

## 4.1 OBJECT ORIENTED PROGRAMMING USING C++ ( Common with Information Technology)

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3 - 6

### RATIONALE

Object orientation is a new approach to understand the complexities of the real world. In contrast to the earlier approaches like procedural etc, object orientation helps to formulate the problems in a better way giving high reliability, adaptability and extensibility to the applications. The students are already familiar with this concept of programming in C which is the basic for C++. This course offers the modern programming language C++ that shall help the students to implement the various concept of object orientation practically. The students will be able to programme in the object oriented technology with the usage of C++.

### DETAILED CONTENTS

1. Introduction and Features (5 hrs)
  - 1.1 Fundamentals of object oriented programming – procedure oriented programming Vs. object oriented programming (OOP)
  - 1.2 Object oriented programming concepts – Classes, reusability, encapsulation, inheritance, polymorphism, dynamic binding, message passing
  
2. Language Constructs (13 hrs)

Review of constructs of C used in C++ : variables, types and type declarations, user defined data types; increment and decrement operators, relational and logical operators; if then else clause; conditional expressions, input and output statement, loops, switch case, arrays, structure, unions, functions, pointers; preprocessor directives
  
3. Classes and Objects (6 Hrs)
  - 3.1 Creation, accessing class members
  - 3.2 Private Vs Public
  - 3.3 Constructor and Destructor
  - 3.4 Objects
  
4. Member Functions (4 Hrs)
  - 4.1 Method definition
  - 4.2 Inline Implementation
  - 4.3 Constant member functions
  
5. Overloading Member Functions (4 hrs)

Need of operator overloading, prefix and postfix, overloading binary operators, operator overloading, instream/outstream operator overloading

6. Inheritance (6 hrs)  
 Definition of inheritance, protected data, private data, public data, inheriting constructors and destructors, constructor for virtual base classes, constructors and destructors of derived classes, and virtual functions, size of a derived class, order of invocation, types of inheritance, single inheritance, hierarchical inheritance, multiple inheritance, hybrid inheritance
7. Polymorphism and Virtual Functions (5 hrs)  
 Importance of virtual function, function call binding, virtual functions, implementing late binding, need for virtual functions, abstract base classes and pure virtual functions, virtual destructors
8. File and Streams (5 hrs)  
 Components of a file, different operation of the file, communication in files, creation of file streams, stream classes, header files, updating of file, opening and closing a file, file pointers and their manipulations, functions manipulation of file pointers, detecting end-of-file.

### LIST OF PRACTICALS

1. Write a function using variables as arguments to swap the values of a pair of integers
2. An election is contested by five candidates. The candidates are numbered 1 to 5 & voting is done by marking the candidate number on the ballot paper. Write a program to read the ballot & count the votes cast for each candidate using an array, variable count. In case, a number read is outside the range 1 to 5, the ballot should be considered as a 'spoilt ballot' and the program should also count the number of spoilt ballot.
3. Write a program to read a matrix of size  $m \times n$  from the keyboard and display the same on the screen.
4. Write a macro that obtains the largest of three numbers.
5. As in practical 4, using inline function. Test the function using the main program.
6. Define a class to represent a bank account including the following members:-  
 Data members
  - a) Name of the depositors
  - b) Account number
  - c) Type of account
 Member function
  4. Balance amount in the account
 Member function
  - To assign initial values
  - To deposit an amount

- To withdraw an amount after checking the balance
  - To display the name and balance.
7. Modify the class and the program of practical 6 for handling 10 customers.
  8. Create 2 classes OM and DB which store the value of distance. OM store distances in meters and cm and DB in feet and inches. Write a program that can read values for the class objects and add 1 object OM with another object of DB.
 

Use a friend function to carry out the addition operation the object that stores the results may be a OM object or a DB object, depending upon the units in which the results are require. The display should be in the format of feet and inches or meters and cms depending on the object on display.
  9. A book shop maintains the inventory of books that are being sold at the shop the list includes details such as author, title and publisher and stock position. Whenever a customer wants the book, the sales person inputs the title and author and the system search the list and display whether it is available or not. If it is not, a appropriate message is displayed, if it is, then the system displays the book details and requests for the number of copies require. If the requested are available, the total cost of the required copies is displayed: otherwise the message " Required copies not in stock" is displayed. Design a system using a class called books with suitable member functions and constructors. Use new operator in constructor to allocate memory space require.
  10. Define a class string that could work as a userdefined string type include constructors that will enable us to create an .un-initialized string
 

```
String s1; // string with length 0
```

