

# COURSE STRUCTURE

## FIRST YEAR

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER I</b>						
BCA-171	Programming Using C# <b>(Pr)</b>	60	40	Core	60	4
BCA-172	Mathematics <b>(Th)</b>	60	40	Core	40	4
BCA-173	Game Design – I <b>(Pr)</b>	60	40	Core	60	4
BCA-174	Game Development – I <b>(Pr)</b>	60	40	Core	60	4
BCA-175	Programming Using C# <b>(Th)</b>	30	20	Core	20	2
<b>Choice Base</b>						
BCA-176	Human Computer Interaction <b>(Th)</b>	30	20	Choice Based	20	2
<b>OR</b>						
BCA-177	English/Japanese/Sanskrit <b>(Th)</b>	30	20	Choice Based	20	2
<b>Total Credit points for Semester</b>						<b>20</b>

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER II</b>						
BCA-271	Intro to Java Programming <b>(Pr)</b>	60	40	Core	60	4
BCA-272	Android App Development <b>(Pr)</b>	60	40	Core	60	4
BCA-273	Data Structure <b>(Pr)</b>	60	40	Core	60	4
BCA-274	Software Engineering <b>(Th)</b>	60	40	Core	40	4
BCA-275	Android App Development <b>(Th)</b>	30	20	Core	20	2
<b>Choice Base</b>						
BCA-276	Artificial intelligence <b>(AI)(Th)</b>	30	20	Choice Based	20	2
<b>OR</b>						
BCA-277	Basic of computer's <b>(Pr)</b>	30	20	Choice Based	30	2
<b>Total Credit points for Semester</b>						<b>20</b>

## SECOND YEAR

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER III</b>						
BCA-371	Programming using C ++ (Pr)	60	40	Core	60	4
BCA-372	Virtual & Augmented Reality (Pr)	60	40	Core	60	4
BCA-373	Data Communication & Networks (Th)	60	40	Core	40	4
BCA-374	Game Development – II (Pr)	60	40	Core	30	4
BCA-375	Programming using C ++ (Th)	30	20	Core	20	2
<b>Choice Base</b>						
BCA-376	DBMS (Pr)	30	20	Choice Based	30	2
<b>OR</b>						
BCA-377	Soft skills (Th)	30	20	Choice Based	20	2
<b>Total Credit points for Semester</b>						<b>20</b>

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER IV</b>						
BCA-471	Intro to Objective C (Pr)	60	40	Core	60	4
BCA-472	iOS App Development (Pr)	60	40	Core	60	4
BCA-473	Software Analysis and Design(Th)	30	20	Core	20	2
BCA-474	Game Development – III (Pr)	60	40	Core	60	4
BCA-475	Environmental Study (Th)	60	40	Core	40	4
<b>Choice Base</b>						
BCA-476	Game Design II (Pr)	30	20	Choice Based	20	2
<b>OR</b>						
BCA-477	Tally (Pr)	30	20	Choice Based	30	2
<b>Total Credit points for Semester</b>						<b>20</b>

## THIRD YEAR

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER V</b>						
BCA-571	Multiplayer Programming (Pr)	60	40	Core	60	4
BCA-572	Distribution and Marketing(Th)	60	40	Core	40	4
BCA-573	Game Development – IV (Pr)	60	40	Core	60	4
BCA-574	Career Development(Th)	60	40	Core	40	4
BCA-575	Multiplayer Programming (Th)	30	20	Core	20	2
<b>Choice Base</b>						
BCA-576	Project Management(Th)	60	40	Choice Based	30	2
<b>OR</b>						
BCA-577	Advanced English (Th)	60	40	Choice Based	20	2
<b>Total Credit points for Semester</b>						<b>20</b>

Subject Code	Names of Subject	Examination Scheme				
		Ext. Marks	Int. Marks	Category	Teaching & Practical Hr.	Credit
<b>SEMESTER VI</b>						
BCA-671	Internship + Viva	-	200	Core	120	8
BCA-672	Elective - I - Final Project / Viva (Game Development )	-	300	Core	180	12
<b>OR</b>						
BCA-673	Elective - II - Final Project / Viva (Mobile App Development )					
<b>Total Credit points for Semester</b>						<b>20</b>