SCHEME OF TEACHING AND EXAMINATIONS
D.C.A. (Diploma in Computer Applications)

FIRST SEMESTER

Subject Code	SUBJECTS	Teaching Load Per Week			Credit L+ (T+P)/2	Examination Marks							
						Max. Marks				Min. Marks			
		L	T	P		Th	Ses	Pr	Total	Th	Ses	Pr	Total
DCA101	FUNDAMENTALS OF COMPUTERS & INFORMATION TECHNOLOGY	3	2	-	4	100	50	-	150	33	20	-	53
DCA102	OFFICE AUTOMATION	3	2	-	4	100	50	-	150	33	20	-	53
DCA103	PROGRAMMING In "C" LANGUAGE	3	2	-	4	100	50	-	150	33	20	-	53
DCA104	Practical based on DCA102 & DCA103			5 x 2	5		50	100	150	-	20	40	60
	TOTAL	9	6	10	17	300	200	100	**600**	99	80	40	**219**

SCHEME OF TEACHING AND EXAMINATIONS
D.C.A. (Diploma in Computer Applications)

SECOND SEMESTER

Subject Code	SUBJECTS	Teaching Load Per Week			Credit L+ (T+P)/2	Examination Marks							
						Max. Marks				Min. Marks			
		L	T	P		Th	Ses	Pr	Total	Th	Ses	Pr	Total
DCA105	Introduction to HTML	3	2	-	4	100	50	-	150	33	20	-	53
DCA106	INTERNET AND E-COMMERCE	3	2	-	4	100	50	-	150	33	20	-	53
DCA107	DATABASE MANAGEMENT SYSTEM	3	2	-	4	100	50	-	150	33	20	-	53
DCA108	Practical based on DCA105 & DCA107			5 x 2	5		50	100	150	-	20	40	60
	TOTAL	9	6	10	17	300	200	100	**600**	99	80	40	**219**

PT. RAVISHANKAR SHUKLA UNIVERSITY: RAIPUR (C.G.)
SCHOOL OF STUDIES IN COMPUTER SCIENCE
DIPLOMA IN COMPUTER APPLICATION
[DURATION - ONE YEAR - PART TIME]

The duration of the course shall be one year consisting of two semesters. There shall be three theory and one practical course in the each semester. There shall be grading system of awards.

FIRST SEMESTER:

Semester - I

DCA101 : FUNDAMENTALS OF COMPUTERS & INFORMATION TECHNOLOGY
DCA102 : OFFICE AUTOMATION
DCA103 : PROGRAMMING In "C" LANGUAGE
DCA104 : Practical based on DCA102 & DCA103.

DCA101
FUNDAMENTALS OF COMPUTERS & INFORMATION TECHNOLOGY

Course Outcomes

- Fundamental concepts of computers with the present level of knowledge of the students.
- Student will come to know about different input and output devices.
- Understand the basics of digital computer along with different storage unit.
- Familiarize operating systems, programming languages, peripheral devices, networking, multimedia and internet Understand different types of software

Unit – I - Computer Fundamental

Know the Computer – Introduction, Characteristics of Computers, Block diagram of computer. Types of computers and features, Mini Computers, Micro Computers, Mainframe Computers, Super Computers.,Generations of Computers.

Personal Computer – Introduction to Personal computer, Uses of personal computers, Components ofpersonal computers, Evolution of PCs, Architecture of Pentium IV.

Number System - Introduction, Binary Number System, Decimal Number System, Octal Number System, Hexadecimal Number System.

Unit – II Computer Memory

Input Devices/Output Devices – Introduction to Input Device, Types of Input Devices, Introduction to Output Device, Types of Output Devices, Printers, Types of Printers, Impact Printer, Non-Impact Printer.

Central Processing Unit - Introduction, what is Central Processing Unit, Arithmetic and Logic Unit, Control Unit, Registers.

Storage Devices - Introduction, Storage and its needs, Brain Vs Memory, Primary Storage, Secondary Storage, Hard Disk Operations, Floppy Disk Drives, Winchester Disk, Optical Disk, VCD, CD-R, CD-RW, DVD, Zip Drive, Flash Drives, Blue Ray Disk, Memory Card.