 And also to initialize an object with string constant at the time of creation like
 

```
String s2("well done");
```

 Include a function that adds two strings to make a third string.
  11. Create a class float that contains 2 float data member. Over load all the 4 arithmetic operators so that do operate on the objects of float.
  12. Create a class MAT of size m\*n. Define all possible matrix operation for MAT type objects
  13. Define 2 classes POLAR and RECTANGLE to represent points in the POLAR and RECTANGLE systems. Use conversion routines to convert from one system to the other.
  14. Create a base class called shape use this class to store two double type values that could be used to compute the area of fig. Derive the specific class called TRIANGLE and RECTANGLE from the data shape. Add to base class, a member function get - data ( ) to initialize base class data members and another member and another member function display – area( ) to compute and display the area of the fig.. Make display – area ( ) as a virtual function and redefine function in the derived classes to suit their requirements,

Using these 3 classes design a program that will accept dimension of RECTANGLE or TRIANGLE interactively and display the area.

Remember the 2 values given as input will be treated as length of 2 sides in the case of rectangle and as base and height in the case of triangles and used as follows:

Area of rectangle           =  $x*y$   
 Area of triangle            =  $1/2 *x*y$

15. Exercise on file handling

### RECOMMENDED BOOKS

1. C++: An introduction to programming by Jense Liberty Tim Keogh: BPB Publications, New Delhi
2. OO Programming in C++ by Robert Lafore: , Galgotia Publications Pvt. Ltd., Daryaganj, New Delhi
3. Object Oriented Programming Using C++, Sanjeev Sofat, Cyber Tech. Publication, New Delhi
4. Object Oriented Programming in C++ by E. Balaguruswamy, TMH Publishing Co. Ltd., New Delhi
5. C++ Premier by Stephen Parata , TMH Publishing Co. Ltd., New Delhi
6. C++ Primer by SB Lippman and J Lajoie; Addison Wesley (Singapore) Pvt. Ltd., New Delhi
7. Mastering C++ by KR Venugopal and Rajkumar, T Ravishankar; Tata McGraw Hill Publishing Co. Ltd., New Delhi
8. Object Oriented Data Structuring using C++ by KS Easwarakumar; Vikas Publishing House Pvt. Ltd., New Delhi
9. Programming in C and C++ by SS Khandare; S Chand and Company Ltd. New Delhi
10. Object Oriented Programming using C++ by B Chandra, Narosa Publishing House Pvt Ltd., Daryaganj, New Delhi 110002
11. Object Oriented Programming using C++ by R Rajaram , New age International (P) Ltd, Publishers New Delhi
12. Programming in C++ by N Dale, C. Weems and Headington, Narosa Publishing House Pvt Ltd., Daryaganj, New Delhi 110002

## 4.2 WINDOWS AND LINUX OPERATING SYSTEM ( Common with Information Technology)

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### RATIONALE

The knowledge of this subject will enable the students to understand the concepts of Linux and its potential. The students will also get hand on experience of linux after undergoing this course.

### DETAILED CONTENTS

#### Linux Operating System

1. Introduction (3 Hrs)  
History of Linux and Unix, Linux Overview, Linux releases, open linux
2. Linux Commands and Filters (6 Hrs)  
Mkdir, CD, rmdir, pwd, ls, who, whoami, cat, more, fail, head, concept of, mv, chmod, grep, wc, comm., split, sort, diff, kill, write, wall, merge, mail, news
3. Shell (6 Hrs)  
The command line special characters and file arguments, standard input/output and redirection, pipes, redirecting and piping with standard errors, shell scripts, jobs.
4. Linux file Structure (6 Hrs)  
Linux files, file structure, listing displaying and printing files, managing directories, file and directory operations.
5. Vi Editor (3 Hrs)  
Vi editing commands, advanced Vi editing commands, line editing commands, options in Vi.
6. System Administration (6 Hrs)  
System management, managing users, installing and managing devices, floppy disk management, file system administration, backups.

#### Windows Network Operating System

7. Introduction (6 Hrs)  
Windows operating system - its features and capabilities; comparison with OS hardware requirements for Windows 98, 2000 XP, Millennium, NT.
8. Control Program and Control Panel (6 hrs)  
Customizing desktop, installing, removing programs, managing your files and folders (creating, renaming, deleting, moving, copying etc.)

