



**K.L.E. SOCIETY'S
BASAVAPRABHU KORE
ARTS, SCIENCE AND COMMERCE COLLEGE, CHIKODI**
[Accredited at 'A' grade by NAAC with CGPA of 3.26 during third cycle]

**UG Department of Commerce
CERTIFICATE COURSE IN TALLY ACCOUNTING [2018-19]**

OBJECTIVES

- # The students are introduced to computerized accounting environment.
- # Knowledge of Tally, computerized accounting software is imparted to the students.
- # To train the students in preparations of final accounts and other financial statements in Tally.

Faculty of the department involved in the preparation of syllabus

Sl. No	Name	Designation
1	Prof.M.C.Bakanetti	Associate Professor
2	Prof.B.S.Mali	Associate Professor
3.	Prof.Laxmikant Nayak T.O	Assistant Professor
4	Miss.S.C.Hitni	Lecturer
5	Miss.S.M.Mirje	Lecturer
6.	Miss.D.R.Janawade	Lecturer

Subject Expert:

Sl. No	Name	Designation	Address
1	Shri. Sudarshan Patil	Lecturer	KLE' Society's SSMS College, Athani

MODULE

Unit	Topics	Components	Hours
1	Accounting Information System	Introduction, Basics of Accounting, and Introduction to Computerized Accounting Information Systems. Difference between Manual and Computerized Accounting Information Systems,	10
2	Tally 9	Introduction, features of tally 9.1 versions, configuration of tally, tally screens and menus, creation of company, creation of group, Editing and deleting groups, creation of ledgers, Editing and deleting ledgers. Introduction to vouchers, voucher entry, payment voucher, receipt voucher, contra voucher, journal voucher, Editing and deleting vouchers. Problems on Accounts only method and Balance Sheet	11
3	Introduction to Inventories:	Creation of stock categories, Creation of stock groups, Creation of stock items, configuration and features of stock items, Editing and deleting stocks, usage of stocks in voucher entry. Purchase order- stock vouchers, sales order. Introduction to cost, creation of cost category, Problems on Accounts with Inventory method and Balance Sheet	10
4	Introduction to cost	Creation of cost category, creation of cost centers, Editing and deleting cost centers & categories, usage of cost category & cost, centers in voucher entry, budget & control, Editing and deleting budgets, generating & printing reports in detail & condensed format. Problems on Accounts with Inventory method and Balance Sheet	11
5	Generation of Reports:	Day books- Balance sheet, Trial balance, Profit & loss account, ratio analysis, cash flow statement, fund flow statement, cost center report, inventory report, and bank reconciliation statement.	10

Session	Hours
Theory sessions	26 hrs
practical sessions	26 hrs
Total	52 hrs

EXAMINATION: After the completion of the teaching (both theory and practical sessions), an examination will be conducted for 2 Hours. The question paper is for 40 marks. Result will announced after the evaluation and the certificate will be issued to each student after successful completion of the course

Assessment Components:

Sl. No.	Internal Components	Remarks
1	Internal Assessment	40 Marks

COURSE OUTCOMES:

- ✚ Students learn the basics of tally and importance of tally in today's computerized environment.
- ✚ Students learn how to create company accounts using tally and about function keys and shortcut keys.
- ✚ To know about voucher entry, payment voucher, receipt voucher, credit and debit note.
- ✚ Students learn how to create single and multiple ledgers, group creation, budget, inventory groups and other functions.
- ✚ Students learn to prepare final accounts in tally along with cash flow statements and inventory analysis reports.

Date: 11/10/2018



B. Mitt
 (Prof M.C.Bakanetti)
 Course Coordinator & HOD
HEAD
 Department of Commerce

K.L.E.Society's
 Basavaprabhu Kore Arts, Science and Commerce College, Chikkodi – 591201
Department of Zoology
Syllabus distribution Short Term Course (2018 – 19) : ENVIRONMENT

