

# **SAURASHTRA UNIVERSITY**

**RAJKOT – INDIA**



**Accredited Grade A by NAAC (CGPA 3.05)**

## **CURRICULUM FOR**

**UGC - B.Voc.** under National Skills Qualification Framework(NSQF)

**Bachelor of Vocation – Applied Computer Technology**

(B.Voc.- ACTech.)

(Sanctioned to Shree Manibhai Virani & Smt. Navalben Virani Science College-Rajkot)

**(Semester V and Semester VI)**

**Effective From June – 2016**

**Bachelor of Vocation – Applied Computer Technology (Semester – V & VI)**  
**Saurashtra University**  
**Effective from June - 2016**

**UGC B.Voc.- Applied Computer Technology ( Semester – V )**

<b>Sr. No.</b>	<b>Paper No.</b>	<b>Subject</b>	<b>Credit</b>
1	ACTECH 5.1	Business Etiquettes & Interview Techniques	5
2	ACTECH 5.2	Programming with C#.NET	5
3	ACTECH 5.3	Mobile Computing with Android	5
4	ACTECH 5.4	Project Work - II	5
5	ACTECH 5.5	Practical - I (Based on 5.2)	5
6	ACTECH 5.6	Practical - II (Based on 5.3)	5
<b>Total Credits of Semester - V</b>			<b>30</b>

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**Effective from June - 2016**

<b>ACTECH 5.1 : Business Etiquettes &amp; Interview Techniques</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	Communication in a Business Organization	<ul style="list-style-type: none"> <li>• Meaning &amp; Process of Communication</li> <li>• Objectives of Communication</li> <li>• Communication in a business organization               <ul style="list-style-type: none"> <li>○ Vertical Communication</li> <li>○ Horizontal Communication</li> <li>○ Consensus</li> <li>○ Grapevine Communication</li> </ul> </li> <li>• Barriers to Communication               <ul style="list-style-type: none"> <li>○ Types of Barriers</li> <li>○ Linguistic and Semantic Barriers</li> <li>○ Physical / Environmental Barriers</li> <li>○ Personal / Socio-psychological Barriers</li> <li>○ Organizational Barriers</li> <li>○ Cross-cultural Barriers</li> </ul> </li> </ul>	25	13
2	Basic Official Correspondence & Writing Skills	<ul style="list-style-type: none"> <li>• Letter Writing</li> <li>• Report Writing</li> <li>• Job Application / Resume Writing</li> </ul>	20	10
3	Presentation & Group Discussion Skills	<ul style="list-style-type: none"> <li>• Presentation Skills               <ul style="list-style-type: none"> <li>○ Planning a presentation</li> <li>○ Preparing a presentation</li> <li>○ Delivering a presentation</li> </ul> </li> <li>• Group Discussion Skills               <ul style="list-style-type: none"> <li>○ Phases of Group Discussion</li> <li>○ Personality traits required for effective GD</li> <li>○ Elements of effective GD</li> </ul> </li> </ul>	15	12
4	Communication Etiquettes	<ul style="list-style-type: none"> <li>• Introduction to business etiquettes</li> <li>• Telephone Etiquettes</li> <li>• Email Etiquettes</li> <li>• Video Conferencing Etiquettes</li> <li>• Table Manners</li> <li>• Respect in Office Environment</li> </ul>	20	13
5	Interview Techniques	<ul style="list-style-type: none"> <li>• Types of Interviews</li> <li>• Basic Interview Mistakes</li> <li>• Preparing for the interview</li> <li>• Appearing for the interview</li> <li>• Interview follow-up</li> </ul>	20	12
<b>Total</b>			<b>100</b>	<b>60</b>

**Bachelor of Vocation – Applied Computer Technology (Semester – V & VI)**  
**Saurashtra University**  
**Effective from June - 2016**

Student Seminar – 5 Lectures  
Expert Talk – 5 Lectures  
Student Test – 5 Lectures

**Total Lectures      60 + 15 = 75**

**Reference Books:**

1. Communication Skills by *Vaishali K. Ghadyalji* (Nandu Publications)
2. Communication Skills by *Anasuya Kalavar* (Tech-Max Publications)
3. Effective Interview Skills by *Brian Cahill*

