

Year	II	Course Code: SEPBCADSCT 4.3		Credits	03
Semester	IV	Course Title: Design & Analysis of Algorithms (Theory)		Hours	48
Course Pre-requisites, if any			NA		
Formative Assessment Marks: 20			Summative Assessment Marks: 80	Duration of ESA: 03hrs.	
Course Outcomes	After the successful completion of the course, the student will be able to: • Understand the fundamental concepts of algorithms and their complexity, including time and space complexity, • Design algorithms for solving various types of problems using various algorithm design techniques • Analyze and compare the time and space complexity of algorithms with other algorithmic techniques. • Evaluate the performance of various algorithm design techniques • Apply various algorithm design to real-world problems and evaluate their effectiveness and efficiency in solving them.				
Unit No.	Course Content				Hours
UNIT I	Introduction: What is an Algorithm? Performance Analysis – Space Complexity, Time Complexity, Worst-case, Best-case and Average-case efficiencies. Asymptotic Notations: Introduction, O-notation, Ω -notation, θ -notation				09
UNIT II	Divide-and-Conquer: Introduction, Strassen's Matrix Multiplication, Finding Max Min, Topological Sorting, Analysis of Binary Search Algorithm Decrease and Conquer: Introduction, Sorting by Counting, String matching using Horspool Algorithm				09
UNIT III	Greedy Technique: Introduction, Knapsack Problem, Minimum Cost Spanning Tree - Prim's Algorithm, Kruskal's Algorithm, Single Source Shortest Path - Dijkstra's Algorithm, Job sequencing with deadlines				10
UNIT IV	Dynamic Programming: General Method, Multistage graphs, Warshall's Algorithm, Travelling Salesman Problem				10
UNIT V	Basic Traversal and Search Techniques: Binary Tree traversals and related properties, Depth First Search, Breadth First Search Backtracking Techniques: N-Queens problem, sum of subsets problem, Hamiltonian Cycles				10
Recommended Learning Resources					
Text Books:					
1. Introduction to the Design and Analysis of Algorithms, Anany Levitin: 2nd Edition, 2009, Pearson 2. Computer Algorithms/C++, Ellis Horowitz, SatrajSahni and Rajasekaran, 2nd Edition, 2014,Universities Press. 3. Introduction to Algorithms, Thomas H. Cormen, Charles E. Leiserson, Ronal L. Rivest, 4. Clifford Stein, 3rd Edition, PHI.					
Reference Books:					
1. Design and Analysis of Algorithms, S. Sridhar, Oxford (Higher Education) 2. Design and Analysis of Algorithms, Dr. S. Nandagopalan					

3. Weblinks and Video Lectures (e-Resources):

- i. <http://elearning.vtu.ac.in/econtent/courses/video/CSE/06CS43.html>
- ii. <https://nptel.ac.in/courses/106/101/106101060/>
- iii. <http://elearning.vtu.ac.in/econtent/courses/video/FEP/ADA.html> <http://cse01-iiith.vlabs.ac.in/>
- iv. <http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms>

Year	II	Course Code: SEPBCADSCT 4.4		Credits	03
Semester	IV	Course Title: Web 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 the successful completion of the course, the student will be able to: • Understand the basics of world wide web and web design principles. • To understand the need and be able to develop HTML/XHTML and CSS pages with valid structure as well as content. • Understand the importance XML in web development. • Understand and be able to develop JavaScript code to access the DOM structure of web document and object properties. • To develop dynamic web pages with usage of server-side scripting PHP.				
Unit No.	Course Content			Hours	
UNIT I	The World Wide Web: Introduction to world wide Web, Web Pages and Contents, Web Clients, Web Servers, Web Applications, HTTP, HTTPS. Websites – Home Pages: Web Site Development ; stages of building Web Sites , Web Content Authoring, Web Graphics Design, Web Programming. Scripting languages, Applications of scripting, How scripting languages differ from non-scripting languages, Types of scripting languages.			08	
UNIT II	HTML: Origins and evolution of HTML and XHTML, Basics of HTML, HTML Tags and attributes, Meta tags, Character entities, hyperlink, lists, tables, images, forms, divs, frames. CSS- Introduction, Levels of style sheets, Selector forms, Property value forms, Font properties, List properties, Color, Alignment of text, The box model, Background images, The and <div> tags.			10	
UNIT III	XML: Introduction, Meaning, significance and usage. JavaScript: Overview of JavaScript, Object Oriented and JavaScript, General Syntactic characteristics, Primitives, operations and expressions, Screen output and keyboard input, Control statements, Object creation and modification.			10	
UNIT IV	Arrays, Functions, Constructor Element access in JavaScript, Event and event Handling , Handling events from body elements, Handling events from button elements, Handling events from Textbox and password elements.			10	
UNIT V	Server side scripting: Server-side web scripting, PHP : PHP uses, Installing PHP, Adding PHP to HTML, Syntax and Variables, Passing information between pages, Strings, Arrays and Array Functions, Numbers, Basic PHP errors / problems.			10	