## LIST OF PRACTICALS

### Installing Linux

1. Creating and managing user accounts
2. Practice on Linux commands
3. Practice on vi commands
4. Write and execute at least 10 programmes in Linux using shells such as
  - Factorial of numbers
  - Even/odd numbers
  - Fibonacci series
  - Prime numbers
  - Arrange of numbers
  - Reverse of numbers
  - Lower case to upper case
  - Greatest of three numbers etc.
5. Installing and configuring X-windows
6. Create file and folder
7. Searching a file
8. Installation of device drivers
9. Creating user accounts
10. Customizing desktop
11. Setting monitor resolution

### RECOMMENDED BOOKS

1. Linux – The Complete Reference by Richard Peterson, Tata McGraw Hill, New Delhi
2. Linux – Install and Configuration Black Book by Die Annleblanc and Issac Yates, IDG Books India Private Ltd., Delhi
3. Unleashed Linux by Tech Media Publishers.

## 4.3 RELATIONAL DATABASE MANAGEMENT SYSTEM (RDBMS)

(Common with Information Technology)

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2 - 4

### RATIONALE

Database and database systems have become an essential component of everyday life in modern society. This course will acquaint the students with the knowledge of fundamental concepts of DBMS and its application in different areas, storage, manipulation and retrieval of data using query languages.

### DETAILED CONTENTS

- |     |  |         |
|-----|--|---------|
| 1.  | Introduction   | (3 hrs) |
| 1.1 | Database Systems   |         |
|     | - Database and its purpose   |         |
|     | - Characteristics of the database approach   |         |
|     | - Advantages and disadvantages of database systems   |         |
| 1.2 | Classification of DBMS Users   |         |
|     | - Actors on the scene  |         |
|     | - Database Administrators, Database Designers, End Users, System Analysts and Application Programmers                    |         |
|     | - Workers behind the scene (DBMS system designers and implementers, tool developers, operator and maintenance personnel) |         |
| 2.  | Database System Concepts and Architecture  | (6 hrs) |
| 2.1 | Data models, schemas, instances, data base state   |         |
| 2.2 | DBMS Architecture  |         |
|     | - The External level   |         |
|     | - The conceptual level   |         |
|     | - The internal level   |         |
|     | - Mappings   |         |
| 2.3 | Data Independence  |         |
|     | - Logical data Independence  |         |
|     | - Physical data Independence   |         |
| 2.4 | Database Languages and Interfaces  |         |
|     | - DBMS Language  |         |
|     | - DBMS Interfaces  |         |
| 2.5 | Classification of Database Management Systems  |         |

3. Data Modeling using E.R. Model (Entity Relationship Model) (5 hrs)
  - 3.1 Data Models Classification : File based or primitive models, traditional data models, semantic data models.
  - 3.2 Entities and Attributes
  - 3.3 Entity types and Entity sets
  - 3.4 Key attribute and domain of attributes
  - 3.5 Relationship among entities
4. Relational Model: (6 hrs)
  - 4.1 Relational Model Concepts: Domain, Attributes, Tuples and Relations
  - 4.2 Relational constraints and relational database schemes
    - Domain constraints
    - Key constraints and constraints on Null
    - Relational databases and relational database schemes
    - Entity integrity, referential integrity and foreign key
5. Functional Dependencies and Normalization (6 hrs)
  - 5.1 Functional Dependencies
    - Trivial and Non-trivial dependencies
    - Closure of a set of dependencies and attributes
    - Irreducible set of dependencies
  - 5.2 Normalization
    - Non-loss decomposition and functional dependencies
    - First, Second and Third normal forms.
    - Boyce/Codd normal form
6. Structured Query Language (6 hrs)

Data definition language : Create, Alter, Drop commands

  - Data Manipulation Language (DML)
  - Select command with where clause using conditional expressions and Boolean operators, group by clause, like operator.
  - Insert, Update and Delete commands

## **LIST OF PRACTICALS**

1. Overview, Features and functionality, Application development in MS-Access
2. Exercises on different forms of select statement, altering and dropping of tables
3. Exercises on creation of tables
4. Exercises on insertion of data into tables
5. Exercises on deletion of data using different conditions
6. Exercises on UPDATE statement

## **INSTRUCTIONAL STRATEGIES**

Explanation of concepts using real time examples, diagrams etc. For practical sessions books along with CDs or learning materials with specified activities are required. Various exercises and small applications should be given along with theoretical explanation of concepts.

