

B.C.A Syllabus under CBCS Pattern with effect from 2026-2027 onwards



PERIYAR UNIVERSITY

**PERIYAR PALKALAI NAGAR
SALEM-636011**

DEGREE OF BACHELOR OF COMPUTER APPLICATION

Syllabus for

B.C.A

(SEMESTER PATTERN- CBCS)

**(For Candidates admitted in the colleges affiliated to
Periyar University from 2026-2027 onwards)**

Introduction

BCA (Bachelor of Computer Application)

Education is the key to development of any society. Role of higher education is crucial for securing right kind of employment and also to pursue further studies in best available world class institutes elsewhere within and outside India. Quality education in general and higher education in particular deserves high priority to enable the young and future generation of students to acquire skill, training and knowledge in order to enhance their thinking, creativity, comprehension and application abilities and prepare them to compete, succeed and excel globally. Learning Outcome-based Curriculum Framework (LOCF) which makes it student-centric, interactive and outcome-oriented with well-defined aims, objectives and goals to achieve. LOCF also aims at ensuring uniform education standard and content delivery across the state which will help the students to ensure similar quality of education irrespective of the institute and location.

Computer Application is the study of quantity, structure, space and change, focusing on problem solving, application development with wider scope of application in science, engineering, technology, social sciences etc. throughout the world in last couple of decades and it has carved out a space for itself like any other disciplines of basic science and engineering. Computer Application is a discipline that spans theory and practice and it requires thinking both in abstract terms and in concrete terms. Nowadays, practically every one is a computer user, and many people are even computer programmers. Computer Application can be seen on a higher level, as a science of problem solving and problem solving requires precision, creativity, and careful reasoning. The ever-evolving discipline of computer Application also has strong connections to other disciplines. Many problems in science, engineering, health care, business, and other areas can be solved effectively with computers, but finding a solution requires both computer science expertise and knowledge of the particular application domain. Computer Application has a wide range of specialties. These include Computer Architecture, Software Systems, Graphics, Artificial Intelligence, Computational Science, and Software Engineering. Drawing from a common core of computer science knowledge, each specialty area focuses on specific challenges. Computer Application is practiced by mathematicians, scientists and engineers. Mathematics, the origins of Computer Science, provides reason and logic. Science provides the methodology for learning and refinement. Engineering provides the techniques for building hardware and software.

Programme Outcome, Programme Specific Outcome and Course Outcome

Computer Application is the study of quantity, structure, space and change, focusing on problemsolving, application development with wider scope of application in science, engineering, technology, socialsciences etc. The key core areas of study in Mathematics include Algebra, Analysis (Real & Complex), Differential Equations, Geometry, and Mechanics.

The Students completing this programme will be able to present Software application clearly andprecisely, make abstract ideas precise by formulating them in the Computer languages. Completion of this programme will also enablethe learners to join teaching profession

,enhance their employability for government jobs, jobs in software industry, banking, insurance and investment sectors, data analyst jobs andjobsin variousotherpublicand privateenterprises.

1. ProgrammeOutcomes(PO)of BCA

- ScientificaptitudewillbedevelopedinStudents
- Students will acquire basic Practical skills & Technical knowledge along with domain knowledge ofdifferentsubjects intheComputerScience&humanitiesstream.
- Students will become employable; Students will be eligible for career opportunities in educationfield, Industry,or will be able to opt for entrepreneurship.
- Students will possess basic subject knowledge required for higher studies, professional and appliedcourses.
- Students will be aware of and able to develop solution oriented approach towards various Social andEnvironmentalissues.
- Ability to acquire in-depth knowledge of several branches of Computer Science and aligned areas.This Programme helps learners in building a solid foundation for higher studies in Computer Scienceandapplications.
- Thes kills and knowledge gained lead to proficiency in analytical reasoning ,which can beutilized inmodellingand solving reallifeproblems.
- Utilize computer programming skills to solve theoretical and applied problems by critical understanding, analysis and synthesis.
- To recognizepatternsandto identifyessentialand relevantaspectsof problems.
- Abilitytoshareideasandinsightswwhileseekingandbenefittingfromknowledgeandinsightofot hers.
- Mouldthestudentsinto responsiblecitizens inarapidlychanginginterdependentsociety.