Recommended Learning Resources

Text Books:

1. Thomas Powell, Web Design The complete Reference, Tata McGrawHill
2. Chris Bates, "Web Programming: Building Internet Applications", 3rd Edition Wiley 2009
3. Eric Freeman, "Head First HTML with CSS and XHTML", O'Reilly, 2006.
4. David Flanagan, "JavaScript, The Definitive Guide", 6th Edition, O'Reilly 2011.
5. PHP for the Web: Visual Quick Start Guide, 4th Edition, Peachpit Press
6. S S Gornale & Basavanna M, "Web Programming for Beginners", ISBN: 978-93-5213-363-5, Shroff Publisher & Distributors PVT Ltd, Mumbai-2016

Reference Books:

1. Internet & World Wide Web – How to Program – Deitel & Deitel – Fourth edition
2. Steven M. Schafer, HTML, CSS, JavaScript, Perl, Python and PHP - Web standards Programmer's Reference, Wiley Publishing, Inc.
3. W3Schools: PHP (<http://www.w3schools.com/php/>)
4. PHP Language Reference (<http://php.net/manual/en/langref.php>)
5. W3Schools: JavaScript(<https://www.w3schools.com/js/default.asp>)

Year	II	Course Code: SEPBCADSCT 4.5		Credits	03
Semester	IV	Course Title: Computer Networks (Theory)		Hours	48
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 20		Summative Assessment Marks: 80	Duration of ESA: 03hrs.		
Course Outcomes	After the successful completion of the course, the student will be able to: • Explain the transmission technique of digital data between two or more computers and a computer network that allows computers to exchange data. • Apply the basics of data communication and various types of computer networks in real world applications. • Compare the different layers of protocols. • Evaluate the key networking protocols and their hierarchical relationship in the conceptual model like TCP/IP and OSI. • Understand basic routing algorithms.				
Unit No.	Course Content			Hours	
UNIT I	Introduction: Computer Networks and its applications, Network structure, network architecture, Topologies, LAN, WAN, MAN, The OSI reference model, The TCP/IP reference model.			08	
UNIT II	The Physical Layer: Transmission Media – Twisted pair, coaxial cable, optical fiber, radio transmission, microwaves and infrared transmission, Switching - message switching, circuit switching, packet switching. Multiplexing - FDM, TDM. Modulation: ASK, PSK , FSK.			10	
UNIT III	The Data Link Layer: Data Link Layer design issues, Error detection – Single parity checking, Checksum, polynomial codes – CRC, Error correction-Hamming code, Elementary data link protocols: Unrestricted simplex protocol, simplex stops and waits protocol. Sliding window protocols - sliding window go back n, selective repeat protocols.			10	
UNIT IV	The Network Layer: Network layer design issues, Routing algorithms – Flooding, Distance vector routing, Hierarchical routing, Link state routing, Congestion, control algorithms – Leaky bucket, token bucket algorithm, Hop by Hop choke packets. Network layer in the Internet- IPV4, IP Addresses.			10	
UNIT V	The Transport Layer and Application Layer: Elements of Transport service, TCP-service model, TCP protocol, TCP Segment Header, TCP Connection Establishment, Connection Release, TCP sliding Window, TCP timer Management, TCP Congestion control. Application Layer: DNS- Namespace, Name servers; E-Mail- Architecture and Services World Wide Web.			10	