Short Term Course Syllabus

Unit	Syllabus	Hours	Staff
1	Introduction: Concept of environment, biosphere, ecosystem, food chain, food web, trophic level, ecological pyramids, biodiversity, conservation, water resources, pollution, sewage, mining, desertification, deforestation, sustainable development. Components of ecosystem.	3	TPK
2	Issues: The challenges we face, forest clearance, population explosion, types of pollution, global atmospheric changes, hazardous wastes and incineration, urban problems related to energy, water conservation, watershed management, resettlement and rehabilitation of people, climate change, global warming, acid rains, ozone level depletion, nuclear accidents, environment clearance and development issue	5	NRB
3	Renewable energy: Solar, Hydro, tidal, wind, biomass, Waste-to-Power, biofuel. Non-renewable energy resources: Fossil fuel including coal, petroleum, oil and natural gas	3	TPK
4	Impact of: (a) mining (b) deforestation (c) industrial effluents (d) hydroelectric projects (e) air, land and sound pollution (f) pesticides (g) excess use of inorganic fertilizers	3	TPK
5	People participation in 'save environment': (1) Bishnoi Movement (2) Chipko Movement (3) Save Silent Valley (4) Appiko Movement (5) Narmada Bachao Andholan (6) Tehri Dam Conflict (7) Jungle Bachao Andholan (8) Pluck and Plant movement (9) Navdanya Movement (10) Save Western Ghats (11) Campaign against iron ore mining and for mine workers' rights (12) Anti-uranium mining campaign (12) Anti-thermal power plant and coal mining campaigns (13) Rights of stone and quarry workers (14) Campaign against bauxite mining (15) Campaign against copper smelting plant	7	NRB
6	Environmental Impact Assessment (EIA): EIA Process, Role of the State Pollution Control Boards, Role of the Ministry of Environment and Forests, National Environment Appellate Authority, Role of NEERI. Case studies of EIA	3	TPK
7	Case studies: Bhopal gas tragedy, Bathing of animals, people and water quality, Chernobyl Nuclear Accident, Fukushima nuclear disaster, Gulf of Mexico Oil Spill, Spoils of War, Leaded gasoline, Toxic pesticide, Indoor Air Pollution, The Pacific Garbage Patch	3	NRB
8	Environment management, Ecotourism, Alternate energy initiatives, Management of waste (solid, liquid and e-waste), rain water harvesting, green practices and Environment Protection Act	3	TPK

Total hours

30

NRB = Dr N R Birasal, TPK = Miss T P Khidrapure

HEAD
 DEPARTMENT OF ZOOLOGY



K.L.E. Society's
BASAVAPRABHU KORE ARTS, SCIENCE AND COMMERCE COLLEGE, CHIKODI

(Accredited at 'A' Grade by NAAC with CGPA of 3.26 in 3rd Cycle)

College with Potential for Excellence (CPE)

DEPARTMENT OF COMPUTER SCIENCE

COURSE STRUCTURE AND SYLLABUS
OF
CERTIFICATE COURSE

Certificate course

on

"OOP'S USING C++"

With effect from academic year 2018-19 onwards



K.L.E. SOCIETY'S
BASAVAPRABHU KORE ARTS, SCIENCE AND COMMERCE
COLLEGE, CHIKODI-591201
(ACCREDITED at 'A' WITH 3.26 CGPA in 3rd cycle of A & A)

Department of Computer Science

Short Term Course for the year 2018-19

OOP'S Using C++

COURSE STRUCTURE

S.NO.	PARTICULAR	INFORMATION FURNISHED
1.	Need for the OOP'S Using C++ Course	1) OOPS in C++ starting with basic in object oriented concepts to advanced concepts in OOPS. 2) C++ Programming Language is used in various software developments.
2.	Duration of the Course	3 Months
3.	Teaching Hours	30 hours(Theory and Practical)
4.	No.of Teaching Hrs /week	04(Theory and Practical)
5.	Intake for the Course	60
6.	Eligibility for the Enrollment	B.Sc(CS)
7.	Medium of Instruction	English
8.	Fees	300

Shreegale
H.O.D.
Dept. of Computer Science
B. X. College, Chikodi.



Shreegale
PRINCIPAL
B.K.Arta, Science & Commerce College
CHIKODI - 591201.

List of Staff Members:

Sl. No.	Name	Designation	Qualification
1	Miss. Sunanda Hegale	Lecturer	M.Sc, B.Ed
2	Shri. Vinayak Bagi	Lecturer	M.C.A
3	Miss G.B. Kustigar	Lecturer	M.Sc
4	Miss V. K. Badiger	Lecturer	M.C.A

Subject Expert:

SL. No	Name	Designation	Address
1	Miss. Sunanda Hegale	Lecturer	B.K. College, Chikodi
2	Miss G.B. Kustigar	Lecturer	B.K. College, Chikodi

Preamble:

The course is designed to aim at imparting a basic level programme for the common Students. After completing the course the C++ is close to the hardware, can easily manipulate resources, provide procedural programming over CPU intensive functions and is fast. It is also able to override the complexities of 3D games and provides multilayer networking. All these benefits of C++ make it a primary choice to develop the gaming systems as well as game development suites.

