



Eklavya University

SESSION

2023-24

P.G.D.C.A II SEMESTER

SYLLABUS

OF

Computer Application And Information
Technology Department

School of Basic and Applied Sciences

EKLAVYA UNIVERSITY, DAMOH (M.P.)

Scheme of Examination PGDCA II Sem

For batch admitted in Academic Session 2023-24

Subject wise distribution of marks and corresponding credits

S.No.	Subject Code	Subject Name	Maximum Marks Allotted					Total Marks	Contact Periods Per week			Total Credits
			Theory Slot			Practical Slot			L	T	P	
			End Sem.	Mid term Examination	Quiz/ Assignment/ Attendance	End Sem	Lab Work/ sessional					
1	PCAPL20S201	IT Trends & Technologies	60	30	10	-	-	100	3	0		3
2	PCAPL20S202	Internet and Web Designing	60	30	10	-	-	100	3	0		3
Elective-I												
3	PCAPL20S203	DTP with Page Maker & Photoshop	60	30	10	-	-	100	3			3
4	PCAPL20S204	Financial Accounting With Tally	60	30	10	-	-	100	3	0		3
Elective-II												
5	PCAPL20S205	Multimedia with corel Draw Premier & sound Forge	60	30	10	-	-	100	3	0		3
6	PCAPL20S206	Programming With ASP.Net	60	30	10	-	-	100	3	0		3
7	PCAPL20S207	Computer Lab-2				60	40	100	-	-	6	6
Total			240	120	40	60	40	500	12	0	6	18
Induction programme of three weeks (MC): Physical activity, Creative Arts, Universal Human Values, Literary, Proficiency Modules, Lectures by Eminent People, Visits to local Areas, Familiarization to Dept./Branch & Innovations.												

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Class		Post Graduate Diploma In Computer Applications (PGDCA)	
Semester/Year		SEMESTER — II	
Subject & Subject Code		IT TRENDS & TECHNOLOGIES - PCAPL20S201	
Max. Marks		60 (ETE) + 40 (IA) = 100	
Credit		Total Credits	
L	T	P	3
3	0	0	
Course Objectives:			
1 The concepts of Set theory and Relation.			
2 The concepts of Functions and define the recursive functions.			
3 The concept of Laplace transforms.			
4 The concept of Inverse Laplace transforms.			
5 The concept of permutations and combinations.			
6 The concept of variable and also identify the mapping.			
Course Outcome:			
1 Apply the Set theory and Relation concepts.			
2 Apply the Functions and define the recursive functions.			
3 Apply Laplace transform to different applications			
4 Apply Inverse Laplace transform to different applications.			
5 Identify the permutations and combinations.			
6 Define variable and also identify the mapping			
Student Learning Outcomes (SLO):			
1 The concept of various components.			
2 The concepts that underpin the disciplines of analog and digital electronic logic circuits.			
3 Various Number system and Boolean algebra.			
4 Design and implementation of combinational circuits.			
5 Design and implementation of			
Unit	Syllabus		Periods
UNIT - I	E-governance, e-democracy, Government efforts to encourage citizen participation, PPP model, E-governance websites & services, MPONLINE services, UIDI & Aadhar, E-governance mobile apps like UMANG, Digital Locker, Digital Library. Introduction to cyber crime, types of attacks like spyware, malware, spam mail, logic bombs, denial of service, types of cyber crime like email fraud, phishing, spoofing, hacking, identity theft.		8

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UNIT - II	E-Commerce- introductions, concepts, Advantages and Disadvantages, technology in E- Commerce, Benefits and impact of e-commerce Electronic Payment Systems: Introduction, Types of Electronic Payment Systems, RTGS, IMPS, NEFT, Payment gateway, debit & credit card, internet banking, mobile wallet, UPI, BHIM, PAYTM app, online shopping, online marketing	8
UNIT - III	Introduction to wireless communication, Blue tooth, Wi-Fi, Wi-Max, LiFi, Mobile technology, 2G, 3G, 4G, 5G services, IMEI, SIM, IP Telephony, Soft phone, Voice mail, Ad-hoc & sensor networks, GIS, ISP, Mobile Computing, Cellular System Cell, Mobile Switching office, Hands off, Base Station.	8
UNIT - IV	Artificial Intelligence and Expert system- Concepts of AI & Expert Systems, Merits and Demerits of Expert system, Application of Expert system and AI, Cloud computing- Introduction, types, application, services, Google play store, Apple store, IOT- Introduction, Application & use ,Big data- Introduction, Application & use.	8
UNIT - V	Introduction to MIS, System Development Life Cycle, Various phases of system development, Considerations for system planning, Initial Investigation, Determining Users Requirements and Analysis, Fact Finding Process and Techniques, Data Analysis, data Dictionary, decision table, decision tree & form design process.	8