Recommended Learning Resources
Text Books:
1. Data Communication & Networking, Behrouza A Forouzan, 3rd Edition, Tata McGraw 2. Computer Networks, Andrew S. Tanenbaum, 5th Edition, Pearson Education, 2010. 3. William Stallings, Data and Computer Communications, 7th Edition, PHI.
Reference Books:
1. W. Stalling, Wireless Communication and Networks, Pearson Education. 2. Brijendra Singh, Data Communication and Computer Networks, PHI.

Year	II	Course Code: SEPBCADSCP 4.6			Credits	02
Semester	IV	Course Title: Design & Analysis of Algorithms - Lab				
Course Pre-requisites, if any		NA				
Formative Assessment Marks: 10		Summative Assessment Marks: 40		Duration of ESA: 03hrs.		

Practice Programs:

- Program to perform heap sort.
- Program to perform Bubble sort.
- Program to perform Quick sort.
- Program to find Maximum and Minimum of the given set of integer values.

Part A (To be implemented using C programming / JAVA Programming)

1. Program to perform Knapsack Problem using Greedy Solution
2. Program to find minimum and maximum value in an array using divide and conquer.
3. Program that implements Strassen's Matrix Multiplication.
4. Program that implements Prim's algorithm to generate minimum cost spanning Tree.
5. Program that implements Kruskal's algorithm to generate minimum cost spanning tree.
6. Program to perform Travelling Salesman Problem
7. Program to implement Warshall's algorithm
8. Program to implement Sorting by Counting Algorithm

Part B (To be implemented using C programming / JAVA Programming)

1. Program that accepts the vertices and edges for a graph and stores it as an adjacency matrix.
2. program to implement function to print In-Degree, Out-Degree and to display that adjacency matrix.
3. Program to implement backtracking algorithm for solving problems like N queens
4. Program to implement the backtracking algorithm for the sum of subsets problem
5. Program to implement Dynamic Programming algorithm for the Optimal Binary Search Tree Problem.
6. Program to implement the DFS algorithm for a graph.
7. Program to implement the BFS algorithm for a graph.
8. Program to implement Dijkstra's Algorithm.

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 4.7		Credits	02
Semester	IV	Course Title: Web Programming - Lab			
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40		Duration of ESA: 03hrs.	
Practice Programs: • Design a webpage to demonstrate different hyperlinks tags. • Design a webpage to demonstrate nested ordered list. • Design a webpage for college time table using table tags. • Write a JS program to accept user data using forms and display it with greeting message. • Write a PHP program to display prime numbers in given range.					
Part A					
1. Design a webpage to build a resume using different tags. 2. Design a webpage to create registration form using forms tag. 3. Design a personal webpage to showcase different font properties in CSS. 4. Design a webpage containing paragraphs which showcases span and div tags. 5. Design a webpage to demonstrate custom list using list properties in CSS. 6. Design a webpage to create recipe card using box model in CSS. 7. Design a webpage to add two background images using grading effect in CSS.					
Part B					
1. JS program to demonstrate keyboard events. 2. JS program to demonstrate switch statement. 3. JS program to demonstrate functions. 4. JS program to demonstrate constructors. 5. PHP program to implement simple calculator operations. 6. PHP program to demonstrate string functions. 7. PHP program to demonstrate different array manipulation function. 8. PHP program to demonstrate message passing mechanism between pages.					

