PROCEEDINGS OF THE VICE-CHANCELLOR

Sub:- ANU – Academic –UG courses –CBCS - III B.Sc ERP Multimedia & Web Designing VI semesters syllabus - Approval - Orders – Issued.
Ref:- 1. Minutes of the meeting of the Board of Studies (UG) in Computer Science held on 27-09-2017.

ORDER:

The Vice-Chancellor, after having considered the minutes 1st cited, has approved
the III B.Sc ERP Multimedia Web designing VI semester syllabus and model question
papers in CBCS pattern for the academic year 2017-18 prepared by the Board of Studies
(UG) in Computer Science. The titles of the papers are mentioned below.

III B.Sc ERP Multimedia Web designing Semester-VI

1. Paper I- 2D Animation (Theory & Practical)
2. Paper II- 3d Introduction & Advanced (Modeling & Animation) (Theory & Practical)
3. Paper III- e-Commerce
4. Paper IV- Data Base Management Systems (Theory & Lab)
5. Paper V- Dream Weaver Syllabus (Theory & Lab)
6. Paper VI- Enterprise Resource Planning (Theory & Practical)

(BY ORDER)

To
The Chairman and all members, Board of Studies (UG) in Computer Science, ANU.
All the Principals of the Affiliated Colleges under ANU area.
Copy to:
The Dean, Faculty of Physical Science, ANU.
The Dean, CDC, ANU.
The Coordinator, UG (Exams), ANU
The Addl. Controller of Examinations, ANU.
The P.A. to Vice-Chancellor/ Registrar/Rector, ANU.
UNIT-I
Animation- Key frames- working with guide layer-mask layer- the Transform Tool & Twining what is motion, what is shape animation with effects- working with mask layer- working with titles

UNIT-II
working with property bar- Creating Animations- Adding Audio-Introducing-how to measure animation Speed- import to stage - import to layer- working with guide layer, working with Symbols, working with scenes working with Symbol Effects,

UNIT-III
Advanced Animation Techniques, Importing & Adding Sound and video to the Timeline, working with flash Buttons, Action script, difference between flash and swish,

UNIT-IV
exporting types, import swish files, difference between web animation, TV advertisements and system presentation. Characters Drawings- Backdrop- Tracing - Props.- Creating Site in Flash

UNIT-V
Introducing action script. - Action script basic syntax - Creating web elements - Create a dynamic button - Create a dynamic menu – bring movement to web-optimized flash

Reference Book
Adobe Flash Professional Classroom in a Book Paperback – Import, 14 May 2012 by Adobe Creative Team (Author)

Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
2D ANIAMTION
Sem-VI PAPER-1
Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
2D ANIAMTION
Sem-VI

Student practical

1. types eyes
2. create web advertisement
3. type role and scrolls
4. globe animation
5. mask animation
6. guide layer based animation
7. create college course details by scenes
8. create any scientific experiment
9. create flash based website
10. create your college 2d tv advertisement

create any action script project (use images and cartoons and sounds)
Answer any five questions 5x15=75 Marks

1. What is advantages of key frame animation
2. What is purpose of document properties in flash
3. Explain advantages of scenes
4. What is the purpose of guide layer
5. What is the purpose of action script
6. What is the purpose of publish settings in flash
7. How to use flash library in flash
8. Explain dynamic text and static text
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-VI PAPER-2

Unit-I
Types of rigging - Basic Rigging – Creating Bones For Character – Creating Bones For Four Leg - Character – Biped Rig – Quadruped Rig – Vehicle Rig – Facial Rig.

Unit-II
Animation - Principles of animation (squash and stretch, timing) Working with Animation Curves - Graph Editor – time line

Unit-III
Introduction to Materials: – Understanding the Materials & Behavior of material, Understanding UV Texture Editor, Applying Single Color to object, Hyper shade – Understanding

Unit-IV

Unit-V
Introduction to rendering, Knowing Renderers – software Rendering, Hardware Rendering, Vector Rendering, Mental Ray Rendering, Selecting a Render Type, Interactive Photorealistic Rendering (IPR), Batch Rendering, Working with the Options in Render setting.

Reference book
Mastering Autodesk 3Ds Max Design 2010 by Mark Gerhard (Author), Jeffrey M. Harper (Author)

Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-VI

\textbf{Student practical}

1. Unwrapping the Character.
2. Unwrapping Animals.
3. Unwrapping & Texturing Vehicles.
4. Understanding Diffuse in Materials.
5. Understanding Specular in Materials.
8. Apply Alpha Map.
9. Texturing Like Old and Rusty Wood.
12. Knowing About 3D Paint Effects.

\textit{Signature}

\textit{Date: 27/11/17}
Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
3d introduction & advanced (modeling & animation)
Sem-VI

Answer any five questions 5x15=75 Marks

1. What is rigging?
2. What is animation explain animation principles
3. What is material editors
4. What is color theory
5. What is lighting how many types of lights in 3d
6. What is camera how many types
7. What is render what is use
8. What is UV

\[\text{Signature} \quad \text{27/11/07}\]
\[\text{E. Engineer}\]
\[\text{M.E. Previous}\]
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
e-commerce PAPER-3
sem-VI

Unit I
Credit/Debit card models and Usage, Usages of ATM

Unit II
Payment System – Urban vs. Rural implementation.

Unit III:
Data Base Implementation, 2 Tier/3 Tier Structure,

Unit IV
Need and Implementation of Networks / Routers, Security and Encryption.

Unit V
Web Site Plan’ Web Page Creation with HTML/ Java Script, Development of Products and Service Catalog with PERL Implementation CRM.

