

**DEPARTMENT OF
COMPUTER SCIENCE & APPLICATIONS**

e-Library



Pingle Govt. College for Women (A), Waddepally
AUTONOMOUS
HANUMAKONDA -506370, TELANGANA

e- Library

An **e-library** is the electronic information of e-materials and provides services in digital form. It provides up to date information about text books via the internet. The Electronic Library System provides the latest functions as well as allowing books to be displayed on screen as if they were printed books. The system makes advances in retrieving books and paper.

Benefits of e- library:

1. A delicate amount of choice:

Digital libraries give access to multiple contents with a potentially infinite number of resources and selections at hand. The main limit for traditional libraries is represented by physical space: books consume a lot of it and people often have to walk round in search of a particular material. Thanks to Internet and cloud storage, digital libraries overcome this limitation, expanding students' horizons in learning. They can access an enormous amount of knowledge and share contents with others, facilitating the expansion of education.

Construction a heritage for the next generation:

Online libraries **help the scientific society** since they act as a reservoir for the storage of important research data, information and findings. For a very long time, the physical records of scientific studies and researches had to live with a critical issue: they were destroyed or lost. But today, thanks to digital libraries, **the online copies of studies and researches can be protected and collected** to create a virtual heritage of information for the coming generations.

Direct access to educational content:

As long as an Internet connection is available, **digital libraries are accessible anywhere and at any moment** using a simple technological device, such as a PC, a tablet or even a Smartphone. This means students can consult online books, images, videos and all the other educational contents **without having to wait and go to the nearest physical library**. They can do it in a formal environment, for example at school, or they can relax at their homes getting an instant access to the information they need.

Struggle against deterioration:

The digital storage of books and, above all, audios, **solve the problem of deterioration**. In traditional libraries, audio cassette tapes and vinyl records are shared among a lot of students posing the problem to stand a large number of playings. Fragile photographs or ancient documents have to resist several handovers and consultations, with the risk of being subjected to breakages or other damages. Thanks to the digitizing of materials, it is possible **to access**

contents how many times a student needs, using formats (mp3, digital images, online textbooks, etc.) which are definitely much safer to use.

An easier information retrieval

Over the years, digital libraries have developed a range of search features – such as Boolean and proximity operators, truncation, etc. – that facilitate the access to information and data collections, allowing students to perform sophisticated searches for a variety of queries.

The department has taken a unanimous decision to maintain online content of prescribed text books for all three years. Every subject content has been downloaded and saved in different folders with the subject names. Students who require any content about a particular concept will perform search operation and seeks the help of a concerned faculty to get correct information.

Apart from maintaining the e -content of text books, faculty also placed the prepared notes of different subjects of all the years in concerned subject folders. Students can easily go through the content and can have a fruitful discussion about their doubts.

Model question papers and university question papers are also readily available as e-resource.

The following table shows the list of e-text books available in the department

S.No	Title of the Textbook
1.	Programming in C
2.	Programming with C++
3.	JAVA
4.	DBMS
5.	Data Structures Using C++
6.	python programming
7.	Visual Basic
8.	Data Communications and Networking
10.	The complete reference JSP
11.	The Complete Reference C++
12.	Object Oriented Programming with C++ -
13.	The Complete Reference- VB.Net

List of e- notes

1. C- Language
2. C++
3. Java
4. Database Management Systems
5. Visual Basic
6. Data Structure using C++
7. Programmin in Python
8. Data Communications and Networking



BOOK NAME	AUTHOR	LINK
Fundamentals of Multi media	Ashok kamthae	https://drive.google.com/file/d/1sE5WLzpzFkI4bEA5It6dF1DIIZaP81Ha/view?usp=sharing
Programming in python	Gowrishankar S. Veena A.	https://drive.google.com/file/d/1dRhUlvnWbZrYiGJwrSno_Dgqpu4buVIP/view?usp=sharing

