

Assignment for BCA I, III, V Sem.

BCA- I Sem. (with PRAMOTED/ATKT)			
S.No.	Code	Subject/Paper	Assignment Topic (any one)
1.	BCA - 1/P1	Fundamental of Computer	1. Computer Generations 2. Various Types of Computer
2.	BCA - 2/P2	Intro. to Operating System	1. Write any Five Internal & External Command 2. Types of Operating System
3.	BCA - 3/P3	PC Software	Various features of MS-Word & MS-Excel Explain table creation with example
4.	BCA - 4/P4	Basic mathematics – I	1. coordinates of a point in space, Distance between 2 points, cylindrical coordinates, 2. Definition & types of Matrices, special matrices

Practical (For Practical file):

5.	PR-I (Lab-I)	Operating System	<ul style="list-style-type: none">Write any five suitable programs (10 Practical) of Internal and External command with syntax.
6.	PR-II (Lab-II)	PC Package	<ul style="list-style-type: none">Write the Process of Mail merge and table creation in ms-wordCreate a presentation in Power point using 5 slides.

BCA- III Sem. (with PRAMOTED/ATKT)

S.No.	Code	Subject/Paper	Assignment Topic (attempt any one)
1.	BCA- 13/P1	OOPs Using C++	1. Various Features of OOPs 2. Various types of inheritance in C++
2.	BCA -14/P2	Data Structure	1. Explain Stack and array structure 2. Application of Linked list and Graph representation
3.	BCA -15/P3	System Software	1. Machine structure (Memory, Register, Data formats, Addressing modes) 2. Assembler Functions (A Simple SIC assembler, tables and logic)
4.	BCA -16/P4	ISM	1. Explain various phases of SDLC 2. Disk physical structure components, properties, performance, and specifications,

Practical (For Practical file):

5.	PR-I (Lab-I)	OOPs with C++	<ul style="list-style-type: none">Write any eight suitable programs in C++ with syntax
6.	PR-II (Lab-II)	Data Structure	<ul style="list-style-type: none">Write any two algorithm using in data structureWrite any two program in data structure

BCA- V Sem. (with PRAMOTED/ATKT)

S.No.	Code	Subject/Paper	Assignment Topic (attempt any one)
1.	BCA- 25/P1	Computer Graphics	1. Applications of Computer Graphics, Raster Graphics 2. Various Input & output devices
2.	BCA -26/P2	Programming in Java	3. Various Features of Java and JVM
3.	BCA -27/P3	Operating System	4. Java tokens and various data types
4.	BCA -28/P4	Discrete Mathematics	5. Graph: Simple and multi-graph Incidence & degree 6. Set theory, types of relation, equivalence relation
Practical (For Practical file):			
5.	PR-I (Lab-I)	Comp. Graphics	• Write any five suitable program in graphics
6.	PR-II (Lab-II)	Java Programming	• Write any 10 suitable program in Java