Unit – III Software and Operating System

Basics of Software- Introduction, What Does Software Stand For? Needs of software, Types of software, Open-Source Software, Integrated Development Environment.

Operating System – Introduction to Operating System, Why an Operating System, Types of Operating System, Functions of Operating System, The Booting Process, Cold Booting, Warm Booting, Difference between Cold Booting and Warm Booting.

Disk Operating System - Introduction, what is DOS? Functions of DOS, Versions of DOS, Commands, Internal Commands of DOS, External Commands of DOS, Executable Vs Non-Executable Files in Dos.

Unit – IV Programming Language

Introduction to Programming Languages, Data, Information and Knowledge, Characteristics of Information, Comparison between human language and Computer Language, what is a program? What is a Programming language? Programming development cycle, Algorithm, Program Flowcharts, Pseudo code, Programming approaches, Programming Paradigms, Types of Programming Language, Third Generation Language, Fourth Generation Language.

Unit – V Computer Virus

Computer Virus - Introduction, Virus, History, Mechanism of virus, how a Virus Spreads, how is virus named, A few Prominent Viruses, Types of Computer Virus, Related Concepts: Anti-Virus Programs, Norton Anti - Virus (NAV), Execution of Norton Anti-Virus.

Text Books:

- Computer Fundamental (3rd Ed) Sinha,P.K.
- Fundamental of Information Technology ShritvastavaCheton
- Fundamentals of Computers, Murthy,C.S.V. Delhi S. K. Kataria& Sons.
- MS office XP for Everyone, Saxena Sanjay, New Delhi Vikas Publication

DCA102

OFFICE AUTOMATION

Course Outcomes

After completion of the course,

- Students would be able to documents, spreadsheets, make small Presentations and would be acquainted with internet.
- Student will come to know about database creation and about creation of journal, ledger, trial balance of transaction in tally software.
- This subject helps in understanding the basics of office automation task.

Unit: I

MS Word Basics: Introduction to MS Office; its components, Introduction to MSWord; Features & area of use. Working with MS Word.; Menus & Commands; Toolbars & Buttons; Shortcut Menus, Wizards & Templates; Creating a New Document; Saving document, saving as different format, Different Page Views and layouts; Applying various Text Enhancements; Working with – Styles, Text Attributes; Paragraph and Page. Formatting- Using page border and watermark, Text Editingusing various features; Print option, Spell check, Find & Replace, Headers & Footers, Inserting – Page Numbers, Section breaks and page breaks; Tables, Insert menu, Macros in Word, Mail Merge.

Unit: II

MS Excel: Introduction and area of use; Working with MS Excel.; concepts of Workbook & Worksheets; Using Wizards; Various Data Types, Cell and Texts; Inserting, Removing & Resizing ofColumns & Rows; Formulas- Use of Formulas, Calculations using various type of functions-Logical,string, date & time, math's and other types.

Unit: III

MS PowerPoint: Introduction & area of use; Working with MS PowerPoint; Creating a NewPresentation; Working with Presentation; Slides & it's different views; Inserting, Deleting and Copying of Slides; Working with Notes, Handouts, Columns & Lists; Adding Graphics, Sounds and Movies to a Slide. Working with PowerPoint Objects- PowerPoint Objects Insert WordArt andother objects like shapes, clipart, charts and Smart Arts, symbol in PowerPoint, Designing & Presentation of a Slide Show.

Unit: IV

MS-Access – Getting Started, Adding and Changing Data, Simple Queries, Creating Append Queries, Creating QBE Queries, Multi-table QBE Queries, SQL Queries.

Unit: V

Outlook Express - introduction, WHAT IS outlook express? Features of Outlook Express, starting outlook express, Concepts of CC and BCC, Email Address, Reading a received message, composing message, Replying And Forwarding Messages, Attaching files, Creating Signature In OutlookExpress, Formatting message text.