Database system concepts	Henry F. Korth	https://drive.google.com/file/d/1ia13x0USOHA1W-XZp1BGzQDb0QeMrUMj/view?usp=sharing
Thinking in Java	Preventice Hall mid	https://drive.google.com/file/d/1tQddOK_ceEyBCcCfATaQhz9qgykKg4tS/view?usp=sharing
A Complete guide to C++ - Ullal Krich Prinz	Ullal Krich Prinz	https://drive.google.com/file/d/1gnKuJKmq9FZUINiO2v5zrk3zB77j9GkW/view?usp=sharing
The Complete Reference-VB.Net	Jeffrey R.Shapiro	https://drive.google.com/file/d/1ONosoG5MxnQcopvynhmw29O8EupyKjYY/view?usp=sharing
The complete reference JSP	Phil Hanna	https://drive.google.com/file/d/1n8lijM16F94inm12rr6MjiqjaBZcedv0/view?usp=sharing
programming in c	Dennis M.Ritchie	https://drive.google.com/file/d/15qy62JWYGWOONGU bGoAWTPoda1a93L94/view?usp=sharing
The Completer Reference-Java	Herbert Schildt	https://drive.google.com/file/d/1TBCoSraErJrOw62JLhiZiXtLHleeEEIJ/view?usp=sharing
Object-Oriented Programming in C++	Robert Lafore	https://drive.google.com/file/d/1Z-zC81Sh-Q8T6PP1JLW7k-e8qfxCaJwa/view?usp=sharing
Data Communications and Networking	McGraw-Hill Forouzan	https://drive.google.com/file/d/16_9o0yipacWhaIR29BmV8JsXBy8Zpv0I/view?usp=sharing
Data Structures using C++	Varsha H. Patil	https://drive.google.com/file/d/1SW_ShN8w_mIaEBAKw043wwGxdTa8bFVA/view?usp=sharing

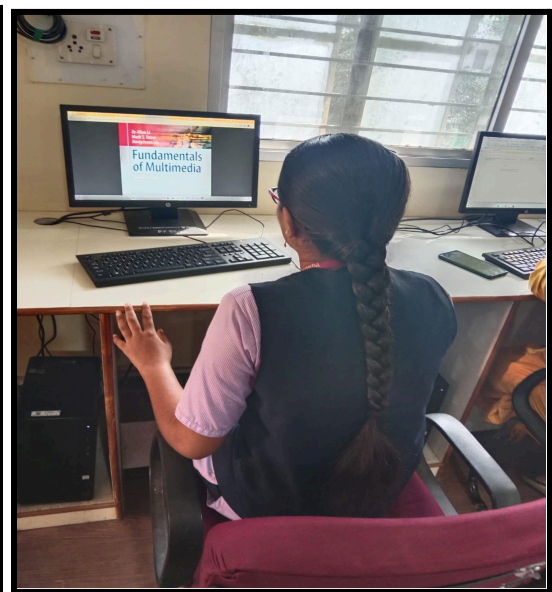
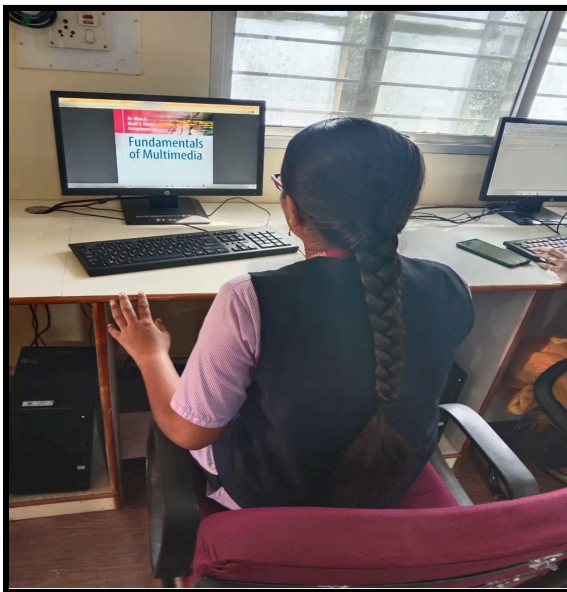
Fundamentals of Database Systems	Ramez Elmasri	https://drive.google.com/file/d/1rIa5901ud2H4sasZptui4ZNwWsD2VVbc/view?usp=sharing
Database Management System	Raghu Ramakrishnan	https://drive.google.com/file/d/19Erce0zbqPyu1tugAoXSNzZWUB_7d9Rq/view?usp=sharing
Object Oriented Programming with C++ -	Reema Thareja	https://drive.google.com/file/d/1ZuFPyszca1EpGVy8Q5oS_XqgcxJgSjB0/view?usp=sharing
Learning microsoft-sql-server		https://drive.google.com/file/d/10gnIQG9mVsMCu3HCtfsP2rbNteacoPzO/view?usp=sharing
PHP_a Beginner's Guide	Vikram Vaswani	https://drive.google.com/file/d/1yEppAEdd1PFS58RpB8SirEYGxdt7vUH/view?usp=sharing
The Complete Reference-HTML CSS		https://drive.google.com/file/d/16EUmX3-ZZplH4qL4-bzFm23Os8bJ7HXM/view?usp=sharing
introduction-to-e-commerce	MartinKutz	https://drive.google.com/file/d/1zLoyhwugkw848mdD-BtMuGZlCLAx2ZgZ/view?usp=sharing
Software Engineering	Ian Sommerville	https://drive.google.com/file/d/1Epa0uwyp2M0F2Q9WhtF7LcWS6joi_qr/view?usp=sharing
Java Object-Oriented Problem Solving	R. Morelli and R. Walde	http://www.cs.trincoll.edu/~ram/jji/jji-os-20170625.pdf

