

CVM's
SEMCOM
Course Plan (20013-14)
Faculty Name: - **Yogesh Patel**

ODD SEMESTER

Subject List

- 1) Graphics Design.
- 2) Software Project Management.
- 3) Computer Based Project Management.

EVEN SEMESTER

Subject List

- 1) IT Based Project Management
- 2) Graphics Design
- 3) Information Security (sharing with Ms. Harshida Patel)
- 4) Computer Based Project Management - II

ODD SEMESTER

Class Name : - 4th Years B.B.A. (I.T.M.)
Subject Name: - Graphics Design (GD – ITM - 402)
Total Credits : 4
Lectures per week : 8

Course Objectives:

1. The students will become aware about the Flash 8.0. in this Subject.
2. The students will able to create flash objects and modify it
3. The students will learn how to create animation using this environment.
4. The students can score good marks.

Topic Name		
Unit No. I	Flash Editor, Introduction and use of stage, timeline, rulers, grids, Drawing Tools, Various Menus, Creating and Modifying Simple objects.	15
Unit No. II	Working with colors, gradients, curves, lines, Grouping objects and stacking objects, Aligning working with objects on single layer, Timeline Layers, Creating and deleting layers working with objects on different layers, Stacking of layers, Types of layers :- Guide & Mask layers.	15
Unit No. III	Object Library: - Create and use, Object & symbols, Symbol Instance, Importing and using Non-Flash graphics:-Import graphics, Turning Bitmaps into Vector graphics, Use of Magic wand tool. What is Key Frame? Frame by Frame animation, Onion Skinning.	15
Unit No. IV	Controlling animation speed- Motion tweening, Color Effects Animation, Changing object size animation – Rotating, Spinning and moving objects, Tweening Properties --- Shape twinning, Morphing, Shape and motion tweening of objects. Introduction to Action Scripts, Adding Actions (Play, Stop, Go To)	15

Reference Books:-

- (1) Flash for Windows & Macintosh
 - Katherine Ulrich , Pearson Education Asia
- (2) Macromedia Flash
 - Bonnie Blake, Tata McGraw Hill

Course Outcome

- 1. The students will aware about the Flash 8.0. Development Environment.**
- 2. The students will to create flash objects and modify it**
- 3. The students will learn how to create animation using this environment.**
- 4. The students will score good marks.**

Class Name : - TYBCA
Subject Name : - Software Project Management.
Credits : 2
Lectures per week : 2

Course Objectives:

- 1. The students will become aware about the Software Development Process and also about its Management.**
- 2. The students will able to know, how software's are considered as Project Management.**
- 3. The students will learn some skills for project management.**

	Topic Name	
Unit No. I	Introduction <ul style="list-style-type: none"> - Definition of the project - Project specification and parameters - Principles of Project management - Project management life cycle 	7
Unit No. II	Software Project Planning <ul style="list-style-type: none"> - Project activities and Work Breakdown Structure (WBS) - Criteria for completeness in the WBS - Activity Resource Requirements and Cost - Joint project planning session - Project management plan 	7
Unit No. III	Project Economics and Risk Management <ul style="list-style-type: none"> - Project costing, - Empirical project estimation techniques, - Decomposition techniques, - Algorithmic methods, - Automated estimation tools - Risk concepts and identification, - Risk assessment and control, - Risk components and drivers, - Risk tracking and monitoring, - Risk mitigation and management 	8

Unit No. IV	Project Scheduling and Tracking Techniques <ul style="list-style-type: none"> - Introduction to project scheduling and tracking - Effort estimation techniques - Task network and scheduling methods, - Monitoring and control progress - Graphical reporting tools 	8
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MAIN REFERENCE BOOKS:

1. John J. Rakos, "Software Project Management", 1998, Prentice Hall.
2. Walker Royce, "Software Project Management", 2001, Pearson Education.
3. Roger S. Pressman, "Software Engineering", 2001, McGraw Hill.

Course Outcome

- 1. Students can aware about the Flash 8.0. Development Environment.**
- 2. Students can to create flash objects and modify it**
- 3. Students can learn how to create animation using this environment.**
- 4. Students can score good marks.**

Class Name : - TYBBA
Subject Name : - Computer Based Project Management.
Credits : 3
Lectures per week : 5

Course Objectives:

- 1. The students will aware about the Microsoft Project Management 2003 Tool.**
- 2. The students will able to create new project using tool.**
- 3. The students will able to develop project plan for any product or services as project with the help of tool.**

	Topic Name	
Unit No. I	Project Fundamentals <ul style="list-style-type: none"> - Introduction to Microsoft Project Server and Microsoft Project Web Access - Understanding project management Basics and processes - Understanding project stakeholders - Keys to successful Project management 	10
Unit No. II	Project planning and organizing <ul style="list-style-type: none"> - Creating a project plan - Focusing the project vision - Entering tasks - Importing Tasks from an Excel Worksheet - Recurring Task - Sequencing & organizing tasks - Organizing tasks into an Outline - Setting up work breakdown structures - Adding Supplementary information to Tasks. 	13

Unit No. III	Viewing Information <ul style="list-style-type: none"> - Different views in project management - Sorting project information - Grouping project information - Filtering Project information - Navigating to a specific location in view 	12
Unit No. IV	Scheduling Task <ul style="list-style-type: none"> - Setting Task Durations. - Task Dependencies and Scheduling task deadlines. - Task Calendars. 	10

MAIN REFERENCE BOOKS:

1. Teresa S. Stover “Microsoft Office Project 2003”
2. John J. Rakos, “Software Project Management”, 1998, Prentice Hall.
3. Walker Royce, “Software Project Management”, 2001, Pearson Education.

