

BCA (2nd Semester)

030010214: CC4 Object Oriented Programming

Theory Assessment Policy

Assessment Code	Assessment Type	Duration of each	Occurrence	Each of marks	Weightage in CIE of 40 marks	Remarks
A1	Quiz	55 mins.	1	20	5 X 1 = 5	Based on Unit - 1
A2	Unit Test	1.5 Hrs.	2	30	6 X 2 = 12	Unit Test - 1: Based on Unit 1 and Unit 2 Unit Test - 2: Based on Unit 1,2 ,3 ,4 and 5.
A3	Internal Examination	3 Hrs.	1	45	16 X 1 = 16	Based on all units
A4	Assignment	-	1	50	7 X 1 = 7	Unit 1 to 6

Practical Assessment Parameters

Assessment Code	Assessment Type	Duration of each	Occurrence	Each of marks	Weightage in CIE of 50 marks	Remarks
A5	Unit Test	1.5	2	20	8	Unit Test - 1: Based on Unit 1 and Unit 2 Unit Test - 2: Based on Unit 1,2 ,3 ,4 and 5.
A6	Section Test	3	1	30	12	Unit 1 to 6
A7	Journal	-	-	225	10	Unit 1 to 6
A8	Semester End Examination	3	1	30	20	Unit 1 to 6

Assessment Type Classification:

Assessment Code :	A1	Weightage of Content :	Unit	(%)
			1	100
Assessment Type :	Quiz	Tentative Date :	22/01/2019	
Kind of Question Format:	Q.1: Short Questions[4 x 5 = 20 marks] 100% questions shall be of understanding type to test knowledge and analytical skill.			
To measure :	Knowledge, Comprehension and Analytic skill			
Course Outcome :	CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors.			
Programme Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO4: Recognition of the need for and an ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith strong project development skill.			

Assessment Code :	A2	Weightage of Content :	Unit	(%)
			1	30
			2	70
Assessment Type :	Unit Test 1	Tentative Date :	3rd Week of February	
Kind of Question Format :	<p>Q-1: (A) Short answer questions of 1 mark. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with one word or a line of answer. (B) Answer to the questions in brief. Each question consists of 2 marks. Students have to attempt three questions out of four. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with two or five lines of answer. Student have to attempt any three from four questions.</p> <p>Q-2: (A) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student's analytical skill. (B) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis</p>			

	<p>type to test the student’s analytical skill.</p> <p>Q-3: Answer to the questions in detail. Each question consists of 5 marks. Students have to attempt any two questions out of three questions. All the three questions shall be of remembering type in nature to test the student’s conceptual clarity.</p> <p>The reference for model Unit test question paper is available at http://www.srimca.edu.in/StudentCornerMCA.html Total Mark=Q-1+Q-2+Q-3=10+10+10 = 30 marks</p>
To measure :	Knowledge, Comprehension
Outcome :	<p>CO1: Perceive the basic Object Oriented Programming concepts.</p> <p>CO2: Utilize the object initialization and destruction concept using constructors and destructors.</p> <p>CO3: Apply the concept of inheritance to reduce the length of code.</p> <p>CO7: Design, implement and test programs using object oriented concepts.</p>
Programme 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>PO3: Understanding of professional and ethical role and responsibility.</p> <p>PO4: Recognition of the need for and an ability towards life-long learning</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith 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>

Assessment Code :	A2	Weightage of Content :	Unit	(%)
			1, 2& 3	20
			4, 5	80
Assessment Type :	Unit Test 2	Tentative Date:	3rd Week of March	
Kind of Question Format :	<p>Q-1: (A) Short answer questions of 1 mark. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with one word or a line of answer.</p> <p>(B) Answer to the questions in brief. Each question consists of 2 marks. Students have to attempt three questions out of four. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with two or five lines of answer. Student have to attempt any three from four questions.</p> <p>Q-2: (A) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis</p>			

	<p>type to test the student’s analytical skill. (B) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student’s analytical skill.</p> <p>Q-3: Answer to the questions in detail. Each question consists of 5 marks. Students have to attempt any two questions out of three questions. All the three questions shall be of remembering type in nature to test the student’s conceptual clarity.</p> <p>The reference for model Unit test question paper is available at http://www.srimca.edu.in/StudentCornerMCA.html Total Mark=Q-1+Q-2+Q-3=10+10+10 = 30 marks</p>
To measure :	Knowledge, Comprehension and Analysis
Outcome :	<p>CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators. CO7: Design, implement and test programs using object oriented concepts.</p>
Programme 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. PO3: Understanding of professional and ethical role and responsibility. PO4: Recognition of the need for and an ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith strong project development skill. PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.</p>