The above expectations generally can be pooled into 6 broad categories and can be modified according to institutional requirements:

PO1: Knowledge

PO2: Problem Analysis

PO3: Design/Development of Solutions

PO4: Conduct investigation of complex problems

PO5: Modern tool usage

PO6: Applying to society

DURATION OF THE PROGRAMME

The programme shall extend over a period of three years comprising six semesters with two semesters in one academic year. There shall not be less than 90 working days for each semester. Examination shall be conducted at the end of every semester for the respective subjects.

COURSE OF STUDY

The programme of study shall comprise instruction in the following subjects according to the syllabus and books prescribed from time to time. The syllabus for various subjects shall be clearly demarcated into five units in each subject. Part -I, Part-II, Part- III and Part -IV subjects are prescribed in the scheme of examination. The Extension Activities are a must for each student to take part at least in any one of the activities such as NSS, YRC, SPORTS and RRC for the fulfillment of the degree.

EXAMINATIONS

The theory examination shall be three hour duration for each paper at the end of every semester. The candidate failing in any subject(s) will be permitted to appear in the subsequent examination. The practical examinations for core subjects and SEC should be conducted at the end of the every semester. Submission of record note books for practical examinations candidates appearing for practical examinations should submit bonafide Record note books prescribed for practical examinations, Otherwise the candidates will not be permitted to appear for the practical examinations. However, in genuine cases of the students who could not

submit the record note books, they may be permitted to appear for the practical examinations, provided the concerned Head of the Department certify that the candidate has performed the experiments prescribed for the course. For such candidates zero (0) marks will be awarded for record note books.

REVISION OF REGULATIONS AND CURRICULUM

The University may revise/amend/ change the Regulations and Scheme of Examinations, as and when found necessary.

COMMENCEMENT OF THIS REGULATION:

These regulations shall take effect from the academic year 2026-2027, i.e., for students who are to be admitted to the first year of the programme during the academic year 2026-2027 and thereafter.

PATTERN OF QUESTION PAPER

Time: Three Hours

Maximum: 75 marks

Part A- (15X1 = 15marks)

Answer all questions

(a),(b),(c),(d) Multiple Choice

Part B-(2X5 = 10 marks)

Answer any Two questions out of five

(One question from each unit)

Part C- (5X10 = 50 marks)

Answer ALL questions

Either (or) Type Five questions

(One question from each unit)

INTERNAL MARKS AND EXTERNAL MARKS

	Internal Marks	External Marks
Theory	25	75
Practical	40	60
Project	25	75
Internship/Health& Wellness	Commended/Highly Commended 5	

(a) Practical-External marks distribution (Total Marks: 60)

For each practical question the marks should be awarded as follows (External)

- | | |
|---|-------|
| i) Algorithm/flowchart | - 20% |
| ii) Writing the program in the main answer book | - 30% |
| iii) Test and debug the program | - 30% |
| iv) Printing the correct output | - 20% |

(Marks may be proportionately reduced for the errors committed in each of the above)

Practical Question Paper Pattern

Student should attend two questions (either or pattern)