Machine Learning and Data Mining Lecture Notes	Aaron Hertzman and David Fleet	https://www.dgp.toronto.edu/~hertzman/411notes.pdf
Fundamentals of Python Programming	Richard L. Halterman	https://archive.org/details/2018Fundamentals.ofPython/page/n11/mode/2up
Artificial intelligence		http://artint.info/html/ArtInt.html
Algorithm Analysis and Design	Sandeep Sen	https://www.cse.iitd.ac.in/~ssen/csl356/notes/root.pdf
Communication Networks	Sharam Hekmat	http://www.pragsoft.com/books/CommNetwork.pdf
Introduction to Machine Learning	Fall	https://arxiv.org/pdf/0904.3664.pdf
Learn C++ Programming Language		http://www.tutorialspoint.com/cplusplus/cpp_tutorial.pdf?utm_source=7_&utm_medium=
Natural Language Processing with Python	Steven Bird, Ewan Klein, and Edward Loper	https://www.nltk.org/book/

Open Data Structures (in pseudocode)	Pat Morin	http://opendatastructures.org/ods-python-screen.pdf
C# Programming Yellow Book	Rob Miles	http://www.csharpcourse.com
Introduction to Computer Graphics	David J. Eck Hobart and William Smith	https://math.hws.edu/eck/cs424/downloads/graphicsbook-linked.pdf
Python for Computational Science and Engineering	Hans Fangohr	https://www.southampton.ac.uk/~fangohr/teaching/python/book/Python-for-Computational-Science-and-Engineering.pdf
Algorithms and Data Structures	Kurt Mehlhorn and Peter Sanders	https://people.mpi-inf.mpg.de/~mehlhorn/ftp/Mehlhorn-Sanders-Toolbox.pdf
Computer Networks	Ivan Marsic	https://www.ece.rutgers.edu/~marsic/books/CN/book-CN_marsic.pdf
Gaussian Processes for Machine Learning	C. E. Rasmussen & C. K. I. Williams	http://gaussianprocess.org/gpml/chapters/RW.pdf
SOFTWARE ENGINEERING	Ron Burback on Burback	http://infolab.stanford.edu/~burback/watersluice/watersluice.pdf

