### **ANNEXURE - I**

## STATE BOARD OF TECHNICAL EDUCATION & TRAINING, TAMILNADU 1052: DIPLOMA IN INFORMATION TECHNOLOGY SYLLABUS N-SCHEME

(To be implemented from the year 2020-21 onwards)

### **CURRICULUM OUTLINE**

### **III SEMESTER**

COL	SUBJECT	SUBJECT		URS PER WEE	K
NO.	CODE	SUBJECT	SUBJECT THEORY PRACTICAL		TOTAL
1	4052310	Basics of Electrical & Electronics Engineering	5	-	5
2	4046320	Operating System and Computer Architecture	5	-	5
3	4052330	C programming and Data structures	6		6
4	4052340	Electrical and Electronics Engineering Practical	-	4	4
5	4052350	Linux Practical		4	4
6	4052360	C programming and Data Structures Practical	-	4	4
7	4052370	E-Publishing Practical	-	4	4
		WW DINIIS	16	16	32
		Physical Education			2
		Library			1
	Total				35

### **IV SEMESTER**

COL	SUBJECT	SUBJECT	НО	URS PER WEE	K
NO.	CODE	30B3E61	THEORY	PRACTICAL	TOTAL
	4046410	Computer Networks and Cyber Security	5	-	4
2	4052420	Web Design and Programming	5	_	5
3	4052430	Object Oriented Programming with Java	5	-	5
4	4052440	RDBMS	5	-	5
5	4052450	Web Design and Programming Practical	-	4	4
6	4052460	Java Programming Practical	-	4	5
7	4052470	RDBMS Practical	-	4	4
			20	12	32
		Physical Education	-		2
		Library	•		1
	TOTAL		20	12	35

### **ANNEXURE – II**

## STATE BOARD OF TECHNICAL EDUCATION & TRAINING, TAMILNADU 1046: DIPLOMA IN INFORMATION TECHNOLOGY SYLLABUS N-SCHEME

(To be implemented from the year 2020-21 onwards)

### **SCHEME OF EXAMINATION**

### **III SEMESTER**

	CODE	Examinat			Marks	Duration	
No		SUBJECT	Internal	External *	Total	for Pass	
1	4052310	Basics of Electrical and Electronics Engineering	25	100	100	40	3
2	4046320	Operating System and Computer Architecture	25	100	100	40	3
3	4052330	C Programming and Data structures	25	100	100	40	3
4	4052340	Electrical and Electronics Engineering Practical	25	100	100	50	3
5	4052350	Linux Practical	25	100	100	50	3
6	4052360	C Programming and Data Structures Practical	25	100	100	50	3
7	4052370	E Publishing Practical	25	100	100	50	3

### **IV SEMESTER**

Col	CODE	CUBICCT	Examination Marks			Minimum	Duration
No		SUBJECT	Internal	External *	Total	for Pass	
1	4046410	Computer Networks and Cyber Security	25	100	100	40	3
2	4052420	Web design and Programming	25	100	100	40	3
3	4052430	Object Oriented Programming with Java	25	100	100	40	3
4	4052440	RDBMS	25	100	100	40	3
5	4052450	Web design and Programming Practical	25	100	100	50	3
6	4052460	Java Programming Practical	25	100	100	50	3
7	4052470	RDBMS Practical	25	100	100	50	3

## STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS N-SCHEME

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 Diploma in Information Technology

Subject Code : 4046410

Semester : IV

Subject Title : COMPUTER NETWORKS AND CYBER SECURITY

#### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

	Instr	uctions		Examination		
Subject	Hours	Hours /		Marks		
	/ Week	Semester	Internal Assessment	Board Examinations	Total	Duration
COMPUTER NETWORKS AND CYBER SECURITY	5 Hrs	80 Hrs	in <sub>5</sub> il	S.100*C	100	3 Hrs.

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **Topics and Allocation of Hours**

UNIT	Topic	Hrs.
I	DATA COMMUNICATIONS	15
П	OSI MODEL AND LAN PROTOCOLS	16
III	TCP/IP PROTOCOLS	15
IV	NETWORK SECURITY	13
V	NETWORK SECURITY MECHANISMS AND CYBER SECURITY	14
	Test & Model Exam	7
	Total	80

### **RATIONALE:**

The course aims to groom the students to gain concepts, knowledge and skills required to work on Computer Networking and Security industry. Course curriculum has DINIIS app on Google Flay Store

been designed to give overview and use cases of Data Communication, Layered Networks, Internetworking technology/protocols and Computer Security is covered and this will help to prepare the students to keep pace with computer networking and security industry trends.

#### **OBJECTIVES:**

- Understand the concept of data communication.
- Discuss the advantages and disadvantages of different network topologies.
- Know different network classification based on different category.
- Study about different networking devices and their practical usages.
- Understand the different layers of OSI and their functions.
- Compare different LAN protocols.
- Understanding of Synchronization in networks
- Study of different WAN networks and protocols
- Study of Broadband Next Gen (BNG)
- Identify the protocols used in TCP /IP and compare with OSI model.
- Know the IP addressing and TCP/ IP protocols briefly.
- QoS and Traffic Engineering in networks
- Overview of Operations, Administration and Maintenance (OAM) in networks
- Understand the basic concepts of network security.
- Identify the attacks and threats.
- Understand the basic concepts of RAID and digital Signatures.
- Study about Cryptography and different Cryptography Algorithms.
- Discuss about Network Security Applications.
- Know the applications of Network Security.
- Discuss about VPN and Firewalls.
- Identify the Wireless Security Issues.
- Network security mechanisms and cyber security

