

Year	II	Course Code: SEPBCADSCT 3.3		Credits	03
Semester	III	Course Title: Python Programming (Theory)		Hours	48
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 20		Summative Assessment Marks: 80	Duration of ESA: 03hrs.		
Course Outcomes	After completing this course satisfactorily, a student will be able to: • Setup Python to develop simple applications • Understand the basic concepts in Python Programming, Learn how to write, debug and execute Python programs. • Understand and demonstrate the use of advanced data types such as tuples, dictionaries and lists, Tuples and Sets. • Design solutions for problems using object-oriented concepts in Python • Use and apply the different Python Libraries for GUI Interface, Data Analysis and Data Visualization. • Extend the knowledge of python programming to build successful career in software development.				
Unit No.	Course Content			Hours	
UNIT I	Introduction to Python: Working with python, Variables, expressions, and statements, accepting user input. Conditional execution. Nested conditionals, Iteration, Function Basics Built-in Functions. Recursion, Scope Global, Local variables. Modules: Creating and importing modules importing all or specific classes from module.			10	
UNIT II	Functions : Declaring and calling User defined functions, Parameters and default arguments. Lambda-- functions as objects, map() function, Strings, indexing. Slicing. Lists, Dictionaries and Tuples. Files: Opening the file-modes: read, write, append. Reading from and writing to a file, closing, deleting a file.			10	
UNIT III	Exceptions : Exceptions in Python, Handling Exceptions: try block, except block, else block, finally block. Raising an exception, User defined exception. Object-Oriented Programming : Classes defining classes with init() and methods. creating objects, class variables and instance variables, Inheritance super() function.			09	
UNIT IV	Regular Expressions : Concept of regular expression, meta characters, using match() function, search(), findall(), sub() and split() functions. GUI Programming in Python (using Tkinter): Introduction to GUI library. Layout management with pack, grid and place. Widgets with their attributes: Frame, Label, Button, Checkbutton, Radiobutton. Entry. Listbox. Text. Events and bindings. Drawing on canvas (line, oval, rectangle. arc.).			11	
UNIT V	Database connectivity in Python : Installing mysql connector. Accessing connector module. Using connect, cursor. execute & close functions, Executing different types of SQL statements. Executing transactions. Network Programming .			08	

Recommended Learning Resources

Text Books:

1. Introduction to Computing and Problem Solving Using Python, E Balaguruswamy, McGrawHill, First Edition
2. Advance Core Python Programming, Meenu Kohli, 2021, BPB Publications

Reference Books:

1. Think Python How to Think Like a Computer Scientist, Allen Downey et al., 2nd Edition, 2015, Green Tea Press. Freely available online @ <https://www.greenteapress.com/thinkpython/thinkCSpy.pdf>
2. Python Data Analytics: Data Analysis and Science Using Pandas, matplotlib, and the Python
3. Programming Language, Fabio Nelli, 2015, Apress®
4. Core PYTHON Applications Programming, Wesley J. Chun, 3rd Edition, 2012, Prentice Hall
5. Automate the Boring Stuff, Al Sweigart, 2015, No Starch Press, Inc.
6. Data Structures and Program Design Using Python, D Malhotra et al., 2021, Mercury Learning and Information LLC
7. <http://www.ibiblio.org/g2swap/byteofpython/read/>
8. <https://docs.python.org/3/tutorial/index.html>