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<b>ACTECH 5.2 : Programming with C#.NET</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	.NET Framework	Introduction to .NET Framework Features of .NET <ul style="list-style-type: none"> <li>• Multilanguage Development</li> <li>• Platform and Processor Independence</li> <li>• Automatic Memory Management</li> <li>• Easy Deployment</li> <li>• Distributed Architecture</li> <li>• Interoperability with Unmanaged Code</li> <li>• Security</li> <li>• Performance and Scalability</li> <li>• Versioning Support</li> </ul> MS .NET Architecture Components of the .NET Architecture: <ul style="list-style-type: none"> <li>• Common Language Runtime</li> <li>• Common Type System</li> <li>• Common Language Specification</li> <li>• Base Class Library</li> <li>• JIT Compiler</li> <li>• Microsoft Intermediate Language</li> <li>• Managed/Unmanaged Code</li> <li>• Garbage Collection</li> <li>• Assembly</li> </ul>	15	8
2	Introducing C# Programming	Creation of C# Introduction of Visual Studio 2008 IDE First simple Program Compilation and Execution Creating and Organizing Classes and Namespace	5	3
3	C# Basics	Declaring Variables, Keywords, Identifiers, Literals Data types in C# Type Conversion and casting, Boxing and Unboxing Operators in C# Decision Making Statements	10	8

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		(If-else, Switch) Looping (For, While, Do-while, For-each) Jumping statement(Break, Continue, Goto) Structure, Enumeration Arrays(One Dimensional, Rectangular, Jagged) Exception Handling		
4	Object Oriented Programming	Classes and Objects Access modifiers Methods and it's parameters Inheritance and Polymorphism Constructor Inheritance Sealed Class, Abstract Class and Interface Properties and Indexer, Delegates and Events	20	10
5	Working with GUI	Working with Forms Class: <ul style="list-style-type: none"> <li>• Loading, showing and hiding forms, Controlling One form within another, MDI Form.</li> </ul> Windows Form Controls: <ul style="list-style-type: none"> <li>• Standard Controls: Textbox, Label, Button, Listbox, Combobox, Checkbox, PictureBox, RadioButton, Panel, Scroll-bar, Timer, Datetimepicker, NotifyIcon, ImageList, Link Label, ListView, TreeView, Toolbar, StatusBar, OpenFileDialog, SaveFileDialog, FontDialog, ColorDialog, PrintDialog</li> <li>• Designing Menu's : ContextMenu, MenuStrip, StatusStrip, ToolStrip</li> <li>• User Controls: Creating and using User Control</li> </ul>	20	8
6	Database Programming With ADO.NET	ADO.NET Architecture Connected and Disconnected Architecture Types of Data Providers Introduction to SQL Data Provider <ul style="list-style-type: none"> <li>• Connection Object</li> <li>• Command Object</li> <li>• DataReader Object</li> </ul>	20	15

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		<ul style="list-style-type: none"> <li>• DataAdapter Object</li> <li>• DataTable Object</li> </ul> Dataset Object Differences between DataReader and DataSet Model Database Programming with Data bound controls		
7	Crystal Reports	Creating Crystal Reports Standard, cross-tab, mail label Report Sections Formula fields, Special Fields	5	4
8	Setup Project	Types of Setup Projects Creating Setup Project File System Editor User Interface Editor Launch Conditions Editor	5	4
<b>Total</b>			<b>100</b>	<b>60</b>

Student Seminar – 5 Lectures  
 Expert Talk – 5 Lectures  
 Student Test – 5 Lectures

**Total Lectures      60 + 15 = 75**

**Reference Books:**

- 1) C#.NET Programming Black Book - steven holzner –dreamtech publications
- 2) Introduction to .NET framework - Wrox publication
- 3) Microsoft ADO. Net - Rebecca M. Riordan, Microsoft Press
- 4) Programming with C# – Bharat & Co.