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 4.8		Credits	02
Semester	IV	Course Title: Computer Networks - Lab			
Course Pre-requisites, if any		NA			
Formative Assessment Marks: 10		Summative Assessment Marks: 40	Duration of ESA: 03hrs.		
Practice Programs: • Write a program to implement a basic client-server application using TCP/IP socket programming. • Write a program to implement a file transfer system between a client and a server. • Create a simple "ping" program that sends ICMP Echo Request packets to a target and waits for a response. • Create a simple chat application using the UDP protocol for communication.					
Part A (To be implemented using Java)					
1. Java Program to find the IP address of a given website specified by the user. 2. Java Program to implement FTP using TCP bulk transfer. 3. Java to implement a GoBack-N ARQ(Automatic Repeat Request) protocol. 4. Java Program to implement simplex Stop-and-Wait protocol. 5. Java program for simulation of error detection code (CRC). 6. Java program to implement Simple Client-Server Communication (TCP) where: The server listens for connections on a port. The client connects and sends a simple text message (e.g., "Hello Server!"). The server responds with an acknowledgment (e.g., "Hi, Client!"). 7. Java client-server program that enables file transfer. 8. Java program to find the shortest path between vertices using bellman-ford algorithm. 9. Java program for congestion control using leaky bucket algorithm. 10. Java program to implement UDP Connection-Less Service using standard ports.					
Part B (To be implemented using NS-2 Simulator)					
1. TCL Script for connecting two nodes and sending packets in wired network. 2. TCL Script for given STAR topology using SFQ on queue at intermediate node & use different colors for packet originated from different nodes. 3. TCL Script for given RING topology in wired network using For loop & making topology dynamic. 4. TCL Script in wired network for the given topology using TCP connection and sending data through the node. 5. TCL Script in wired network for the given topology using UDP connection and sending data through node.					

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 4.9 (Skill)		Credits	02
Semester	IV	Course Title: User Interface And User Experience (UI/UX)		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 UI/UX fundamentals, design thinking principles, and global standards for intuitive user interfaces. - Conduct user research, gather metadata, and create user personas to enhance UX design. - Utilize design tools like Figma and Balsamiq for wireframing, prototyping, and responsive UI design. - Apply color psychology, typography, and layout techniques to improve readability and user engagement. - Develop interactive prototypes, link pages, and create high-fidelity wireframes for application design.				
Unit No.	Course Content			Hours	
UNIT I	UI/UX Fundamentals and Design Thinking: Requirement Gathering: Understanding Business and User needs, Gathering Functional and Non-functional requirements. UI Guidelines, Intuitive UI: Principles of Intuitive Design, Cognitive Load Reduction, Usability Heuristics, Navigation and Information Architecture. Global Standards of UI Design Thinking: Understanding the Design Thinking Process Using Real-Life Examples, Design Thinking Steps: Empathy, Define, Ideate, Test, Prototype and Validation			08	
UNIT II	UX and User Persona: Understand the user, User metadata gathering, User Interview, Stakeholder Interview Figma & Balsamiq: Basic Tools in Figma: Introduction to Figma Interface, Components and variants, prototyping features. Layout and Frames: Grid and Layout Design, Auto Layout Features. UI Components: Buttons, Forms, Navigation Bars, UI Design Systems. Mobile Responsiveness: Designing for multiple screen sizes, media queries and adaptive layouts. Wireframing and UI Design: Low-fidelity vs High-fidelity wireframes, converting wireframes into UI designs. Color psychology. Typography: Choosing the right font, readability and legibility, font pairing techniques			12	
UNIT III	Designing an application: App Idea Generation: Ideation Techniques, concept validation. Requirement Analysis: Business Requirements vs User Needs, feature prioritization.Lo-Fi & Hi-Fi Wireframing: creating Low-Fidelity wireframes for concept testing, High-Fidelity wireframes for final design. Prototype and Linkings: Interactive prototyping in Figma, Linking Pages and Components for Navigation			10	

Recommended Learning Resources

Reference Books:

1. "About Face: The Essentials of Interaction Design" – Alan Cooper
2. "Lean UX: Applying Lean Principles to Improve User Experience
3. Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop By Fabio Staiano
4. Balsamiq Wireframes Quickstart Guide By Scott Farnello