COURSE OF STUDY AND SCHEME OF EXAMINATION

SNO	Sem	Paper code	Part	Course Group	Paper Type	Subject Title	Hours Week	Exam Hours	Internal Marks	External Marks	Total Marks	Credit	
1	I		I	Foundation	Theory	Language–Tamil	6	3	25	75	100	3	
2			II	Foundation	Theory	Language– English	6	3	25	75	100	3	
3			III	Core	Theory	Problem Solving Using C	6	3	25	75	100	5	
4			III	Core	Practical	Practical: Programming in C Lab	3	3	40	60	100	5	
5			III	Allied	Theory	Maths/Physics/Electronics/Statistics	6	3	25	75	100	4	
6			IV	NME-I	Theory		2	3	25	75	100	2	
7			IV	Value Added	Theory	Value Education	1	3	25	75	100	1	
Total					7		30					23	
8	II		I	Foundation	Theory	Language–Tamil	6	3	25	75	100	3	
9			II	Foundation	Theory	Language– English	6	3	25	75	100	3	
10			III	Core	Theory	Data Structures and Algorithms	5	3	25	75	100	5	
11			III	Core	Practical	Practical: Data Structures using C Lab	3	3	40	60	100	5	
12			III	Allied	Theory	Maths/Physics/Electronics/Statistics	3	3	25	75	100	2	
13			III	Allied	Practical	Maths/Physics/Electronics/Statistics	2	3	40	60	100	2	
14			IV	NME-II	Theory		2	3	25	75	100	2	
15			IV	Value Added	Theory	Disaster Management	1	3	25	75	100	1	
16					Naan Mudhalvan	NMSD		2		25	75	100	2
Total					7+1		30					23 + 2	

List of Elective papers (Colleges can choose any one of the Allied Subjects)

1 Mathematics 2. Physics 3. Statistics 4. Electronics

* Naan Mudhalvan – Courses – external 25 marks will be assessed by industry and internal will be offered by respective course teacher. Naan Mudhalvan reappear students – Alternate SKILL papers arranged

Problem Solving using C	
Learning Objectives	
LO1	Recall the fundamentals of problem-solving techniques, Data types , input/output , Decision making and branching statements
LO2	Apply input/output operations, operators, and expressions in C.
LO3	Identify the functions and recursion for modular programming.
LO4	Implementation of arrays, strings, structures, unions, and user-defined data types.
LO5	Analyze the concept of pointers and file handling techniques.
CONTENT	
UNIT I: Introduction: Steps Involved in ProblemSolving Using Computers- Algorithms: Characteristics of Algorithms- Examples of Algorithms - Advantages and Disadvantages of Algorithms. Flow Charts: Symbols Used in Flow Charts - Advantages and Disadvantages of Flow Charts. Pseudocode: Sequence, Selection and Iteration - Examples of Pseudocodes - Advantages and Disadvantages of Pseudocodes - Evolution of Programming Languages: Introduction - Classification of Programming Languages - Language Translator.	
UNIT II :Overview of C Language : Introduction - Characteristics of C Language - Components of a C Program - Input and Output in C - Execution of a C Program - Errors - C Language Primitives - Keywords and Identifiers - Constants - Variables - Data Types. Input-Output Operations: Introduction - getchar() and putchar() Functions- scanf() and printf() Functions - Formatting of Outputs - Operators and Expressions.	
UNIT III: Decision-Making and Branching (Selection): Introduction - Simple-if Statement - if-else Statement - else-if Ladder - Switch Statement - goto Statement. Looping Statements in C: Introduction - While Loop - for Loop - do-while Loop - Jumps in Loops - Nesting of Loops- Functions: Classification of Functions - Nesting of Functions - Recursion.	
UNIT IV: Arrays: Introduction - Definition of an Array - One-dimensional Arrays - Multidimensional Arrays - Strings: String I/O - Initialization of Arrays of char Type - String Manipulations - Structures and Unions: Introduction - Definition of Structure Template - Declaration of Structure Variables - Initialization of Structure Variables - Operations on Structures - Arrays and Structures - Structure within Structure - Structures and Functions - Union - Enumerated Data Type - typedef.	
UNIT V: Pointers: Introduction - Pointer Operators &, * - Pointer Arithmetic - Pointers and Arrays - Pointers and Strings - Dynamic Memory Allocation. File Handling in C: Introduction - Operations on Files - Opening and Closing of Files - File I/O Functions - Random Accessing of Files -fseek(), ftell(), rewind() - Command Line Arguments.	
Course Outcome	
CO1	Explain problem-solving techniques using algorithms, flowcharts, and pseudocode.
CO2	Develop C programs using data types, operators, expressions, and input/output statements.
CO3	Apply decision-making, looping, functions, and recursion concepts in C programming.
CO4	Analyze and implement programs using arrays, strings, structures, and unions.
CO5	Design C applications using pointers, dynamic memory allocation, and