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<b>ACTECH 5.3 : Mobile Computing with Android</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	Introduction to Android	<ul style="list-style-type: none"> <li>• The Open Handset Alliance</li> <li>• The Android Platform</li> <li>• Android SDK</li> <li>• Building a sample Android application</li> </ul>	6	4
2	Android Application Design	<ul style="list-style-type: none"> <li>• Anatomy of an Android applications</li> <li>• Android terminologies</li> <li>• Application Context, Activities, Services, Intents</li> <li>• Receiving and Broadcasting Intents</li> <li>• Android Manifest File and its common settings</li> <li>• Using Intent Filter, Permissions</li> <li>• Managing Application resources in a hierarchy</li> <li>• Working with different types of resources</li> </ul>	20	15
3	Android User Interface Design	<ul style="list-style-type: none"> <li>• User Interface Screen elements</li> <li>• Designing User Interfaces with Layouts</li> <li>• Drawing and Working with Animation</li> </ul>	20	10
4	Database Connectivity Using SQLite	<ul style="list-style-type: none"> <li>• Using Android Data and Storage APIs</li> <li>• Managing data using SQLite</li> <li>• Sharing Data Between Applications with Content Providers</li> </ul>	20	15
5	Location Based Services (LBS)	<ul style="list-style-type: none"> <li>• Using Global Positioning Services (GPS)</li> <li>• Geo-coding Locations</li> <li>• Mapping Locations</li> <li>• Many more with location based services</li> </ul>	7	3
6	Common Android API	<ul style="list-style-type: none"> <li>• Android networking API</li> <li>• Android web API</li> <li>• Android telephony API</li> </ul>	7	3
7	Notifications	<ul style="list-style-type: none"> <li>• Notifying the user</li> <li>• Notifying with the status bar</li> <li>• Vibrating the phone</li> <li>• Blinking the lights</li> <li>• Customizing the notifications</li> </ul>	5	2

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8	Services	<ul style="list-style-type: none"> <li>• Services</li> <li>• Application development using JSON in MySQL</li> </ul>	5	3
9	Accessing Phone services & Live Example	<ul style="list-style-type: none"> <li>• Live Folders Using sdcards</li> <li>• XML Parsing Example</li> <li>• JSON Parsing Example</li> <li>• Accessing Phone services (Call, SMS, MMS)</li> <li>• Android Sensors (GRAVITY_EARTH)</li> </ul>	7	3
10	Deployment of applications	<ul style="list-style-type: none"> <li>• Publish android application</li> </ul>	3	2
<b>Total</b>			<b>100</b>	<b>60</b>

Student Seminar – 5 Lectures  
 Expert Talk – 5 Lectures  
 Student Test – 5 Lectures

**Total Lectures 60 + 15 = 75**

**Reference Books:**

- 1) Android Wireless Application Development By Lauren Darcey and Shane Conder, Pearson Education, 2nd ed. (2011)
- 2) Using SQLite By Jay A. Kreibich, Publisher: O'Reilly Media
- 3) Mobile Computing using Android and iPhone [ISBN: 978 - 93 - 81786 - 93 – 2] by Bharat & Company
- 4) Professional Android 2 Application Development Reto Meier, Wiley India Pvt Ltd (2011)
- 5) Beginning Android Mark L Murphy, Wiley India Pvt Ltd

<b>ACTECH 5.4 : Project Work - II</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 5.4</b>	<b>100</b>

<b>ACTECH 5.5 : Practical - I (Based on ACTECH 5.2)</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 5.2</b>	<b>100</b>

<b>ACTECH 5.6 : Practical – II (Based on ACTECH 5.3)</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 5.3</b>	<b>100</b>

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**UGC B.Voc.- Applied Computer Technology ( Semester – VI )**

<b>Sr. No.</b>	<b>Paper No.</b>	<b>Subject</b>	<b>Credit</b>
1	ACTECH 6.1	Graphics and Multimedia	5
2	ACTECH 6.2	Web Programming with ASP.NET	5
3	ACTECH 6.3	Mobile Computing with IOS	5
4	ACTECH 6.4	Project Work - III	5
5	ACTECH 6.5	Practical - I (Based on 6.1 & 6.3)	5
6	ACTECH 6.6	Practical - II (Based on 6.2)	5
<b>Total Credits of Semester - VI</b>			<b>30</b>