Course Outcome

- 1. Students can aware about the Microsoft Project Management 2003 Tool.**
- 2. Students can able to create new project using tool.**
- 3. Students can able to develop project plan for any product or services as project with the help of tool.**
- 4. Students can score good marks.**

EVEN SEMESTER

Course Objectives:

1. The students will aware about the Microsoft Project Management 2003 Tool.
2. The students will able to create new project using tool.
3. The students will able to develop project plan for any product or services as project with the help of tool.

B. B. A. (Honours) Information Technology Management Program

Semester VIII

IT BASED PROJECT MANAGEMENT

Total Credits : 4

Total Marks : 125

UNIT-1 Project Fundamentals 15

Introduction to Microsoft Project Server and Microsoft Project Web Access, Understanding project management Basics and processes, Understanding project stakeholders, Keys to successful Project management

UNIT-2 Project planning and organizing 15

Creating a project plan, Entering tasks, Sequencing & organizing tasks, Organizing tasks into an Outline Setting up work breakdown structures, Viewing project information and information categories, Navigating to a specific location in view, Setting task durations, Task dependencies and scheduling task deadlines, Task calendars

UNIT-3 Resources planning 15

Setting up resources in the project, Adding work & material resources, Removing a resource, Resource working time calendars, Assigning work and material resources to task, Reviewing, changing and contouring resource assignments, Planning resource cost & fixed task cost

UNIT-4 Monitoring and reporting 15

Critical path and tasks, Reducing project costs, Changing project scope, Saving original plan information using a baseline, Establishing communications plan, Setting up and printing views Generating report, Custom and built – in reports

Evaluation:

Internal - 40 Marks – Average of (Theory 40 Marks + Practical 40 Marks)

External - 60 Marks - Average of (Theory 60 Marks + Practical 60 Marks)

Two Hours Examination

LABORATORY: Credit – 1 Marks - 25

UNIT-5

Students are required to select any project of their choice and computerized it with the help of Project Management tool and submit the soft copy of their project and documentation.

Evaluation: (Internal) 25 Marks

Journal shall be prepared by student and evaluation of that shall be made by the concerned teacher.

References:

1. Microsoft Office Project 2003 Inside Out, By Teresa Stover, Microsoft Press, Oct 2003
2. Microsoft Office Project 2003 Bible, By Elaine J Marmel, Hungry Minds Inc, US.

Course Outcome

1. Students can aware about the Microsoft Project Management 2003 Tool.
2. Students can able to create new project using tool.
3. Students can able to develop project plan for any product or services as project with the help of tool.
4. Students can score good marks.

B. B. A. (Honours) Information Technology Management Program Semester VI SUBJECT: Graphics Design

Course Objectives:

1. The students will become aware about the Flash 8.0. in this Subject.
2. The students will able to create flash objects and modify it
3. The students will learn how to create animation using this environment.
4. The students can score good marks.

Total Credits : 4
Total Marks : 125

THEORY: Credits - 3, Marks - 100
All units carry equal weightage. (25%)

Unit:-1 Introduction and Use **15**

Flash Editor, Introduction and use of stage, timeline, rulers, grids, Drawing Tools, Various Menus, Creating and Modifying Simple objects.

Unit: -2 Working with Flash Properties **15**

Working with colors, gradients, curves, lines, Grouping objects and stacking objects, Aligning working with objects on single layer, Timeline Layers, Creating and deleting layers working with objects on different layers, Stacking of layers, Types of layers :- Guide & Mask layers

Unit: - 3 Creating Objects **15**

Object Library: - Create and use, Object & symbols, Symbol Instance, Importing and using Non-Flash graphics:-Import graphics, Turning Bitmaps into Vector graphics, Use of Magic wand tool. What is Key Frame? Frame by Frame animation, Onion Skinning

Unit: - 4 Animation and Action Script **15**

Controlling animation speed- Motion tweening, Color Effects Animation, Changing object size animation – Rotating, Spinning and moving objects, Tweening Properties --- Shape twinning, Morphing, Shape and motion tweening of objects. Introduction to Action Scripts, Adding Actions (Play, Stop, Go To)

LABORATORY: Credit – 1, Marks – 25

Unit-5

Students will be required to Complete 15 Flash Animation.

Evaluation: (Internal) 25 Marks

Journal shall be prepared by student and evaluation of the shall be made by the concerned teacher.