Assessment Code :	A3	Weightage of Content :	<table border="1"> <tr> <td>Unit</td> <td>(%)</td> </tr> <tr> <td>1 to 6</td> <td>100</td> </tr> </table>	Unit	(%)	1 to 6	100
Unit	(%)						
1 to 6	100						
Assessment Type :	Internal Exam	Tentative Date :	3 rd week of April				
Kind of Question Format :	<p>Q-1: (A) Short answer questions of 1 mark. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with one word or a line of answer. (B) Answer to the questions in brief. Each question consists of 2 marks. Students have to attempt three</p>						

	<p>questions out of four. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with two or five lines of answer. Student have to attempt any three from four questions.</p> <p>Q-2: (A) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student's analytical skill. (B) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student's analytical skill.</p> <p>Q-3: Answer to the questions in detail. Each question consists of 5 marks. Students have to attempt any two questions out of three questions. All the three questions shall be of remembering type in nature to test the student's conceptual clarity.</p> <p>Q-4: (A) Short answer questions of 1 mark. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with one word or a line of answer. (B) Answer to the questions in brief. Each question consists of 2 marks. Students have to attempt three questions out of four. 70% questions shall be of understanding type nature where as 30% shall be of analysis type to test knowledge and analytical skill with two or five lines of answer. Student have to attempt any three from four questions.</p> <p>Q-5: (A) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student's analytical skill. (B) Answer to the questions in detail based on situation given in the questions. Each question consists of 5 marks. Students have to attempt any one question out of two questions. Both the questions shall be of analysis type to test the student's analytical skill.</p> <p>Q-6: Answer to the questions in detail. Each question consists of 5 marks. Students have to attempt any two questions out of three questions. All the three questions shall be of remembering type in nature to test the student's conceptual clarity.</p> <p>The reference for model Unit test question paper is available at http://www.srimca.edu.in/StudentCornerMCA.html</p> <p>Total Mark=Q-1+Q-2+Q-3+Q-4+Q-5+Q-6=10+10+10+10+10+10 = 60 Marks</p>
To measure :	Knowledge, Comprehension and Analysis
Course Outcome :	CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept

	<p>using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators. CO6: Apply file operations concept in programs. CO7: Design, implement and test programs using object oriented concepts.</p>
Programme 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. PO3: Understanding of professional and ethical role and responsibility. PO4: Recognition of the need for and an ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith strong project development skill. PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.</p>

Assessment Code :	A4	Weightage of Content :	Unit 1 to 6	(%) 100
Assessment Type :	Assignment	Tentative Date :	After completed each Unit.	
Kind of Question Format:	<p>Student shall be solved question given by course teacher after completed each unit (1 to 6). Question will be based on topics covered in unit and remembering and understanding type. Total 15 question will ask and 4 mark carry each. Question may be varying in students. Students have to submit assignment and taking viva based on it in laboretory session after three days of each unit completion.</p>			
To measure :	Topic, Evaluation, Implementation and Analysis			
Course Outcome :	<p>CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators. CO6: Apply file operations concept in programs.</p>			

	CO7: Design, implement and test programs using object oriented concepts.
Programme 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>PO3: Understanding of professional and ethical role and responsibility.</p> <p>PO4: Recognition of the need for and an ability towards life-long learning</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith 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>

Assessment Code :	A5	Weightage of Content :	Unit 1 and 2
Assessment Type :	Unit Test 1 (PR)	Tentative Date :	3rd Week of February
Kind of Question Format :	<p>Q-1: Draw a class diagram for given Q-2 problem definition. [05 Marks]</p> <p>Q-2: Write a program to solve a given problem scenario. [15 Marks]</p>		
To measure :	Knowledge, Comprehension and Analysis		
Outcome :	<p>CO1: Perceive the basic Object Oriented Programming concepts.</p> <p>CO2: Utilize the object initialization and destruction concept using constructors and destructors.</p> <p>CO3: Apply the concept of inheritance to reduce the length of code.</p> <p>CO7: Design, implement and test programs using object oriented concepts.</p>		
Programme 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>PO3: Understanding of professional and ethical role and responsibility.</p> <p>PO4: Recognition of the need for and an ability towards life-long learning</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith 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>		