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<b>ACTECH 6.1 : Graphics and Multimedia</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	Sony Vegas Movie Studio Introduction	Video File Formats Different video file formats, video frame size, video frame per second, video quality Capture your voice & video Timeline & Duration	5	3
2	Basic Media Manipulation	Video merge, split, zoom, crop, chroma key, picture in picture, video transparency, slide show, time duration, video speed, slow motion, split by scene, multiple video layers and audio layers.	10	5
3	Adding Special Effects & Audio	Effects in video Video transition, video filters, white balance, watermark, special effects Adding Text Adding Audio Multiple audio layers, audio disable/enable, audio composition, audio effect, crop, merge, split	10	7
4	Making a Movie	Movie categories Documentary, small advertisement, short movie Video Rendering Different File formats rendering, video frames, video frame size, HD video, Quality of videos rendering, DVD Making, Web Video	15	8
5	Understanding Motion Graphics & After Effects Interface	Defining Motion Graphics Opening an Existing Project Understanding the Default Workspace Saving a Custom Workspace Setting Preferences in After Effects	10	6
6	Media Management	Importing Media Importing Photoshop and Illustrator Files and After Effects Project Files Using the Interpret Footage Dialog Box	5	3
7	Animation in After Effects	Creating a New Composition Importing Compositions from Photoshop and Illustrator Animating Layer Rotation Parenting Layers Adding Motion Blur Adjusting Blending Modes Creating a Nested Composition	10	6

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8	Working with Objects & Effects	Working with Masks Basic Masks, Animating Masks, Creating Free Form Masks, Animating Mask Vertices, Creating Track Mattes, Creating Chroma Keys  Working with Text Creating Text Layers, Animating Text Properties, Saving Custom Text Animation Presets, Working with the Existing Text Animation Presets, Creating Text on a Path  Working with Audio Adding Audio Files to the Timeline, Animating Audio Levels, Adding Effects to Audio Layers, Creating Key Frames from Audio Levels	20	15
9	Advanced Animation Techniques	Saving Animation Presets, Using Motion Sketch to Capture Motion, Using the Wiggler to Add Frenetic Motion, Adding Easing to Key Frames, Using the Graph Editor	5	3
10	After Effects Projects	Rendering Video Files Adjusting Render Settings Creating Render Templates Collecting Files for Backup	10	4
<b>Total</b>			<b>100</b>	<b>60</b>

Student Seminar – 5 Lectures  
Expert Talk – 5 Lectures  
Student Test – 5 Lectures

**Total Lectures      60 + 15 = 75**

**Reference Books:**

- 1) Sony Vegas Pro 11 Beginner's Guide, by Duncan Wood (Author) – Paperback
- 2) Adobe After Effects CS6 Classroom in a Book by Adobe Creative Team (Author) – Paperback
- 3) Adobe After Effects CC Classroom in a Book, by Adobe Creative Team (Author) – Paperback
- 4) Adobe After Effects CS6 Visual Effects and Compositing Studio Techniques, by Mark Christiansen (Author) - Paperback

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<b>ACTECH 6.2 : Web Programming with ASP.NET</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	Framework & Web Contents	Overview of ASP.NET framework, ASP.NET Page Structure, Page Life Cycle and Events HTML Controls and ASP.NET Standards Controls Installation of IIS.	15	13
2	Validation and Rich Controls	Overview of Form Validation <ul style="list-style-type: none"> <li>• Client Side Validation</li> <li>• Server Side Validation</li> </ul> ASP.NET Validation Controls <ul style="list-style-type: none"> <li>• Required Field Validator Control</li> <li>• Compare Validator Control</li> <li>• Range Validator Control</li> <li>• Regular Expression Validator Control</li> <li>• Custom Validator Control</li> <li>• Validator Summary</li> </ul> Rich Controls <ul style="list-style-type: none"> <li>• Ad rotator Control</li> <li>• Calendar Control</li> <li>• File Upload Control</li> </ul>	10	7
3	State Management	Client Side State Management <ul style="list-style-type: none"> <li>• HiddenField Control</li> <li>• ViewState</li> <li>• Cookies</li> <li>• Query String</li> </ul> Server Side State Management <ul style="list-style-type: none"> <li>• Session State</li> <li>• Application State</li> </ul>	10	4
4	Overview of Master Pages and Ajax	Master Page <ul style="list-style-type: none"> <li>• Overview of Master Page</li> <li>• Creating and Using Master page</li> <li>• Creating default contents</li> <li>• Nesting Master pages</li> </ul> Theme <ul style="list-style-type: none"> <li>• Skin file</li> <li>• CSS file</li> </ul> Ajax <ul style="list-style-type: none"> <li>• Ajax Server Controls</li> <li>• Script Manager</li> <li>• Update Panel Control</li> <li>• Timer Control</li> </ul>	15	6