## **RECOMMENDED BOOKS**

- 1) Fundamentals of Database Management Systems by Dr Renu Vig and Ekta Walia, - an ISTE, Publication, New Delhi
- 2) Database Management Systems by Alexis Leon and Mathews Leon; Vikas Publishing House Pvt. Ltd., New Delhi
- 3) An introduction to database systems by Date C.J. Adison Wesley
- 4) Fundamentals of Database Systems by Elmasri/Navathe/Adison Wesley
- 5) An Introduction to database systems by Bipin C. Desai, Galgotia Publications Pvt. Ltd., Daryaganj, New Delhi 110 002
- 6) SQL Unleashed by Hans Ladanyi Techmedia Publications, New Delhi
- 7) Oracle 8, The complete reference by Koch and Loney, Tata McGraw Hill Publications New Delhi

## 4.4 MULTIMEDIA APPLICATIONS

(Common with Information Technology)

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2 - 3

### RATIONALE

Multimedia is a new concept emerged in the recent times. Now this technology is being widely used in web pages, motion pictures and interactive presentations, animation etc. Multimedia has made a significant impact in training/education, business presentations, public information access etc. This course intends to introduce and expose multimedia technology and various factors and features of authoring software. It will also help in making the internet application richer in content and presentation

### DETAILED CONTENTS

1. Introduction (5 hrs)  
Introduction to multimedia, hypertext, hypergraphics, animation, application in education and training, science and technology, kiosks, business and games
2. Multimedia Hardware (5 hrs)  
Multimedia PC configuration, features and specifications of sound and video interfaces, OCR, touch-screen, scanners, digital cameras, speakers, printers, plotters, optical disks and drives as CDROM and DVD. multimedia networks
3. Multimedia Files (5 hrs)  
Image and sound file formats, multimedia file formats, compression, standards and techniques, features of software to read and write such files.
4. Photo-shop (15 hrs)  
Photo-shop workshop, image editing tools, specifying and adjusting colors, using gradient tools, selection and move tools, transforming path drawing and editing tools, using channels, layers, filters and actions
5. Flash (9 hrs)  
Exploring interface, using selection and pen tools, working with drawing and painting tools, applying color, viewing and manipulating time line, time line/stage relationship, animating (frame-by-frame, tweening), guiding layers, importing and editing sound and video clips in flash, working with 3-D graphics
6. Director (9 hrs)  
Exploring interface: score editor, cast editor, toolbars, library, palette, inspector, menu bar, cast libraries, painting techniques, importing images, working with stage, sprites and score; using text, using sound, using digital video, creating behaviour, using behaviour inspector, basics of lingo

## LIST OF PRACTICALS

1. Configuring multimedia devices to PC (Personal computer)
2. Installing and use of various multimedia devices
  - Scanner
  - Digital camera, web camera
  - Mike and speakers
  - Touch screen
  - Plotter and printers
  - DVD
  - Audio CD and Video CD
  - Reading and writing of different format on a frame CD
  - Transporting audio and video files
  - Using various features of Director
  - Using various features of Flash
  - Using various features of Photo-shop
  - Making multimedia presentations combining Director, Flash, Photo-shop, such as department profile, lesson presentation, games and project presentations

## INSTRUCTIONAL STRATEGY

As the subject is practice oriented, more stress should be given to students to do the work practically. The features of software packages Photo-shop, Flash and Director are to be demonstrated in class using LCD projector.

## RECOMMENDED BOOKS

1. Multimedia An Introduction by Villam Casanova and Molina; Prentice Hall of India, New Delhi
2. Multimedia Bible by Win Rosch
3. Multimedia Making it work by Baughan, Jay
4. Director and Lingo Bible by John and Nyquist and Rober Martin, IDG Books India Pvt. Ltd.,
5. Mastering Macro Media Director 5 by Feudnon; BPB Publication, New Delhi
6. Photo-shop for Windows Bible by Deke Maclelland IDG Books India Pvt. Ltd., New Delhi
7. Multimedia Technology and Application by Hillman, Galgotia Publications, New Delhi
8. Flash 5 Bible by Rein Hardit, IDG Books India Pvt. Ltd.
9. Flash 5 in easy steps by Vandome IDG Books India Pvt. Ltd.