OOP'S Concepts are

- Data abstraction:** Data abstraction is an act of representing the important features of data without including the background details or the method applied to obtain it.
- Data encapsulation:** Data encapsulation is nothing but a process to implement data abstraction by wrapping up the data and functions into an exclusive block.
- Inheritance:** The term inheritance refers to transferring the properties of the parent class to the child class. We can implement the basic idea of inheritance by creating more than one class, which we formally refer to as derived classes by linking them with what we call the base class. This concept reduces the redundancy of the program and makes it easy to transfer/copy the properties of one class to another

•**Data hiding:** Data hiding refers to protecting data from unauthorized access. It is basically responsible for securing the data. It is important to note that data encapsulation is different from data hiding as encapsulation mainly focuses on shifting the focus on important data than explaining its complex nature.

•**Polymorphism:** The word poly means 'many' and morphism means 'forms'. Clearly, polymorphism refers to displaying that data in more than one form.

Facilities Available:

- 1) Experience teaching faculty.
- 2) ICT Class rooms.
- 3) Computer Lab.

Pattern of Evaluation:

- **Exam Hours – 1Hours**
- **Marks -- 25 Marks**

Course Description

This course provides in-depth coverage of object-oriented programming principles and techniques using C++. Topics include classes, overloading, data abstraction, information hiding, encapsulation, inheritance, polymorphism, file processing, templates, exceptions, container classes, and low-level language features. The course briefly covers the mapping of UML design to C++ implementation and object-oriented considerations for software design and reuse. The course also relates C++ to GUI, databases, and real-time programming.

Objectives

- Perform object oriented programming to develop solutions to problems demonstrating usage of control structures, modularity, I/O, and other standard language constructs.
- To learn the characteristics of an object-oriented programming language: data abstraction and information hiding, inheritance, and dynamic binding of the messages to the methods.
- To enhance problem solving and programming skills in C++ with extensive programming projects.

Learning Outcomes:

- Explain how an existing C++ program works
- Discover errors in a C++ program and describe how to fix them
- Analyze a problem and construct a C++ program that solves it
- Choose and apply the required Linux commands to develop C++ programs in a command-line environment

Teachers: Miss S.M Hegale(TH), Miss G.B. Kustigar and V.K Badiger(PR)

Syllabus of OOP'S Using C++

Total =30hours

Unit-I

Introduction: Procedural Languages, definition of OOP, Basic concept of OOP, Object, Class, Data Abstraction, Data Encapsulation, Data Hiding member functions, Reusability, Inheritance, Creating new Data Types, Polymorphism, Overloading, Dynamic binding, and Message passing. **C++ Features:** The i/o-stream class, C++ Comments, C++ Keywords, Variable declaration, The Const Qualifier. The endl, setw, set precision, Manipulators, The scope resolution operator, the new & delete Operators.

5 Hrs

Unit-II

Objects & Classes: Classes & Objects, Class Declaration, Class members; Data Constructors, Destructors, Member functions, Class member visibility; private, public, protected. The scope of the class object constructors; Default Constructor, Constructor with argument, constructor with default arguments, Dynamic constructor, copy constructor, Overloaded constructor, Objects as function arguments; member functions defined outside the class, Objects as arguments, returning objects from functions, class conversion, manipulating private Data members, Destructors, classes, objects & memory, array as class member data, Array of objects, string as class member.

5 Hrs

Unit-III

Operator Overloading: Overloading unary operator: Operator Keyword, Operator Arguments, Operator return value, Nameless temporary objects, limitations of increment operator, overloading binary operator, arithmetic operators, comparison. Operator, arithmetic assignment operator, Data conversion. :, conversion .between Basic types, Conversion between objects & Basic types, conversion between objects of different classes.

Inheritance: Derived Class & Base Class: Specifying the Derived class accessing Base class members, the protected access specifier, derived class constructor.

Overriding member functions, public and private inheritance; Access Combinations, Classes & Structures, Access Specifiers, Level of inheritance;

5 Hrs

Unit-IV

Virtual Functions: Friend function; Friends for functional notation, friend classes, this pointer Accessing Member Data with this, using this for returning values.

5 Hrs

Practical Syllabus:

Objects, Classes, operator overloading and inheritance

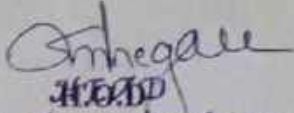
10Hrs

Text books:

1. E. Balaguruswamy: Object Oriented Programming with C++, Tata McGraw Hill Publications.
2. Lafore Robert: Object Oriented Programming in Turbo C++, Galgotia Publications

References:

1. Lippman: C++ Primer, 3/e Pearson Education
2. Prata: C++ Primer plus, 4/e Pearson Education


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