Year	II	Course Code: SEPBCADSCT 3.4		Credits	03
Semester	III	Course Title: Advanced Java programming (Theory)		Hours	48
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 20		Summative Assessment Marks: 80	Duration of ESA: 03hrs.		
Course Outcomes	At the end of the course, the students should be able to: • Develop GUI-based desktop applications using Swing • Understand event handling in Java. • Create dynamic web pages using JSP. • Implement JDBC for database operations. • Build network-based applications using Sockets				
Unit No.	Course Content			Hours	
UNIT I	Event Handling: Event, Event Source, Event Classes, Event Listener interface, Examples, Handling Windows Events, Adapter Classes, Inner classes.			08	
UNIT II	Swing: Introduction to JFC (Java Foundation Classes), Swing, Swing Features, JComponent, JApplet, JFrame, JPanel, JTextField, JButtons, JCheckBox and JRadioButton, JComboBox, JScrollPane, JList.			10	
UNIT III	JDBC Architecture: Introduction to JDBC, Java and JDBC, JDBC VS ODBC, JDBC DRIVER MODEL, JDBC Driver Types, Types of Driver Managers, JDBC Connection process, Statement object, preparedStatement object, operations on Resultset (Read, insert, update and delete), transaction processing, Metadata, Resultset Metadata, Data types.			12	
UNIT IV	Introduction to JSP and Its Lifecycle, JSP Directives: page, include, taglib, JSP Scripting Elements: Declarations, Scriptlets, Expressions, JSP Implicit Objects: request, response, session, application, out, config, JSP Standard Actions: jsp:include , jsp:forward , jsp:useBean , JSP with JDBC for Database Connectivity. Introduction to Java Beans			10	
UNIT V	Networking Basics, InetAddress, TCP/IP Client-Server Socket, URL Connection, HTTPURL Connection, Datagram, Introduction To EJB, Types of EJB.			08	
Recommended Learning Resources					
Text Books:					
1. Jim Keogh, J2EE: The complete Reference, McGrawHill 2. Herbert Schildt, The Java 2 : Complete Reference, Fourth edition,TMH 3. https://docs.oracle.com/javase/tutorial/					

Reference Books:

1. H. M. Deitel, P. J. Deitel, Java: how to program, 5th edition, Prentice Hall of India.
2. Y. Daniel Liang, Introduction to Java programming, 9th Edition, Pearson education.
3. Cay S Horstmann, Fary Cornell, Core Java 2, Volume – I&II, Sun Microsystems Press

Year	II	Course Code: SEPBCADSCT 3.5		Credits	03
Semester	III	Course Title: Operating System (Theory)		Hours	48
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 20		Summative Assessment Marks: 80		Duration of ESA: 03hrs.	
Course Outcomes	At the end of the course, students will be able to: • Explain the fundamentals of the operating system. • Comprehend multithreaded programming, process management, process synchronization, memory management and storage management. • Compare the performance of Scheduling Algorithms • Identify the features of I/O and File handling methods.				
Unit No.	Course Content			Hours	
UNIT I	Introduction to Operating Systems: Basics of operating system - Definition, History and Examples of Operating System; Computer System organization; Types of Operating Systems; OS Services; System Calls, Types of system call; Operating System Structure.			08	
UNIT II	Process Management: Process Concept - Process Definition, Process State, Process Control Block, Context Switching; Inter process communication (IPC) - Definition, IPC Models - Shared memory and Message passing; Thread - Definition, Advantages, Types of threads, Multithreading Models. CPU Scheduling criteria, CPU Scheduling Algorithms (FCFS, SJF, Priority, RR).			10	
UNIT III	Process Synchronization: Introduction, Race Conditions, Critical Section Problem and Peterson’s Solution; Semaphores, The Producer Consumer Problem; Dining Philosophers Problem. Deadlocks: Definition, System Model; Deadlocks Characterization, Resource Allocation graph; Methods for Handling Deadlocks; Deadlock Prevention; Deadlock Avoidance, Bankers Algorithm with problem; Deadlock Detection; and Recovery from Deadlock.			10	
UNIT IV	Memory Management: Logical and Physical Address Space; Swapping; Contiguous Memory Allocation, Fragmentation - Internal, External and compaction; Paging; Segmentation; Segmentation with Paging. Virtual Memory: Introduction to Virtual Memory; Demand Paging; Page Replacement; Page Replacement Algorithms (FIFO, LRU, and Optimal)			10	
UNIT V	I/O Management: I/O Devices and I/O Functions, Disk Structure, Disk Scheduling Algorithms (FCFS, SSTF, SCAN, C-SCAN, LOOK, C-LOOK) File Management: File Concepts - Attributes, Operations and Types of Files; File Access methods; Directory Structure; Protection; File System Implementation- File System Structure, Allocation Methods, Free Space Management			10	

Recommended Learning Resources

Text Books:

1. Operating System Concepts, Silberschatz' et al., 10th Edition, Wiley, 2018.
2. Operating Systems – A Concept Based Approach, Dhamdhare, 3rd Edition, McGraw Hill Education India.

