, Larry Brown	Pearson Education
6	The Complete Reference JAVA	Herbert Schildt	Tata Mc Grow Hill

B. List of Major Equipment/ Software

1. Eclipse, and NetBeans, Java SE Development Kit (JDK) and Runtime Environment (JRE)

C. List of Software/Learning Websites

1. <https://www.javatpoint.com/java-swing>
2. <https://www.tutorialspoint.com/jdbc/index.htm>
3. <https://www.javatpoint.com/servlet-tutorial>
4. <https://www.tutorialspoint.com/jsp/index.htm>
5. <https://www.tutorialspoint.com/spring/index.htm>

Course Learning Outcomes (CLO):

Sr. No.	CO statement	Marks % Weightage
CLO-1	To handle various types of events.	25

CLO -2	To develop GUI based applications using GUI components and Graphics.	25
CLO -3	To develop applications using database connectivity.	25
CLO -4	To create Web applications using Servlets. And To develop Web based dynamic applications using JSP.	25

Revised Bloom's Taxonomy

Distribution of Theory Marks					
Remember	Understand	Apply	Analyze	Evaluate	Create
07	07	11	-	-	-

*Legends: R = Remembrance; U = Understanding; A = Application N :Analyze and E :Evaluate C : Create and Above Levels (Revised Bloom's Taxonomy)

Suggested List Of Practical/Exercises

Sr. No	Practical/ Exercises	Approx Hrs. Required								
1.	Write a program to demonstrate Component Event. Write a program to demonstrate Focus Event. Write a program to demonstrate Mouse Event. Write a program to implement Mouse Wheel Listener and Mouse Motion Listener. Write a program to demonstrate Window Event.	10								
2.	Write a program to implement Labels and Buttons. Write a program to implement Text fields,Text areas and Buttons. Write a program to implement Check boxes. Write a program to implement Radio buttons. Write a program to implement List box.	10								
3.	Write a program to implement Scrollbars. Write a program to implement different layout managers. Write a program to implement menu and submenus. Write a program to draw various shapes using Graphics class.	08								
4.	Write a program to create database application that uses JDBC driver successfully connected and print proper message like “Connection has been done successfully”.	02								
5.	Write a program to create a console application to insert records, retrieve records and display records on the console.	02								
6.	Write a program to perform the database operations like insert, update, delete and select for table named - Student. To perform the above operations create below table named – "Student". <table border="1"><tr><th>Field Name</th><th>Field Type</th></tr><tr><td>SNo</td><td>Integer</td></tr><tr><td>Sname</td><td>Varchar</td></tr><tr><td>SPer</td><td>Numeric</td></tr></table> Write a program to develop a Graphical User Interface (GUI) that performs the SQL operations - (1) Insert (2) Update (3) Delete (d) Select. Write a program that accepts SNo as input from user and display the record of student as per input.	Field Name	Field Type	SNo	Integer	Sname	Varchar	SPer	Numeric	06
Field Name	Field Type									
SNo	Integer									
Sname	Varchar									
SPer	Numeric									
7.	Develop Servlet to display “Hello”.	06								

	Develop Servlet to perform arithmetic calculation. Develop Servlet that demonstrate how the client (browser) can remember the last time it visited a page and displays the duration of time since its last visit. (Hint: use Cookie)	
8.	Develop Servlet to demonstrate the use of request and response headers. Develop Servlet to authenticate a user based on the login id and password.	04
9.	Develop a JSP page to display message (It may be a simple html page). Develop a JSP page which uses the include directive to show its header and footer. Develop a JSP Page which uses JSP's Page directives & JSP scripting. Develop a JSP Page to display student's personal and result information in tabular format.	08
10.	Develop a JSP Page to perform database driven operations like insert, select, update and delete for table named – Student having fields like SNo, SName, SPer, etc. Develop a JSP Page which uses Session Tracking for online shopping.	04



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COURSE CURRICULUM

COURSE TITLE : WEB DEVELOPMENT USING PHP
(CODE: WDCAE104-1C)

IT and CS Programmes in which this course is offered	Semester in which offered
Bachelor of Computer Applications-(B.C.A)(Hons.)	Fifth Semester

Course Objectives –

This course is intended to make the students:

- To understand fundamentals of Open Source, Server Side Programming Technology PHP.
- To learn exception handling, cookie and session management.
- To develop websites using open source technology PHP and MySQL.

