

Kurukshetra University, Kurukshetra
(Established by the State Legislature Act XII of 1956)
(‘A+’ Grade, NAAC Accredited)

॥ योगस्थः कुरु कर्माणि ॥
समबुद्धि व योग युक्त होकर कर्म करो
(Perform Actions while Stead fasting in the State of Yoga)



Syllabus of Examination (4th Semester) for Under-Graduate Programmes
Bachelor of Computer Applications (BCA)
according to
Curriculum Framework for Under-Graduate Programmes
As per NEP-2020 (Multiple Entry-Exit, Internships and Choice Based Credit
System)
DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
(For the Batches Admitted From 2023-2024)

**DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
KURUKSHETRA UNIVERSITY, KURUKSHETRA**

Session: 2023-24			
Part A - Introduction			
Subject	BCA		
Semester	IV		
Name of the Course	Data Structures and Applications		
Course Code	B23-CAP-401		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	CC		
Level of the course (As per Annexure-I)	200-299		
Pre-requisite for the course (if any)	Knowledge of any Computer Programming Language		
Course Learning Outcomes(CLO):	After completing this course, the learner will be able to: <ol style="list-style-type: none"> 1. learn the basics of data structure and algorithm complexities. 2. acquire knowledge of arrays and strings. 3. understand the idea of implementation for linked lists and stacks. 4. learn various searching and sorting techniques along with the implementation of queues. 5* develop the project with data structures. 		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
Internal Assessment Marks:30(20(T)+10(P))			
End Term Exam Marks: 70(50(T)+20(P))			
Part B- Contents of the Course			
<u>Instructions for Paper- Setter</u>			
<p>The examiner will set a total of nine questions. Out of which first question will be compulsory. Remaining eight questions will be set from four unit selecting two questions from each unit. Examination will be of three-hour duration. All questions will carry equal marks. First question will comprise of short answer type questions covering entire syllabus.</p> <p>Candidate will have to attempt five questions in all, selecting one question from each unit. First question will be compulsory.</p> <p>Practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.</p>			

Unit	Topics	Contact Hours
I	<p>Data Structure Definition, Data Type vs. Data Structure, Classification of Data Structures, Data Structure Operations, Applications of Data Structures.</p> <p>Algorithm Specifications: Performance Analysis and Measurement (Time and Space Analysis of Algorithms- Average, Best and Worst Case Analysis).</p> <p>Arrays: Introduction, Linear Arrays, Representation of Linear Array in Memory, Two Dimensional and Multidimensional Arrays, Sparse Matrix and its Representation, Operations on Array: Algorithm for Traversal, Selection, Insertion, Deletion and its implementation.</p>	11
II	<p>String Handling: Storage of Strings, Operations on Strings viz., Length, Concatenation, Substring, Insertion, Deletion, Replacement, Pattern Matching</p> <p>Linked List: Introduction, Array vs. linked list, Representation of linked lists in Memory, Traversing a Linked List, Insertion, Deletion, Searching into a Linked list, Type of Linked List.</p>	11
III	<p>Stack: Array Representation of Stack, Linked List Representation of Stack, Algorithms for Push and Pop, Application of Stack: Polish Notation, Postfix Evaluation Algorithms, Infix to Postfix Conversion, Infix to Prefix Conversion, Recursion.</p> <p>Introduction to Queues: Simple Queue, Double Ended Queue, Circular Queue, Priority Queue, Representation of Queues as Linked List and Array, Applications of Queue. Algorithm on Insertion and Deletion in Simple Queue and Circular Queue. Priority Queues.</p>	12
IV	<p>Tree: Definitions and Concepts, Representation of Binary Tree, Binary Tree Traversal (Inorder, postorder, preorder), Binary Search Trees – Definition, Operations viz., searching, insertions and deletion; Searching and Sorting Techniques, Sorting Techniques: Bubble sort, Merge sort, Selection sort, Quick sort, Insertion Sort. Searching Techniques: Sequential Searching, Binary Searching.</p>	11
V*	<p>Practicum: Students are advised to do laboratory/practical practice not limited to but including the following types of problems:</p> <ul style="list-style-type: none"> • Write a program that uses functions to perform the following operations on an array i) Creation ii) Insertion iii) Deletion iv) Traversal. • Write a program that uses functions to perform the following operations on strings i) Creation ii) Insertion iii) Deletion iv) Traversal. • Write a program that uses functions to perform the following operations on a singly linked list i) Creation ii) Insertion iii) Deletion iv) Traversal. • Write a program that uses functions to perform the following operations on a doubly linked list i) Creation ii) Insertion iii) Deletion iv) Traversal • Write a program that implement stack (its operations) using i) Arrays ii) Linked list(Pointers). 	30