## 4.5 COMPUTER ORGANISATION

(Common in Computer Engineering and Information Technology )

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### RATIONALE

This course aims to develop knowledge and skills in the subject of organization of components of a computer. The course will enable the students to be familiar with computer hardware, standards, instruction set and assembly language programming. It deals with the architecture of major components of a computer and functioning of these different components.

**Note:** List of practicals has been given only as guide lines for students to learn, and not for examination.

### DETAILED CONTENTS

1. Introduction to Computer Organization: (06 hrs)  
  
Structure and Function: Introduction to components, functions of individual component with block diagram, Introduction to machine language, assembly language, assembler, compiler, interpreter.  
What is BIOS, Functions of BIOS
2. System Buses and Expansion Buses (05 hrs)  
  
Introduction, system buses in PCs, expansion buses in PCs, ISI, EISE, VESA, PCI
3. Processor (12 hrs)  
  
Introduction, role of processor in a PC, working of processor with the help of a block diagram. processors generations and processor families, inside a processor, processor packaging, processor sockets. Processor Instruction Sets - RISC Technology, different RISC processors available, difference between RISC and CISC processors.
4. Input-output Organization (10 hrs)  
  
Peripheral devices, input/output interface, synchronous vs asynchronous data transfer, Direct Memory Access(DMA), priority interrupt, Input-output processor data communication processor.
5. Memory Organization (10 hrs)  
  
Introduction to main memory. secondary memory, cache memory, physical vs. virtual memory, associate memory, memory management unit, memory mapping, paging and page replacement polices.

6. Introduction to Multi-Processor System: (05 hrs)

**Parallel processing and pipelines, basic characteristics of multiprocessor, multi-processor organization (time shared bus, multiport, central control unit).**

**Note: List of practicals has been given only as guide lines for students to learn, and not for examination.**

### **LIST OF PRACTICALS**

1. To identify various components, devices and sections of computer.
2. To Study of motherboards
3. To interconnect the system unit with the video monitor, mouse and key board and test the operation of the computer.
4. Identification of chipsets and functional aspects of different subsystems on each card
5. To connect various add on cards and I/O devices to a computer motherboard and test their working
6. Study of the bus system and identifying various signal lines
7. To note the voltages and waveforms at various terminals in the I/O channel (Bus Slots)
8. Study of peripherals used, their speeds and capacities

### **INSTRUCTIONAL STRATEGY**

Since this subject is theoretical one, the practical aspects should be taught along with the theory instruction for better understanding. . There is sufficient time in this subject students may be taken to laboratory for demonstration. The students be given quiz tests and asked to give seminars on small topics

### **RECOMMENDED BOOKS**

1. Computer organization and Architecture William Stalling, Prentice Hall of India, New Delhi..
2. Computer System Architecture by M. Morris, Prentice Hall of India, New Delhi.
3. Computer Architecture and Organization by John P. Hayes, Mc Graw Hill Publishers.
4. Computer Fundamentals Architecture and Organization by B.Ram, New Age Publishing House, New Delhi
5. Computer architecture by Rafiquzzaman, M ; Prentice Hall of India, New Delhi.
6. Fair head – 80836/80486 BPB Publication, New Delhi.
7. Hardware and Software of Personal Computers by Bose, SK; Willey Eastern Ltd; New Delhi.
8. Structured Computer Organization by Tanenbaum Andrew S; Prentice Hall of India, New Delhi.
9. Upgrading and Preparing PCs by Scott Muller, Techmedia Publications, New Delhi
10. Computer Organization and Architecture by Linda Labour, Narosa Publishing House Pvt. Ltd. Darya Ganj, New Delhi.
11. A to Z of PC Hardware and Maintenance Subhadeep Choudhary Dhanpat Rai and Co., New Delhi

## 4.6 COMPUTER PERIPHERALS AND INTERFACING DEVICES

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### RATIONALE

A computer engineer should be able to interface and maintain key-board, printer, mouse monitor etc along with the computer system. The course provides the necessary knowledge and skills regarding working construction and interfacing aspects of peripherals. The students will get to know how various peripherals communicate with central processing unit of the computer system and pattern their respective operations. The student will be able to maintain keyboard, printer, monitors and Power Supplies (CVTs and UPSs) along with computer system. This subject provide the required background of computer installation, maintenance and testing of peripheral with micro computers So a course on Computer Peripherals and Interfacing Devices is required to develop such skills.

