

ASSESSMENT POLICY

B.C.A 5th Semester

030010513: CC13 Fundamentals of Mobile Application Development

Assessment Policy

Assessment Code	Assessment Type	Duration of each	Occurrence	Each of marks	Weightage in CIE of 40 marks	Remarks
A1	Quiz	1 hr.	1	20	4 x 1 = 4	Covered Unit-1 and Unit-2 up to 2.2 and will be commencing in the 3 rd week.
A2	Open Book	1 hr.	1	20	4 x 1 = 4	Covered Unit-2, 3 and Unit-4 up to 4.1 will be commencing in the 8 th week.
A3	Unit Test	1.5 hrs.	2	30	6 x 2 = 12	Unit Test-1: Covered Unit-1,2 and Unit-3 up to 3.3 and will be commencing in the 5 th week. Unit Test-2: Covered Unit-3,4,5 and will be commencing in the 11 th week.
A4	Internal Examination	3 hrs.	1	60	15 x 1 = 15	Covered all Units and will be commencing in the 14 th week
A5	Mini-Project	3 months	1	10	5 x 1 = 5	Covered all Units

Assessment Code	Assessment Type	Duration of each	Occurrence	Each of marks	Weightage in CIE of 20 marks	Remarks*
A6	Unit Test	2 hrs.	2	20	4 x 2 = 8	Unit Test-1: Covered Unit-1,2 and Unit-3 up to 3.3 and will be commencing in the 5 th week. Unit Test-2: Covered Unit-3,4, 5 and will be

						commencing in the 11 th week.
A7	Section Test	3 hrs.	1	30	8 x 1 =8	Covered all Units and will be commencing in the 14 th week
A8	Journal/Viva	-	1	No. of Problem definitions X 15	4 x 1 = 4	Covered all Units.

Assessment Type Classification:

Assessment Code :	A1	Weightage of Content :	Unit	(%)
			1	50
			2(up to 2.2)	50
Assessment Type :	Quiz 1	Tentative Date :	20/07/2017	
Kind of Question Format:	<p>Q-1. Multiple Choice Questions (Compulsory 20 Question will be asked of Total=20 Marks.)</p> <p>Note: 20 question of 20 marks will be divided into following:</p> <ul style="list-style-type: none"> ✓ 5 questions each of 1.5 Marks ✓ 10 questions each of 1 mark ✓ 5 question each of 0.5 marks. 			
To measure :	Knowledge and analytical skill			
Course Outcome :	<p>CO1: Describe the different mobile technologies, mobile development platform and mobile GUI.</p> <p>CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications.</p>			
Program Outcome:	<p>PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them.</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p>			

Assessment Code :	A3	Weightage of Content :	Unit	(%)
			1	10
			2	40
			3 up to 3.3	50
Assessment Type :	Unit Test 1	Tentative Date :	8/8/2017	
Kind of Question Format:	<p>Q-1(A).Do as Directed. [All four question are compulsory, Marks will be 4 x 1 = 4 Marks]</p> <p>Q-1(B).Answer the following brief. [Attempt any 3 questions out of 4, Marks will be 3 x 2 = 6 Marks]</p> <p>Q-2.Answer the following (Analysis type and application based question will be asked). [(A)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks]</p>			

	<p>[(B)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks] Q-3 Answer the following in detail. [Attempt any 2 questions out of 3, Marks will be 2 x 5 = 10 Marks] Total = Q-1 + Q-2 + Q-3= 30 Marks</p>
To measure :	Knowledge, Application, Comprehension and Analysis
Course Outcome :	<p>CO1: Describe the different mobile technologies, mobile development platform and mobile GUI. CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications. CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements.</p>
Program Outcome:	<p>PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification. PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p>

Assessment Code :	A2	Weightage of Content :	Unit	(%)
			1 to 3	40
			4.1	60
Assessment Type :	Open Book	Tentative Date :	29/08/2017	
Kind of Question Format:	<p>Do as directed (3 out of 3)</p> <p>1) Analyze the given error prone code and correct it to achieve given output. [07 Marks]</p> <p>2) Analyze the given code with missing line of code; base on given output fill the blanks to achieve the output. [08 Marks]</p> <p>3) Write code to design an application for given layout. [05 Marks]</p>	[Total Marks : 20]		
To measure :	Knowledge, Comprehension and Analysis			
Course Outcome :	<p>CO1: Describe the different mobile technologies, mobile development platform and mobile GUI. CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications. CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements. CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases..</p>			
Program Outcome:	<p>PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification. PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p>			

