As Per NEP 2020

AC – Item No. –

Tolani College of Commerce (Autonomous)



Title of the Course: Principles of Programming and Flowchart

Program: Bachelor of Science (Information Technology) Semester I

Syllabus for 2 credit Course

From the academic year-2024-2025

Name of the Course: Principles of Programming and Flowchart

Sr. No.	Heading	Particulars			
1 Description of the course : :		A flowchart is a visual representation of a process or algorithm, using various shapes and arrows to depict the sequence of steps. It provides a clear and concise way to illustrate the flow of information, decision points, and the order of operations within a system. Here are the key components and characteristics of a flowchart: Introduction to programming is a fundamental exploration of the principles, concepts, and practices involved in computer programming. Programming is the process of designing and building executable computer code to accomplish a specific task or solve a problem. It involves creating a set of instructions that a computer can understand and execute. Here are key components and concepts in the introduction to programming:			
2	Vertical:	Major			
3	Type:	Theory			
4	Credit:	2 credits (1 Credit = Theory and 1 Credit = Project Work)			
5	Hours Allotted :	30 Hours			
6	Marks Allotted:	50 Marks Continuous Evaluation: 20 Marks Semester-End: 30 Marks			
7	Course Objectives:				
	 To visually represent the flow of a process, algorithm, or system using standardized symbol and connectors To guide the development of high-quality software that is efficient, maintainable, understandable, scalable 				
8	Course Outcomes:				
	1. Clarify the process understanding, problem solving and decision making				
	2. Code quality improvement, reduce complexity and scalability				

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Module 1: Introduction to Flowcharts, its symbols and constructs, types (15 Hours)

- Definition and purpose of flowcharts, Importance of flowcharts in programming and process design, Overview of symbols and conventions used in flowcharting
- Start and End symbols, Process symbols, Input/output symbols, Decision symbols, Connector symbols, Database design and ER Model: Constraints, ER Diagrams, Codd's rules, Relational Schemas
- Linear sequence flowcharts, Multi-directional flowcharts, Data flow diagrams (DFDs) Program flowcharts
- Problem-solving and algorithm design, Program development and debugging, Process analysis and optimization

Module 2: Introduction to Programming, Variables , Algorithm Design (15 Hours)

- Definition of programming, Importance and applications of programming
- Overview of programming languages and paradigms, Basic Concepts
- Operators and expressions, Input and output operations, Basic control structures (e.g., sequence, selection, iteration)
- Introduction to algorithms and problem-solving techniques Analysis of algorithms (e.g., time complexity, space complexity) Basic algorithm design paradigms (e.g., brute force, divide and conquer, dynamic programming)

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Reference Books:

• **Author:** A. B. Chaudhur, **Title:** The Art of Programming through Flowcharts & Algorithms, **Publisher:** David Pallai, **Year:** 2020

11	Internal Continuous Assessment: 40%	Semester End Examination : 60%
12	Continuous Evaluation through:	CE assessment

13 Format of Question Paper:

Scheme of Evaluation Pattern Table 1A: Scheme of Continuous Evaluation (CE/Practical) Scheme of Evaluation Pattern

Sub-components	Maximum Marks	Conditions for passing
1) Presentation/assignment	10	A learner must be present for each of
2) MCQ based test	10	the sub-components.
Total	20	

Table 1B: Scheme of Semester End Examination (SEE) Evaluation Question Paper Pattern for Semester End Examination (SEE)

Maximum Marks: 30 Duration: I Hrs.

Note: All questions are compulsory. Each question has an internal choice.

	estion	Nature of Questions	Maximum
Number			Marks
1)	Attempt		
	a)		15
	b)		
	c)		
	d)		
	e)		
2)	Attempt any 3		
	a)		15
	b)		
	c)		
	d)		
	e)		