MAIN REFERENCE BOOKS:

1. Flash for Windows & Macintosh - Katherine Ulrich, Pearson Education Asia.
2. Macromedia Flash - Bonnie Blake, Tata McGraw Hill.

Course Outcome

1. Students can aware about the Flash 8.0. Development Environment.
2. Students can to create flash objects and modify it
3. Students can learn how to create animation using this environment.
4. Students can score good marks.

B. B. A. (Honours) Information Technology Management Program Semester VI INFORMATION SECURITY

Course Objectives:

1. The students will aware about what is information security? What's use of it?
2. The students will able to understand about Access Control, Authentication, auditing and deferent types of attacks.
3. The students will learn how to maintain server's and single computer.
4. The students can also learn about hardware security.

Total Credits : 4
Total Marks : 125

THEORY: Credits - 3, Marks - 100

UNIT – 1	Information Security Basics	15
Security Administration: Concepts and principles, Security Equation, System Life Cycle, Security development life cycle, Data/information storage, Policies and practices, Information classification, Security modes of operation, trusted computing base.		
UNIT – 2	Access Controls, Authentication and Auditing	15
Why control access? , Authentication, Auditing.		
UNIT – 3	Attacks	15
DoS, Malicious Code Attacks, Password Attacks, Software Exploitation and Buffer Overflows, Spoofing, TCP/IP Hijacking, Remote Access Security, Email Security, Wireless Security, Web Security.		
UNIT – 4	Security	15
Device based Security: Firewall (Packet. Filter, Application layer), Routers, Switches, Wireless, Workstation, Server		
Media based Security: COAX (thin / thick), UTP / STP, Fiber optic, Magnetic tapes, CDR, Hard drives, FDD		
Security Topologies: Security zones: DMZ, Intranet, Extranet		
Intrusion Detection: Network, Host, Application based		

Evaluation:

Internal - 40 Marks

LABORATORY: Credit – 1, Marks – 25

UNIT - 5

Practicals on TCP /IP utility commands (IPconfig, ARP, NBTstate, NETSTAT, TRACERT, NSLOOKUP) & collecting cases of Attacks like DOS, Distributed DOS, Malicious Code Attacks, Password Attacks etc.

Journal on the same shall be maintained by the students in which they have to write on practices

Evaluation: Internal: 25 marks

Journal shall be evaluated by concerned subject teachers

REFERENCE:

1. Security+ Study Guide by Michael Cross, Norris L Johnson – Syngress Books
2. **The SSCP Prep Guide by Debra S Isaac, Michael J Isaac – Wiley Publications**
3. **The CISM Prep Guide – Mastering the five domains of Information security management by Ronald L Krutz , Russell Dean Vines -- Wiley Publications**
4. **CISSP - Certified Information Systems Security Professional Study Guide by Ed Tittel , Mike Chapple, James Micheal Stewart – SYBEX 3rd. Ed.**
5. Security + Prep Guide by Ronald L Krutz , Russell Dean Vines – Wiley Publications
6. The CISSP prep guide Gold Edition by Ronald L Krutz , Russell Dean Vines – Wiley publications

Course Outcome

1. **Students can aware about what is information security? What's use of it?**
2. **Students can able to understand about Access Control, Authentication, auditing and deferent types of attacks.**
3. **Students can learn how to maintain server's and single computer.**
4. **Students can also learn about hardware security.**

Course Objectives:

1. The students will aware about the Microsoft Project Management 2003 Tool.
2. The students will able to create new project using tool.
3. The students will able to develop project plan for any product or services as project with the help of tool.

B. B. A. (General) Program Semester VI Computer-based Project Management - II

Total Credits : 3
Total Marks : 100

UNIT – 1	Resources Planning	15
Setting up resources in the project - Adding work & material resources - Specifying Resource Availability - Adding Material Resources to the Project - Hyperlinking to Resource Information - Removing a resource - Resource working time calendars		
UNIT – 2	Assigning Resources and cost to Task	15
Assigning work and material resources to task - Reviewing, changing and contouring resource assignments - Planning resource cost & fixed task cost		
UNIT – 3	Monitoring and adjusting	15
Critical path and tasks - Reducing project costs - Changing project scope - Saving original plan information using a baseline - Updating task progress		
UNIT – 4	Analysis and reports	15
Establishing communications plan - Setting up and printing views - Generating report Custom and built-in reports - Analyzing progress and costs		

Evaluation:

Internal - 40 Marks – Average of (Theory 40 Marks + Practical 40 Marks)
External - 60 Marks - Average of (Theory 60 Marks + Practical 60 Marks)
Two Hours Examination

REFERENCES:

1. Microsoft Office Project 2003 Inside Out, by Teresa Stover, Microsoft Press Publication, October 2003
2. Microsoft Office Project 2003 Bible, Elaine J Marmel, Hungry Minds Inc, US Publication

Course Outcome

1. Students can aware about the Flash 8.0. Development Environment.
2. Students can to create flash objects and modify it
3. Students can learn how to create animation using this environment.
4. Students can score good marks.