### **DETAILED SYLLABUS**

Contents: Theory

Unit	Name of the Topics	Hours
ı	DATA COMMUNICATIONS	
	1.1 Data Communication:	
	Components of a data communication – Data flow: Simplex - Half duplex	2
	– Full duplex; Networks – Network criteria – Types of Connections: Point	
	to point – multipoint; Topologies: Star, Bus, Ring, Mesh, Hybrid –	
	Advantages and Disadvantages of each topology.	
	1.2 Types of Networks:	5
	Need for computer Networks - LAN - MAN - WAN - CAN - HAN -	
	Internet – Intranet – Extranet , Client-Server, Peer to Peer, Mobile	
	Networks, Data Centre Networks, Service Provider Networks	
	1.3 Transmission Media:	3
	Characteristics of Transmission Media - Classification of transmission	3
	media - Guided - Twisted pair - Coaxial - Fiber optics - Unguided -	
	Radio waves - Infrared - Low Orbit satellite (LOS) - VSAT - Cabling	
	and Standards  1.4 Network devices:	
	Features and Concepts of Switches – Routers (Wired and Wireless) –	3
	Gateways.	
	1.5 Synchronization in Networks:	0
	Concepts of Frequency and Time synchronization in Computer networks	2
II	OSI MODEL and LAN PROTOCOLS	
	2.1 Network Models:	3
	Protocol definition - Standards - OSI Model - Layered architecture-	
	Functions of all layers.	
	2.2802.X Protocols:	4
	Concepts and PDU format of CSMA/CD (802.3) - Token bus (802.4) -	
	Token ring (802.5) – Ethernet – Types of Ethernet (Fast Ethernet, gigabit	
	Ethernet, High speed Ethernet 10GE to 800GE) -Comparison between	
	802.3, 802.4 and 802.5 – Overview of Carrier Ethernet and use cases	
	2.3 WAN Networks:	2
	Different layers in Service Provider Networks – Protocols Involved – High	
	level design of Data Centre Networks	
	binils app on Google Play Store	

	<b>2.4. Understanding Wireless Network protocols</b> - 802.11a, 802.11b,	3
	802.11g, 802.11n, 802.11ac	
	2.5 Switching:	
	Definition – Circuit switching – Packet switching – Message switching –	2
	Optical Switching OTN– Multicasting	
	2.6 BNG:	2
	BNG - Concepts – Services – Broadband NextGen	
III	TCP/IP SUIT and PROTOCOLS	
	3.1 Overview of TCP / IP:	3
	OSI & TCP/IP - Transport Layer Protocol- Connection Oriented and	
	Connectionless Services – Sockets - TCP & UDP.	
	3.2 Network Layers Protocol:	2
	IP – Interior Gateway Protocols (IGMP, ICMP, ARP, RARP, IGP, BGP	
	Concept only).	
	3.3 IP Addressing:	3
	Dotted Decimal Notation –Subnetting &Supernetting – VLSM Technique-	
	IPv6 (concepts only)  3.4 Application Layer Protocols:  FTP- Telnet - SMTP- HTTP - DNS - POP	2
	3.5 QoS and Traffic Engineering:	3
	Overview of QoS and Traffic Engineering techniques and protocols	
	3.6 OAM:	2
	Concepts of OAM in networks Protocols – Fault detection and isolation	
IV	NETWORK SECURITY	
	4.1 Introduction to Network security:	3
	Definition – Need for security – Principles of Security – Attacks – Types	-
	of Attacks – Criminal attacks – Legal Attacks – Passive and Active	
	attacks – Software Supply Chain attacks - Security Services – Security	
	Mechanisms.	
	4.2 Cryptography:	3
	Definition – Symmetric Encryption principles – Symmetric Block	J
	Encryption Algorithms – DES, AES – Stream ciphers – RC4 – Digest	
	function – Public key Cryptography Principles– RSA- Diffe -Hellman	
	algorithm– Digital Signature (Definition only)	

	4.3 Network Security Application:	2
	Authentication applications - Kerberos (concepts only) - Overview-	
	Motivation –Encryption Techniques;	
	4.4 Internet Security:	5
	Email security - PGP - S/MIME - IP security - Overview -IP Security	
	Architecture - Web security - SSL, TLS ,SET ( Concepts only) - Link	
	Layer MACSEC security overview- Network Address Translation NAT -	
	Distributed Denial of Service attacks- DDoS and its mitigation - Lawful	
	intercept of traffic flow overview	
V	NETWORK SECURITY MECHANISMS AND CYBER SECURITY 5.1 Introduction to network security:	
	Definition and Basic concepts-Basic concepts of RAID levels (0, 1, 2, 3, 4, 5).	2
	5.2 Security Mechanism:	2
	Introduction – Types of Firewalls – Packet filters – Application gate ways	2
	- Limitations of firewalls.	
	5.3 Wireless Security Issues: Definition and Types -Transmission Security, Authentication, WLAN Detection, Eaves Dropping, Active Attacks, WEP Definition and Features.	2
	5.4 Network Security Appliances:	_
	Overview of Network security appliances: IPSec, DDoS, NAT, IPS	2
	gateways.	
	5.5 Cyber Security	0
	Cyber Space -Cyber Security domains - Countermeasures -Critical	2
	infrastructure security - Network security-Application security-Cloud	
	security-Information security -Disaster recover - end user education -	
	Concept of cyber security	
	5.6 Common cyber threats	4
	Cybercrime - Cyber stalking -Forgery and Counterfeiting-Spamming -	
	Cross Site Scripting - Cyber Squatting - Web Jacking - Salami Attack -	
	Data Diddling - Cyber-attack - Cyber-terrorism - common methods -	
	Malware - Ransomware - Phishing / social engineering -Insider threats -	
	DDoS - Advanced persistent threats - man-in-middle attack- Cyber	
	Security Techniques	
	binils app on Google Play Store	

Anna University, Polytechnic Curriculum Development Centre, DOTE.