Text Books:

- MS-Office 2010 Mr. Kalpesh Patel (Computer World (2014))
- PC Software MS Office Naik Nitin K (Kamal Prakashan)

Reference Books:

- Introducing Windows 10 for IT Professionals Ed Bott (Microsoft Press)
- GO! with Microsoft Windows 10 Introductory Gaskin & Vargas (Publisher: Pearson)
- Microsoft Office 2010 a Complete Guide Blokdyk Gerardus (5starcooks)

DCA103

PROGRAMMING In "C" LANGUAGE

Course Outcomes

- Student will understand the basic terminology used in computer programming and will be able to design programs involving decision structures, loops, functions and Arrays.
- Student will understand the different data structures and create/update basic data files.
- Skills - At the end of the course, a student will be able to :
  a) Analyse a simple programming problem specification.
  b) Design a high-level (programming language independent) solution to the problem using functional abstraction and general imperative programming language constructs. Write, compile, execute and debug a C program which maps the high-level design onto concrete C programming constructs

UNIT– I - Introduction to fundamental of C language

Introduction of C Programming, Structure of C Programming, what is Algorithm, Representation of Algorithm, Flowchart, Header file in C.

Datatypes – Primitive datatypes C (Integer, Char, float, double, long, long double and void), User define datatype, Variable, Constant.

Basic Input/Output – Formatted and Unformatted Input/Output Statement in C.

UNIT– II – Operator and Expression

Operator's - What is Operators? Types of operators – Arithmetic operators, Relational operators, Logical operators, Conditional operators, Increment/Decrement operators, Assignment operators, Bitwise operators.

Expression – Introduction to Expression, evolution of expression, Types of expression.

UNIT– III – Control Structure

Branching Statements – if Statement, if ..... else Statement, Nested if ..... else Statement, Multiway decision Statement.

Looping Statements – While loop. Do ..... While loop, For loop, Break Statement, SwitchStatement,

Jumping Statements - Continue Statement, Goto Statements.

UNIT– IV – Function, Array and String

Functions –Introduction to function, Types of function, Function Declaration, Function Calling and Function Definition, use of function, Advantages of function, Function accepting more than one parameter, Return Values, Recursion function.

Array – Introduction to Array, Types of arrays, One Dimensional Array, Two-Dimensional Array, Multi-Dimensional Array, Strings, String Functions.

UNIT– IV – Structure, Union and Pointer

Structure – Introduction to Structure, Declaring Structure, Initialization of Structure, Structurewithin Structure, Operation on Structure.

Union – Introduction to Union, Scope of Union, Differences between Structure and Union. **Pointer** – Definition and Use of Pointer, Advantages of Pointer, Pointer Variable.

TEXT BOOK:

"let us c" author: yashvant kanetkar,
Programming in ANSI C author: E. Balaguruswami.

DCA104 : Practical based on DCA102 & DCA103

1 **Scheme of Examination:-**
Practical examination will be two programs and a project demonstration. It will be of 3 hours duration. All programme with flowchart & algorithms. The distribution of practical marks will be as follows and

Programme 1 (Word / Powerpoint / Tally)	-	10
Programme 2 (Excel / Access)	-	10
Programme 3 (C)	-	20
Programme 4 (C)	-	20
Viva	-	25
[Practical Copy + Internal Record]	-	15
Total	-	**100**

2 Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.
3 In every program there should be comment for each coded line or block of code.
4 All the following programs or a similar type of programs should be prepared.

MS- Office PracticalMS-Word

Write the following equation in MS-Word.

a) $4H_3PO_3=3H_3PO_4+PH_3$

b) $PCL_3+CL_2=PCL_5$

c) $(x+y)^2=x^2+y^2+2xy$

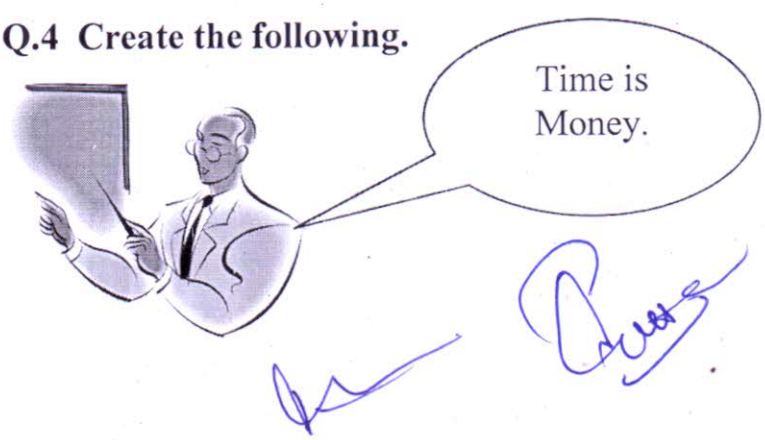
Write the following in MS-Word.

