TAMIL NADU OPEN UNIVERSITY
Chennai - 15
School of Computer Science

Programme Code No	: 146
Programme Name	: B.Sc Computer Science (Semester -1)
Course Code & Name	: BSCSS-11 & Problem Solving
Batch	: AY 2021-2022
No. of Assignment	: 2
Maximum CIA Marks	: 15 (Average of Total No. of Assignments)

Assignment-1

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Explain in detail about the Empty-box Problem.
2. Briefly explain about Black and White colouring with suitable example.
3. Discuss about the Fake-Coin Detection with suitable example.

Assignment-2

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Discuss about the matchstick Game in details.
2. Elaborate about the Bridge Problem.
3. Discuss about the Knight's Circuit method.

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Programme Code No	: 146
Programme Name	: B.Sc Computer Science (Semester -1)
Course Code & Name	: BSCSS-12 & Fundamentals of Computing
Batch	: AY 2021-2022
No. of Assignment	: 2
Maximum CIA Marks	: 15 (Average of Total No. of Assignments)

Assignment-1

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Explain in detail about the Block diagram of a computer.
2. Briefly explain about the Scanners and its types with neat diagram.
3. Discuss about the compiler and interpreter in details.

Assignment-2

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Discuss about the Monitors and its types.
2. Elaborate about the programming languages.
3. Discuss about the Batch processing method.

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Programme Code No	: 146
Programme Name	: B.Sc Computer Science (Semester - 2)
Course Code & Name	: BSCSS-21 & Programming in C
Batch	: AY 2021-2022
No. of Assignment	: 2
Maximum CIA Marks	: 15 (Average of Total No. of Assignments)

Assignment-1

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Explain in detail about the Assignment and Conditional Operators.
2. Briefly explain about the while, do-while with suitable example.
3. Discuss about the Passing arguments with suitable example.

Assignment-2

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Discuss about the Nested control structures with example.
2. Elaborate about the Passing structures to functions.
3. Discuss about the Structures and Pointers.

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Programme Code No	: 146
Programme Name	: B.Sc Computer Science (Semester -2)
Course Code & Name	: BSCSS-22 & Digital Electronics
Batch	: AY 2021-2022
No. of Assignment	: 2
Maximum CIA Marks	: 15 (Average of Total No. of Assignments)

Assignment-1

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Explain in detail about the 1‘s and 2‘s complements.
2. Briefly explain about the Multiplexer and Demultiplexer.
3. Discuss about the Moore/Mealy models.

Assignment-2

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Discuss about the Quine-McCluskey method of minimization.
2. Elaborate about the Programmable Array Logic (PAL).
3. Discuss about the Pulse mode sequential circuits.

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Programme Code No	: 146
Programme Name	: B.Sc Computer Science (Semester -2)
Course Code & Name	: BSCSS-23 & Principles of Programming Languages
Batch	: AY 2021-2022
No. of Assignment	: 2
Maximum CIA Marks	: 15 (Average of Total No. of Assignments)

Assignment-1

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Explain in detail about the Programming Language Implementation.
2. Briefly explain about the Primitive Data Types.
3. Discuss about the Exception Handling in ML.

Assignment-2

Max= 15 marks

Answer **any one** of the questions given below in 1000 words each.

1. Discuss about the Syntax and Semantics.
2. Elaborate about the Parameterized Abstract Data Types.
3. Discuss about the Relational logic programs and SQL operations.

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B.Sc Computer Science - Syllabus – I Semester (Distance Mode)

COURSE TITLE : Office Automation Laboratory

COURSE CODE : BSCSS-P1

COURSE CREDIT : 02

COURSE OBJECTIVES

While studying the Office Automation Laboratory, the student shall be able to:

- To acquire knowledge on editor, spread sheet, slide preparation
- To improve creative thinking in presentation software

COURSE OUTCOMES

After completion of the Office Automation Laboratory, the student will be able to:

• To perform documentation
• To perform accounting operations
• To perform presentation skills

Exercises:

1. Introduction to open office/MS office/Libre office
2. Word Processing: Formatting Text, Pages, Lists, Tables
3. Spreadsheets: Worksheets, Formatting data, creating charts and graphs, using formulas and functions, macros, Pivot Table.
4. Presentation Tools: Adding and formatting text, pictures, graphic objects, including charts, objects, formatting slides, notes, hand-outs, slide shows, using transitions, animations

Reference book:

1. Sushila Madan , Introduction to Essential tools,JBA,2009.
2. Anita Goel, Computer Fundamentals, Pearson, 2012

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B.Sc Computer Science - Syllabus – II Semester (Distance Mode)

COURSE TITLE : C Programming Laboratory

COURSE CODE : BSCSS-P2

COURSE CREDIT : 03

COURSE OBJECTIVES

While studying the C Programming Laboratory, the student shall be able to:

- It aims to train the student to the basic concepts of the C-programming language
- To improve the programming skills through C language

COURSE OUTCOMES

After completion of the C Programming Laboratory, the student will be able to:

• Read, understand and trace the execution of programs written in C language.

• develop the C code for a given algorithm.

• Implement Programs with pointers and arrays, perform pointer arithmetic, and use the pre-processor.

• develop programs that perform operations using derived data types.

Exercises:

1. program to determine whether a number is 'odd' or 'even' and print the message
2. Program to accept a character and check whether the char is vowel or not!
3. Program to find out the factorial of given Number.
4. program to check the given string is Palindrome (ex) "LIRIL" or NOT,
5. Program to find out the Max No, Min No of specified three Numbers.
6. Program for bubble sort?
7. program to display fibonacci of a numbers
8. Program to find whether the number is an Armstrong number or not.
9. Program to read the decimal number, round them off to the nearest integer and print out the results in integer form.
10. Program to read the price of an item in decimal form and print the output in paise.
11. Program to find the number of digits in a number.
12. A positive number is entered through a keyboard write a function to obtain the prime factor of this numbers.