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Resolution No: AC/II(23-24).2.RUS6

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**S. P. Mandali's**  
**Ramnarain Ruia Autonomous College**  
*(Affiliated to University of Mumbai)*



**Syllabus for**

**Program: F.Y.B.Sc.**

**Program Code: RUSCS**

(As per the guidelines of National Education Policy 2020-  
Academic year 2024-25)

(Choice based Credit System)



## PROGRAM OUTLINE (B.Sc.)

Year	Sem	Course code	Type of course	Course title	Credits
FY B.Sc.	I	RUSSECCS P.O101	Practical based on SEC	Practicals of Open Source Technology	2
FY B.Sc.	II	RUSSECCS P.E111	Practical based on SEC	Practicals of Object Oriented Programming with JAVA	2



## **SEMESTER I**

**Course Code: RUSSECCS.O101**

**Course Title: Open Source Technology**

**Type of Course: Skill Enhancement Courses**

### **COURSE OUTCOMES:**

<b>COURSE OUTCOME</b>	<b>DESCRIPTION</b>
	<b>After Completing this course student will be able to :</b>
<b>CO 1</b>	To differentiate between open-source software and commercial software.
<b>CO 2</b>	To Understand the policies, licensing procedures and ethics of FOSS.
<b>CO 3</b>	To work with open source softwares
<b>CO 4</b>	Awareness with Open-Source Technologies.

\*\* Theoretical concepts required for practicals will be covered in practical session.



<b>Course Code</b>	<b>PRACTICAL OF OPEN SOURCE TECHNOLOGIES</b>	<b>Credits</b>
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	<p>1. Open Source Operating Systems</p> <p>Learn the following open source operating system of your choice: Linux, Android, FreeBSD, Open Solaris etc. Learn the installation. Identify the unique features of these OS.</p> <p>2. Linux Advanced commands</p> <p>3. Hands on with LibreOffice</p> <p>4. Hands on with GIMP Photo Editing Tool</p> <p>5. Hands on with Shotcut Video Editing Tool</p> <p>6. Hands on with Blender Graphics and Animation Tool</p> <p>7. Hands on with Apache Web Server</p> <p>8. Hands on with WordPress CMS</p> <p>9. Contributing to Wikipedia:</p> <p>Introduction to wikipedia: operating model, licence, how to contribute? Create your user account on wikipedia. Identify any topic of your choice and contribute the missing information</p> <p>10. Github</p> <p>Create and publish your own open source project: Write any simple program using your choice of programming language.</p> <p>Create a repository on github and save versions of your project. You'll learn about the staging area, committing your code, branching, and merging, Using GitHub to Collaborate: Get practice using GitHub or other remote repositories to share your changes with others and collaborate on multi developer projects. You'll learn how to make and review a pull request on GitHub. Contribute to a Live Project: Students will publish a repository containing their reflections from the course and submit a pull request.</p> <p>11. Virtualization: Open Source virtualization technologies:</p> <p>Install and configure the following: VirtualBox, Zen, KVM</p> <p>Create and use virtual machines</p> <p>12. Containerisation</p> <p>13. Licensing</p>	2
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	14. open source database technologies	
	15. Open source programming tool	

## SEMESTER II

**Course Code: RUSSECCS.E111**

**Course Title: Object Oriented Programming using JAVA**

**Type of Course: Skill Enhancement Courses**

**Academic year 2024-25**

### **COURSE OUTCOMES:**

COURSE OUTCOME	DESCRIPTION
	<b>After Completing this course student will be able to:</b>
CO 1	Apply object-oriented concepts to solve real world problems
CO 2	Implement principles of packages and strings in java.
CO 4	Develop multi-thread applications with exception handling
CO 5	Understand java I/O streams
CO 6	Apply exception handling concept
CO 7	Understand Thread communication

\*\* Theoretical concepts required for practicals will be covered in practical session.



Course Code	<b>Object oriented Programming with Java</b>	Credits
	<ol style="list-style-type: none"><li>1. Basic Java Programs -1( using variables, operators)</li><li>2. Basic Java Programs -2( loops and conditional statements)</li><li>3. Implementation of arrays</li><li>4. Implementation of methods</li><li>5. Implementation of classes and objects</li><li>6. Implementation of interfaces</li><li>7. Implementation of packages</li><li>8. Implementation of Encapsulation concept</li><li>9. Implementation of inheritance concepts.</li><li>10. Implementation of polymorphism concepts.</li><li>11. Exercises on string manipulation</li><li>12. Implementation of exception handling.</li><li>13. Exercises on file handling and stream concepts</li><li>14. Implementation of networking</li><li>15. Implementation of Multithreading concept</li></ol>	2



## **MODALITY OF ASSESSMENT**

### **Skill Enhancement Course (2 Credit)**

#### **A) Total Marks**

a. **Practical – 50 Marks**

#### **D) Practical Examination (Semester End): 50 marks**

a. **Practical Internal Assessment (40%) 20 Marks**: Students have to acquire at least 40% marks in each paper individually.

b. **Practical Sem End Exam (60%) 30 Marks.**

<b>Particulars</b>	<b>Practical</b>
Laboratory work	50
<b>Total</b>	<b>50</b>