1. Preheat the oven to 220°C.
2. Copyright ©
3. Registered ®
4. Trademark ™

Create the following table in MS-Word.

Name		Rahul	
Roll No.		101	
Subject	Max	Min	Obtain
Java	100	33	75
Multimedia	100	33	70

Q.4 Create the following.



Q.5 Create the following.

Computers

MS-Excel

Create the following worksheet and save the worksheet as wages.xls.

PACE COMPUTERS (ATC CEDT), GOVT. OF INDIA
Payroll for employee (temporary)

Today's date				**Pay rate**
S. No.	**Worker's Name**	**Hired on**	**Days Worked**	**Gross Wages**
01	Kushagra	3-March-07		
02	Pradeep	4-March-07		
03	Puneet	5-March-07		
04	Rajeev	6-March-07		

* calculate days work and gross wages.

Create the following worksheet and save the worksheet as wages.xls.

Name	Basic Salary (monthly) (Rs.)	HRA (% of basic salary)	DA (Rs.)	Total Salary (1997)	Bonus (Rs)	Total Salary (1998)	% Increase
Shirome	5000	10	450		1200		
Somya	9000	15	800		200		
Tanya	7000	12	900		1800		

i. Calculate the Total Salary as sum of Basic Salary, HRA, DA, for each employee for 1997.

ii. Calculate total salary for year 1998 as sum of salary of 1997 and bonus.

iii. Calculate percentage increase in salary from 1997 to 1998.

Q. 3 Create a macro in MS- Excel to make selected cell, bold, italic outside borderand center across cell.

Q. 4Create bar chart with given data.

	2016	2002	2003
Tea	19	23	25
Coffee	22	24	22
sugar	45	40	45

Q.5 Create the following table-

Principle 1500
Rate 4%
Time 5

300	3	4	5
1%	45	60	75
2%	90	120	150
3%	135	180	225

MS-Word

Create a PPT of at least 10 slides with one slide for comparison one slidedisplaying a chart with a table.

Create a PPT use reherse timing for the slider show.

Create a PPT presentation slide import sound and video clip.

Create a PPT presentation slide adding Hyperlinking.

Create ppt presentation and apply themes and transitions.

MS-Access`

Write the steps for a creating new database.

Write the steps for creating in design view.

Write steps for adding data to a table.

Write steps for adding a field in a table.

Create a table in MS-Access with database "Student", containing a student table, fees table and grades tables and creating relationship between table.

Ms- Outlook

Sending an E-mail with Attachment.

Creating an sharing a calendar Event.

Setting an Out of office Replay.

Using categories to organize E-mail.

Searching for specific E-mails.

C Language Practical

S.NO.	NAME OF PRACTICAL
1.	Write a program to print"Hello world".
2.	Write a program to "Add two number".
3.	Write a program to perform "Arithmetic Operation".
4.	Write a program to calculate"Area of circle".
5.	Write a program to calculate"Simple Interset" of any no.

Semester - II

DCA105	: Introduction to HTML
DCA106	: INTERNET AND E-COMMERCE
DCA107	: DATABASE MANAGEMENT SYSTEM
DCA108	: Practical based on DCA105 & DCA107.

DCA105
Introduction to HTML

Course Outcomes

- Students learn the markup programming concepts
- It Explains basic programming concepts and definitions.
- Students learns to construct basics of GUI design.
- Students learns to code programs by window based GUI..
- Students learns Event Driven programs.

Unit -1 : Introduction and Basic Elements

Introduction to HTML Definition and purpose, Basic concepts and terminology, HTML Document Structure, Container and Empty Tags, Basic HTML Elements, Headings Tags, Paragraphs, Line breaks, Horizontal rules, Comments.