### **Text Book:**

- 1. "Behrouz A.Forouzen", "Data Communication and Networking", TataMcGraw-Hill,New Delhi, Fifth Edition.
- 2. "William Stallings", "Network Security Essentials", Pearson Publications, Fifth Edition.
- 3. "William Stallings", "Cryptography and Network Security", Pearson Publications, Sixth Edition.

### **Reference Books:**

- 1. "Achyut.S.Godbole", "Computer Communication and Networks", TataMcGraw-Hill,New Delhi.
- 2. "Andrew S. Tanenbanum", "Computer Networks", Pearson Publications, Fifth Edition.
- 3. "Behrouz A.Forouzen", "Cryptography and Network Security", TataMcGraw-Hill,New Delhi, Third Edition.
- 4. " Dr. Jeetendra Pande", Introduction to Cyber Security, Uttarakhand Open
  University, 2017



## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### **II YEAR**

N - SCHEME

IV SEMESTER

WWW<sup>2020</sup>-2021 onwards COM

**4052420 – WEB DESIGN AND PROGRAMMING** 

CURRICULUM DEVELOPMENT CENTRE

### STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU **DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS**

### **N-SCHEME**

### (Implemented from the Academic year 2020 - 2021 onwards)

1046 Diploma in Information Technology Course Name :

Subject Code: 4052420

Semester : IV

Subject Title : Web Design and Programming

#### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

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	Instru	uctions		Examination	n		
Subject	Hours /	Hours /		Marks		_	
-	Week	Semester	Internal	Board Examinations	Total	Duration	
		_	Assessment	Examinations			
WEB DESIGN AND PROGRAMMING	5 Hrs	80 Hrs	<b>1</b> 25	<b>5.</b> 100* <b>C</b>	100	3 Hrs.	

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **Topics and Allocation of Hours**

UNIT	Topic	Hrs.
I	Internet, HTML and Advanced HTML	15
П	Frames, Forms and CSS	14
III	JavaScript	15
IV	PHP	15
V	PHP Programming and MySQL	14
	Test & Model Exam	7
	Total	80

### **RATIONALE:**

The main objective of the of this subject is to introduce the students to the building blocks of Internet and Web Design & Programming using HTML, CSS, Java Script, PHP and MySQL. The subject will impart knowledge to design web pages, dynamic and interactive web sites with client-side and server-side scripting. After completion the students will be able to independently design and develop web sites.

#### **OBJECTIVES:**

On successful completion of the course, the students will be able to.

- To acquire knowledge on Internet and basics of networking concepts.
- To acquire basic knowledge on web development.
- Develop simple components in web pages using CSS.
- To acquire knowledge for validations and event handlers using JavaScript.  $\triangleright$
- To provide the basic knowledge about PHP and web services.
- To impart PHP scripting ideas and importance in web development.
- Write PHP Programs with MySQL database.



Contents: Theory

Unit	Name of the Topics	Hours
I	INTERNET, HTML AND ADVANCED HTML	
	1.1 Internet:	5
	History of the Internet - Basics of Networking Concepts – WAN, LAN,	
	TCP/IP, UDP, FTP, Telnet, SMTP, Ports - World Wide Web – HTTP,	
	SMTP, POP3, MIME, Understanding roles of Web Browsers –	
	Concepts of Web Servers.	
	1.2 HTML	5
	Introduction - Basic Tags of HTML - HTML Tag - TITLE Tag – BODY	
	Tag - Formatting of Text: Headers - Formatting Tags: BOLD, ITALICS,	
	UNDERLINE, PARAGRAPH, TT, STRIKETHROUGH, EM, BR and	
	HR tags - PRE Tag - FONT Tag – Special Characters - Working with	
	Images - META Tag.	

	1.3 Advanced HTML	5
	Difference between HTML & HTML5 - New elements in HTML5 -	
	Links - Anchor tag – Lists - Unordered Lists - Ordered Lists –	
	Definition Lists; Tables - TABLE, TR and TD Tags - Colspan and	
	Rowspan.	
Ш	FRAMES, FORMS AND CSS	
	2.1 Frames	2
	Frameset – FRAME Tag – Frame inside other frames – NOFRAMES	
	Tag.	
	2.2 Forms	3
	FORM and INPUT Tag – Textbox - Radio Button – Checkbox –	
	SELECT Tag and Pull Down Lists: Hidden - Submit and Reset; Some	
	Special Tags: COLGROUP - THREAD, TBODY, TFOOTblank,	
	_self, _parent, _top - IFRAME - LABEL - Attribute for <select> -</select>	
	TEXTAREA	
	2.3 CSS	4
	Introduction – Features – Style Sheet basics - Working with CSS files – Syntax - Types of Style Sheets - Inline Styles - Embedded Styles - External or Linked Styles - What is CSS3? Animation – Borders –	
	Backgrounds – Fonts –Multiple columns – Text effects.	
	2.4Formatting Text and Fonts	5
	Font Families Font Size Kerning, Leading and Indenting - Formatting	
	Colors and Backgrounds: The Color Attribute - The Background	
	Attribute - Background Colors and Images. Exploring CSS Class and	
	ID Attributes: Defining the CSS Class Attribute – Defining the CSS ID	
	Attribute - Dynamic effects with CSS - Lists- Tables – Forms - Simple	
	Examples using above properties.	
Ш	JAVASCRIPT	
	3.1 JavaScript Basics	5
	Need of scripting languages – Variables and Data Types: Declaring	
	Variables – Life span of variables - Data Types - Operators:	
	Assignment, comparison, computational and logical operators -	
	Control Structures: Conditional Statements – Loop Statements: for,	
	while, for in, break and continue statements.	

