STUDY AND EVALUATION SCHEME FOR

P.G. DIPLOMA IN COMPUTER APPLICATION

FOURTH SEMESTER

Sr. No	Subject	L	T	P	TOT	EVALUATION SCHEME						Total Marks
						Internal Assessment		External Assessment (Examination)				
		Periods/Week				Theory	Practical	Theory		Practical		
						Max. Marks	Max. Marks	Max. Marks	Hrs	Max. Marks	Hrs	
4.1	Object Oriented Programming with JAVA	4	-	4	8	20	30	80	2.5	50	3.0	180
4.2	Application of E-Commerce	5	-	-	5	20	-	80	2.5	-	-	100
4.3	Information Security & Cyber Laws	5	-	-	5	20	-	80	2.5	-	-	100
4.4	Financial Accounting with Tally	4	-	3	7	20	30	80	2.5	50	3.0	180
4.5	Open Source Software	4	-	3	7	20	30	80	2.5	50	3.0	180
4.6	Major Project	-	-	8	8	-	85	-	-	100	3.0	185
4.7	Employable Skills*	-	-	4	4	-	25					25
	Industrial Exposure (Assessment at Institute Level)+	-	-	-	-	-	25	-	-	-	-	25
	General Proficiency#	-	-	4	4	-	25	-	-	-	-	25
	Total	22	-	26	48	100	200	400	-	300	-	1000

*   Common with All Branches

\#   General Proficiency will comprise of various co-curricular activities like games, hobby clubs, seminars, declamation contests, extension lectures, NCC, NSS and cultural activities etc

Note: 1- Each period will be 50 minutes. 2- Each session will be of 16 weeks. 3- Effective teaching will be at least 12.5 weeks.