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5	ADO.Net & Database Connectivity	Architecture of ADO.NET Types of Data Provider Introduction to SQL Data Provider <ul style="list-style-type: none"> <li>• Connection Class</li> <li>• Command Class</li> <li>• DataAdapter Class</li> <li>• Date Reader Class</li> <li>• Dataset Class.</li> <li>• Data table Class</li> </ul> Connected and Disconnected Architecture Types of DataSource Controls Types of ASP.NET Parameters Overview of Data Controls <ul style="list-style-type: none"> <li>• GridView Control</li> <li>• DetailsView Control</li> <li>• DataList Control</li> <li>• FormView Control</li> <li>• Repeater Control</li> </ul>	25	18
6	XML & Web Services	Overview of XML <ul style="list-style-type: none"> <li>• Writing datasets to XML</li> <li>• Reading datasets with XML</li> </ul> Web Services <ul style="list-style-type: none"> <li>• Overview of Web services</li> <li>• Common standards for Building and Consuming Web Service</li> <li>• Creating and Consuming Web Service</li> </ul>	10	5
7	Web Application & Configuration	Overview Asp.net Configuration Common Configuration Tracing Custom Error Authentication & Authorization	15	7
<b>Total</b>			<b>100</b>	<b>60</b>

Student Seminar – 5 Lectures  
Expert Talk – 5 Lectures  
Student Test – 5 Lectures

**Total Lectures 60 + 15 = 75**

**Reference Books:**

- 1) Asp.Net – Unleashed
- 2) Asp.Net – Wrox Publication
- 3) Programming With ASP.NET [ISBN: 978 - 81 - 909634 - 7 – 3] by Bharat & Company
- 4) Beginning ASP.NET.3.5.in.C.Sharp.2008.From.Novice.to.Professional - Apress

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<b>ACTECH 6.3 : Mobile Computing with IOS</b>				
<b>Sr. No.</b>	<b>Topics</b>	<b>Details</b>	<b>Marks</b>	<b>Approx Lectures</b>
1	Introduction and Application Development Fundamentals	<ul style="list-style-type: none"> <li>• Overview of Mobile Computing (iOS)</li> <li>• Specifics of mobile devices</li> <li>• Programming fundamentals including computer programs, languages, compilers</li> <li>• iOS Software Development Kit (SDK) and Cocoa Touch Architecture.</li> <li>• Using the iOS tools -Xcode and Interface Builder to create apps</li> <li>• Testing apps in the iOS Simulator</li> </ul>	8	4
2	Handling Basic Interaction & Objective-C for Experienced Programmers	<ul style="list-style-type: none"> <li>• Data Types NSInteger NSNumber Operators Loop</li> <li>• Intro to .H and .M Files</li> <li>• Inheritance, Method Overloading Mutable and Immutable Strings, Mutable and Immutable Arrays</li> </ul> <p>Objective-C</p> <ul style="list-style-type: none"> <li>• Classes, Objects, and Methods</li> <li>• Declared Properties, Memory Management, Automatic Reference Counting (ARC)</li> <li>• Categories and Extensions</li> <li>• Formal and Informal Protocols</li> <li>• Blocks</li> </ul>	10	6
3	User interface & controls	<ul style="list-style-type: none"> <li>• The View Hierarchy</li> <li>• Containers</li> <li>• Controls</li> <li>• Gestures Controllers</li> <li>• Text and Web Views</li> <li>• View Autosizing</li> <li>• Views (Alertview, Table Views, Picker, Date and Time, Image)</li> <li>• Navigation Based Application Development</li> <li>• Tab Bar and Toolbar</li> <li>• Audio and Video</li> </ul>	15	8
4	Human Interface	<ul style="list-style-type: none"> <li>• Creating a great user interface</li> <li>• Designing the user interface with wireframes, and in Interface</li> <li>• Building System provided buttons and</li> </ul>	12	8