	3.2 Object-Based Programming and Message boxes	5
	Functions - Executing Deferred Scripts - objects: Document object	
	Model, Predefined objects, Array object, History object, Location	
	object - Dialog Boxes - Alert Boxes - Confirm Boxes - Prompt Boxes.	
	3.3 JavaScript with HTML	5
	Events - Event Handlers: onLoad and onUnload - onFocus and	
	onBlur - onError - Forms: Forms Array - Form element properties -	
	Introduction to jQuery – Features of jQuery - jQuery example.	
IV	PHP	
	4.1 Introduction	4
	A Brief Introduction to Apache, MySQL, PHP and Open Source -	
	Server-Side Web Scripting.	
	4.2 PHP	
	PHP Structure and Syntax - Integrating HTML with PHP - Syntax and	5
	Variables - Constants and Variables - Passing Variables between	
	Pages – if Statements - if and else – switch case - for loop – for each	
	loop.  4.3 Includes  Includes and Functions for Efficient Code - Strings – Arrays and Array	6
	Functions - Sessions and Cookies – Sample Programs - Alternates to	
	Incrementing/Decrementing Values	
V	PHP PRGRAMMING AND MYSQL	
	5.1 PHP with MYSQL	3
	MySQL Syntax and Commands - Connecting to the MySQL Server -	
	Data types - Functions - Querying the Database - SELECT, Logical	
	Operators – MySQL Programs.	
	5.2 Form Elements	3
	Processing the Form - FORM Element - Tables to Display Data - Edit,	
	Update and Delete data.	
	5.3 Hands on Experiments	8
	Creating a Simple Shopping - Cart Script – Mini Project.	

#### **Reference Books**

- 1. "Douglas E. Comer" "The Internet Book", Prentice Hall.
- 2. "Terry Felke-Morris" "Web Development and Design Foundations with HTML5", Pearson.
- 3. "Thomas A. Powell, Fritz Schneider" "HTML & CSS: The Complete Reference", Tata McGras-Hill.
- 4. "Thomas Powell, Fritz Schneider" "Java Script: The Complete Reference", Tata McGraw-Hill.
- 5. "Timothy Boronczyk, Elizabeth Naramore, Jason Gerner, Yann Le Scouarnec, Jeremy Stolz, Michael K. Glass" "Beginning PHP6, Apache, MySQL, Web Development", Wrox Publications.

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## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### **II YEAR**

N - SCHEME

IV SEMESTER

WWW<sup>2020</sup>-2021 onwards COM

4052430 – OBJECT ORIENTED PROGRAMMING WITH JAVA

CURRICULUM DEVELOPMENT CENTRE

## STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU DIPLOMA IN ENGINEERING / TECHNOLOGY **SYLLABUS N-SCHEME**

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 Diploma in Information Technology

: 4052430 Subject Code

Semester : IV

Subject Title : Object Oriented Programming with Java

### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

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	Instru	ıctions		Examination			
Subject	Hours /	Hours /		Marks			
\	Week	Semester	Internal Assessment	Board Examinations	Total	Duration	
Object Oriented Programming with Java	5	80	25	100*	100	3 Hrs.	

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **Topics and Allocation of Hours**

UNIT	Topic	Hrs.	
I	Fundamentals of OOPs & Java	15	
II	Control Structures, Arrays, Vectors and Strings	13	
III	Classes, Interfaces and Packages	15	
IV	Exception Handling, Multithreading and Files	15	
V	Applets, Graphics Programming and AWT Controls	15	
	Test & Model Exam		
	Total		

### **RATIONALE:**

This course explains the fundamental ideas behind the object oriented approach to programming. Knowledge of java helps to create the latest innovations in programming. Like the successful computer languages that came before, java is the blend of the best elements of its rich heritage combined with the innovative concepts required by its unique environment. This subject is designed to give you exposure to basic concepts of object oriented technology. This subject will help in learning to write programs in java.

### **OBJECTIVES:**

On completion of the following units of syllabus contents, the students must be able to

- Understand the basic concepts and applications of Object
   Oriented Programming.
- Know the history & features Java.
- > Use of control structures in Java Program.
- > Use of Arrays and Vectors in Java Program.
- Demonstrate the use of string and String Buffers.
- Define Class with the attributes and methods.
- Know the types of inheritances.
- Define and Implement Interfaces.
- Create and access packages.
- Handle the errors using exceptions.
- Creating own exceptions
- Understand the concepts of multithreading.
- Develop multithreaded programs in Java.
- Develop File programs
- Develop simple Applets.
- Use of Graphics, Color & Font class
- List the types of AWT Components and types of event listeners.

### \* DETAILED SYLLABUS

Contents: Theory

Unit	Name of the Topics	Hours
I	FUNDAMENTALS OF OOPS & JAVA	
	1.1 Basics of OOPs:	4
	Introduction to Object Oriented Programming - Basic concepts of Object	
	Oriented Programming -Objects and Classes - Data abstraction and	
	Encapsulation, Inheritance, Polymorphism, Dynamic binding, Message	
	communication – Application of OOPs.	
	1.2Introduction to Java:	6
	History of Java – Java features – Java Environment – JDK – API- Types	
	of Java program – Creating and Executing a Java program – Java	
	Tokens: Keywords, Character set, Identifiers, Literals, and Separator –	
	Java Virtual Machine (JVM) – Comments in Java program.	F
	1.3 Elements:	5
	Constants – Variables – Data types – Type casting – Scope of variables –	
,	Operators - Types – Expressions – Evaluation of Expressions.	
II	CONTROL STRUCTURES, ARRAYS, VECTORS AND STRINGS	
	2.1 Decision making and Branching:	5
	Decision making: Simple if statement – if – else statement – Nesting if –	
	else – else if Ladder – switch statement, Looping: While loop – do – While	
	loop - for loop – break – labeled loop – continue Statement.	4
	2.2 Arrays & Vectors:	•
	Arrays: One Dimensional Array – Creating an array – Array processing –	
	Multidimensional Array, Vectors: Definition- Creation - Methods	
	2.3 Strings:	4
	String Class - Creation - Methods, String Buffer Class Creation -	
	Methods- Difference between String and String Buffer.	
III	CLASSES, INTERFACES AND PACKAGES	6
	3.1 Class and object:	6
	Defining a class - Creating objects - Accessing class members -	