Assessment Code :	A5	Weightage of Content :	Unit 1 to 5
Assessment Type :	Unit Test 2 (PR)	Tentative Date:	3rd Week of

			March
Kind of Question Format :	Q-1: Draw a class diagram for given Q-2 problem definition. [05 Marks] Q-2: Write a program to solve a given problem scenario. [15 Marks]		
To measure :	Knowledge, Comprehension and Analysis		
Outcome :	CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators. CO7: Design, implement and test programs using object oriented concepts.		
Programme Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO3: Understanding of professional and ethical role and responsibility. PO4: Recognition of the need for and an ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith strong project development skill. PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.		

Assessment Code :	A6	Weightage of Content :	Unit 1 to 6
Assessment Type :	Section Test(PR)	Tentative Date :	3 rd week of April
Kind of Question Format :	Q-1: Draw a class diagram for given Q-2 problem definition. [05 Marks] Q-2: Write a program to solve a given problem scenario. [20 Marks] Q-3: Viva [05 Marks]		
To measure :	Knowledge, Comprehension and Analysis		
Course Outcome :	CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators.		

	CO6: Apply file operations concept in programs. CO7: Design, implement and test programs using object oriented concepts.
Programme Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO3: Understanding of professional and ethical role and responsibility. PO4: Recognition of the need for and an ability towards life-long learning PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith strong project development skill. PO6: Ability to demonstrate the use of modern tools, models and languages to solve problems related to software development.

Assessment Code :	A7	Weightage of Content :	Unit 1 to 6
Assessment Type :	Journal	Tentative Date :	After completed each Unit.
Kind of Question Format:	Student shall be solved journal practical definition given by course teacher. Practical definition will be based on topics in unit and understanding and analytical type. Total 15 practical definitions will be given and 15 mark carry each including viva. There will be two set of definition; Even roll number's students have to solve set-A and other's have to solve set B. Students have to verify their journal during laboratory hours from assign laboratory teacher with viva after solving each practical definition.		
To measure :	Topic, Evaluation, Implementation and Analysis		
Course Outcome :	CO1: Perceive the basic Object Oriented Programming concepts. CO2: Utilize the object initialization and destruction concept using constructors and destructors. CO3: Apply the concept of inheritance to reduce the length of code. CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs. CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators. CO6: Apply file operations concept in programs. CO7: Design, implement and test programs using object oriented concepts.		
Programme Outcome:	PO1: Proficiency in and ability to identify problems related to computer science as well as design and apply computational knowledge to solve them. PO3: Understanding of professional and ethical role and		

	<p>responsibility.</p> <p>PO4: Recognition of the need for and an ability towards life-long learning</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith 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>
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Assessment Code :	A8	Weightage of Content :	Unit 1 to 6
Assessment Type :	Semester End Examination (PR)	Tentative Date :	After completion of internal examination
Kind of Question Format :	<p>Q-1: Draw a class diagram for given Q-2 problem definition. [05 Marks]</p> <p>Q-2: Write a program to solve a given problem scenario. [20 Marks]</p> <p>Q-3: Viva [05 Marks]</p>		
To measure :	Knowledge, Comprehension and Analysis		
Course Outcome :	<p>CO1: Perceive the basic Object Oriented Programming concepts.</p> <p>CO2: Utilize the object initialization and destruction concept using constructors and destructors.</p> <p>CO3: Apply the concept of inheritance to reduce the length of code.</p> <p>CO4: Apply concept of dynamic polymorphism using virtual functions, overriding functions and abstract class in programs.</p> <p>CO5: Apply the concept of polymorphism and implement static (compile time) polymorphism in programs by overloading operators.</p> <p>CO6: Apply file operations concept in programs.</p> <p>CO7: Design, implement and test programs using object oriented concepts.</p>		
Programme 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>PO3: Understanding of professional and ethical role and responsibility.</p> <p>PO4: Recognition of the need for and an ability towards life-long learning</p> <p>PO5: Knowledge of programming languages, database systems, operating systems, software engineering, Web & Mobile technology and relevant modern issues alongwith 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>		

UFM policy

- No make-up work shall be accepted for missed or failed tests.
- 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 Program coordinator; (iii) report to the Director; (iv) report to parents.