References Books:

- 1 Fundamentals of Information Technology By Alex Leon 86 Leon, Vikas Publications
- 2 Frontiers Of Electronic Commerce, By- Kalakota, Ravi; Stone, Tom, Whinston
- 3 Frontiers Of Electronic Commerce, By- Kalakota, Ravi; Stone, Tom, Whinston, Andrew B, Addison Wesley Publishing Co, ISBN 8178080575
- 4 Multimedia: Making It Work (4th Edition) By Thyvaughan, Tata Mcgraw Hills
- 5 Multimedia in Action James E Shuman, Vikas Publishing House

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Class		Post Graduate Diploma In Computer Applications(PGDCA)	
Semester/Year		SEMESTER — II	
Subject & Subject Code		INTERNET AND WEB DESIGNING - PCAPL20S202	
Max. Marks		60 (ETE) + 40 (IA) = 100	
Credit		Total Credits	
L	T	P	3
3	0	0	
Course Objectives: This course is designed to introduce the student to the tools and facilities of web design: page composition, XHTML, CSS, web design and code validation. Students will use these software technologies together to produce web design projects. Students will cover the Web design/development process, with Macromedia Dreamweaver as the primary Web development tool. Topics covered include basic and enhanced site structure, local and remote site management, and optimization of Web graphics.			
Course Outcome: 1. You will discover how does web works really, what makes web sites work. 2. Simple and impressive design techniques, from basics till advanced to focus on goal oriented and user centric designs. 3. How to and where to start research, planning for website & actually build excellent web sites. 4. Pro level skills in SEO with keyword research and content strategy for your website. 5. To create web elements like buttons, banners & Bars and of course complete UI designs. 6. Forms and validations for your website. 7. Setting up page layout, color schemes, contract, and typography in the designs.			
Student Learning Outcomes (SLO): Upon successful completion of this course, the student will: 1. Create an Information Architecture document for a web site. 2. Construct a web site that conforms to the web standards of today and includes e-commerce and web marketing 3. Publish the website to a remote server using FTP. 4. Perform regular web site maintenance (test, repair and change).			
Unit	Syllabus		Periods
UNIT - I	Introduction to Internet - Internet Evolution & Concept, Internet Vs Intranet, Growth of Internet, Internet Service Provider (ISP) & its Function, Connectivity- Dialup, Leased line, VSAT , URLs, Portals, Internet Services, Applications. E-MAIL- Basics of Sending & Receiving, Free Email services, Internet chatting - Voice chat, Text chat, World Wide Web (www)- History, Working, Web Browsers & its functions, Concept of Search Engines, Searching the Web, HTTP, URLs, Web Servers, Web Protocols, Networks layers & TCP/IP protocols, The Advantages and Disadvantages of Internet and World Wide Web.		8

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Class			Post Graduate Diploma In Computer Applications (PGDCA)		
Semester/Year			SEMESTER — II		
Subject & Subject Code			(ELECTIVE-I- A) DTP WITH PAGE MAKER & PHOTOSHOP - PCAPL20S203		
Max. Marks			60 (ETE) + 40 (IA) = 100		
Credit		Total Credits			
L	T	P	3		
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<p>Course Objectives:</p> <ol style="list-style-type: none"> 1. Study on Context of Desktop Publishing. 2. Importance of Desktop Publishing. 3. Study on creation of title/cover page, advertisement. 					
<p>Course Outcome:</p> <ol style="list-style-type: none"> 1. Work with the Photoshop workspace 2. Navigate images 3. Resize and crop images 4. make and work with selections 5. Create new layers and perform other basic layer functions 6. Transform images 7. Make various colour corrections using adjustment layers 8. Use various retouching and repairing techniques to correct images 					
<p>Student Learning Outcomes (SLO):</p> <ol style="list-style-type: none"> 1. Use basic selection tools and edge refinement to isolate and edit parts of an image. 2. Manipulate layers through ordering, positioning, scaling, rotation, and adjustments. 3. Create composite images that demonstrate advanced selection and layering techniques. 4. Prepare images for Web and print output with appropriate sizing and resolution. 5. Apply painted masks, selection-based masks, gradient masks, and blend modes to create sophisticated image effects. 6. Create adjustment layers for editable, non-destructive changes to image coloration and exposure. 					