Algorithms	Dave Mount	http://www.cs.umd.edu/~mount/251/Lects/251lects.pdf
Software Engineering	Curriculum	http://sites.computer.org/ccse/SE2004Volume.pdf
Algorithms and data structures in		http://eccc.hpi-web.de/resources/pdf/OBDD-Book.pdf
Introduction to Computer Graphics	David J. Eck Hobart and William Smith	https://math.hws.edu/eck/cs424/downloads/graphicsbook-linked.pdf
Introduction to Programming Using Java	David J. Eck Hobart and William Smith	https://math.hws.edu/eck/cs124/downloads/javanotes8-linked.pdf
An Introduction to Web Development and Programming	Michael Mendez	https://knightscholar.geneseo.edu/cgi/viewcontent.cgi?article=1016&context=oer-ost
Operating Systems and Middleware: Supporting Controlled Interaction	Max Hailperin	https://gustavus.edu/academics/departments/mathematics-computer-science-and-statistics/max/os-book/osm-rev1.3.pdf

Programming Fundamental – a modular structured approach using c++	Kenneth Leroy Busbee	https://archive.org/details/cnx-org-col10621/mode/2up
Big Data		https://www.oreilly.com/data/free/files/disruptive-possibilities.pdf
Data Science	Robert W. De Graaf	https://docs.google.com/file/d/0B6iefdnF22XQeVZDSkxjZ0Z5VUE/edit?
big data analysis framework		http://www.tutorialspoint.com/hadoop/hadoop_tutorial.pdf?utm_source=7_&utm
SQL		http://www.tutorialspoint.com/sql/sql_tutorial.pdf?utm_source=7_&utm_medium
NoSQL Databases	Walter Kriha	https://www.christof-strauch.de/nosql dbs.pdf
Eloquent JavaScript A Modern Introduction to Programming	Marijn Haverbeke	https://eloquentjavascript.net/1st_edition/
<u>Machine Learning</u>	Azure	https://www.intechopen.com/chapters/6056
DESIGN AND ANALYSIS OF ALGORITHMS	Herbert & Edelsbrunner	https://courses.cs.duke.edu/fall08/cps230/Book.pdf
data mining	Ron Zacharski	http://guidetodatamining.com/assets/guideChapters/Guide2DataMining.pdf



SUBJECT WISE OLD QUESTION PAPERS

COURSE	SUBJECT	LINK
Bcom CA	Object Oriented programming with C++	https://drive.google.com/file/d/1Y2LnljegZZec5MGBpo5SbilH27lAwIJV/view
Bsc	Object Oriented programming with C++	https://drive.google.com/file/d/1t0VY2-zJUAa91zkJwFrNiwsyP8H2E_MZ/view
BSC III Yr V Sem	Programming in Java	https://drive.google.com/file/d/18Q_CWMh4TDMYgjQ51_CsirUo6t0XUczN/view
BSC III Yr	Programming in Java	https://drive.google.com/file/d/1Llh1cVz48bxguhM4hcMaVzxj8TtqmNH/view
BSC	Object Oriented Programming with 'C++'	https://drive.google.com/file/d/1iDq_vYnwohM0NPPyD1ceR-Sq4kkSj9Jm/view
BSC	Object Oriented Programming with 'C++'	https://drive.google.com/file/d/1NGsGzeevjZgNmZFUsFoj0HJa6LTuXJDF/view
BSC I Yr II Sem	Programming in C++	https://drive.google.com/file/d/1J_UmrE2CbAty1TzFE5liZoo7LHk2XAOD/view
BSC I Yr II Sem	Programming in C++	https://drive.google.com/file/d/1GmndnL98z_EXC7qSMrC07ltCw3LBRvQU/view
BCOM(CA) I Yr II Sem	PROGRAMMING WITH 'C' & 'C++'	https://drive.google.com/file/d/14vxVXwbQ-SEhuw5Tqfn_0xvGjEiTeOHY/view
BSC I Yr I Sem	Programming with C	https://drive.google.com/file/d/17cFqP9DikmWUfZ-LLyM9xg2S89uF4SRt/view