Unit - 2 : Text Formatting, Links and Lists

Text Formatting : Bold, Italic, Underline, Superscript and Subscript, Preformatted text, **Links: Hyperlinks and Navigation,** Anchor tag and **href** attribute, Opening links in new tabs (target="_blank"), **Lists :** Ordered lists, Unordered lists, Definition lists.

Unit - 3 : Images, Multimedia, and Tables

Image : Image tag, **src** and **alt** attributes, Image dimensions (**width** and **height**), **Multimedia:** Embedding audio and video, Using the **<iframe>** tag, **Tables :** Table tag, Tablerows, headers, and data, Table attributes (**border**, **cellpadding**, **cellspacing**).

Unit – 4 : Forms and Interactive Elements

Forms Basics : Form tag, **action** and **method** attributes, **Form Elements :** Text inputs, Password inputs, Radio buttons, Checkboxes, Submit and reset buttons, Text area, Select dropdown , Labels tag

Unit – 5 : Frame and Basics of CSS

Frames and Framesets tags, Inline frames, Meta Tags. **CSS** : Introduction to CSS, CSS Syntax,CSS Selectors, Ways to Insert CSS, Background image handling, Background color management using CSS, Text management using CSS, Font management using CSS, InternalCSS, External CSS, Inline CSS.

Recommend Books –

1. Introduction to HTML – By Kamlesh N. Agrawal, O. P. Vyas, Prateek A. Agrawal.
2. Introduction to HTML – By O.P. Vyas

DCA106
INTERNET AND E-COMMERCE

Course Outcomes

- Analyze the impact of E-commerce on business models and strategy.
- Describe the major types of E-commerce.
- Explain the process that should be followed in building an E-Commerce presence.
- Identify the key security threats in the E-commerce environment.
- Describe how procurement and supply chains relate to B2B E-Commerce.

Unit 1: Introduction to the Internet and E-Commerce

Internet Basics, History and evolution of the Internet, How the Internet works (IP addresses, DNS, etc.), Key Internet protocols (HTTP, HTTPS, FTP, etc.), E-Commerce Basics : Definition and types of e-commerce (B2B, B2C, C2C, C2B), History and evolution of e-commerce, Advantages and disadvantages of e- commerce.

Unit 2: E-Commerce Business Models and Strategies

Business Models : Online retail (e-tailing), Marketplaces and platforms, Subscription services, Dropshipping, E-Commerce Strategies : Digital marketing (SEO, SEM, social media marketing), Customer relationship management (CRM), E-commerce analytics and data-driven decision making, Omni-channel strategies

Unit 3: Technology and Infrastructure for E-Commerce

E-Commerce Platforms : Choosing the right e-commerce platform (Shopify, Magento, WooCommerce, etc.), Custom vs. hosted solutions, Website Development : Basics of website design and user experience (UX), Importance of mobile responsiveness, Website security (SSL, HTTPS) Payment Systems : Payment gateways and processors (PayPal, Stripe, etc.), Security standards (PCI-DSS compliance), Handling multiple currenciesand payment methods

Unit 4: E-Commerce Operations and Supply Chain Management

Inventory Management : Inventory tracking and management systems, Just-in-time (JIT) inventory, Order Fulfillment : Order processing workflows, Shipping and logistics management, Handling returns and exchanges, Customer Service : Building and managing customer support teams, Implementing customer feedback systems, Enhancing customer experience and satisfaction.

Unit 5: Legal, Ethical, and Future Trends in E-Commerce

Legal and Ethical Issues : Data privacy and protection (GDPR, CCPA), Consumer protection laws, Intellectual property issues, Ethical considerations in e-commerce,

Future Trends in E-Commerce : AI and machine learning in e-commerce, Augmented reality (AR) and virtualreality (VR) applications, Blockchain and cryptocurrency, The role of big data and analytics, Sustainable and green e-commerce practices.