Teaching and Examination Scheme –

Content Hours per Week			Course Credits		Examination Marks			
L	T	P	T	P	Theory Marks		Practical Marks	
			3	1	E	M	I	EV
3	0	2	4		25	25	25	25
100								

*E - External Examination, M- Mid Semester Examination, I- Internal Submission & Viva,
EV - External Viva

Detailed Course Contents –

Sr.	Topic	Teaching Hrs.	Weightage (%)
1	Introduction of Open Source: Introduction to Open Source, Pros and cons of Open Source, Features of Open Source, Introduction to different open source software (Linux, ERP, CMS). PHP Basics: History of PHP, Features of PHP, Basic Syntax of PHP, Creating & Running PHP Webpage, Data Types, Comments, Defining Variables and Constants, Operators and Expressions, Scope of Variables (local, global, static), Type Casting, including files using include() and require().	9	25
2	Control Structures: Conditional Statements (If and Switch) Looping Statements (While, For, Do...While, For Each). Working With Array: Creating and using Arrays, Types of an Array		

	(Indexed and Associative Arrays). Working With PHP Functions: User Defined Functions, Variable Functions, Array Functions, and String Functions.	10	25
3	Object Oriented Programming With PHP: Creating Class and Objects, Accessing Class Members, Visibility of Class Members (Private, Public, Protected), working with Constructors and Destructors. Inheritance: Introduction of Inheritance, Types of Inheritance. Error and Exception Handling: Types of Errors, Error Handling, Creating Custom Error handler, Exception Handling using Try, Catch and Throw, Creating Custom Exception handler.	12	25
4	Working With Forms: Creating and Handling HTML Form elements, Sending form data using GET and POST Methods, Receiving Form data using \$_GET, \$_POST and \$_REQUEST variables, Use of Hidden Field, Validating Form Data, Redirecting User, File Uploading, Sending mail. State Management: Working With Cookies: Introduction of Cookie, Setting and Accessing a Cookie, Destroying a Cookie. Working With Session: Introduction of Session, Starting a Session, Use of Session Variable, Destroying Session. Database Connectivity With MySQL : Introduction to MySQL and MySQLi, MySQL Data Types, Connection with MySql Database, Database Manipulation (INSERT, SELECT, UPDATE, DELETE), MySQLi Functions.	14	25

***Continuous Evaluation:**

It consists of Assignments/Seminars/Presentations/Quizzes/Surprise Tests (Summative/MCQ) etc.

Suggested Learning Resources

A. List of Books

SR NO.	TITLE OF BOOKS	AUTHOR NAME	PUBLICATION
1	Beginning PHP and MySQL	Jason Gilmore	Dreamtech Press
2	PHP 5 and MySQL Bible	Tim Converse and Joyce Park with Clark Morgan	Wiley Publishing, Inc
3	Learning PHP, MySQL, JavaScript, and CSS	Robin Nixon	O'Reilly Publication Media
4	The Complete Reference PHP	Steven Holzner	Tata Mcgraw Hill Education Private Limited
5	Teach Yourself PHP, MySQL and Apache All in One	By Julie C. Meloni	Pearson Education

B. List of Major Equipment/ Software

1. XXAMP,WAMP or LAMP SERVER

C. List of Software/Learning Websites

1. <https://www.w3schools.com/php/>
2. <https://www.tutorialspoint.com/php/>
3. <http://php.net/manual/en/manual.php>

4. <https://www.javatpoint.com/php-tutorial>
5. <https://www.w3resource.com/php/php-home.php>
6. <https://www.guru99.com/php-tutorials.html>
7. <https://www.tutorialrepublic.com/php-tutorial/>

Course Learning Outcomes (CLO):

Sr. No.	CO statement	Marks % Weightage
CLO-1	To have fundamental knowledge of Open Source Web Technology PHP.	25
CLO -2	To work with PHP functions.	25
CLO -3	To understand the basics of object oriented programming and event handling.	25
CLO -4	To develop web applications using cookie and session AND To develop database driven Web applications.	25

Revised Bloom's Taxonomy

Distribution of Theory Marks					
Remember	Understand	Apply	Analyze	Evaluate	Create
07	07	11	-	-	-

*Legends: R = Remembrance; U = Understanding; A = Application N :Analyze and E :Evaluate C : Create and Above Levels (Revised Bloom's Taxonomy)

Suggested List Of Practical/Exercises

Sr. No	Practical/ Exercises	Approx Hrs. Required
1.	Write a script to display "My First PHP Script" Message. Write a script to perform arithmetic operations. Write a script to demonstrate constant.	06
2.	Write a script to demonstrate the use of indexed arrays and associative arrays. Write a script to demonstrate the use of array functions. Write a script to demonstrate the use of string function.	06
3.	Write a script to implement custom error handling. Write a script to demonstrate exception handling using try, catch and throw.	04
4.	Write a script to demonstrate the use of constructor and destructor. Write a script to implement the concept of inheritance.	04
5.	Write a script to create a simple student registration form. Write a script to create a simple calculator using form. Write a script to prepare a student mark sheet using form.	06
6.	Write a script to validate form data. Write a script to redirect users. Write a script to upload a file.	06
7.	Write a script to send mail. Write a script to demonstrate the use of session. Write a script to demonstrate the use of cookies.	06
8.	Write a script to create a new database. Write a script to create a new table in the database. Write a script to insert records to the table in the database.	06