Reference Book
E - Commerce: An Indian Perspective Paperback – 2012 by Joseph P.T (Author)
e-Commerce: Strategy, Technology and Implementation Paperback – 2007 by Gary P. Schneider - University of San Diego (Author)
Answer any five questions 5x15=75 Marks

1. Electronic Funds Transfer Defined
2. Mobile commerce
3. Inventory management software
4. What Are the Advantages of Trade Barriers?
5. Technologies needed for an e-commerce system
6. What is RTGS System
7. How RTGS is different from National Electronics Funds Transfer System
8. debit and credit card
UNIT I


UNIT II

Entity-Relationship Model: Introduction, the building blocks of an entity relationship diagram, classification of entity sets, attribute classification, relationship degree, relationship classification, reducing ER diagram to tables, enhanced entity-relationship model (EER model), generalization and specialization, IS A relationship and attribute inheritance, multiple inheritance, constraints on specialization and generalization, aggregation and composition, entity clusters, connection types, advantages of ER modeling.

UNIT III

Relational Model: Introduction, Codd Rules, relational data model, concept of key, relational integrity, NORMALIZATION 1NF, 2NF, 3NF, BCNF, 4NF, DENORMALIZATION, clustering.

UNIT IV


UNIT V


Reference Books

2. "Database Management Systems" by Raghu Ramakrishnan, McGrawhill, 2002,
4. “An Introduction to Database Systems” by Bipin C Desai

5. “Principles of Database Systems” by J. D. Ullman

Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
DBMS

DATABASE MANAGEMENT SYSTEMS LAB

1. Draw ER diagrams for train services in a railway station
2. Draw ER diagram for hospital administration
3. Creation of college database and establish relationships between tables
4. Write a view to extract details from two or more tables
5. Write a stored procedure to process students results
6. Write a program to demonstrate a function
7. Write a program to demonstrate blocks, cursors & database triggers.
8. Write a program to demonstrate Joins
9. Write a program date functions
10. Write a program to demonstrate of Aggregate functions
11. Creation of Reports based on different queries
12. Usage of file locking table locking facilities in applications.
1. Explain components of DBMS?
2. What are the advantages of DBMS?
3. Explain 3 schema?
4. Write short notes on ER MODELS?
5. Explain any 3 normalizations?
6. What is joins? explain with examples?
7. What is trigger?
8. Explain super type/subtype EER models
Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
Dream Weave syllabus
Sem-VI , paper -5

UNIT – I

UNIT – II
Introduction to Dreamweaver - The Dreamweaver Workspace - title bar - working with menu bar - Standard Tool Bar - The document toolbar - The status bar - working with property bar - Panels and Inspectors - The insert toolbar or panel of objects.

UNIT – III
Page properties - Meta - Adding Images and Graphics - Defining a site - Creating Websites in Dreamweaver - Using Dreamweaver Templates - working with colors - Texts - Hyperlinks - working with text link - image link - button link - Tables - types of Lists

UNIT – IV
Web Design with Adobe Dreamweaver and Photoshop - working with div tags - Creating forms - Creating frames - Using Frames - structure of an interactive form - working Text Field - Button - Check box

UNIT – V
Utilize Cascading Style Sheets (CSS) - rollovers - behaviors - Manage Web sites with directories and different types of computer files - Document plans - designs - specifications, and progress throughout the development process, Explain copyright laws.

Books:
Adobe Dreamweaver CS6 Classroom in a Book Jun 27, 2012 by Adobe Creative Team
Dreamweaver CC For Dummies May 28, 2013 by Janine Warner
Degree 3\textsuperscript{rd} year
B.sc. ERP MULTIMEDIA WEBDESIGNING
Dream Weaver
Sem-VI

Answer any five questions 5x15=75 Marks

1. Advantages and disadvantages website?
2. Discuss the advantages disadvantages of Dreamweaver?
3. How to create site in Dreamweaver
4. What is div tag explain advantages and disadvantages?
5. What is what is cascading sheets explain advantages and disadvantages?
6. What is frames how to create frames in Dreamweaver?
7. How to Manage Web sites with directories in Dreamweaver?
8. What is form how to create form in dreamweaver
Lab work

1. Setting up a page
2. background color change exaples
3. how to insert background images and logos
4. text color change and alignment examples
5. crate web layout
6. students marks list
7. frames
8. create minimum four lay out and create link between pages
9. create student details form
10. text scrolls
11. text role examples
12. crate animated buttons in Dreamweaver
13. working with frames
14. page divide in div tag
15. create flash and images
Unit-1
Financial with erp
HR functions with erp
Components of erp

Unit-2
Components of SAP
Components of oracle with finance
Components of people Soft with finance

Unit-3
Marketing with erp
Chain management of erp
Logistics

Unit-4
Components of sap in marketing
Components of oracle in marketing
Components of people soft in marketing

Reference book

TALLY ERP 9  shraddha singh, navaneet mehra
Student practical

- Enabling Payroll
- ESI
- PF
- NIS
- Entries relayed to payroll
- Voucher entries
- Report generations
- Enabling Features
- Enabling Accounting Features
- Enabling Inventory Features
- Enabling Statutory and Taxation Features
- Configuration Entries
- Cost Categories Creation
- Cost Centers Creation
- Entries Related to Cost categories
- Entries Related to Cost enters
Degree 3rd year
B.sc. ERP MULTIMEDIA WEBDESIGNING
Enterprise Resource Planning
Sem-VI

Answer any 5 questions 5x15=75m

1. write about financials with ERP?

2. write about components of SAP, Oracle and PeopleSoft with financials?

3. write about logistics and chain management?

4. write about components of SAP, Oracle and PeopleSoft with financials in marketing?

5. HR functions?

6. Marketing with ERP?

7. Write the knowledge management, cost factors and training staff with ERP?

8. Write about functional with HR and financial management with ERP?

NageshKumar
23/9/17