Reference Books:

1. Operating System Concepts - Engineering Handbook, Ghosh PK, 2019.
2. Understanding Operating Systems, McHoes A et al., 7th Edition, Cengage Learning, 2014.
3. Operating Systems - Internals and Design Principles, William Stallings, 9th Edition, Pearson.
4. Modern Operating Systems, Andrew S Tanenbaum, 4th Edition, Pearson.

Year	II	Course Code: SEPBCADSCP 3.6		Credits	02
Semester	III	Course Title: Python Programming - Lab			
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40	Duration of ESA: 03hrs.		
Practice Programs: 1. Python program to solve the Fibonacci sequence using recursion. 2. Python function to check whether a number is perfect or not. 3. Python program to converting an Integer to a String in any base. 4. Python program that uses List Comprehension to perform any 3 of the following tasks. a. Create an output list which contains only the even numbers from the input list. b. Create an output list which contains squares of all the numbers from 1 to 9. c. Create an output list which extracts all the numbers from an input string. 5. Python program to count the number of lines in a text file. 6. Python program to copy the contents of a file to another file. 7. Python GUI program to draw various shapes on Canvas.					
Part A					
1. Python function to calculate the factorial of a number (a non-negative integer). The function accepts the number as an argument. 2. Python function that takes a list and returns a new list with unique elements of the first list. 3. Python program of recursion list sum. 4. Python program to get the sum of digits of a non-negative integer. 5. Python program to demonstrate any 5 string and List operations. 6. Create an output tuple that converts the words to uppercase from the input tuple of words. 7. Python program to demonstrate any 5 operations performed on dictionary. 8. Python program to create a module Calculation.py that contains functions to perform basic arithmetic operations. Demonstrate importing the module.					
Part B					
1. Python program to demonstrate modification of an existing table data from MySQL database. 2. Python class named Circle constructed by a radius and two methods which will compute the area and the perimeter of a circle. 3. Python class named Rectangle constructed by a length and width and a method which will compute the area and perimeter of rectangle. Inherit a class Box that contains additional method volume. Override the perimeter method to compute perimeter of a Box. 4. Python program to show use of Regular expressions with match(), search(), findall(), sub() and split(). 5. python program to demonstrate Exception handling using 'try', 'except', 'finally' and 'else' block. 6. Python program to read a file line by line store it into an array. 7. Python GUI program to design Student Registration Form using any 5 widgets.					

Instructions:

- Certified Journal is mandatory for every student to appear for the examination.
- Student has to execute all programs in each part to complete the Lab course.
- 10 marks of internal assessment (IA) will be awarded based on practical test.

Year	II	Course Code: SEPBCADSCP 3.7			Credits	02
Semester	III	Course Title: Advanced Java Programming - Lab				
Course Pre-requisites, if any		NA				
Formative Assessment Marks: 10		Summative Assessment Marks: 40		Duration of ESA: 03hrs.		
Practice Programs: 1. Design GUI-based applications using Swing components 2. Demonstrate database connectivity (JDBC) for performing operations on relational databases. 3. Apply JSP and JavaBeans to build dynamic web applications 4. Implement client-server communication using TCP/IP sockets in Java networking applications. 5. Write a JSP program to display date and time.						
Part A						
1. Java program to implement mouse events like mouse pressed, mouse released and mouse moved by means of adapter classes. 2. Java program to implement keyboard events. 3. Java program to illustrate basic calculator using grid layout manager. 4. Design a ice-cream menu form that displays 4 flavors. Display the flavors selected by the user. 5. Java program to demonstrate the use of JRadioButton. 6. Java program to demonstrate the use of JCheckbox. 7. Java program that loads names and phone numbers from a database file. It takes a name as input and prints the phone number. 8. Java program that connects to a database using JDBC. Demonstrate insertion and modification of table data.						
Part B						
1. JSP program to create a sample order form containing the fields Item, Price, Quantity, Total Price. 2. JSP program to create a login system that maintains user session data. 3. JSP program to create Currency Converter application. (Allow users to select currencies for conversion using options) 4. JSP program for Email validation by accessing e-mail information from database. 5. JSP program to create Admission form. Store admission details in database. 6. JSP program to create Registration Form. Store and display details using Java Beans. 7. Java program to establish client server communication using TCP/IP socket. 8. Java Program to find the IP address of a given website specified by the user..						