	file handling techniques.
Learning Resources	
Text Books	1. "Problem Solving With C" Somashekara, M. T., Guru, D. S., Manjunatha, K.S. PHI Learning Pvt. Ltd.,.
Reference Books	1. Programming in ANSI C, E. Balagurusamy Tata McGraw Hall, New Delhi, 5 th Edition 2. Schaum's Outlines, programming with C, Byron S Gottfried, 2 nd Edition. 3. Let Us C. Yashavant Kanetkar.
Website/ Link	http://www.learn-c.org/http://crasseux.com/books/tutorial/

Mapping with Programme Outcomes

S-Strong-3 M-Medium-2 L-Low-1

Programming in C Lab	
Learning Objectives	
LO1	Understanding the statement structure and apply simple problems
LO2	To familiarize the students with the Programming basics and the fundamentals of C, Datatypes in C, Mathematical and logical operations.
LO3	understand the concept using if statements and loops
LO4	understand the concept of Arrays and Functions
LO5	To understand the concept of implementing pointers and files
LAB EXERCISES	
- Write a C program to find the total and average percentage obtained by the students for 5 subjects. - Write a C program to check whether a given character is Vowel or not using Switch-Case statement. - Write a C program to find the sum of n numbers using do-while statement. - Write a C program to find the Factorial of a given number using Function. - Write a C program to swap two numbers using call by values and call by reference. - Write a C program to smallest and largest element in an array. - Write a C program to perform Matrix multiplication. - Write a C program to reverse a string without using string library function - Write a C program to find the sum of an integer array using Pointers. - Write a C program to copy the content of one file into another.	
Course Outcomes	
CO 1	Recognize the Basic Terminologies of C Programming
CO 2	Understanding the statement structure and apply simple problems

CO 3	Understand and apply the pre-defined functions and user-defined functions and then apply in simple problems
CO 4	Demonstrate the operation of Structures and Unions.
CO 5	Recognize the operation of Pointers and Files

Mapping with Programme Outcomes

CO/PSO	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	3	3	2	3	3
CO 2	3	2	3	2	2
CO 3	3	3	2	2	2
CO 4	3	2	3	3	2
CO 5	3	3	2	2	3
Weightage of course contributed to each PSO	15	13	12	12	12

S-Strong-3 M-Medium-2 L-Low-1

Data Structures and Algorithms	
Learning Objectives	
LO1	Understand abstract data types and complexity analysis.
LO2	Develop problem-solving and logical thinking skills.
LO3	Design and implement efficient algorithms.
LO4	Apply DSA concepts using Python/C.
LO5	Apply DSA in real-world problem solving.
CONTENT	
UNIT I: Introduction and Overview: Definitions - Overview of Data Structures - Implementation of Data Structures - Abstract Data Types. Arrays: One Dimensional Array - Multidimensional Arrays.	
UNIT II: Linked Lists: Single Linked List - Double Linked List - Circular Linked List - Circular Double Linked List. Stacks: Stacks: Representation of Stack - Array Representation of Stacks – Operations on Stacks. Applications of Stacks: Evaluation of Arithmetic Expressions - Implementation of Recursion - Factorial Calculation.	
UNIT III: Queues & Applications: Definition - Representation of Queues. Various Queue Structures: Circular Queue – Deque - Priority Queue. Application of Queues: Round Robin Algorithm. Trees: Trees: Basic Terminologies - Binary Trees. Operations on Binary Tree: Insertion – Deletion – Traversals. Types of Binary Trees: Expression Tree - Binary Search Tree - Heap Trees.	
UNIT IV: Graphs: Definitions - Graph Representations - Elementary Graph Operations: Depth First Search - Breadth First Search - Spanning Trees. Minimum Cost Spanning Trees: Kruskals Algorithm - Prims Algorithm. Sorting : Basic Terminologies - Selection Sort - Insertion Sort - Bubble Sort - Shell sort - Quick Sort and Merge Sort.	
UNIT V: Searching: Linear Search Techniques -Linear Search with Array - Linear Search with Linked List. Non -Linear Search Techniques: Binary Tree Searching - Binary Search Tree Searching. Hashing: Introduction.	
Course Outcome	Programme Outcomes
CO1	Understand abstract data types, Apply linear data structures such as arrays.
CO2	Apply linked lists to solve computational problems.
CO3	Apply linear data structures such as queues to solve computational problems. Design and implement tree.
CO4	Design and implement graph structures, and perform traversal techniques like BFS and DFS, Analyze the sorting
CO5	Apply searching, and hashing techniques to efficiently organize and retrieve data.
12	
Learning Resources	