9.	Write a script to retrieve all records from the table in the database. Write a script to delete and search record from the table in database	06
10.	Write a script to update records to the table in the database. Write a script to implement following tasks <ul style="list-style-type: none"> • Registration & Login of user. • Modify the details of user. • Logout. 	10



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COURSE CURRICULUM

**COURSE TITLE : SOFTWARE PROJECT MANAGEMENT
(CODE: SPCAE105-1C)**

IT and CS Programmes in which this course is offered	Semester in which offered
Bachelor of Computer Applications-(B.C.A)(Hons.)	Fifth Semester

Course Objectives –

This course is intended to make the students:

- To understand the fundamental principles of software project management.
- To have a good knowledge of the responsibilities of a project manager.
- To be familiar with the different methods and techniques used for project management.

Teaching and Examination Scheme –

Content Hours per Week			Course Credits		Examination Marks			
L	T	P	T	P	Theory Marks		Practical Marks	
			4	0	E	M	I	EV
4	0	0	4		50	50	0	0
100								

*E - External Examination, M- Mid Semester Examination, I- Internal Submission & Viva,
EV - External Viva

Detailed Course Contents –

Sr.	Topic	Teaching Hrs.	Weightage (%)
1	INTRODUCTION Defining of Software Development Process - Process - Tailoring the Process - Improving the process discipline - Need for implementing discipline. Software Production Process - Identify the Software Model - Software Process Models : Waterfall Model, Prototyping Model, RAD Model, Incremental Model, Spiral Model, Component Assembly Model - Software Life Cycle.	9	25
2	SOFTWARE DEVELOPMENT Software Development Team - Three Vital Aspects of Software Project Management - The Team - Meaning of Leadership - Communicating in	10	25

	Harmony - Personality traits - Project Organizations. Project Planning: Top-Down and Bottom-Up Planning - Types of Activity - Project Duration : Schedule Monitoring Tools - Gantt Chart, PERT Chart, Critical Path.		
3	PROJECT REVIEW Tracking Meetings - Recovery plans - Schedule Work & Escalation Meetings. Project Engineering: Product Requirements - Understanding the Customer Problem to solve - Initial Investigation, Strategies for determining information requirements, Information gathering Tools - Product Objectives.	12	25
4	PROBLEM SOLVING Case-based decision making, Cost estimation problems, risk estimation problems, time estimation problems, Planning and scheduling exercises, Change impact analysis, Risk scenarios with mitigation plans. SOFTWARE QUALITY Software Quality - Quality Measures - FURPS - Software Quality Assurance - Software Reviews - Format Technical Review (FTR) Formal Approaches to SQA - Software Reliability - Introduction to SQA - The Software Quality Assurance Plan - Formal approaches to SQA - Clean room Methodology.	14	25

***Continuous Evaluation:**

It consists of Assignments/Seminars/Presentations/Quizzes/Surprise Tests (Summative/MCQ) etc.

Suggested Learning Resources

A. List of Books

SR NO.	TITLE OF BOOKS	AUTHOR NAME	PUBLICATION
1	Software Engineering	Roger S. Pressman	TMH
2	Software Project Survival Guide	Steve McConnell	Microsoft Press
3	Managing the Software Development Life Cycle	Marvin E. L.	Springer London

B. Learning Websites

- www.agilealliance.org
- www.atlassian.com/software/jira

Course Learning Outcomes (CLO):

Sr. No.	CO statement	Marks % Weightage
CLO-1	Apply project management concepts and techniques to an IT project.	25
CLO -2	Identify issues that could lead to IT project success or failure.	25
CLO -3	Explain project management in terms of the software development process.	25
CLO -4	Describe the responsibilities of IT project managers.	25

Revised Bloom's Taxonomy

Distribution of Theory Marks					
Remember	Understand	Apply	Analyze	Evaluate	Create
15	15	20	-	-	-

*Legends: R = Remembrance; U = Understanding; A = Application N :Analyze and E :Evaluate C : Create and Above Levels (Revised Bloom's Taxonomy)



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COURSE CURRICULUM

COURSE TITLE : GRAPHICS DESIGN TOOLS
(CODE: SEC105-1C-E)

IT and CS Programmes in which this course is offered	Semester in which offered
Bachelor of Computer Applications-(B.C.A)(Hons.)	Fifth Semester

Course Objectives –

This course is intended to make the students:

- To familiarize students with the fundamental features and tools of Photoshop and PageMaker.
- To develop proficiency in editing, enhancing, and manipulating images using various tools and techniques available in Photoshop and PageMaker.
- To teach efficient workflow practices, including shortcuts, automation, and best practices for organizing and managing files within Photoshop and PageMaker
- To introduce advanced editing techniques such as retouching, masking, compositing, and special effects to create complex and visually compelling images.
- To apply learned skills through practical projects, encouraging creativity and problem-solving in real-world scenarios.