Instructions:

- Certified Journal is mandatory for every student to appear for the examination.
- Student has to execute all programs in each part to complete the Lab course.
- 10 marks of internal assessment (IA) will be awarded based on practical test.

Year	II	Course Code: SEPBCADSCP 3.8			Credits	02
Semester	III	Course Title: Operating System - Lab				
Course Pre-requisites, if any		NA				
Formative Assessment Marks: 10		Summative Assessment Marks: 40		Duration of ESA: 03hrs.		

Practice Programs:

1. C program to simulate OPR page replacement algorithm.
2. C program to simulate SCAN disk scheduling algorithm.
3. Shell Script to find the factorial of a given number.
4. Shell Script to display date, time, user details, contents of the current directory and the rights of the files in current directory.

Part A (Using C Programming)

1. C program to simulate producer-consumer using semaphores.
2. C program to simulate FCFS CPU Scheduling algorithm to find turnaround time & waiting time.
3. C program to simulate SJF CPU Scheduling algorithm to find turnaround time & waiting time.
4. C program to simulate Priority CPU Scheduling algorithm to find turnaround time & waiting time.
5. C program to simulate RR CPU Scheduling algorithm to find turnaround time & waiting time.
6. C program to simulate Bankers Algorithm for Deadlock Avoidance.
7. C program to simulate FIFO page replacement algorithm.
8. C program to simulate LRU page replacement algorithm.

Part B (Unix Shell Programming)

1. Shell script to generate mark-sheet of a student by reading five subject marks, calculate and display total marks, percentage and Class obtained by the student.
2. Shell script that display first n Fibonacci numbers as output.
3. Shell script to read n numbers as command arguments and sort them in descending order.
4. Shell script to read 2 filenames and find which file has a greater number of words (line/characters).
5. Shell script to find which file is older.
6. Shell script to check entered string is palindrome or not.
7. Shell script to perform basic arithmetic operations (use case statement).
8. Shell script to determine whether a given file exists or not, file name is supplied as command line argument block.

Instructions:

- Certified Journal is mandatory for every student to appear for the examination.
- Student has to execute all programs in each part to complete the Lab course.
- 10 marks of internal assessment (IA) will be awarded based on practical test.

Year	II	Course Code: SEPBCASECT 3.9		Credits	02
Semester	III	Course Title: Compulsory		Hours	30
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40	Duration of ESA: 02 hrs.		
Course Outcomes					
Unit No.	Course Content				Hours
To be provided by university					
Recommended Learning Resources					

Year	II	Course Code: SEPBCASECT 3.10 (Elective I)		Credits	02
Semester	III	Course Title: Open Source Tools (OST)		Hours	30
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40	Duration of ESA: 02 hrs.		
Course Outcomes	At the end of the course, students will be able to: - Recognize the benefits and features of Open Source Technology and to interpret, contrast and compare open source products among themselves - Use appropriate open source tools based on the nature of the problem - Write code and compile different open-source software.				
Unit No.	Course Content			Hours	
UNIT I	Open Source Software's : Introduction to Open sources, Need of Open Sources, Open Source, Principles, Standard Requirements, Advantages of Open Sources, Free Software – FOSS, Licenses – GPL, LGPL, Copyrights, Patents, Contracts & Licenses and Related Issues, Application of Open Sources. Open Source Operating Systems : FEDORA, UBUNTU			10	
UNIT II	Programming Tools and Techniques : Usage of design Tools like Argo UML or equivalent, Version Control Systems like Git or equivalent, Bug Tracking Systems (Trac, BugZilla), BootStrap.			10	
UNIT III	Case Studies : Apache, Berkeley Software Distribution, Mozilla (Firefox), Wikipedia, Joomla, GNU Compiler Collection, Libre Office.			10	
Recommended Learning Resources					
Text Books: 1. KailashVadera, Bhavyesh Gandhi, “Open Source Technology”, Laxmi Publications Pvt. Ltd 2012, 1st Edition.					
Reference Books: 1. Fadi P. Deek and James A. M. McHugh, “Open Source: Technology and Policy”, Cambridge Universities Press 2007.					