Text Books	1. Debasis Samanta "Classic Data Structures" PHI Learning Pvt Ltd, Second Edition, 2018. 2. Ellis Horowitz, Sarataj Sahni, Susan Anderson-Freed "Fundamentals of Data Structures in C" University Press, Second Edition, 2023.
Reference Books	1. A.V. Aho, J.D. Ullman, J.E. Hopcraft "Data Structures and Algorithms", Pearson Education. 2. Seymour Lipschutz, Data Structures McGraw Hill Publications, 2014, 1st Edition. 3. A Chitra, P T Rajan "Data Structures", Vijay Nicole Imprints Private Limited, 2016. 4. Reema Thareja, "Data Structures Using C" Oxford University Press, Third Edition 2023. 5. Samanta.D, Classic Data Structure Prentice Hall of India Pvt Ltd 2007, 9th Edition.
Website/ Link	1. https://www.geeksforgeeks.org/datastructures/ 2. https://www.tutorialspoint.com/data_structures_algorithms/index.htm 3. https://www.worldscientific.com/worldscibooks/10.1142/5256#t=aboutBook

Mapping with Programme Outcomes

CO/PSO	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	3	3	2	3	3
CO 2	3	2	3	2	2
CO 3	3	3	2	2	2
CO 4	3	2	3	3	2
CO 5	3	3	3	2	3
Weightage of course contributed to each PSO	15	13	13	12	12

DATA STRUCTURES USING C Lab	
Learning Objectives	
LO1	To understand the concepts of ADTs
LO2	To learn linear data structures-lists, stacks, queues
LO3	To learn Tree structures and application of trees
LO4	To learn graph structures and application of graphs
LO5	To understand various sorting and searching
LAB EXERCISES	
1. Write a C program to implement the LIST ADT using arrays. 2. Write a C program to multiply two matrices A and B and store the resultant matrix in C using arrays. 3. Write a C program to experiment the operation of STACK using array. 4. Write a C program to create menu driven options to implement QUEUE to perform the following (i) Insertion (ii) Deletion (iii) Modification (iv) Listing of elements 5. Write a C program to create Linked list representations of employee records and do the following operations using pointers. (i) To add a new record. (ii) To delete an existing record. (iii) To print the details about an employee. (iv) To find the number of employees in the structure. 6. Write a C program that uses stack Operations to perform converting infix expression into postfix expression. 7. Write a C program to create a binary tree using Function to perform the Traverse of the binary tree in Preorder, inorder and postorder. 8. To write a C program to implement graph traversals by Breadth First Search and Depth First Search. 9. Write a C program for implementing the following searching methods i) Linear Search ii) Binary Search 10. Write a C program that implements the following sorting methods to sort a given list of integers in ascending order i) Bubble sort ii) Selection sort	
Course Outcomes	
CO 1	Understand basic data structures such as arrays
CO 2	Analysis the use of pointers for linked list, doubly linked list
CO 3	Understand basic data structures such stacks and queues
CO 4	Solve problem involving trees and graphs
CO 5	Apply Algorithm for solving problems like sorting, searching, insertion and deletion of data.

Mapping with Programme Outcomes

CO/PSO	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5
CO 1	3	2	1	1	1
CO 2	3	3	2	1	2
CO 3	2	3	3	2	2
CO 4	2	3	3	3	2
CO 5	2	2	3	3	3
Weightage of course contributed to each PSO	12	13	12	10	10

S-Strong-3 M-Medium-2 L-Low-1