Assessment Code :	A2	Weightage of Content :	Unit	(%)
			3	20
			4	20
			5	80
Assessment Type :	Unit Test 2	Tentative Date :	19/09/2017	
Kind of Question Format:	<p>Q-1(A).Do as Directed. [All four question are compulsory, Marks will be 4 x 1 = 4 Marks]</p> <p>Q-1(B).Answer the following brief. [Attempt any 3 questions out of 4, Marks will be 3 x 2 = 6 Marks]</p> <p>Q-2.Answer the following (Analysis type and application based question will be asked). [(A)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks] [(B)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks]</p> <p>Q-3 Answer the following in detail. [Attempt any 2 questions out of 3, Marks will be 2 x 5 = 10 Marks]</p> <p>Total = Q-1 + Q-2 + Q-3= 30 Marks</p>			
To measure :	Knowledge, Application, Comprehension and Analysis			
Course Outcome :	<p>CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements..</p> <p>CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases.</p> <p>CO5: Utilize the power of background services, broadcast receiver and notifications.</p>			
Program Outcome:	<p>PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them.</p> <p>PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification.</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p>			

Assessment Code	A4	Weightage of Content	Unit	(%)
			1 to 6	100
Assessment Type:	Internal	Tentative Date:	10/10/2017	
Kind of Question Format:	<p>Paper contains two sections. First section is from unit 1, 2, 3 and second section is from unit4, 5, 6.</p> <p>Section :1</p> <p>Q-1(A).Do as Directed. [All four question are compulsory, Marks will be 4 x 1 = 4 Marks]</p> <p>Q-1(B).Answer the following brief. [Attempt any 3 questions out of 4, Marks will be 3 x 2 = 6 Marks]</p> <p>Q-2.Answer the following. (Analysis type and application based question will be asked). [(A)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks] [(B)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks]</p> <p>Q-3 Answer the following in detail. [Attempt any 2 questions out of 3, Marks will be 2 x 5 = 10 Marks]</p> <p>Section:2</p> <p>Q-4(A).Do as Directed. [All four question are compulsory, Marks will be 4 x 1 = 4 Marks]</p> <p>Q-4(B).Answer the following brief. [Attempt any 3 questions out of 4, Marks will be 3 x 2 = 6 Marks]</p> <p>Q-5.Answer the following. (Analysis type and application based question will be asked). [(A)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks] [(B)Attempt any 1 questions out of 2, Marks will be 1 x 5 = 5 Marks]</p> <p>Q-6 Answer the following in detail.</p>			

	[Attempt any 2 questions out of 3, Marks will be 2 x 5 = 10 Marks] Total = Q-1 + Q-2 + Q-3+Q-4+Q-5+Q-6 = 10 + 10 + 10+10+10+10 = 60 Marks
To measure:	Knowledge, Application, Comprehension, Evaluation and Analysis
Course Outcome:	CO1: Describe the different mobile technologies, mobile development platform and mobile GUI. CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications. CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements. CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases. CO5: Utilize the power of background services, broadcast receiver and notifications. CO6: Use mobile media APIs to develop audio and video based mobile applications.
Program Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification. PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.

Assessment Code	A5	Weightage of Content	Unit	(%)
			1 to 6	100
Assessment Type:	Mini Project	Tentative Date :	12-10-2017	
Kind of Question Format:	Mini projects should be Android based application. The submission shall be in three parts:			
	Task to be Accomplished	Marks	Date of Submission	
	1. Team members, title and list of pages.	(05Marks)	[Date:21-07-2017]	
	2. Submission of SRS Report and Presentations	(15 Marks)	[Date:2 nd Week of August]	
	3. Final submission with implementation of all features.	(30 Marks)	[Date:3 rd Week of October]	
To measure:	Knowledge and Application			
Course Outcome:	CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications. CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements. CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases. CO5: Utilize the power of background services, broadcast receiver and notifications. CO6: Use mobile media APIs to develop audio and video based mobile applications.			
Program Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification. PO3: Understanding of professional and ethical role and responsibility. PO4: Recognition of the need for and ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with			