Year	II	Course Code: SEPBCASECT 3.10(Elective I)		Credits	02
Semester	III	Course Title: Internet of Things (IOT)		Hours	30
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40	Duration of ESA: 02 hrs.		
Course Outcomes	At the end of the course, students will be able to: • Understand the foundational concepts of IoT • Analyze the role of IoT in various domains. • Understand the IoT devices and their role in the IoT ecosystem • Understand IoT design methodologies for system development.				
Unit No.	Course Content			Hours	
UNIT I	Introduction of Internet of Things: Definition and characteristics of IOT, Physical design of IOT: Things in IOT, IOT Protocols, Logical Design of IOT: IOT Functional Blocks, IOT Communication Models, IOT Communication APIs, IOT Enabling Technologies, IOT Templates: IOT level-1, level-2, level-3, level-4, level-5 and level-6			10	
UNIT II	Domain Specific IOTs and M2M: Introduction: Home Automation, Cities, Environment, Energy, Retail, Logisitics, Agriculture, Industry and Health & Lifestyle, Introduction to M2M, M2M, difference between IOT and M2M, Software Defined Networking (SDN), Network Function Virtualization (NFV) for IOT			10	
UNIT III	IOT Physical Device and Endpoints: What is an IOT Device, Basic building blocks of an IOT, Exemplary Device: Raspberry Pi Interfaces, Programming Raspberry Pi with Python. Case study Illustrating IOT Design: Smart Lighting, Home intrusion Detection, Smart parking, Weather Reporting Bot, Air Pollution Monitoring, forest fire Detection			10	
Recommended Leaning Resources					
Reference Books: 1. Arshdeep Bahga, Vijay Madisetti, —Internet of Things – A hands-on approach, Universities Press, 2015 2. Olivier Hersent, David Boswarthick, Omar Elloumi , —The Internet of Things – Key applications and Protocols, Wiley, 2012 (for Unit2). 3. Jan Ho" Iler, VlasiosTsiatsis , Catherine Mulligan, Stamatis , Karnouskos, Stefan Avesand. David Boyle, "From Machine-to-Machine to the Internet of Things – Introduction to a New Age of Intelligence", Elsevier, 2014. 4. Dieter Uckelmann, Mark Harrison, Michahelles, Florian (Eds), —Architecting the Internet of Things, Springer,2011. 5. Michael Margolis, Arduino Cookbook, Recipes to Begin, Expand, and Enhance Your Projects, 2nd Edition, O"Reilly Media,2011					

BCA PROGRAMME: SEMESTER III AND IV

COURSE: LANGUAGE I PAPER: BASIC ENGLISH

Sem	Course Code	Title of the Paper	Teaching Hours/Week	Credits	Marks		Total	Duration of Exam
					Sem End Exam	IA		
III		Basic English (Language I)	4	3	80	20	100	3 Hrs
IV		Basic English (Language I)	4	3	80	20	100	3 Hrs

Course Objectives:

1. Developing effective communication skills in English relevant to the field of computer applications.
2. Enhancing technical writing abilities for creating documentation, reports, and research papers.
3. Improving reading comprehension and critical analysis of technical and academic texts.
4. Cultivating presentation skills for effectively communicating technical information.
5. Fostering cross-cultural communication competence for global interaction in the IT industry.
6. Promoting logical and analytical thinking through the study of literature and language.
7. Encouraging creativity and innovation in problem-solving through writing and literary analysis.
8. Preparing students to excel in their careers by equipping them with strong communication and language skills necessary in the computer application field.
9. To acquaint the students with native culture through English Language

Course Outcomes:

Upon completion of the course the students will

1. Develop effective communication skills in English relevant to the field of computer applications.
2. Enhance technical writing abilities for creating documentation, reports, and research papers.
3. Improve reading comprehension and critical analysis of technical and academic texts.
4. Cultivate presentation skills for effectively communicating technical information.
5. Foster cross-cultural communication competence for global interaction in the IT industry.
6. Promote logical and analytical thinking through the study of literature and language.
7. Encourage creativity and innovation in problem-solving through writing and literary analysis.
8. Prepare students to excel in their careers by equipping them with strong communication and language skills necessary in the computer application field.