Year	II	Course Code: SEPBCASECT 4.10 (Elective II)		Credits	02
Semester	IV	Course Title: Personality Development		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 Concept of Personality • Build Confidence and Self-Esteem • Develop Emotional Intelligence and self Concept • Analyze the determinants of Personality				
Unit No.	Course Content			Hours	
UNIT I	Meaning and definition of personality : Personality development as a process, Importance of pass, Importance of personality development , Theories of Personality, Psychological theory (Signed Freud), Phenomenological theory (CarRogers) Cognitive theory (George A Kelly) A trait factor – Analytic approach(Raymond B. Cattel), Psychosocial development theory(Erickson).			10	
UNIT II	Determinants of Personality: Physical, intellectual, Emotional, social, educational familial.			10	
UNIT III	The self-Concept: Individual as a self-sculptor, process of perception cognition and their impact , Learning process, What is attitude, The process of attitude formation.			10	
Recommended Leaning Resources					
Reference Books: 1. Cloninger, susan C,(2000) Theories of personality, prentice Hall London. 2. Hurloack, Elizabeth B(?) Personality Development. 3. Kagan Jerome (1969), Personality Development , Harcourt Brace, New york. 4. Kundu C.L.(1989) Personality Development , Sterling Bangalore. 5. Personality Development and communication skills, Mulgund&Kenchappanavar, Srhshtiprakashana					

Year	II	Course Code: SEPBCASECT 4.10 (Elective II)		Credits	02
Semester	IV	Course Title: Employability Skills		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: • To fostering positive employee relation and engagement through clear and timely internal communication. • To understanding and adhering to ethical principles in communication practices.				
Unit No.	Course Content			Hours	
UNIT I	Introduction: Meaning, Definition, Process, Elements of Communication, types of communication, Principle of effective Communication, Methods of Communication, Forms of Communication, Evolution and scope of communication , Objectives of Communication - Information ,Advice, order & Instruction, Persuasion, Motivation Education, Warning & Boosting the Morale of Employees.			08	
UNIT II	Methods: Verbal vs Non-verbal communication, Characteristics of verbal communication ,Characteristics of Non-verbal communication, Business Etiquette Modes : telephone & SMS communication ,Facsimile communication (Fax) computers & E-communication ,video & satellite conferencing, Group discussion, interviews, Presentation, The art of listening, phone Etiquette, Grapevine.			10	
UNIT III	Written Communication: Needs, functions, component & Layout of Business letters, Drafting of letters - Enquiry Letter, complaints & follow-up Letters, claims, Adjustments, Promotional leaflets and fliers consumer grievance Letter. Application for Employment and Resume, Notice , Agenda , Memo and E-mail Etiquette. Interview-Meaning, types, strategies for success in interview. Importance of business ethics: Ethical principles in Communication: honesty, transparency, fairness, accountability, corporate social responsibility (CSR) & its impact on communication.			12	
Recommended Leaning Resources					
Reference Books: 1. Balan , K.R. and Rayudu C.S (1996) Effective Communication , Beacon New Delhi 2. Bangh , LSue, Fryar, Maridell and Thomas David A. (1998) How to Write First Class Business Correspondence , N.T.C. Publishing Group USA. 3. Bhargva and Bharagav a91971) Company Notices , Meetings and Regulations					

BCA SEMESTER IV
BASIC ENGLISH

(3 Credits; 4 Teaching hours; Theory 80 + IA 20 = 100; 3 hrs. Exam)

Unit I. Appreciating Prose (1 hour / week; 40 Marks)

1. Vikram Bhatra PVC – Ian Cardozo
2. The Bet – Anton Chekov
3. At the Scene of Nuclear Devastation - Marcel Junod
4. The Gift of the Magi – O. Henry

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

Introduction to soft skills II

1. Leadership
2. Creativity
3. Adaptability
4. Work Ethics
5. Emotional Intelligence

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

A. Grammar

1. Usage (Correction of Sentences) and Vocabulary Building
2. Idioms and Phrases (Noun Phrase, Verb Phrase, Adverb Phrase and Prepositional Phrase)

B. Composition

1. Precise Writing
2. Translation of a Paragraph
3. E – Mail writing
4. Job Application Writing
5. Word Puzzles/Cross words

(For Exercise Refer Question Papers of UPSC and KPSC/KEA)

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 four on Unit I	04X5=10
V.	4 Short notes out of 5 on Unit II	04x05=20
VI.	A. 10 questions on Correction of Sentences	10x01=10
	B. 2 questions on out of three Composition	02x05=10