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Unit	Syllabus	Periods
UNIT - I	Introduction to Desk Top Publishing (DTP), Photocomposing Machines & DTP, Definition, Need and Area of Application. Use of DTP in Offset Printing & Web Designing, Use of Desk Top Publishing in Publications, Importance of D.T.P in Publication, Advantage of D.T.P in Publication, Page Layout & Designing in a single page production. Laser printers - Use, Types, Advantage of laser printer in publication Difference between a word processor and Publication Software, Use and importance of DTP in Publication & Newspaper Printing, Various DTP Softwares and its application area Introduction to Offset Printing Technology, Printers, Formatting of a text: Typography, Fonts, Point Size, Spacing, Breaks, Measurements etc. DTP & Page Layout Designing Types of Printing: Lithography, Flexography, Gravure, Screen Printing, Offset Printing. Print Media & Offset Printing. Terms used in Offset Printing: Bleed, CMYK, Transparent Printouts - Bromide & Film. Halftone, Impression, Saddle Stitch, Perfect Bind, Negative & Positives for Plate were making.	8
UNIT - II	Introduction to Adobe Page Maker 7.0, Aldus & Adobe Page Maker, Previous and current versions of Page Maker, Page Maker as a DTP Software, Difference between a Page Maker & Word Processing Software. Attribute settings: Tools, Styles, Menus, Templates, Alignments, Grids, Guides etc. Keyboard shortcuts, Templates & its use. Page Layouts- Margins and Page Orientations with various page sizes, Text Editing and Manipulation, Magazine & News Paper Page Layouts Filters, Import and Export options, Placing of Text and Images, Auto flow and Story Editor, Different Layout views, Control Palatte , Layers & its use Tab setting, Columns & Gutters, Use of Styles, Palettes & Colors, Import & Export. files, Document Setup & Preferences. Master Pages and its use.	8
UNIT - III	Adobe Page Maker-Page and document setup, working with rulers, setting the unit measurement, Bullets, Column Balancing, Breaks Arrange, Fill & Stroke Options .Text Wrapping, Widows & Orphan lines, Revert Command and its use, Using Drop Caps and various style formats, Editing of Graphics and Frames. Defining Styles OLE & Embedding, Plugins, Mathematic Equation, Table Editor and it use. Polygon Setting & Rounded Corners Master Pages, Headers &, Footers, Ieranie Options, View Menu Options, Print Setup Options. Paste Multiple & Paste Special. Managing and Printing Publications - Tiles, multiple copies etc. Use of Page Maker in News paper and Magazines, Various Page Layout Designing Practical's.	8

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UNIT - IV	Introduction to Adobe Photoshop, Photoshop Documents, Various Graphic Files and Extensions- JPG, GIF, PNG, TIF, BMP, PSD, CDR, • SVG etc., The Photoshop Environment Graphic Files: Vector Image and Raster Images. Definition, Features, Area of application etc., Advantages and Disadvantages Vector & Raster Graphics, Bitmap Graphics and its qualities Pixels, Application Programs to work on Vector Graphics and Raster Graphics. Color Modes and Color Models: HSB, RGB, CMYK, Bitmap, Gray Scale, Duotone. Color Mode Conversion Image: Image Size and Resolution, Changing Image Size and Resolution, Getting Image from Input Devices, Creating New image in Photoshop Using File Browser, Opening and Importing Selecting Image, Adjusting Pixel, Snap command, Saving and Loading Selection, Deleting Selection.	8
UNIT - V	Photoshop- Introduction PSD files, Screen and Work Area Interfaces: Menu Bar, Option Bar, Palette, Active Image Area, Tool Box List etc. Opening a File, Saving a File, Closing a File, Tool: Icons, Name and usage of Each tool, Setting History Option, Basic Image Manipulations, Photoshop Layers & Palettes: Use of Layers, Creating using layer, Using layer palette, Working with layered Image: Layer and Layer sets, Selecting Layers, Displaying Content of a Layer, Duplicating Layers, Changing Order of Layers, Renaming & Deleting Layers Filters: Using Filter Gallery, Filter Gallery Dialogue box, Applying and Blending Filters, Choosing various Filter Effects, Masking Tools & Effects, Using Channels. Introduction to In Design, Interfaces, Commands & options, inserting text & images, news paper & magazine page designing in In Design.	8