Teaching and Examination Scheme –

Content Hours per Week			Course Credits		Examination Marks			
L	T	P	T	P	Theory Marks		Practical Marks	
			0	2	E	M	I	EV
0	0	4	2		0	0	25	25

*E - External Examination, M- Mid Semester Examination, I- Internal Submission & Viva,
EV - External Viva

Detailed Course Contents –

Sr.	Topic	Teaching Hrs.	Weightage (%)
1	PageMaker :- Overview of PageMaker work area and tools , Page setup dialog box, adding and deleting pages , naming and saving a publication , setting up rulers	10	25

2	Different drawing tools, text tools, character formatting, paragraph formatting , Placing graphics, sizing and cropping graphics	8	25
3	Photoshop: Overview of Photoshop interface and tools , Page setup dialog box, Understanding layers and basic image adjustments Selection tools and techniques, Image resizing, cropping, and resolution , Blur , Sharpen tool	15	25
4	Understanding color modes and color adjustments, Using adjustment layers and masks, Pattern Stamp tool , Patch tool, Healing Brush tool , Text tools and formatting options, Blending Option for Text Retouching techniques for portraits and photos , Restoring old or damaged photographs, Using filters and effects creatively , Incorporating advanced editing techniques	15	25

***Continuous Evaluation:**

It consists of Assignments/Seminars/Presentations/Quizzes/Surprise Tests (Summative/MCQ) etc.

Suggested Learning Resources

A. List of Books

SR NO.	TITLE OF BOOKS	AUTHOR NAME	PUBLICATION
1	Adobe PageMaker 7.0	Adobe Creative Team	-
2	ADOBE PHOTOSHOP 2024 : Beginners to Expert Guide to Explore all	SAMMIE SMITH	-
3	An Introduction to adobe Photoshop	Steve Bark	-
4	PageMaker 7	Training Guide-Satish Jain	BPB Publications
5	Photoshop 7 Savvy	Steve Romaniello	BPB Publications

B. List of Major Equipment/ Software

1. Photoshop 2024
2. PageMaker

C. List of Software/Learning Websites

1. https://www.youtube.com/watch?v=rSitQiZWB_Q
2. <https://www.youtube.com/watch?v=lsZiQRfiXk>
3. <https://youtu.be/PkI4n8EPjJY?si=PG71d9cQAU5wRAOG>

Course Learning Outcomes (CLO):

Sr. No.	CO statement	Marks % Weightage
CLO-1	Students will apply design principles such as color theory , composition, and visual hierarchy to create visually appealing images and designs..	25
CLO-2	Students will demonstrate proficiency in using Photoshop tools and	25

	PageMaker Tools and functionalities to edit, enhance, and manipulate images effectively.	
CLO -3	Students will execute advanced editing techniques including retouching, masking, layering, and compositing to produce complex and high-quality images	25
CLO -4	Students will develop problem-solving skills by employing critical thinking to troubleshoot and find creative solutions to editing challenges within Photoshop and PageMaker.	25

Revised Bloom's Taxonomy

Distribution of Theory Marks					
Remember	Understand	Apply	Analyze	Evaluate	Create
07	07	11	-	-	-

*Legends: R = Remembrance; U = Understanding; A = Application N :Analyze and E :Evaluate C : Create and Above Levels (Revised Bloom's Taxonomy)

Suggested List Of Practical/Exercises

Sr. No	Practical/ Exercises	Approx Hrs. Required
1.	Text Editing Software like PageMaker Students must be trained by discussing various case studies. 1. Create a ID card in PageMaker 2. Insert the Image in Page. 3. Create FrontPage of Journal in PageMaker. 4. Create a CD Label in PageMaker. 5. Create FrontPage of BOOK in PageMaker.	20
2.	Photo Editing Software like Photoshop Students must be trained by discussing various case studies. 1. Marge two picture into one image 2. Write a name of picture on the picture 3. Create a friendship card 4. Convert color photo into black and white 5. Give them some extra effect on the photo 6. Create an Advertisement 7. Crete a Calendar 8. To convert black & white photo to color photo 9. Create 3D graphics text with different effects	20