	Constructors – Method overloading – Static members – Nesting of	
	Methods – this keyword – Command line argument.	
	3.2 Inheritance:	
	Definition –Types Single Inheritance – Multilevel Inheritance – Hierarchical Inheritance – Overriding methods – Final variables and methods – Final classes – Final methods - Abstract methods and	6
	classes – Visibility Control: Public , Private, friendly and protected.  Interfaces: Multiple Inheritance Defining interface – Extending interface - Implementing Interface.	
	3.3 Package:	
	Java API Packages – System Packages – Naming Conventions – Creating & Accessing a Package – Adding Class to a Package – Hiding Classes.	3
IV	EXCEPTION HANDLING, MULTITHREADING AND FILES	
	4.1 Exception Handling:	6
	Types of Errors – Exception Advantages of Exception Handling –	
,	Basics of Exception Handling - try blocks - throwing an exception - catching an exception - finally statement - built in exceptions, creating own exception sub classes.	4
	4.2 Multithreading:	
	Introduction – Life cycle of a Thread – Thread Methods – Creating	
	Threads – Extending Thread class Implementing Runnable interface -	
	Thread Priority – Thread Scheduling.	
	4.3 FILES:	5
	File – Streams – Advantages – The stream classes – Byte stream	
	classes –Character stream classes – Random Access files.	
V	APPLETS, GRAPHICS PROGRAMMING AND AWT CONTROLS	
	5.1 Applets:	5
	Introduction - Applet Life cycle - Creating & Executing an Applet -	
	Applet tags in HTML – Parameter tag.	
	5.2 Graphics programming:	5
	Graphics class –Lines Rectangles – Circles – Arcs Polygon –Filling	
	objects – Color class - Selecting a color - Font class - Selecting a font -	

Drawing Bar charts.	
5.3 AWT Components and Event Handlers	5
Abstract window tool kit – AWT Controls – Labels – Text Field – Bu	uttons
- Checkboxes - Choice - Scrollbars - Event handling: Events, I	Event
sources, Event Listeners, Input Events – Layout Managers – Menus	

### **Reference Books**

- 1. "E. Balagurusamy ", "Programming with Java", Tata Mc-Graw Hill, New Delhi.
- 2. "Herbert schildt ", "Java The complete reference", Tata Mc graw Hill, New Delhi.
- 3. "Java 2,J2SE1.4 Complete", BPB Publications.

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## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### II YEAR

N - SCHEME

IV SEMESTER

WWW<sup>2020</sup>-2021 onwards COM

## **4052440 - RELATIONAL DATABASE** MANAGEMENT SYSTEMS

CURRICULUM DEVELOPMENT CENTRE

## STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS

### N-SCHEME

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 Diploma in Information Technology

Subject Code: 4052440

Semester : IV

Subject Title : RELATIONAL DATABASE MANAGEMENT SYSTEMS

### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

	Insti	ructions	Examination			
Subject	Harre		Marks			
Gusjeet	Hours / Week	Hours / Semester	Internal Assessment	Board Examinations	Total	Duration
RELATIONAL DATABASE MANAGEMENT SYSTEMS	5 Hrs	80 Hrs	25	S 100*	100	3 Hrs.

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **Topics and Allocation of Hours**

UNIT	Topic	Hrs.
I	Concepts of Databases and Data modeling	15
II	Relational Data model & MySQL Administration	15
III	Interactive MySQL	15
IV	MySQL Performance Tuning	14
V	Stored Program Concepts & Development	14
	Test & Model Exam	7
	Total	80

### **RATIONALE:**

The Database Management system is a collection of programs that enables to store, modify and extract information from a database. The primary resource that fuels knowledge power is the database. Organizations are employing mechanisms to effectively manage and utilize the data stored in the databases. Relational Database Management System has been developed to harness the information stored in the database.

The major objectives of this subject are to provide a strong formal foundation in Database Concepts, technology and practice to the students to enhance them into well informed application developers. After learning this subject, the students will be able to understand the designing of RDBMS and can use any RDBMS package as a backend for database applications.

#### **OBJECTIVES:**

On learning of this subject, the students must be able to

- > Describe data, database, database management systems and database models.
- > To make the students to understand the concept of relational model and constraints.
- To make the students to understand the concept of Client/Server technology, Data warehousing, Data mining and Big Data.
- State CODD's rules.
- Understand Normalization and explain different types of normal form.
- To know DDL, DML, DCL and all related commands.
- Write logical and conditional statement for database query.
- Works with Procedures and functions.
- Create and use Cursors and Triggers.