Text book:

- **E-Commerce: An Indian Perspective" by P T Joseph,**
- **E - Commerce: Strategy Technologies and Applications" by David Whiteley,**
- **Electronic Commerce: Framework, Technologies and Applications" by Bhasker**

DCA107
DATABASE MANAGEMENT SYSTEM

Course Outcomes

- Students will be familiar with the concept of Databases.
- Students will able to differentiate between Databases and Worksheet.
- Students will also get knowledge about Databases security.
- Students will also learn about Databases constraints and normalization process .
- Student will know the importance of Data storage and its maintainace.

Unit 1: Introduction to Database Systems

Fundamentals of Databases : Definition and purpose of databases, Characteristics and advantages of database systems, Database vs. file-based systems, Database Models : Hierarchical, Network, and Relational models, Object-oriented databases, Database System Architecture : DBMS components and architecture Database users and administrators, Data Abstraction and Independence : Levels of abstraction: physical, logical, and view, Data independence.

Unit 2: Relational Model and SQL

Relational Model Concepts : tables, tuples, attributes, and keys, Entity-Relationship (ER) model and ER diagrams, Relational Algebra - Basic operations : selection, projection, union, set difference, Cartesian product, and rename, Advanced operations: join, intersection, and division

Structured Query Language (SQL) -SQL basics: DDL, DML, DCL, Creating and modifying tables, Basic queries: SELECT, INSERT, UPDATE, DELETE, Advanced queries: JOINs.

Unit 3: Database Design and Normalization

Database Design Process : Conceptual, logical, and physical design, ER modeling and converting ER diagrams to tables, Normalization : Purpose of normalization, Normal forms: 1NF, 2NF, 3NF, BCNF, Decomposition and dependency preservation.

Unit 4: Transaction Management and Concurrency Control

Transactions : ACID properties (Atomicity, Consistency, Isolation, Durability), Transaction states and lifecycle, Concurrency control techniques: locking (two-phase locking), optimistic concurrency control, Database Recovery : Types of failures and recovery techniques, Log-based recovery (undo/redo operations).

Unit 5: Advanced Topics in DBMS

Distributed Databases : Architecture and design considerations, Data distribution strategies (fragmentation, replication), Distributed query processing, Challenges in distributed databases: consistency, availability, partition tolerance, NoSQL Databases : Introduction to NoSQL and its types (key- value, document, column-family, graph).

TEXT BOOK:

Database System Concepts, by Silberschatz, Sudarshan, and Korth,Database

Management Systems by Raghu Ramakrishnan, and Johannes Gehrke,

Database Management Systems by GAURAV SHARMA

DCA108 : Practical based on DCA105 & DCA107

1 Scheme of Examination:-

Practical examination will be of 3 hours duration. The distribution of practical marks will be as follows

Programme 1 (HTML)	-	15
Programme 2 (HTML)	-	15
Programme 1 (DBMS)	-	15
Programme 2 (DBMS)	-	15
Viva	-	25
[Practical Copy + Internal Record]	-	15
Total	-	**100**

2 In every program there should be comment for each coded line or block of code

3 Practical file should contain printed programs with name of author, date, path of program, unit no. and printed output.

4 All the following programs or a similar type of programs should be prepared

HTML Practical Questions

1. *Write an HTML program to create the following table?*

Class	Subject 1	Subject 2	Subject 3
BCA- I	Visual Basic	PC Software	Electronics
BCA- II	C++	DBMS	English
BCA- III	Java	Multimedia	CSA

2. *Write an HTML program to create the following lists?*

1. C
2. C++
3. VISUAL BASIC
4. COBOL

3. *Write an HTML program to demonstrate hyperlinking* between two web page. Create a marquee and also insert an image in the page?

4. *Write an HTML program to createframes in HTML*

with 3 columns(Width=30%, 30%, 40%)?