	<ul style="list-style-type: none"> • Write a program that implements Queue (its operations) using i) Arrays and ii) Linked lists (Pointers). • Write a program that implements the following sorting i) Bubble sort ii) Selection sort iii) Quick sort. • Write programs for various types of tree traversals. 	
Suggested Evaluation Methods		
<p>Internal Assessment:</p> <p>➤ Theory</p> <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 <p>➤ Practicum</p> <ul style="list-style-type: none"> • Class Participation: NA • Seminar/Demonstration/Viva-voce/Lab records etc.: 10 • Mid-Term Exam: NA 	<p>End-Term Examination: A three-hour exam for both theory and practicum.</p> <p>End Term Exam Marks: 70(50(T)+20(P))</p>	
Part C-Learning Resources		
<p>Recommended Books/e-resources/LMS:</p> <ul style="list-style-type: none"> • Seymour Lipschutz, Data Structures, Tata McGraw- Hill Publishing Company Limited, Schaum's Outlines. • Yedidyan Langsam, Moshe J. Augenstein, and Aaron M. Tenenbaum, Data Structures Using C, Pearson Education. • Trembley, J.P. And Sorenson P.G., An Introduction to Data Structures with Applications, McGraw-Hill. • Mark Allen Weiss, Data Structures and Algorithm Analysis in C, Addison- Wesley. <p>* Applicable for courses having practical components.</p>		

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Session: 2023-24			
Part A - Introduction			
Subject	BCA		
Semester	IV		
Name of the Course	Front-end Development		
Course Code	B23-CAP-402		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	CC		
Level of the course (As per Annexure-I)	200-299		
Pre-requisite for the course (if any)	B23-CAP-202		
Course Learning Outcomes(CLO):	After completing this course, the learner will be able to: <ol style="list-style-type: none"> 1. understand the basic concept of objects and regular expressions in JavaScript; 2. acquire knowledge of JavaScript events and DOM 3. learn to use forms and BOM in JavaScript; 4. get familiar with jQuery 5*. Understand the programming of web pages and handling events using JavaScript and jQuery. 		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
Internal Assessment Marks:30(20(T)+10(P))			
End Term Exam Marks: 70(50(T)+20(P))			
Part B- Contents of the Course			
<u>Instructions for Paper-Setter</u>			
<p>The examiner will set a total of nine questions. Out of which the first question will be compulsory. The remaining eight questions will be set from four units selecting two questions from each unit. The examination will be of three-hour duration. All questions will carry equal marks. The first question will comprise short answer-type questions covering the entire syllabus. The candidate will have to attempt five questions in all, selecting one question from each unit. The first question will be compulsory.</p>			

The practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.