Text Books : -

- 1 Adobe Photoshop
- 2 Desktop Publishing

References Books:

- 1 Adobe PageMaker 7.0 Classroom in a Book, Publisher Adobe
- 2 The Complete Reference Getting started with Page Maker, McGraw-Hill
- 3 Photoshop CS6 All-in-One For Dummies by Barbara Obermeier, John Wiley & Sons

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Class		Post Graduate Diploma In Computer Applications (PGDCA)	
Semester/Year		SEMESTER — II	
Subject & Subject Code		(ELECTIVE-I-B) FINANCIAL ACCOUNTING WITH TALLY - PCAPL20S204	
Max. Marks		60 (ETE) + 40 (IA) = 100	
Credit		Total Credits	
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Course Objectives:

1. This course helps students to work with well-known accounting software i.e. Tally ERP.9
2. Student will learn to create company, enter accounting voucher entries including advance voucher entries, do reconcile bank statement, do accrual adjustments, and also print financial statements, etc. in Tally ERP.9 software
3. Accounting with Tally certificate course is not just theoretical program, but it also includes continuous practice, to make students ready with required skill for employability in the job market.

Course Outcome:

1. After successfully qualifying practical examination, students will be awarded certificate to work with well-known accounting software i.e. Tally ERP.9
2. Student will do by their own create company, enter accounting voucher entries including advance voucher entries, do reconcile bank statement, do accrual adjustments, and also print financial statements, etc. in Tally ERP.9 software
3. Students do possess required skill and can also be employed as Tally data entry operator.

Student Learning Outcomes (SLO):

1. Learn how to create professional MS-Word documents and format texts and paragraphs
2. Work with an Excel worksheet by entering and selecting the data in it
3. Modify a worksheet, perform calculations and print workbook contents
4. Understand and apply basic principles of accounting
5. Understand double-entry system of accounts
6. Understand the basic features associated with Tally
7. Identify the key components of Tally

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Unit	Syllabus	Periods
UNIT - I	Basic Concepts of Accounting, Financial Statements, Financial Statement Analysis, Cost Centre, Basic concepts of Inventory, Tally Configuration & INI setup, Data Directory & Folders configuration, Single & Multiple User, Tally Screen Components, Mouse/Keyboard Conventions & Key, Combinations, Switching between screen areas, Quitting Tally. Maintaining Company Data, Basic Company Details - Create/Alter/ Select/Load/Close a Company, Chart of Accounts, Company Features, and Configuration.	8
UNIT - II	Create, Alter & Display Groups and Ledgers, All accounting voucher types, Accounting Voucher transactions, Account Invoice transactions, Excise Invoice, Export Invoice, Transactions using Bill-wise, Bank Reconciliation, Interest calculations using simple & advance parameters, Interest calculations on outstanding balances & on invoices, Use of voucher class, adjustment of interest, Creation of voucher class, Invoice entry in a class situation. Create, Alter & Delete Budgets for groups, ledgers & cost centre, Defining credit limit & credit period, Display Budgets & variances, Create, Alter & Delete a scenario. Journal Transactions, payment voucher, Go down summary.	8
UNIT - III	Reports like balance sheet, Profit & Loss account, Ratio analysis Trial Balance. Accounts books like cash/bank book, All Ledgers Group summary & vouchers, Sales, purchase & journal registers. Cost centre & category summary, Cost centre breakup ledger & group break outstanding receivables & payables, interest receivable & payable, Statistics, Cash — Fund flow, Day book List of Accounts, Reversing journals, optional vouchers, post-dated vouchers.	8
UNIT - IV	Create, Alter & Display Stock Groups and Stock Items, All inventory voucher types and transactions Inventory details in accounting vouchers. Reports like Stock summary, Inventory books like Stock item, Group summary, Stock transfers, Physical stock register, Movement analysis, Stock group & item analysis, stock category analysis Ageing analysis, Sales order & Purchase order book, Statement of inventory related to Go downs, categories, stock query, Reorder status, Purchase & Sales order summary, Purchase & Sales bill pending, Exception reports like negative stock & ledger, overdue receivables & payables, memorandum vouchers, optional vouchers, post-dated vouchers, reversing journal	8