### **DETAILED SYLLABUS**

Contents: Theory

4
3
3
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3

	2.3 MySQL Installation:	3
	Install, Configure and test the MySQL server on Microsoft Windows.	
	2.4 Working with MySQL Admin:	4
	Creating (CREATE cmd), Selecting (USE cmd) and Describing database	
	(DESC cmd) – SHOW cmd – backing up databases.	
III	INTERACTIVE MYSQL	
	3.1 Introduction to MySQL:	4
	MySQL data types - Data Definition Commands - Data Manipulation	4
	Commands – Data retrieval commands.	
	3.2 MySQL Operators and Expressions:	0
	Types of Operators – Arithmetic, Comparison and logical operators –	2
	Pattern matching – Import and Export of data.	
	3.3 Built-in Functions:	•
	Single row functions – Aggregate functions – Conversion functions.	3
	3.4 Querying the table:	
	Selecting rows using Where, Order by, group by & Having clauses. Sub-	3
	queries correlated sub-queries.  3.5 Flow control:  IF(), IF NULL(), CASE, LOOP, LEAVE, ITERATE, REPEAT, WHILE	3
IV	MYSQL PERFORMANCE TUNING	
	4.1 Indexes and sequences:	
	Index types, Creating of an Index: Simple and Composite Index, Dropping	3
	Index. Sequences: creating, altering and dropping sequences.	
	4.2 Views:	
	Introduction – Advantages of views – Creating, Updating and Deleting	3
	views.	
	4.3 Joins & Unions:	
	Joins – definition - Types of Joins: natural join, inner join, self join, outer	4
	join. Unions: Types: Union, Union All, Union Distinct – order by and Limit	
	handling.	
	4.4 User and Transaction management:	
	creating, deleting, renaming users grant & revoke commands –	4
	ordaning, adicting, renaming asers grant a revoke commands —	

	Transaction command: commit, rollback and save points.	
V	STORED PROGRAM CONCEPTS & DEVELOPMENT	3
	5.1 MySQL Procedures & Functions:	
	Creating - Executing and Deleting stored procedures - Creating -	
	Executing and Deleting stored functions – Advantages.	3
	5.2 MySQL Trigger & Cursor:	
	Use of Trigger – Creating Trigger – Types of Triggers – Cursor: Creation	
	and Deletion	3
	5.3 MySQL and Web:	
	Need for own MySQL programs - MySQL Application Programming	
	Interfaces.	5
	5.4 MySQL with PHP:	
	Database connections - Managing Database connections - Performing	
	Queries – Closing Connections.	

## Reference Books: W Dinis.com

- 1. "Abraham Silberschatz, Henry F.Forth, S.Sudarshan", "Database System Concepts", Mc Graw Hill Education. Seventh Edition.
- 2. "Joel Murach", "Murach's MySQL", Mike Murach & Associates, Inc. 3<sup>rd</sup> Edition.
- 3. "Vikram Vaswami", "The Complete Reference MySQL".
- 4. "Paul DuBois", "MySQL Developers library", Addison Wesley (4<sup>th</sup> Edition).



## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### **II YEAR**

N - SCHEME

IV SEMESTER

WWW<sup>2020</sup>-2021 onwards COM

4052450 - WEB DESIGN AND PROGRAMMING **PRACTICAL** 

CURRICULUM DEVELOPMENT CENTRE

## STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS

### **N-SCHEME**

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 Diploma in Information Technology

Subject Code: 4052450

Semester : IV

Subject Title : Web Design and Programming Practical

### **TEACHING AND SCHEME OF EXAMINATION**

No of weeks per semester: 16 weeks

	Instructions		Examination			
Subject	Hours / Week	Hours / Semester	Marks			
			Internal	Board	Total	Duration
			Assessment	Examinations		
WEB DESIGN						
AND	A /4 A	64	25	75	100	3 Hrs.
PROGRAMMING	VV			S.CC		11101
PRACTICAL						•

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

#### **RATIONALE:**

The main objective of the of this practical subject is to introduce the students to build a complete site, with the writing of a single web page in Web Design & Programming Practical using HTML, CSS, Java Script, PHP and MySQL. The subject will impart knowledge to design web pages, dynamic and interactive web sites with client-side and server-side scripting. After completion the students will be able to independently design and develop web sites and web applications.

#### **OBJECTIVES:**

By introducing the Web design and Programming Practical, it is intended to:

- Develop to build a complete website using HTML.
- Create web pages using Advanced HTML and CSS.
- Practice to include JavaScript for form validations.
- Develop and run sample programs using PHP script.
- Develop a simple web application using server side PHP script and MySQL.

### **DETAILED SYLLABUS**

Contents: Practical

	PART A			
1.	Design a HTML page describing your profile in one paragraph. Design in such a			
	way that it has a heading, a horizontal rule, three links and your photo. Also, write			
	three HTML documents for the links. Include facilities for forward, backward and			
	HOME.			
2.	Design a HTML page about computer languages. List the language. Each			
	Language's name is a link. Prepare separate HTML documents for each			
	language and call them in the appropriate link.			
3.	Design a single page website for your polytechnic containing a description of the			
	courses offered. It should also contain some general information about the			
	college such as its history, the campus, and its unique features and so on. The			
	site should be colored and each section should have a different color.			
4.	Develop a web page using CSS to create a time table for the class using different			
	border style.			
5.	Write a Java script code that converts the entered text to uppercase.			
6.	Write a Java script code to validate the username and password. The username			
	and password are stored in variables.			
7.	Write a Java Script code using frames and Events (When a cursor moves over			
	an object it should display the specification of the object in another frame ).			
8.	Create a site containing banner advertisement at the top of the page. The ads are			
	changed every 10 or 15 seconds.			
9.	Write jQuery Program for Count the number of milliseconds between the two click			
	events on a paragraph.			
10.	Write jQuery Program for Disable/enable the form submit button & Blink the text.			
PART B				
11.	Write a PHP program to implement at least 10 string functions with description.			
12.	Write a PHP program to implement Date and Time Functions.			
13.	Create a PHP script which display the capital and country name from the given			
	array. Sort the list by the name of the country.			
L				

14.	Write a PHP script to display table with implementing Form Processing Controls
	of Insert and Delete data from data base.
15.	Create a simple shopping - cart script using PHP and MySQL.

### **BOARD EXAMINATION**

#### NOTE:

Students should write one program from PART A and one program from PART B.

