

BCA: 6th SEM

## DATA WAREHOUSE AND DATA MINING

CODE: 302

# **OBJECTIVE:**

This course is an attempt to provide you with the basic information about data ware house and their development. This course also provides the basic conceptual background necessary to design and develop data ware house applications.

# **QUESTIONS:**

- Q1. What is the difference between data warehouse and data mining? Any five differences.
- Q2. What is a multidimensional data model? Explain in detail.
- Q3. What are the major issues in data mining? Explain in detail.
- Q4. What is lazy learners? Explain.
- Q5. What is the applications and trends in data mining? Explain in brief.

# PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

- 1. Cover page
- 2. Objectives
- 3. Index
- 4. Content.
- 5. Conclusion
- 6. References
- 7. Softcopy and Hardcopy
- 8. Give proper headings and subheadings
- 9. Explain every topic in points and using diagrams.
- 10. Put Examples

#### OUTCOME:

After doing the assignment, students understand the various basic concept of data warehouse and data mining

# **TEXT BOOKS:**

- [T1] Kamber and Han, "Data Mining Concepts and Techniques", Hartcourt India P. Ltd.,2001.
- [T2] Paul Raj Poonia, "Fundamentals of Data Warehousing", John Wiley & Sons, 2003.

### **REFERENCE BOOKS:**

- [R1] Margaret Dunham, "Data Mining: Introductory and Advanced Topics, 1/e", Pearson
- [R2] G. K. Gupta, "Introduction to Data Mining with Case Studies", PHI, 2006.





BCA: 6th Semester MOBILE COMPUTING Exam Code: 304

**OBJECTIVE:** This course is an attempt to provide you with the basic information about Mobile Computing. This course also provides the basic conceptual background necessary to design and develop Mobile Computing.

### **QUESTIONS**

- **Q.** (1) What is Mobile Internet? What are key services for the Mobile Internet?
- **Q (2)** What are the overviews of the Wireless Application Protocol? Explain.
- **Q (3)** What is Wireless Markup Language? Explain its different features.
- **Q (4)** Differentiate WML Script and WTAI?

**Procedure:** - For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

- 1. Cover page
- 2. Objectives
- 3. Index
- 4. Content
- 5. Conclusion
- 6. References
- 7. Softcopy OR Hardcopy
- 8. Give proper headings and subheadings
- 9. Explain every topic in points and using diagrams.
- 10. Put Examples

#### OUTCOME:

After doing the assignment, students understand the various basic concept of Mobile Computing

### **Text Books**

1. Sandeep Singhal, "The Wireless Application Protocol, Writing Applications for Mobile Internet", Pearson Education, 2000.



Code: BCA 306

BCA: 6th Semester

**Linux Programming** 

# **OBJECTIVE:**

The objective of this paper is to identify the foundation terms and concepts that are commonly used in Linux Programming. It also identifies the essential elements for handling a Linux commands. This course will give complete descriptions about the terms used in the Linux Programming.

# **QUESTIONS:**

- 1) Give Overview of UNIX and LINUX Architectures.
- 2) Define Standard Input and Output, Redirecting input and Output in Linux.
- 3) Explain the various Environmental Variables available in Linux.
- 4) Discuss the Linux Kernel using a suitable example.
- 5) Explain the kernel debuggers in Linux.

### PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

- 1. Cover page
- 2. Objectives
- 3. Index
- 4. Content
- 5. Conclusion
- 6. References
- 7. Softcopy AND Hardcopy
- 8. Give proper headings and subheadings
- 9. Explain every topic in points and using diagrams.
- 10. Put Examples

### OUTCOME:

After doing this assignment, students will come to understand the important terminologies to related to the Linux Programming.

### **REFERENCE BOOKS:**

- [R1] Sivaselvan, Gopalan, "A Beginner's Guide to UNIX", PHI Learning
- [R2] The Unix Programming Environment by Brian W. Kernighan and Rob Pike, PHI
- [R3] Understanding the Linux Kernel Daniel P. Bovet; Marco Cesati, O'Reilly Media, Inc. 2005





BCA 6<sup>TH</sup> Semester

### ARTIFICIAL INTELLIGENCE

Paper Code - 312

**OBJECTIVE**: To provide a basic understanding of the concepts and terminology commonly used in Artificial Intelligence

# **QUESTIONS:**

- Q1. What is Artificial Intelligence? Explain its role and applications.
- Q2. What do you mean by Natural Language Processing? Briefly explain speech recognition.
- Q3. What is machine learning? What are the important applications of learning?
- Q4. Explain the terms data and knowledge. What is Knowledge representation?
- Q5. Explain the architecture of Expert systems.

### PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can use the Internet. The assignment should be handwritten and properly filled. Students should make their assignments in the following manner:

- 1. Cover page
- 2. Objectives
- 3. Index
- 4. Content.
- 5. Conclusion
- 6. References
- 7. Softcopy and Hardcopy
- 8. Give proper headings and subheadings
- 9. Explain every topic in points and using diagrams.
- 10. Put Examples

### **OUTCOME**:

Students would be able to understand the importance of Artificial Intelligence and intelligent machines in every field of study and also day to day life.

### **REFERENCE BOOKS:**

- a) E. Rich and K. Knight, "Artificial intelligence", TMH, 2nd ed., 1999.
- b) D.W. Patterson, "Introduction to AI and Expert Systems", PHI, 1999