### DETAILED CONETENTS

1. Video Display (8 Hrs)
  - The basic principle of working of video monitors, video display adopters, video modes
  - Video display EGA/VGA/SVGA/PCI adapters and their architecture
  - Overview of Raster scan, vector graphic, their main difference and relative advantages
  - Concept of reduction and bandwidth of monitors refreshing of screen
2. Key Board and Mouse (4 Hrs)
 

Basic principle of working of key board and mouse, scan codes.
3. Disk Drives (4 Hrs)
 

Constructional features and working of hard disk drive, floppy disk drive, optical and DVD disk drive. Logical structure of disk and its organization, boot record, and CD writer
4. Other Devices (4 hrs)
 

Working principle of various input devices such as keyboards, Mouse, Scanner, Tablets, touch screen, light pen, digitizers and joystick
5. Printers (4 hrs)
 

Principle and working of DeskJet, dot matrix and laser printers.
6. Principles of working and features of scanner, plotter, digitizer and Modem (4 Hrs)

7. Input/Output Drivers (6 Hrs)
- (a) Software aspects of peripheral devices
  - (b) Role of device drivers
  - (c) DOS and Unix device drivers
8. Power Supplies (4 Hrs)
- (a) SMPS used in computers and constant voltage transformers
  - (b) On Line/Off Line uninterrupt power supplies (UPS), basic principle of working their importance and maintenance
9. The BIOS and DOS Services (6 Hrs)
- The basic idea of BIOS and DOS services for diskette, serial port, key board and printers.
10. Future Trends (4 hrs)
- (a) Various types of digital buses. Analysis of recent progress in peripheral and buss systems.
  - (b) Some aspects of cost performance analysis while designing the system

### **LIST OF PRACTICALS**

- 1) To identify various components and peripheral devices of computer.
- 2) Exercise on assembling a PC with peripherals and testing the same.
- 3) To study the SMPS circuit and measure its various voltages. Connecting SMPS to mother-board and other devices.
- 4) To study the operation and maintenance of CVT, HDD, FDD, CD ROM Drive, BMP, PASER
- 5) To study the operations and maintenance of UPS.
- 6) Exercises on fault finding and repair of peripherals.

### **INSTRUCTIONAL STRATEGY**

While teaching the subject the teacher may take the interfacing devices like disk drives, printers, key-boards, scanners, plotters etc. physically and explain its working. Additional practical exercise on maintenance and repair on peripheral devices will help the students to develop adequate skills.

**RECOMMENDED BOOKS**

1. B. Govinda Rajalu, IBM PC and Clones, "Hardware Trouble Shooting and Maintenance", Tata McGraw Hill 1991
2. Robert, S Lai: The waite group writing MS DOS Device, Drives, Addison, Wesley Publishing Co. 2<sup>nd</sup> Ed. 1992.
3. SK Bose "Hardware and Software of Personal Computers" Wiley Eastern Limited, New Delhi.
4. Hall, Douglas: "Microprocessors and Interfacing" McGraw Hill
5. Uffenbeck. " Microprocessors and Interfacing "
6. Fundamentals of Computers by Sukhvir Singh; Khanna Publishers, New Delhi
7. Computer Peripherals for Micro Computers, Microprocessor and PC by Levis Hahenstau
8. Inside the PC (Eight Edition) by Peter Norton; Tech Media Publication

## **ENTREPRENEURIAL AWARENESS CAMP**

This is to be organized at a stretch for two to three days during second year. Lectures will be delivered on the following broad topics. There will be no examination for this subject

1. Who is an entrepreneur?
2. Need for entrepreneurship, entrepreneurial career and wage employment
3. Scenario of development of small scale industries in India
4. Entrepreneurial history in India, Indian values and entrepreneurship
5. Assistance from District Industries Centres, Commercial Banks. State Financial Corporations, Small industries Service Institutes, Research and Development Laboratories and other financial and development corporations
6. Considerations for product selection
7. Opportunities for business, service and industrial ventures
8. Learning from Indian experiences in entrepreneurship (Interaction with successful entrepreneurs)
9. Legal aspects of small business
10. Managerial aspects of small business