Unit	Topics	Contact Hours
I	<p>Objects in JavaScript: Introduction to objects, Type of objects in JavaScript, creating objects, Object methods, Constructor function, Prototype in JavaScript, Inheritance using prototype chain.</p> <p>Regular Expressions: Introduction to RegExp, Regular expression usage, Modifiers, RegExp patterns, RegExp methods, String methods for RegExp, Type conversion in JavaScript.</p>	11
II	<p>Event handling: JavaScript events, Event handler, Event flow, Event bubbling and capturing, Event listeners, Event types.</p> <p>Document Object Model (DOM): Introduction to DOM, Types of DOM, DOM standards and methods, Manipulating documents using DOM, Handling images, Table manipulation, Animation, Node and Node-list handling</p>	11
III	<p>Browser Object Model (BOM): Introduction to BOM, DOM vs BOM differences, Window object and methods, BOM navigator, BOM history, BOM location, BOM timer, Introduction to Cookies, Session and persistent cookies.</p> <p>Form Handling: Introduction to forms, Form processing, Forms object, Accessing data from forms, Form validation, Additional features in forms, Validation APIs</p>	12
IV	<p>Introduction to jQuery: jQuery Syntax, jQuery Selectors, jQuery Events, jQuery Effects, jQuery HTML, jQuery Traversing, jQuery AJAX, jQuery Misc.</p>	11
V*	<p>Practicum: Students are advised to do laboratory/practical practice not limited to but including the following types of problems:</p> <ul style="list-style-type: none"> • Use of JavaScript in Web page designing • Effective web page design • Creation of Event listeners in JavaScript • Update and modify website elements dynamically using asynchronously retrieved data • Style HTML content with JavaScript • Iterate over arrays and objects using JavaScript for syntax. • JavaScript Program to Create Objects (4 Different Ways) • JavaScript Program to Iterate Over an Object • JavaScript Program to Find Max/Min Value of an Attribute in an Array of Objects • JavaScript Program to Remove Duplicates from an Array of Objects • Writing programs for event handling in JavaScript. • Write a JavaScript function to add rows to a table. • Write a JavaScript program to remove items from a drop-down list. • Write a JavaScript program to calculate sphere volume. 	30

	<ul style="list-style-type: none"> • Write a JavaScript program to get the window width and height • Using BOM navigation and location • Creating cookies and sessions. • How can you create forms and perform validations on the forms? • How can you use jQuery and perform various functions using jQuery? 	
Suggested Evaluation Methods		
<p>Internal Assessment:</p> <p>➤ Theory</p> <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 <p>➤ Practicum</p> <ul style="list-style-type: none"> • Class Participation: NA • Seminar/Demonstration/Viva-voce/Lab records etc.: 10 • Mid-Term Exam: NA 	<p>End-Term Examination: A three-hour exam for both theory and practicum.</p> <p>End Term Exam Marks: 70(50(T)+20(P))</p>	
Part C-Learning Resources		
<p>Recommended Books/e-resources/LMS:</p> <ul style="list-style-type: none"> • David Flanagan, JavaScript: The Definitive Guide: The Definitive Guide. • Kogent Learning, Web Technologies: HTML, JavaScript, PHP, Java, JSP, XML, AJAX – Black Book, Wiley India Pvt. Ltd. • JavaScript and jQuery: Interactive Front-End Web Development by Jon Duckett • Head First JavaScript Programming: A Brain-Friendly Guide by Elisabeth Robson and Eric Freeman 		

*Applicable for courses having practical components.

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Session: 2023-24			
Part A - Introduction			
Subject	BCA		
Semester	IV		
Name of the Course	Computer Graphics		
Course Code	B23-CAP-403		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	CC		
Level of the course (As per Annexure-I)	200-299		
Pre-requisite for the course (if any)	Basic Knowledge of computer		
Course Learning Outcomes(CLO):	After completing this course, the learner will be able to: <ol style="list-style-type: none"> 1. understand the concepts of computer graphics 2. learn and implement point, line, and circle drawing algorithms. 3. acquire knowledge of two-dimensional transformations and line clipping algorithms. 4. understand 3-D graphics concepts and acquire skills for designing 3-D graphics 5*. to design programs based on theoretical concepts of Computer Graphics. 		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P)) Internal Assessment Marks:30(20(T)+10(P)) End Term Exam Marks: 70(50(T)+20(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
<u>Instructions for Paper-Setter</u>			
Examiner will set a total of nine questions. Out of which first question will be compulsory. Remaining eight questions will be set from four unit selecting two questions from each unit. Examination will be of three-hour duration. All questions will carry equal marks. First question will comprise of short answer type questions covering entire syllabus. The candidate must attempt five questions in all, selecting one question from each unit. First question will be compulsory. Practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.			