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UNIT - V	Cheque Printing, Common printing options, Different printing formats, Multi-Account printing, Dynamic- Report specific options, Creating Group Company, Use of Tally vault, Using Security control & defining different security levels, Use of Tally Audit Back-up & Restore, Splitting company data, Export & import of Data, ODBC compliance, use of E-mail, Internet publishing, Upload, web browser & online help, Re-write data.	8
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Text Books : -

- 1 Accounting with Tally.ERP9

References Books:

- 1 Nadhani, K.K, Accounting with Tally, BPB Publications, New Delhi
- 2 Kogent Learning Solution, Tally ERP 9 in simple steps (Hindi), Dreamtech Press, New Delhi

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Class		Post Graduate Diploma In Computer Applications (PGDCA)	
Semester/Year		SEMESTER — II	
Subject & Subject Code		(ELECTIVE-II-A) MULTIMEDIA WITH CORELDRAW, PREMIER & SOUND FORGE - PCAPL20S205	
Max. Marks		60 (ETE) + 40 (IA) = 100	
Credit		Total Credits	
L	T	P	3
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Course Objectives: Multimedia will help to improve computer penetration in various spheres of life. In the present scenario, Multimedia and web design technology play an important role in the field of education, agriculture, product launch, science and technology, corporate development and enhanced business opportunities. With the increasing variety and range of hardware and software used for Multimedia and Web-Site Design, the demand for the manpower in these fields has escalated. This training program has been envisaged with an objective to develop specialized manpower required for these activities.			
Course Outcome: On the completion of course, the student will have sufficed knowledge about the entire software. He will be well versed with drawing grids, segments, using rulers, coloring, manipulating effects, moderating shapes etc.			
Student Learning Outcomes (SLO): 1. The digital media design minor will be able to demonstrate effective communication strategies graphically. 2. The digital media design minor will be able to demonstrate effective communication strategies in written digital media (HTML). 3. The digital media design minors will be able to show they work effectively in a team. 4. The digital media design minor will demonstrate knowledge of the principles, tools and processes related to visual and interactive media. 5. Digital media design minors will be able demonstrate they think critically to solve technical and aesthetic challenges, in their work and the work of others.			
Unit	Syllabus		Periods
UNIT - I	Introduction to CorelDraw, Usage and Advantages, Introduction to User Interface, Introduction to tool panel and workspaces, Introduction to various size and formats of panels and layouts, File layouts and layout properties, Objects and using color profiles.		8

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UNIT - II	Text tools and text properties, Creating Vector graphics by using editing tools, Importing Images and graphics in Corel draw layout, Creating shapes and editing shapes, Drawing curves and editing curves, Creating special text effects, Creating special object effects, Using color effects.	8
UNIT - III	Using grid and rulers, Tracing images and graphics, working with borders and page arrangements, Using Masking effects with Text, Using Masking effects with objects.	8
UNIT - IV	Adobe Premier: Introduction, Area of Use, Setting up new Project, Workspace: Project Video Display, Selected Clip Display, project panel Project Timeline Toolbar, Toolbar description: Selection Tool, Track Select Forward Tool, Track Select Backward Tool Ripple Edit Tool, Rolling Edit Tool, Rate Stretch Tool, Razor tool, Slip tool, Slide Tool, Pen Tool, Hand Tool, Zoom Tool. Importing files into Premier, Sequence, Titles, Video Motion, Video Opacity, Transition Panel, Effect panel, Color Correction, Adjusting Video Speed, Saving Project, Exporting Video	8
UNIT - V	Sound Forge: Introduction, Interface, Editing Toolbar, Transport toolbar, Open new file, playing a file, playing file from specific point, playing a selection, Basic Sound-Editing: Copying, Pasting, Cutting, Deleting, Cropping, Mixing, Recording Audio Normalizing, Using Markers, Noise Reduction.	8

References Books: -

- 1 Learn Corel Draw 11 by BPB PUBLISHING
- 2 Corel Draw the official Guide by Gray David Bouton, Corel Press
- 3 Corel Draw Course 11, 12, X To X5 BY VISHNU P. SINGH, B1)13 PU131,ISHING
- 4 Instant sound forge (Audio) Fisher, Jeffrey,