BSC II Yr III Sem	Data Structures Using C++	https://drive.google.com/file/d/1VapBBq1_Y7U-09vMJh8hwU_UjaOFPRlu3/view
BSC II Yr IV Sem	Database Management Systems	https://drive.google.com/file/d/1GOX9mfvkqwDYAtz4rGewqy_hrZIs-Ry6X/view
BSC II Yr IV Sem	Database Management Systems	https://drive.google.com/file/d/1InVhzMwbIslzXUfnXNf6zYF_JH5L6NVnW/view
BSC I Yr I Sem	Programming with 'C'	https://drive.google.com/file/d/1O63cj55TwDhzZCxV3nI-6sfl_YtNLI_dF/view
BSC III Yr V Sem	Programming in Java	https://drive.google.com/file/d/18Q_CWMh4TDMYgjQ51_Csi_rUo6t0XUczN/view
BSC	Object Oriented Programming with 'C++'	https://drive.google.com/file/d/1t0VY2-zJUAa91zkJwFrNiwsy_P8H2E_MZ/view
BCOM(CA) IIYr III Sem	Relational Database Management Systems	https://drive.google.com/file/d/1ujk8oR1hkJRq4nqB-462Tpm_UeYBLwmMp/view
BSC III Yr V Sem	Programming in Java	https://drive.google.com/file/d/1LlhI1cVz48bxguhM4hcMaVz_xj8TtqmNH/view



SUBJECT WISE PPTS

SNO	SUBJECT	NO.OF PPTS
	BSC(CS)	
1	Programming in C	20
2	Programming with C++	20
3	JAVA	15
4	DBMS	20
5	Web Technologies	20
6	Data Structures Using C++	25
	DATA SCIENCE	
1	Programming with C	20
2	Problem solving with python programming	15

3	Data Engineering with Python	15
4	Machine Learning	20
5	Natural Language Processing	15
6	Data Structures and Algorithms	15
7	Big Data	18
	BCOM(CA)	
2	Programming with C and C++	20
3	Relational Database Management System	20
4	Web Technologies	22
5	MIS	20
6	Multimedia Systems	22
	BA(CA)-BSC(Life Sciences)	
1	Programming in C	20
2	Programming with C++	20
3	JAVA	15
4	DBMS	20
5	Web Technologies	20
6	Data Structures Using C++	25

Department of Computer Science & Applications

VIDEO LECTURES BY FACULTY

The platform on which the module has been developed: [YouTube](#)