Total 80

References

English and Soft Skills. By S.P. Dhanavel. Orient Black Swan 2013

The Blue Book of Grammar and Punctuation by Lester Kaufman and Jane Straus

Oxford Practice Grammar Intermediate with Key by John Eastwood
Essential English Grammar with Answers, 2nd Edition - Raymond Murphy
Master Critical Thinking, Creative, Logic & Problem-Solving Skills - by William Henderson
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 ನಾಲ್ಕನೆಯ ಸೆಮಿಸ್ಟರ್ (2025-26ನೇ ಸಾಲಿನಿಂದ)

ಸಾಹಿತ್ಯ ಸುಮನ-04 (Ability Enhancement Compulsory Course) ಪಠ್ಯ

(ವಾರಕ್ಕೆ 04 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-೧ : ಕಾಲ

೧. ಹಕ್ಕಿ ಹಾರುತ್ತಿದೆ ನೋಡಿದಿರಾ? - ದ.ರಾ.ಬೇಂದ್ರೆ
೨. ಕಾಲ ಪುರುಷನಲ್ಲಿ ಕವಿಗಳ ಕೋರಿಕೆ- ಚನ್ನವೀರ ಕಣವಿ
೩. ಒಂಟಿ ನಕ್ಷತ್ರ ನಕ್ಕಿತು- ಕುಳಕುಂದ ಶಿವರಾಯ (ನಿರಂಜನ)
೪. ಗಡಿಯಾರ- ಬಿ.ಆರ್. ವಾಡಪ್ಪಿ

ಘಟಕ-೨ : ಪಾರಮಾರ್ಥಿಕತೆ

೧. ದುರ್ಜನರ ಸಂಗ ಎಂದಿಗೊಲ್ಲೆನು ಹರಿಯೇ- ಕನಕದಾಸರು
೨. ಗುಡಿಯ ನೋಡಿರಣ್ಣ- ಶಿಶುನಾಳ ಶರೀಫರು
೩. ಚಲನಶೀಲಗೊಳ್ಳಲಿ ಬದುಕು ಮತ್ತು ಸಮಸ್ಯೆಗಳಿಗೆ ಸ್ವಾಗತ - ಮಹಾದೇವ ಬಸರಕೋಡ
೪. ಭಾವಸಿರಿ ಮತ್ತು ಆತ್ಮಗೌರವ - ಸಿದ್ಧೇಶ್ವರ ಸ್ವಾಮೀಜಿ

ಘಟಕ-೩ : ಬೆಳಗು

೧. ಹೊಸಬೆಳಕು- ಕೆ.ಎಸ್.ನರಸಿಂಹಸ್ವಾಮಿ.
೨. ನನ್ನ ಹಣಕೆ - ಜಿ.ಎಸ್.ಶಿವರುದ್ರಪ್ಪ
೩. ನಿರಾಕರಣೆ- ವೀಣಾ ಶಾಂತೇಶ್ವರ
೪. ನನ್ನ ಗುರು ಗೋಕಾಕ ಹರಿಯುತ್ತಿಹ ಜೀವನದಿ ಮತ್ತು ಗೋಕಾಕರ ಹೂದೋಟದ ಒಂದು ಹೂವು ನಾವು - ಚಂಪಾ

ಘಟಕ- ೪ : ಬಹುಶಿಸ್ತೀಯ - ಚಲನಚಿತ್ರ ಅಧ್ಯಯನ

೧. 'ಭೂತಯ್ಯನ ಮಗ ಅಯ್ಯು' ಚಲನಚಿತ್ರ ತೋರಿಸಿ, ಆನ್ವಯಿಕ ವಿಮರ್ಶೆ ಮಾಡುವುದು.

ಘಟಕ-೫ : ಕೌಶಲ್ಯ ಕನ್ನಡ

೧. ಬರವಣಿಗೆ ಕಲೆ.
೧. ಸ್ವರೂಪ ಮತ್ತು ಮಹತ್ವ
೨. ಬರವಣಿಗೆ ಕಲೆಯ ಗುಣಲಕ್ಷಣಗಳು
೩. ಬರವಣಿಗೆಯ ಪ್ರಕಾರಗಳು