BCA SEMESTER III BASIC ENGLISH

Unit 1. Text and Media Text (1 hour / week; 40 Marks)

1. The Living Mountain – Amitav Ghosh
2. I am Mother (Sci – Fi Movie) https://youtu.be/MUNZ_LPv1Ws?t=34
3. Book Review (Activity): Book Review as an art, Skills of writing Book reviews, Book Review on your favourite book , **(For Exercises Refer Reviews on The Living Mountain)**

4. Movie Review (Activity): Movie Review as an art, Skills of writing Movie reviews, Movie Review on your favourite movie , **(For Exercises Refer Reviews on I am Mother)**

Unit II Communication Skills for workplace – I (1 hour / week; 20 Marks)

Introduction to Soft Skills I

1. Confidence building
2. Team work
3. Communication
4. Problem Solving,
5. Time Management

Unit III Grammar for Competitive Exams – I (1hour/ week; 20 Marks)

1. Direct and Indirect Speech
2. Degrees of Comparison
3. Simple, compound and complex Sentences
4. Question Tags
5. Framing Negative Sentences

(For Exercises Refer UPSC and KPSC/KEA question papers)

Activity:

Refer following link for grammar and conversational skills

<https://www.youtube.com/@BritishCouncilEnglish>

Structure of Assessment:

Internal Assessment (IA): 20 Marks

(2 Internal Tests: 4+10 marks, Assignment: 03 marks and Attendance 3 marks)

Semester End Examination: 80 Marks

Total : 100 Marks

Question Paper Pattern

I.	10 Objective questions on Unit I	10x01=10
II	01 Essay type question out of 2 on Unit I	01x10=10
III.	01 Essay type question out of 2 on Unit I	01x10=10
IV.	02 Short notes out of 4 on Unit I	02x05=10
V.	04 Short notes out of 5 on Unit II	04x05=20
VI.	1) 5 Direct and Indirect Questions	05x01=05
	2) 5 Degrees of Comparison Questions	05x01=05
	3) Simple (1 question) Compound (2 questions) and Complex (2 questions)	01x05=05
	4) 2 Questions Tag questions	01x02=02
	5) 3 Framing Negative Sentences question	01x02=03
Total		80

References

Ghosh Amitav, *The Living Mountain* Fourth Estate India Publishers, 2022.
Geoffrey Leech and Svartik. *Communicative Grammar of English*, Pearson
Geoffrey Leech. *English Grammar for Today*, Palgrave
Prasad P. *The Functional Aspects of Communicative Skills*
S.P. Dhanavel *English and Soft Skills*. Orient Black Swan 2013
Lester Kaufman and Jane Straus *The Blue Book of Grammar and Punctuation*
John Eastwood *Oxford Practice Grammar Intermediate with Key*
Raymond Murphy *Essential English Grammar with Answers*, 2nd Edition
William Henderson *Master Critical Thinking, Creative, Logic & Problem-Solving Skills*
Dr. Alex K, *Soft Skills* S Chand Publication 2nd Edition, New Delhi 2025



ರಾಣಿ ಚನ್ನಮ್ಮ ವಿಶ್ವವಿದ್ಯಾಲಯ, ಬೆಳಗಾವಿ
ಶಾಸ್ತ್ರೀಯ ಕನ್ನಡ ಭಾಷಾ ಅಧ್ಯಯನ ಸಂಸ್ಥೆ
ಬಿ.ಬಿ.ಎ/ಬಿ.ಸಿ.ಎ ಮೂರನೆಯ ಸೆಮಿಸ್ಟರ್ (2025-26ನೇ ಸಾಲಿನಿಂದ)