S. No.	Name of the Topic	Link to module
Name of the Faculty: Dr. P. Prathibha		
1.	Destructors in C++	https://youtu.be/qSPloGvfsUU
2.	Copy Constructor in C++	https://youtu.be/UobA8gNs0oM
3.	Parameterized Constructor in C++	https://youtu.be/RjE3MhSnEOM
4.	Default Constructor in C++	https://youtu.be/mf5sKw8yfDM
5.	Constructor Overloading in C++	https://youtu.be/zmjucd5a5QA
6.	Static Members in C++	https://youtu.be/n6MvMbiI-YU
7.	EER Model in DBMs	https://www.youtube.com/watch?v=svope2kjsxc
8.	Constructors in C++	https://youtu.be/zx-wim_1aUU
9.	Friend Function in C++	https://www.youtube.com/watch?v=7ZvvfqVNME4&t=6s
10.	Friend & Inline Function in C++	https://youtu.be/QxAZwoG3pX8
11.	Entity Relationship Model	https://www.youtube.com/watch?v=-5MNastn0Z4
12.	How to Practice SQL in Mobile	https://www.youtube.com/watch?v=whfBZ2lvnKU&t=8s
13.	Function Calling Methods in C++	https://www.youtube.com/watch?v=pHoZA7LSS6k&t=4s
14.	Practice C & C++ in Mobile phone	https://www.youtube.com/watch?v=cg_eqa87YXA&t=11s
15.	Important Questions in Data Structures using C++	https://www.youtube.com/watch?v=KAPvl87K7GA
16.	Graph Representation & Graph Traversals	https://www.youtube.com/watch?v=3D3L2CaI95Y
17.	Input-Output Functions in C	https://www.youtube.com/watch?v=MSaMV_eCkI0
18.	Format Specifiers in C	https://www.youtube.com/watch?v=HyaEkG3iQUM
19.	Recursion in C	https://www.youtube.com/watch?v=5RKNW6apP6Q
20.	Function Calls in C	https://www.youtube.com/watch?v=VwRHRkWMsLo
21.	Types of Graphs in DS	https://www.youtube.com/watch?v=1gAkj5b_I3A
22.	User-Defined Functions in C	https://youtu.be/-eME_vidtyY
23.	Graphs in Data structures	https://youtu.be/YbZ8B24yb7o
24.	Function Calls in C	https://youtu.be/-fM461QRbd0
25.	C Programs Practice	https://youtu.be/IEuLu_u1hws
26.	Binary Tree in Data Structures	https://www.youtube.com/watch?v=toVISIBgutE
27.	Strings in C	https://youtu.be/CAXQ-9W_XxM
28.	Types of Trees in DS	https://youtu.be/v8XRpAO50q0
29.	Trees in DS	https://www.youtube.com/watch?v=XvPEYAMcpFI
30.	Computer Fundamentals - Introduction	https://youtu.be/K7wz48B5Odo
31.	Block diagram of computer	https://youtu.be/-EpN4-baEfe
32.	Input Devices	https://youtu.be/0MgezqMrMRI
33.	Output Devices	https://youtu.be/YatmANipwg8
34.	Classification of Programming Languages	https://youtu.be/OLjzpUmcILw
35.	Generations of Programming Languages	https://youtu.be/SXgAGKm88jY
36.	How to run MS- word	https://youtu.be/wztrPUJSeMs
37.	User Defined Functions in C Part-2	https://youtu.be/l5HiMBTbPI4
38.	C++ Unit-wise Important Questions	https://youtu.be/IKkX_B5aUt8
39.	Programming in C- Important Questions	https://www.youtube.com/watch?v=YoMhP9tI0ZQ