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Class		POST GRADUATE DIPLOMA IN COMPUTER APPLICATIONS (PGDCA)	
Semester/Year		SEMESTER — II	
Subject & Subject Code		Computer Lab 1 – PCAPL20S207	
Max. Marks		60 (ETE) + 40 (IA) = 100	
Credit		Total Credits	
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0	0	6	

Practical Questions:

1. How to link an image to another page in HTML,
2. How to create a link that opens a new web page window or tab.
3. How to create links to sections on the same page in HTML
4. Creating images as links with no borders.
5. Creating a link without an underline in HTML.
6. Changing link color when moving mouse over link in HTML.
7. Creating a link to play a sound file in HTML
8. How to create a link that goes to top of a web page.
9. Creating HTML push button link and creating an HTML back button.
10. How to create a link to automatically run .exe file once downloaded.
11. Creating a mail link on a web page
12. Explain how you can make your site live in Expression Web and word press?
13. How you can perform validation in Expression Web and word press?
14. How you can create a mailto form in Expression Web and word press?
15. How you can add an image to your web page in Expression Web and word press?
16. Design a website for your university using Expression Web and word press?
17. Design a website for university e-library using Expression Web and word press?
18. Design a website for MP Tourism and booking using Expression Web and word press?
19. Design a website for online exam using Expression Web and word press?
20. Design a website for E-ticketing system using Expression Web and word press?

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School of Basic & Applied Sciences

Practical Questions:

Q. Refer the following points and Design a logo for an organization/company
Company name is Horizon Communication Ltd. with Design a Logo of a company/organization with tag line - Be connected. You can use symbols which show horizon. Company deals in building networks. Company works for customers in Bhopal only. Company wants to target government and private organizations both. Company wants a coloured logo not black and white. Prepare at least 3 variations of logo.

Q Refer the following points and Design a Visiting Card based on following points:
Design a visiting card for Dinesh Kumar Ahuja who is a managing director of Softech Pvt. Ltd. Company works in the field of web development. Visiting card should contain mobile no. 998-989-9898. Visiting card should contain office address E-3/333 Arera Colony, Bhopal. Visiting card size should 3.5 x 2 inches. Cards theme and colour should match the company's work profile. Try to prepare at least 4 variations for visiting card.

Q. Prepare passport size photographs to print on A4 Sheet. Passport photograph size - 35 x 45 mm Select a photograph and resize it to 35 x 45 mm in passport size photograph style.

Change the background of photo to plain background.

Insert name and date on photograph.

Place 20 photographs in a 4 x 5 pattern to print them on a A4 Sheet.

Q. Colorize a black and white photograph to color.

- Select any black white (old) photograph of your parents or relatives.
- Scan this photograph.
- Colorize the photograph with your imagination.
- Try to match skin tone hair color.
- Try to colorize dress and environment as real as possible.
- Finally save the new image in jpeg format.

Practical Questions:

Q. Refer the following points and Design a wedding invitation card. Invitation Card should contain following:

Size of card - 4.5 x 6.25 or 5 x 7 inches

Proper phrase for invitation (Hindi or English) Name of bride and groom. (Hindi or English) Venue with garden name and address or Home Address (Hindi or English)

Date of Marriage Ceremony. Name of Host Card Template and colour should match with mood of occasion.

Q. Design a poster for a student film which is a children film having 3-4 characters. General Description of poster may include -

- Size of poster - 11 x 17 inches or 8.5 x 11 inches.

Name of Film - Khulja Shim Shim, Characters - two boys and a girl Direction - Suraj Jain Camera - Vinay Kumar - Music - Sharmila

Khulja shim shim is a children film which about fulfilling a dream of children who want to go to Bhopal by train. Three children live in a village and they do not have enough money to buy a train ticket. Film is about how they fulfil their dream.

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Practical Questions:

- Q. Write a Program to illustrate comment, Hi H6 and div tag.
- Q. Write a Program to illustrate text formatting tags, ordered list tag and unordered list tag.
- Q. Write a Program to illustrate Image tag and Hyperlink tag.
- Q. Create a webpage showing the use of buttons, textbox, labels and checkbox.
- Q. Create a webpage having a registration form for a company.
- Q. Create simple application using web controls.
- Q. Write a Program to illustrate Validation controls.
- Q. Write a Program to generate the Login control.
- Q. Write a Program to perform Asp.Net state.
- Q. Write a Program to display holiday in calendar.
- Q. Write a Program to bind data in a multiline textbox by querying in another textbox.
- Q. Write a Program to create an own table and bind data using data grid

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