Part B- Contents of the Course		
Unit	Topics	Contact Hours
I	<p>Introduction: History of Computer Graphics (CG), Applications of Computer Graphics, Components of interactive graphics systems</p> <p>Display devices: Refresh CRT, Color CRT, Plasma Panel displays LCD Panels, Raster-scan System, Random scan System, Graphic software, Input/Output Devices, Tablets</p>	11
II	<p>Output Primitives: Points and Lines, Line Drawing Algorithms: DDA algorithm, Bresenham's algorithm,</p> <p>Circle drawing Algorithms: Polynomial Method, Bresenham's algorithm. Parametric representation of Cubic Curves, Bezier Curves</p>	11
III	<p>2D Transformation: Use of Homogeneous Coordinates Systems, Composite Transformation: Translation, Scaling, Rotation, Mirror Reflection, Rotation about an Arbitrary Point. Clipping and Windowing, Clipping Operations.</p> <p>Line Clipping Algorithms: The Mid-Point subdivision method, Cohen-Sutherland Line Clipping Algorithms, Polygon Clipping, Sutherland Hodgeman Algorithms, Text Clipping.</p>	12
IV	<p>3-D Graphics: 3-D object representations, 3-D Transformations: Translation, Rotation, Scaling, Projections, Hidden surface elimination: Back face removal, Depth Buffer algorithm, Scan-line algorithm, Depth sort algorithm, Shading.</p>	11
V*	<p>The following activities be carried out/ discussed in the lab during the semester.</p> <p>Programming Lab:</p> <ul style="list-style-type: none"> • Implement DDA line drawing algorithm for all types of slope. • Implement Bresenham's line drawing algorithm for all types of slopes. • Implement Bresenham's Circle drawing algorithm. • Implement Bresenham's Ellipse drawing algorithm. • Implement various 2-D transformations on objects like lines, rectangles, etc. • Implement to clip a line using the Mid-Point subdivision algorithm • Implement to clip a line using Cohen-Sutherland algorithm • Implement 3-D transformations on objects. 	30
Suggested Evaluation Methods		
<p>Internal Assessment:</p> <p>➤ Theory</p> <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 <p>➤ Practicum</p>		<p>End Term Examination:</p> <p>A three-hour exam for both theory and practicum.</p> <p>End Term Exam</p>

<ul style="list-style-type: none"> • Class Participation: NA • Seminar/Demonstration/Viva-voce/Lab records etc.: 10 • Mid-Term Exam: NA 	Marks: 70(50(T)+20(P))
Part C-Learning Resources	
<p>Recommended Books/e-resources/LMS:</p> <ul style="list-style-type: none"> • Donald Hearn, M. Pauline Baker, Computer Graphics, Pearson Education. • J. D. Foley, A. Van Dam, S. K. Feiner and J. F. Hughes, Computer Graphics - Principles and Practice, Pearson Education. • Newmann & Sproull, Principles of Interactive Computer Graphics, McGraw Hill. • Rogers, David F., Procedural Elements of Computer Graphics, McGraw Hill. • Zhigang Xiang, Roy Plastock, Computer Graphics, Tata McGraw Hill. 	

*Applicable for courses having practical components.

Part A – Introduction			
Subject	Business Administration		
Semester	IV		
Name of the Course	E-Commerce		
Course Code	B23-VAC-417		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/VAC)	VAC-4		
Level of the course (As per Annexure-I)	Intermediate Level		
Pre-requisite for the course (if any)	None		
Course Learning Outcomes (CLO):	After completing this course, the learner will be able to: <ol style="list-style-type: none"> 1. To describe the foundation and importance of E - Commerce. 2. To compare the different electronic payment system. 3. To create business model and strategy for online business. 4. To select the infrastructure for E-Commerce. 5*. 		
Credits	Theory	Practical	Total
	2	0	2
Contact Hours	30	0	30
Max. Marks: 50 Internal Assessment Marks: 15 End Term Exam Marks: 35		Time: 3 Hours	

Part B- Contents of the Course

Instructions for Paper- Setter

The Paper-Setter shall set *nine* questions in all and the question paper shall be divided into two parts. **Part ‘A’** shall comprise *four* short answer type questions from the whole of the syllabus carrying 1.75 marks each, which shall be compulsory. **Part ‘B’** shall comprise *eight* questions (*two* questions from each unit) carrying 7 marks each and the student will be required to attempt *four* questions selecting *one* question from each unit.