### **DETAILLED ALLOCATION OF MARKS**

Writing answer for any one program from PART – A	20 Marks
Writing answer for any one program from PART – B	25 Marks
Executing program – PART - A	20 Marks
Executing program – PART - B	20 Marks
Result with printout – PART - A	5 Marks
Result with printout – PART - B	5 Marks
VIVA – VOCE	5 Marks
TOTAL	100 Marks

## VW LIST OF EQUIPMENTS . COM

### **Hardware Requirement**

- 1. Desktop Computers 30 Nos.
- 2. Laser Printer - 1 No

### **Software Requirement**

- 1. Notepad / Notepad++ / Dreamweaver
- 2. Apache XAMPP
- 3. Any Browser



## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### **II YEAR**

N - SCHEME

IV SEMESTER

WWW<sup>2020</sup>-2021 onwards COM

4052460 - JAVA PROGRAMMING PRACTICAL

CURRICULUM DEVELOPMENT CENTRE

# STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS N-SCHEME

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 Diploma in Information Technology

Subject Code : 4052460

Semester : IV

Subject Title : Java Programming Practical

### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

	Instru	uctions	Examination			
Subject	Hours /	Hours /	Marks		Duration	
W	Week	Semester	Internal Assessment	Board Examinations	Total	
Java						•
Programming	4	64	25	100*	100	3 Hrs.
Practical						

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **RATIONALE:**

To understand various concepts of JAVA and to familiarize Java environment to create, debug and run Java programs.

### **OBJECTIVES:**

- Develop programs using different operators and expressions.
- Develop programs using Iterative statements.
- Develop programs using arrays
- Develop applications using Vectors.
- Create classes and objects with constructors
- Solve problems using inheritance

- Handle exception arising in programs.
- Use multithreading in programs
- Develop programs using File
- Create Applet programs
- Develop programs using Graphics & Color classes
- Use GUI components to develop GUI applications

..

### **DETAILED SYLLABUS**

Contents: Practical

#### PART - A

- 1. Write a program to read the temperature in Celsius and convert into Fahrenheit.
- 2. Write a program to read 2 integers and find the largest number using conditional operator.
- 3. Write a program to read an integer and find the factorial of a number.
- 4. Write a program to implement Vector class and its methods.
- 5. Write a program to read a string and check whether it is palindrome or not.
- 6. Write a program to create a class with following data members
  - 1. Register number 2. Name
  - 3. Marks in 3 subjects and member functions
  - 1. parameterized constructor to assign values to members
  - 2. method to find total mark
  - 3. method to display register number, name, total mark Create 3 objects from the above class and use the members
- 7. Write a program that accepts radius of a circle from command line and display its area.

### PART - B

- 8. Write a program to implement multilevel inheritance.
- 9. Write a program to create a own exception subclass that throws exception if the given number is not in a range of numbers.
- 10. Write a program that creates three threads. First thread displays "Good Morning" everyone second, the second thread displays "Hello" every two seconds and the third thread displays "Welcome" every three seconds.
- 11. Write a program to create a file using Byte stream or Character stream class.
- 12. Write a program to demonstrate Mouse events.
- 13. Write a program to display basic shapes using Graphics class and fill them using Color class
- 14. Write a program to create a simple calculator to perform addition, subtraction, multiplication and division using button, label and text field.



### **BOARD EXAMINATION**

### NOTE:

Students should write one program from PART A and one program from PART B.

### **DETAILLED ALLOCATION OF MARKS**

SCHEME OF VALUATION				
Writing answer for any one program from PART – A	20 Marks			
Execution PART – A	20 Marks			
Result and Print out PART – A	5 Marks			
Writing answer for any one program from PART – B	25 Marks			
Execution PART – B	20 Marks			
Result and Print out PART – B	5 Marks			
Viva voce	5 Marks			
TOTAL 100 Marks  LIST OF EQUIPMENTS				

### **HARDWARE**

- 1. Desktop Computers 30 Nos
- 2. Printer 1 No

### **SOFTWARE**

- 1. Any Text Editor
- 2. JDK 1.7 or above
- 3. Java enabled Browser



## DIRECTORATE OF TECHNICAL EDUCATION DIPLOMA IN INFORMATION TECHNOLOGY

### **II YEAR**

N - SCHEME

IV SEMESTER

WWW 2020-2021 onwards COM

**4052470 - RELATIONAL DATABASE** MANAGEMENT SYSTEM PRACTICAL

CURRICULUM DEVELOPMENT CENTRE

### STATE BOARD OF TECHNICAL EDUCATION &TRAINING, TAMILNADU

#### **DIPLOMA IN ENGINEERING / TECHNOLOGY SYLLABUS**

### **N-SCHEME**

(Implemented from the Academic year 2020 - 2021 onwards)

Course Name : 1046 DIPLOMA IN INFORMATION TECHNOLOGY

Subject Code: 4052470

Semester : IV

Subject Title : RELATIONAL DATABASE MANAGEMENT SYSTEMS PRACTICAL

### TEACHING AND SCHEME OF EXAMINATION

No of weeks per semester: 16 weeks

	Instructions		Examination			
Subject	Hours /	Hours /				
Cusjost	Week	Semester	Internal Assessment	Board Examinations	Total	Duration
Relational Database Management Systems Practical	4	64		Sign	<b>)</b> <sub>100</sub>	3 Hrs.

<sup>\*</sup> Examinations will be conducted for 100 marks and it will be reduced to 75 marks.

### **RATIONALE:**

The main objective of this practical subject is to provide basic and advanced concepts of MySQL. MySQL is a relational database management system based on the Structured Query Language, which is the popular language for accessing and managing records in the database. MySQL is open-source and free software under the GNU license.

This practical includes all topics of MySQL database that provide for how to manage database and manipulate data with the help of various SQL queries.

