

1. Part A: Written Test (60 Marks)

Sr. No.	Chapter	Marks
1.	Unit-1 (Networking)	3
	Accessing the Internet	
	Internet Protocol(IP)	
	Transmission Control Protocol (TCP)	
	Internet Address	
	Structure of Internet Servers Address	
	Address Space	
	How does the Internet Work	
	Internet & Extranet	
	Internet Infrastructure	
	Protocols and Services on Internet	
	Domain Name System	
	SMTP and Electronic Mail	
	Http, Https and World Wide Web	
	Usenet and Newsgroups	

	FTP	
	Telnet	
	Internet Tools	
	Search Engines	
2.	Web Browser Unit-2 (Software Engineering)	2
	Evolution of Software Engineering	
	Software Development Models	
	Capability maturity models	
	Software process technology	
	Testing techniques	
	Testing for specialized environments	
3.	Debugging Unit-3 (Introduction to HTML)	5
	What is HTML	
	Basic tags of HTML	
	HTML Tag	
	TITLE Tag	
	Body Tag	
	Formatting of Text	
	Headers	
	PRE Tag	

	FONT Tag	
	Special Characters	
	Working with Images	
	META Tag	
4.	Unit-4 (Advanced HTML)	5
	Links	
	Anchor Tag	
	Lists	
	Unordered Lists	
	Ordered Lists	
	Definition Lists	
	Tables	
	TABLE, TR and TD Tags	
	Cell Spacing and Cell Padding	
	Colspan and Rowspan	
	Frames	
	Frameset	
	FRAME Tag	
	NOFRAMES Tag	
	Forms	
	FORM and INPUT Tag	

	Text BOX	
	Radio Button	
	Checkbox	
	SELECT Tag and Pull Down Lists	
	Hidden	
	Submit and Reset	
	Some Special Tags	
	COLGROUP	
	THREAD, TBODY, TFOOT	
	blenk Self, parent, top	
	IFRAMEL	
	Attribute for <SELECT>	
	TEXTAREA	
5.	Unit-5 (Introduction to java script)	10
	Java script variables and data types	
	Declaring variables	
	Data types	
	statements and operators	
	control structures	
	conditional statements	
	loop statement	

	Object based programming	
	Functions	
	Executing deferred scripts	
	objects	
	Messages box and java scripts	
	Dialog boxes	
	Alert boxes	
	Confirm boxes	
	Prompt boxes	
	Java scripts with HTML	
	Events	
	Event Handlers	
	Forms	
	Form Arrays	
6.	Unit-6 (Building ASP.NET/PHP websites)	10
*	User controls basic	
	Creating a simple user control	
	Converting a page to user control	
	Adding code to a user control	
	Handling events	
	Adding properties	

	Using custom objects	
	Adding events	
	Exposing the inner web control	
	Dynamically loading user controls	
	Portal Framework	
	Partial page Catching	
	Vary By Control	
	Sharing cached controls	
	Themes and master pages	
	Cascading styles sheets	
	Creating a styles sheets	
	Applying styles sheet rules	
	Themes	
	Theme folder and skins	
	Applying a simple theme	
	Handling theme conflicts	
	Creating multiple skins for the same page	
	Skins with template and images	
	Using CSS in a theme	
	Applying themes through a configuration file	

	Applying themes dynamically	
	Standardizing Website layout	
	Master page basics	
	A simple master	
	A simple content	
	Default content	
	Master pages with tables and CSS layout	
	Master pages and refractive paths	
	Applying master pages through a configuration file	
	Interacting with the master page class	
	Dynamically setting a master page	
	Nesting master pages	
Website Navigation		
	Pages with multiple views	
	The multi view control	
	The wizard control	
	Site maps	
	Defining a site map	
	Breadcrumbs	
	Showing a portion of the site map	

	The site map Objects	
	Adding custom side map information	
	Creating a custom Site map Provider	
	URL mapping	
	Security trimming	
	The tree View control	
	The tree Node	
	Populating nodes and demand	
	Tree view style	
	The menu Control	
	Menu Style	
	Menu templates	
7.	Unit-7 (Structured Query Language)	10
	What is SQL?	
	Data definition language	
	Data manipulation language	
	Data control	
	Database objects: Views Sequences indexes and synonyms	
	Views	
	Sequences	
	Indexes And Synonyms	

	Label handling	
8.	Nested Queries Unit-8 (Relational Database Management System)	5
	Normalization	
	Joins	
	Keys	
	Functions	
	Stored Procedures	
	Types of Database	
9.	MS SQL, Oracle and MySQL Unit-9 (Object Oriented Programming (Programming Basis))	10
	Polymorphism	
	Inheritance	
	Abstraction	
	Encapsulation	
	Objects	
	Classes and Interfaces	
	Methods and Subroutines	
	Instances	
	Memory Management	
	Threading and Multithreading	

	Synchronous and Asynchronous Routines and Subroutines	
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