ಸಾಹಿತ್ಯ ಸುಮನ-03 (Ability Enhancement Compulsory Course) ಪಠ್ಯ

(ವಾರಕ್ಕೆ 0೪ ಗಂಟೆಗಳ ಪಾಠ ಬೋಧನೆ. ಥಿಯರಿ ಪರೀಕ್ಷೆಗೆ ೮೦ ಅಂಕಗಳು, ಆಂತರಿಕ ಗುಣಾಂಕಕ್ಕೆ ೨೦ ಅಂಕಗಳು, ಒಟ್ಟು ೧೦೦ ಅಂಕಗಳು, ಸೆಮಿಸ್ಟರ್ ಅಂತ್ಯಕ್ಕೆ ೦೩ ಗಂಟೆಗಳ ಪರೀಕ್ಷಾವಧಿ, ೦೩ ಕ್ರೆಡಿಟ್‌ಗಳು, ಇಡೀ ಸೆಮಿಸ್ಟರ್‌ನ ಬೋಧನಾ ಅವಧಿ- ೫೬ ಘಂಟೆಗಳು)

ಪಠ್ಯಕ್ರಮ

ಘಟಕ-1 : ಕಡಲು

೧. ಸಾಗರ ದರ್ಶನ -ಭರತೇಶವೈಭವ (14 ಪದ್ಯಗಳು)
೨. ಸಲೀಲ ಲೀಲೆ ಮತ್ತು ಮಿಂಚಿದ ಮಾತು -ವಿ. ಕೃ. ಗೋಕಾಕ
೩. ಬರಿದಾಗುತ್ತಿರುವ ನನ್ನ ಪ್ರೀತಿಯ ಕಡಲು- ಎಚ್. ನಾಗವೇಣಿ
೪. ದೋಣಿ, ಹರಿಗೋಲುಗಳಲ್ಲಿ -ಶಿವರಾಮ ಕಾರಂತ

ಘಟಕ-2 : ಜನಪದ

೧. ಗರತಿಯ ಹಾಡು-ಜನಪದ (26 ಪದ್ಯಗಳು)
೨. ಗೆಣಕಿ ಏನ ಮಾಡ ಅಂಕೀ-ಆನಂದ ಕಂದ
೩. ಕಮಲಾಕ್ಷಿಯ ಕಥೆ - ಟಿ. ರಾಜಪ್ಪ
೪. ಜನಪದ ಸಾಹಿತ್ಯ ಸೃಷ್ಟಿಯ ನೆಲೆಗಳು - ಎಂ. ಎಂ. ಕಲಬುರ್ಗಿ

ಘಟಕ-3: ನ್ಯಾಯ

೧. ಪ್ರಭುವೇ ಹಬ್ಬಗಳನ್ನು ಏಕೆ ಮಾಡಿದೆ -ಕೆ. ಶರೀಫಾ
೨. ಮಹಿಳಾ ವಚನಗಾರ್ತಿಯರು (ಒಬ್ಬೊಬ್ಬರ ನಾಲ್ಕು ವಚನಗಳು) ನೀಲಾಂಬಿಕೆ, ಅಮುಗೆ ರಾಯಮ್ಮ ಮುಕ್ತಾಯಕ್ಕ
೩. ಸುಳ್ಳು ಹೇಳುವುದೊಂದು ಕಲೆ - ಬೀಚಿ
೪. ನಾಲ್ಕು ಮೊಳ ಭೂಮಿ- ಚದುರಂಗ

ಘಟಕ - 4 : ಬಹುಶಿಸ್ತೀಯ - ಚಲನಚಿತ್ರ ಅಧ್ಯಯನ

೧. 'ಬಂಗಾರದ ಮನುಷ್ಯ' ಚಲನಚಿತ್ರ ತೋರಿಸಿ, ಆನ್ವಯಿಕ ವಿಮರ್ಶೆ ಮಾಡುವುದು.

ಘಟಕ -5 : ಕೌಶಲ್ಯ ಕನ್ನಡ

೧. ಭಾಷಣ ಕಲೆ.
 ೧. ಅರ್ಥ ಮತ್ತು ಮಹತ್ವ
 ೨. ಭಾಷಣಕಾರನ ಗುಣಲಕ್ಷಣಗಳು ಮತ್ತು ಭಾಷಣದ ಸಿದ್ಧತೆ
 ೩. ಭಾಷಣದ ಮಾದರಿಗಳು