### **OBJECTIVES:**

On Completion of the following exercise, the students must be able to

- How to install, configure and connect to MySQL server and MySQL workbench in Windows.
- Understand basic concepts of how a database stores information via tables.
- Understand SQL syntax used with MySQL.
- Learn how to retrieve and manipulate data from on or more tables.
- Learn how to filter data based upon multiple conditions.
- Understand the advantages of stored functions and procedures.
- Learn way of connecting to MySQL through PHP, and how to create tables, enter data, select data, change data, and delete data. Connect to SQL server and other data sources.

### **DETAILED SYLLABUS**

Contents: Practical

PART - A

- Install, configure and connect to MySQL server and MySQL workbench in windows. Create a database, backup and restore the database.
- 2. To study Basic MySQL commands (create database, create table, use, drop, insert) and execute the following queries using these commands:
  - Create a database named 'employee'.
  - Use the database 'employee' and create a table 'emp' with attributes 'ename', 'ecity', 'salary', 'enumber', 'eaddress', 'deptname'.
  - Create another table 'Company' with attributes 'cname', 'ccity', 'empnumber' in the database 'employee'.
- 3. To study the viewing commands (select, update) and execute the following queries using these commands:
  - Find the names of all employees who live in Chennai.
  - Increase the salary of all employees by Rs.5,000.
  - Change the company city to Chennai where the company name is 'TCS'.

- 4. To study the commands that involve compound conditions (and, or, in, not in, between, not between, like, not like) and execute the following queries using these commands:
  - Find the names of all employees who live in 'Chennai' and whose salary is between Rs.20,000 to Rs.30,000.
  - Find the names of all employees whose names begin with either letter 'A' or 'B'.
  - Find the company names where the company city is 'Chennai' and the number of employees is not between 5000 and 10,000.
  - Find the names of all companies that do not end with letter 'A'
- 5. a) Create a database 'polytechnic\_collee'. Create 2 users namely 'staff' and 'student'.
  - Grant all privileges to the user 'staff' and grant only 'create' privilege to 'student' user and verify the same.
  - Revoke all privileges to the 2 users and verify the same.
  - b) Implement the following transactions control statements.
    i) Commit ii) Rollback iii) Save point
- 6. Create table 'author' with the following structure

author\_id
author\_name
address
mobile
book\_title
pages
published\_on

- i) Insert 4 books published by 3 authors each. (12 records)
- ii) Fetch all the rows and observe how the data duplicated.
- iii) Apply 1<sup>st</sup> and 2<sup>nd</sup> normal forms to fix it.

- 7. To study the commands for views and execute the following queries using these commands:
  - Create a view having ename and ecity
  - In the above view change the ecity to 'Chennai' where ename is 'John'.
  - Create a view having attributes from both the tables.
  - Update the above view and increase the salary of all employees of IT department by Rs.1000.
- 8. Create a library table with proper fields. Create another table called library1 and insert rows from library table.

Hint:

CREATE TABLE new\_table LIKE original\_table;
INSERT INTO new\_table SELECT \* FROM original\_table;

#### PART – B

Create a table to store the details of a customer in a Bank. Do some transactions
like withdrawal, deposit. Find the Balance amount(Credit Limit). Based on
customer's credit limit, write a program using IF or CASE flow control statements to
find the customer levels namely SILVER, GOLD or PLATINUM.

If the Credit limit is

- greater than 50K, then the customer level is PLATINUM
- less than 50K and greater than 10K, then the customer level is GOLD
- less than 10K, then the customer level is SILVER
- 10. Create two tables with the following structure.
  - a) users table name

user\_id - UNSIGNED, INT, AUTO INCREMENT, PRIMARY KEY username - VARCHAR (60) password - VARCHAR (128) email - VARCHAR (255)

### b) users\_profiles

```
user_id - FOREIGN KEY refers to user_id field of user table first_name - VARCHAR(60) last_name - VARCHAR(60) mobile - VARCHAR(15)
```

- i) SELECT all the users along with their profile details. (Hint: Use INNER JOIN)
- ii) SELECT the users who do not have profiles (Hint: USE LEFT JOIN and exclude the rows generated with NULL values from joining table)
- 11. Create an employee database and create a stored procedure that accepts employee\_Id as input and returns complete details of employee as output.
- 12. Create two tables with the following structure

### **Authors**

author\_id - INT name VARCHAR (512) -- name of the title

- a. Create a trigger to update the titles count field of respective row in authors table each time a title gets inserted into titles table.
- b. Create log table with the following structure

```
author_id – INT

name VARCHAR (512) -- name of the title

status VARCHAR(25) --- ADDITION,DELETION,UPDATION

and insert an entry in that table each time the tile is added, deleted or updated.

Use a trigger to accomplish this.
```

13. Create a table containing phone number, user name, address of the phone user.

Write a function to search the address using phone number.

- 14. Create a table to store the salary details of the employees in a company. Declare the cursor id to contain employee number, employee name and net salary. Use cursor to update the employee.
- 15. Write a program to connect PHP with MySQL and create a database using PHP MySQL.

### **BOARD EXAMINATION**

### NOTE:

Students should write one program from **PART A** and one program from **PART B**.

### **DETAILLED ALLOCATION OF MARKS**

Writing answer for any one program from PART – A	20 Marks
Writing answer for any one program from PART – B	25 Marks
Executing program (PART – A)	20 Marks
Executing program (PART – B)	20 Marks
Result with printout (PART – A)	05 Marks
Result with printout (PART – B)	05 Marks
VIVA – VOCE	05 Marks
TOTAL	100 Marks

#### **LIST OF EQUIPMENTS**

### HARDWARE REQUIREMENTS

- 1. Desktop Computers 30 Nos
- 2. Printer 1 Nos

### **SOFTWARE REQUIREMENTS**

1. MySQL 5.5.20