5. *Write an HTML program to create the following table?*

Car Price List

Maruti		Tata		Ford	
Model	Price	Model	Price	Model	Price
Maruti 800	2 lac	Sumo	2 lc	Ikon	5 lac
Santro	3 lac	Scorpio	3 lac	Nexxa	7 lac

6. *Write an HTML program to create the following table?*

STUDENT REPORT

Pt. Ravishankar Shukla University		
NAME	ROLL NO.	CLASS
Rahul	40	B.Sc. 1st Year
Manish	85	B.Sc. 2nd Year
Krishna	57	B.Sc. 3rd Year
Mahesh	95	B.Sc. 2nd Year

7. *Write an HTML program to create the following table?*

Student Records

Name	Subject	Marks
Arun	Java	70
	C	80
Manish	Java	75
	C	69

7. *Write an HTML coding to display the following table?*

Subject	Max.	Min.	Obtain.
Physics	100	33	75
Maths	100	33	70
Software	100	33	68
Hardware	100	33	73

8. *Write an HTML program to create a form as the following?*

Student ID

Enter Name:

Enter Roll No.:

Enter Age:

Enter DOB:

9. *Create the in HTML form?*

USER NAME:

PASSWORD:

When user types character in a password filde, the browser display, astrisks or bullets inserted of characrets.

10. Create the following in HTML form?

FIRST NAME:
LAST NAME:

GENDER:
MAle Female

SUBJECT: C

Submit Query

11. Write the HTML coding for the following equations?

$C_2H_5OH + PCL_5 = POCL_3 + HCL$

$4H_3PO_3 = 3H_3PO_4 + PH_3$

$PCL_3 + CL_2 = PCL_5$

12. Write the HTML code to display the following?

- Actors
  - Bruce Willis
  - Gerard Butler
  - Vin Diesel
  - Bradd Pitt

- Actress
  - Julia Roberts
  - Anjelina Jolie
  - Kate Winslet
  - Cameron Diaz

13. Write HTML code to display the following?

1. Crikect Players
   D. Bastman
      i. Sachin Tendulkar
      ii. Rahul Dravid
      iii. Virendra Sehwag
   E. Fast Bowler
      i. R.P. Singh
      ii. Zaheer Khan
      iii. Ashish Nehra
   F. Spinner
      i. Harbhajan Singh
      ii. Anil Kumble
      iii. Murli Kartik

14. Write the HTML coding to display the following tables:

Name		Rahul	
Roll No.		1011	
Subject	Max	Min	Obtain
JAVA	100	33	75
MULTI MEDIA	100	33	70

Practical list(DBMS)

S.No	Practical
Q1.	**Createtableworkerwhichshouldhavefollowingfields &constraint** Wcode Primarykey WnameWsal default1500 Wcomm check<200
Q2.	**Create table client_master.**Client_no varchar(7) Primarykey Name varchar(20) NOT NULL Cityvarchar(30) Pincode number(8) State varchar(15) Bal_due number(10,2)
Q3.	**Create table product_master.** Product_novarchar(7) Primary key Description varchar(10) NOT NULL Profit_percentnumber(4,2) Qty_on_hand number(10) Reorder number(8) Sell_price number(8,2) Cost_price number(8,2)
Q4.	**Create table salesman_master.** Salesman_no varchar(6)Primarykey Name varchar(20)NOT NULL City varchar(20) Pincode number(10) State varchar(20) sal_amt number(8,2) tgt_to_get number(8,2)
Q5.	**Queries(Retrival)**
A	Retrieve the entity constant of the client master table.
B	Retrieve the list of the name and cities of the entire client.
C	List of various products available from the product_mastertable.
D	List all the clients who are located in Bombay.
E	Find the total salary of all salesman.
Q6.	**Queries(Updation)**
A	Change the city of client-no'c0002'to'chennai'.
B	Change the bal_due ofclient_no'c0001'toRs.1000.
C	Change the cost_price of 'floppies' to Rs.950.
Q7.	**Queries(Alter)**
A	Add the column called 'comm' of data type number and size=5 to sales master table.

B	Change the size of sell_price to (10,2) from product_master.
C	Modify the 'bal_due'as it can not have null value from client_master table.
D	Alter table emp by adding column named 'mob_no' and insert values in it.
Q8.	**CreatetableEmployee** Eid number(5)primarykey Ename varchar(30) Commissionnumber(5,2) Salary number(8,2) Job varchar(20) Deptno number(3)foreignkey
Q9.	**Create table Department** Deptno number(3)Primarykey Dname varchar(30)
Q10.	**Write a queries to retrieve following details from employee and department table**
A	Display the employee table.
B	Retrieve the list of the ename and job of all the employee.
C	Display the list of employee name whos ename starts with'A'.