	<p>strong project development skill.</p> <p>PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development</p> <p>PO7: An ability to communicate effectively with a range of audiences.</p>
Rules:	<ul style="list-style-type: none"> • Each team of students shall have minimum 1 and maximum 2 members. • The definition shall be proposed by team and shall be finalized after the teacher's approval. • A SRS shall be prepared which shall have following details about the project: <ul style="list-style-type: none"> ✓ Project Title, team member name with Enrollment number. ✓ Project definition ✓ Functionalities and users of the system ✓ List out the System diagram applicable to your application and show it's in abstract ways. ✓ Application layout should be implemented. • The submission shall be done in group. • As per schedule late submission of more than 2 days will not be accepted. <p>The evaluation shall be done on the basis of presentation, viva and demonstration of implementation.</p>

Assessment Code :	A6	Weightage of Content :	<table border="1"> <thead> <tr> <th>Unit</th> <th>(%)</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>10</td> </tr> <tr> <td>2</td> <td>40</td> </tr> <tr> <td>3 up to 3.3</td> <td>50</td> </tr> </tbody> </table>	Unit	(%)	1	10	2	40	3 up to 3.3	50
			Unit	(%)							
			1	10							
			2	40							
3 up to 3.3	50										
Assessment Type :	Unit Test 1 (Practical)	Minimum number of practicals to be certified as eligibility to appear: 3	Tentative Date: 8/8/2017								
Kind of Question Format:	1) Draw activity diagram for the given problem definition. [05 Marks]	2) Develop a mobile based Android application. [10 Marks]	3) Viva. [05 Marks]								
To measure :	Knowledge and analytical skill										
Course Outcome :	<p>CO1: Describe the different mobile technologies, mobile development platform and mobile GUI.</p> <p>CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications.</p> <p>CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements.</p>										
Program Outcome:	<p>PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them.</p> <p>PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification.</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p> <p>PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.</p> <p>PO7: An ability to communicate effectively with a range of audiences.</p>										

Assessment Code :	A6	Weightage of Content :	Unit	(%)
			3	20
			4	20
			5	80
Assessment Type :	Unit Test 2 (Practical)	Minimum number of practicals to be certified as eligibility to appear: 6	Tentative Date : 19/09/2017	
Kind of Question Format:	1) Draw activity diagram for the given problem definition.		[05 Marks]	
	2) Develop a mobile based Android application.		[10 Marks]	
	3) Viva.		[05 Marks]	
To measure :	Knowledge and analytical skill			
Course Outcome :	CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements. CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases. CO5: Utilize the power of background services, broadcast receiver and notifications.			
Program Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification. PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill. PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development. PO7: An ability to communicate effectively with a range of audiences.			

Assessment Code :	A7	Weightage of Content :	Unit	(%)
			1 to 6	100
Assessment Type :	Section Test (Practical)	Minimum number of practicals to be certified as eligibility to appear: 12	Tentative Date : 10/10/2017	
Kind of Question Format:	1) Draw activity diagram for the given problem definition.		[05 Marks]	
	2) Develop a mobile based Android application.		[20 Marks]	
	3) Viva.		[05 Marks]	
To measure :	Knowledge and analytical skill			
Course Outcome :	CO1: Describe the different mobile technologies, mobile development platform and mobile GUI. CO2: Comprehend working of mobile applications, their life cycle, and interaction among applications. CO3: Design and develop convenient mobile applications with compelling user interfaces by using GUI elements. CO4: Use mobile application development APIs for data storage, retrieval, user preferences, files, and databases. CO5: Utilize the power of background services, broadcast receiver and notifications. CO6: Use mobile media APIs to develop audio and video based mobile applications.			
Program Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as			

	<p>well as design and apply computational knowledge to solve them.</p> <p>PO2: Ability to design, develop, test and maintain system, component, product or process as per needs and specification.</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues along with strong project development skill.</p> <p>PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.</p> <p>PO7: An ability to communicate effectively with a range of audiences.</p>
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Bonus Criteria:

A student must be satisfied all below conditions then he/she will eligible for bonus marks. Absent in any one Unit Test is not eligible for bonus. Student will get 20% marks on total marks of Unit Tests as bonus if he/she is improving their performance in subsequent Unit Test as per following condition:

Suppose Unit Test-1 marks is X and Unit Test-2 marks is Y then

1. $Y > X$

2. $Y - X \geq 5$ (if $X \leq 15$ & $Y \leq 15$)

UFM policy:

- If two or more journals or SRS reports are too similar for coincidence, a penalty shall be imposed that shall usually be the same for the student who did the original as for the one copying from it.
- Any ascertained fact of breaking institute policy shall be associated with one or all of the following: (i) zero marks for the work; (ii) report to the Course coordinator; (iii) report to the Director.