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		<ul style="list-style-type: none"> <li>icons</li> <li>• Model-View-Controller (MVC) paradigm</li> <li>• Collections to hold data such as NSArray and NSMutableArray</li> <li>• Utility App to display multiple views</li> <li>• MainView and FlipsideView</li> </ul>		
5	Table Views	<ul style="list-style-type: none"> <li>• Static and Dynamic Table Views</li> <li>• Delegates and DataSources</li> <li>• Table View Styles</li> <li>• Custom Cells</li> </ul>	6	4
6	Application Settings and Data Persistence	<ul style="list-style-type: none"> <li>• Exploring your file system</li> <li>• Reading Data from file</li> <li>• Creating and deleting files and directories</li> <li>• Writing data to files</li> <li>• iCloud</li> <li>• Key-Value Data</li> <li>• Archiving</li> </ul>	10	5
7	Single & Multi-touch Gesture	<ul style="list-style-type: none"> <li>• The Responder Chain</li> <li>• Touch Notification Methods</li> <li>• Enabling Multi-touch on the View</li> <li>• Gesture Motions</li> <li>• Gesture Recognizers</li> </ul>	8	4
8	Core Location	<ul style="list-style-type: none"> <li>• Using the Location Manager</li> <li>• Setting the desired accuracy</li> <li>• Setting the distance filter</li> </ul>	5	3
9	Working with Data	<ul style="list-style-type: none"> <li>• SQLite Integration</li> <li>• Using SQLite Directly</li> <li>• Overview of Core Data</li> <li>• Managed Objects</li> <li>• Persistent Store Coordinator Entity Descriptions</li> <li>• Retrieving and Modifying Data</li> </ul>	8	5
10	Notifications & Localization	<p>NOTIFICATION :</p> <ul style="list-style-type: none"> <li>• Local Notifications</li> <li>• Push Notifications</li> </ul> <p>LOCALIZATION :</p> <ul style="list-style-type: none"> <li>• Resources</li> <li>• Language and Region</li> <li>• NSLocale</li> <li>• Text</li> <li>• Dates</li> <li>• Numbers</li> </ul>	8	6

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11	How to create Certificate? & How to Upload App In AppStore?	<ul style="list-style-type: none"> <li>• What is Certificate?</li> <li>• How to make certificate?</li> <li>• How to implement certificate in our app?</li> <li>• How to Upload App in AppStore ?</li> </ul>	5	4
12	What's New in iOS ?	<ul style="list-style-type: none"> <li>• What is Swift?</li> <li>• What is new in iOS 9?</li> </ul>	5	3
<b>Total</b>			<b>100</b>	<b>60</b>

Student Seminar – 5 Lectures  
 Expert Talk – 5 Lectures  
 Student Test – 5 Lectures

**Total Lectures 60 + 15 = 75**

**Reference Books:**

- 1) Beginning iOS 5 Development: Exploring the iOS SDK;  
David Mark, Jack Nutting, Jeff LaMarche; Apress; ISBN---13:978---1430236054
- 2) Beginning iOS 6 Development By David Mark , Jack Nutting , Jeff LaMarche , Fredrik Olsson - Apress Publication
- 3) Programming in Objective-C (5th Edition) (Developer's Library) by Stephen G. Kochan
- 4) iPhone OS Technology Overview, Apple Computer
- 5) The Objective-C 2.0 Programming Language, Apple Computer
- 6) Web reference : <http://developer.apple.com>

<b>ACTECH 6.4 : Project Work - III</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 6.4</b>	<b>100</b>

<b>ACTECH 6.5 : Practical - I (Based on 6.1 &amp; 6.3)</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 6.1</b>	<b>50</b>
<b>ACTECH 6.3</b>	<b>50</b>

<b>ACTECH 6.6 : Practical – II (Based on ACTECH 6.2)</b>	
<b>Topics</b>	<b>Marks</b>
<b>ACTECH 6.2</b>	<b>100</b>