Unit	Topics	Contact Hours
I	Introduction – Meaning, Nature, Concepts, Advantages and reasons for transacting online, Categories of e-commerce; Planning Online Business: nature and dynamics of the internet, pure online vs. brick and click business.	8
II	Technology for Online Business – internet, IT infrastructure; middleware contents: text and integrating e-business applications; mechanism of making payment through internet: online payment mechanism, electronic payment systems, payment gateways.	8
III	Applications in e-commerce – e-commerce applications in manufacturing, wholesale, retail and service sector.	7
IV	Virtual Existence – Concepts, working, advantages and pitfalls of virtual organizations, Security in e-commerce: digital signatures, network security, data encryption secret keys, data encryption.	7
V*		

Suggested Evaluation Methods

Internal Assessment:

➤ **Theory**

- Class Participation: **4**
- Seminar/presentation/assignment/quiz/class test etc.: **4**
- Mid-Term Exam: **7**

➤ **Practicum**

- Class Participation:
- Seminar/Demonstration/Viva-voce/Lab records etc.:
- Mid-Term Exam:

End Term Examination: **35**

Part C-Learning Resources

Recommended Books/e-resources/LMS:

1. Murty, C.V.S., E-Commerce, Himalaya Publications, New Delhi
2. Kienam, Managing Your E-Commerce business, Prentice Hall of India, N.Delhi.
3. Kosiur, Understanding E-Commerce, Prentice Hall of India, N.Delhi.
4. Kalakota, Whinston, Frontiers of Electronic Commerce, Addison Wesley

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Session: 2023-24			
Part A - Introduction			
Subject	COMPUTER SCIENCE		
Semester	II		
Name of the Course	Software Testing		
Course Code	B23-VOC-216		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	VOC		
Level of the course (As per Annexure-I)			
Pre-requisite for the course (if any)			
Course Learning Outcomes(CLO):	On the completion of the course students will: 1.To understand the basic terminologies and types of testing 2.Understand different testing methods 3.Understand the testing process 4.Manage the tests, plan testing process and create reports 5. Testing the software/projects using various techniques		
Credits	Theory	Practical	Total
	3	1	4
Contact Hours	3	2	5
Max. Marks:100(70(T)+30(P)) Internal Assessment Marks:30(20(T)+10(P)) End Term Exam Marks: 70(50(T)+20(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
Part B- Contents of the Course			
<u>Instructions for Paper- Setter</u>			
Examiner will set a total of nine questions. Out of which first question will be compulsory. Remaining eight questions will be set from four unit selecting two questions from each unit. Examination will be of three-hour duration. All questions will carry equal marks. First question will comprise of short answer type questions covering entire syllabus. Candidate will have to attempt five questions in all, selecting one question from each unit. First question will be compulsory. Practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.			
Unit	Topics		Contact Hours

