

## Lesson Plan (Even Semester, Session 2021-22)

**Name of Professor: Ashok**

**Class: BCA-II/4<sup>th</sup> Semester**

**Subject code and Name: BCA – 246 MANAGEMENT INFORMATION SYSTEM**

Month	Topics covered
<b>1/04/2022 To 27/04/2022</b>	Introduction to system and Basic System Concepts, Types of Systems, The Systems Approach, Information System: Definition & Characteristics, Types of information, Role of Information in Decision-Making, Sub-Systems of an Information system: EDP and MIS management levels, EDP/MIS/DSS.
<b>28/04/2022 To 25 /05/2022</b>	An overview of Management Information System: Definition & Characteristics, Components of MIS, Frame Work for Understanding MIS: Information requirements & Levels of Management, Simon's Model of decision-Making, Structured Vs Un-structured decisions, Formal vs. Informal systems.
<b>26/05/2022 To 22/06/2022</b>	Developing Information Systems: Analysis & Design of Information Systems: Implementation & Evaluation, Pitfalls in MIS Development.
<b>23/06/2022 To 19/07/2022</b>	Functional MIS: A Study of Personnel, Financial and production MIS, Introduction to e-business systems, ecommerce – technologies, applications, Decision support systems – support systems for planning, control and decision-making, Revision

## Lesson Plan (Even Semester, Session 2021-22)

Name of Professor: Ashok

Class: BCA-III/6<sup>th</sup> Semester

Subject code and Name: BCA-366/ Programming in Core Java

Month	Topics Covered
<b>1/04/2022 To 27/04/2022</b>	<b>UNIT – I</b> Basic Principles of Object-Oriented Programming, Introduction to Java, History, and Features of Java, Java Virtual Machine (JVM), Java’s Magic Byte code; The Java Runtime Environment; Basic Language Elements: Lexical Tokens, Identifiers, Keywords, Literals, Comments, Primitive Data types, Operators, Assignments; Input/output in Java: Basics, I/O Classes, Reading Console Input, Control Structures in Java: Decision and Loop Control Statements
<b>28/04/2022 To 25 /05/2022</b>	<b>UNIT – II</b> Class and Object in Java: Defining Class in Java, Creating Objects of a Class, Defining Methods, Argument Passing Mechanism, Using Class and Objects, Constructors, Nested Class, Inner Class, Abstract Class, Dealing with Static Members; Array & String in Java: Defining an Array, Initializing & Accessing Array, Multi-Dimensional Array, Defining String, Operation on Array and String, Creating Strings using String Class, Creating Strings using String Buffer Class; Polymorphism in Java: Basic Concept, Types, Overriding vs. Overloading, Implementation
<b>26/05/2022 To 22/06/2022</b>	<b>UNIT – III</b> Extending Classes and Inheritance in Java: Benefits of Inheritance, Types of Inheritance in Java, Access Attributes, Inheriting Data Members and Methods, Role of Constructors in Inheritance, Use of “super”; Packages & Interfaces: Basic Concepts of Package and Interface, Organizing Classes and Interfaces in Packages, Defining Package, Adding Classes from a Package to Your Program, CLASSPATH Setting for Packages, Import-Package, Naming Convention For Packages, Access Protection in Packages, Standard Packages
<b>23/06/2022 To 19/07/2022</b>	<b>UNIT – IV</b> Exception Handling in Java: The Idea behind Exception, Types of Exception, Use of try, catch, finally, throw, throws in Exception Handling, In-built and User Defined Exceptions, Checked and Un-Checked Exceptions, Catching more than one Exception; Applet in Java: Applet Basics, Applet Architecture, Applet Life-Cycle, Applet Tag, Parameters to Applet, Embedding Applets in a Web page, Creating Simple Applets; GUI Programming: Designing Graphical User Interfaces in Java, Components, and Containers, Using Containers, Layout Managers, AWT Components, AWT Classes, AWT Controls, Revision