I	Introduction: Definition of Software Testing and its Role, Terms: - Failure, Error, Fault, Defect, Bug, Goals of Testing, Principles of Testing, Software Testing Life Cycle, Verification and Validation: - V-testing Life cycle	10
II	Types of Testing: Black Box Testing: Overview: What is & When? Techniques: Boundary Value Analysis, Equivalence class testing, Decision Table White Box Testing: What is white box Testing, Need of white box Testing, Classification , Structural : Coverage, Path testing	10
III	Levels of Testing Unit Testing : Overview, Integration Testing : Overview, Techniques: Graph based & Path based, Functional Testing, System Testing : Overview, Categories: Reliability Security Performance Recovery, Acceptance Testing : Overview, Types of Acceptance Testing	10
IV	Test Planning: Preparing a Test plan, Scope management, Decide Test Approach, Setting Up Criteria, for testing, Identifying responsibilities, Staffing, training needs, Resource requirements, Test deliverables, Testing Tasks	10
V*	Practicum: 1. Prepare a small project and submit SRS, design, coding and test plan. 2. Study of any one of the testing tools. (e.g win runner, test direct, etc) 3. MANUAL TESTING for the project a. Whitebox Testing b. Blackbox Testing 4. Functional Testing a. Boundary value Testing b. Equivalence class testing 5. Structural Testing a. Path testing b. Data-flow testing	25
Suggested Evaluation Methods		
Internal Assessment: > Theory <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/presentation/assignment/quiz/class test etc.: 5 • Mid-Term Exam: 10 > Practicum <ul style="list-style-type: none"> • Class Participation: 5 • Seminar/Demonstration/Viva-voce/Lab records etc.: 5 • Mid-Term Exam: NA 		End Term Examination: A three hour exam for both theory and practicum.
Part C-Learning Resources		
Recommended Books/e-resources/LMS: <ul style="list-style-type: none"> • Software Testing: Principles and Practice by Srinivasan Desikan, Gopalswamy Ramesh, 		

Pearson Publication

- Software Testing: Principles and Practice by Naresh Chauhan, Oxford
- Software Testing: Easy Learning Approach by Shubha Agarwal Kundlas

*Applicable for courses having practical component.

English

Semester-IV

Nomenclature of the Course: **English Language and Communication Skills: Level 4**

Course Code: **B23-AEC-411**

Course Type: **AEC-4**

Level of the Course: **200-299**

Credits: 2 (Theory 2)

Total Marks: 50

End Term Exam Marks: 35

Internal Assessment Marks: 15

Exam Time: 3 Hrs.

Workload: Theory 2 hours

Course Learning Outcomes

After the successful completion of the course, the student will be able to:

E401.1. The students will enhance their vocabulary by learning formation of words.

E401.2. They will learn the various types of sentences.

E401.3. They will comprehend the public speaking techniques and art of oratory.

E401.4. They will learn practical use of coherence in writing and contextual vocabulary

Contents of the Course:

Unit I: Vocabulary Building

Word formation and understating word roots, prefixes, and suffixes

Unit II: Types of Sentences and Transformation of Sentences

Unit III: Public Speech, Persuasion Techniques

Various Aspects of Conversation: Starting a Conversation/Controlling a Conversation

Unit IV: Coherence and Unity in a Paragraph, Transition Words and Phrases

Learning Contextual Vocabulary through Reading a Passage or Literary Text

Suggested Readings:

Lewis, Norman. *Word Power Made Easy: The Complete Handbook for Building a Superior Vocabulary*. Anchor, 2014.

Nida, Eugene A. *Morphology: The Descriptive Analysis of Words*. University of Michigan Press, 1965.

Tortora, Christina. *Understanding Sentence Structure: An Introduction to English Syntax*.
John Wiley & Sons, 2018.

Instructions to the Paper Setters:

1. Question No 1 will be compulsory and will have 7 parts based on all the four Units and the students will be required to attempt all the 7.
2. Question No 2 and 3 will be set on Unit-I covering the entire Unit. Students will be required to attempt any one.
3. Question No 4 and 5 will be set on Unit-II covering the entire Unit. Students will be required to attempt any one.
4. Question No 6 and 7 will be set on Unit-III covering the entire Unit. Students will be required to attempt any one.
5. Question No. 8 and 9 will be based on Unit-IV. Students will be required to attempt any one of these.

Evaluation of Internal Assessment

Internal Assessment (Theory) will be based on the following components.

i.	Class Participation	4 Marks
ii.	Seminar/Presentation/Assignments/ Quiz/Class Test etc.	4 Marks
iii.	Mid-Term Exam	7 Marks
	Total	15 Marks