40.	PL-SQL Introduction	https://www.youtube.com/watch?v=qQMeb08Rs_M
41.	Templates in C++	https://www.youtube.com/watch?v=0-dLibcd_1Q
42.	Types of Inheritance in C++	https://www.youtube.com/watch?v=gb4_NyfCM8A
43.	Inheritance in C++	https://www.youtube.com/watch?v=goQ12riX6ag
44.	Stream classes in C++	https://www.youtube.com/watch?v=vN1Ao5G6xwo
45.	Risk Analysis & Risk Management in Software engineering	https://www.youtube.com/watch?v=oapHDLWbvm8
46.	Correlated Sub-Queries	https://www.youtube.com/watch?v=R2qFWS354HA
47.	Types of Sub-Queries	https://www.youtube.com/watch?v=vN3AV5E18vE
48.	Fourth Generation Techniques in Software Engineering	https://www.youtube.com/watch?v=WislKMKY_Mk
49.	Types of Constraints in SQL	https://www.youtube.com/watch?v=hpxGQbCnlrs&t=3s
50.	Views in SQL	https://www.youtube.com/watch?v=ux602s9HV-k
51.	Number System	https://www.youtube.com/watch?v=CcJfKbWxYc
52.	SQL Commands practice	https://youtu.be/UbnB7VD8v9U
53.	Set Operators in SQL	https://www.youtube.com/watch?v=mf56k5HKqXU
54.	Formal Methods model	https://youtu.be/7mfXNP9L5Io
55.	SQL Sub queries	https://youtu.be/p5W-TAMGejc
56.	Implementation of SQL commands	https://youtu.be/VmxelH1gAHA
57.	DML Commands	https://youtu.be/rYmpXtA8nSM
58.	DCL & TCL Commands	https://youtu.be/gP1sMO0RNvQ
59.	PL SQL Introduction	https://youtu.be/qQMeb08Rs_M
60.	How to practice SQL in Mobile phone	https://youtu.be/whfBZ2lvnKU
61.	Software Process Model- V-Model	https://youtu.be/XtbzJIOWBvQ
62.	C++ Program Practice	https://www.youtube.com/watch?v=iLp2W7zUr9s
63.	Strings in C++	https://youtu.be/yH6Zs4AvLFg
64.	XML-Introduction, Elements	https://youtu.be/a5YBSA_mPQM
65.	XML- DTDs	https://youtu.be/OOuN5vMqqU0
66.	Attributes & XML- Document	https://youtu.be/G0mGssYjcBw
67.	DOM	https://youtu.be/Tg_g1Z0I5vo
68.	Xml- Namespaces	https://youtu.be/sH9ZLlqbq84
69.	Error handling	https://youtu.be/upqWLYI51gc
70.	Schemas, XSD	https://youtu.be/Vz7jX6VyIJ8
71.	Deadlocks Detection & Recovery	https://youtu.be/99io9nqIUdw
72.	Bankers algorithm	https://youtu.be/XPaiYZE7LkQ
73.	Deadlocks Avoidance algorithm	https://youtu.be/X07VP6UKu2I
74.	Handling Deadlocks	https://youtu.be/Ne8hmJc7zx0
75.	Shell Sort	https://youtu.be/p6WY_hf-QfM
76.	Heap Sort	https://youtu.be/aaq5_JPFTrT4
77.	Multimedia-Applications	https://youtu.be/eRn2TDMph-U
78.	Introduction of JAVA	https://youtu.be/kUlmgm1SBmc
79.	JAVA Feature	https://youtu.be/KzlKvGyG-tA
80.	OOPS concepts in Java	https://youtu.be/r5ROOgMgKK4
81.	Java Tokens	https://youtu.be/T3E7m3jM3Xk
82.	Java Data types, Variables	https://youtu.be/LeL-Cx7-pzs
83.	Structure of Java Program	https://youtu.be/NLuCs4aonvk
84.	Operators in Java	https://youtu.be/oeKMQLlZQY4
85.	Control statements in Java	https://youtu.be/ffvWdKGwbJ8
86.	Iterative statements	https://youtu.be/kcBjz0FgAoU
87.	Jumping Statements	https://youtu.be/6wdkLvUPPvw
88.	Creating classes & objects in Java	https://youtu.be/3fS53qeR3ME
89.	Constructors in Java	https://youtu.be/Y7WGSpD-HSo
90.	Method Overloading	https://youtu.be/IYITQCuk90

91.	Access Modifiers in Java	https://youtu.be/Ls5_PWEi9Io
92.	Static Keyword	https://youtu.be/BSX7_s6jG-4
93.	This Keyword in Java	https://youtu.be/Z49r11G1ve4
94.	Arrays in Java	https://youtu.be/j0kOx9O3q_w
95.	Inheritance in Java	https://youtu.be/UJN6I7EqmCo
96.	Single Inheritance	https://youtu.be/6j8jP7GOVgA
97.	Multi-level Inheritance	https://youtu.be/bPIKitfsZVQ
98.	Super Keyword	https://youtu.be/WCp2jO_6_G0
99.	Method overriding	https://youtu.be/00pc_AX5-wY
100.	Final Keyword	https://youtu.be/60Cm0-l-6yY
101.	Abstract Keyword	https://youtu.be/spw8uLOrnW8
102.	Wrapper Classes	https://youtu.be/BAqAJEcB9oM
103.	Interfaces in Java	https://youtu.be/m3LATUyAw40
104.	String Handling	https://youtu.be/auVmgjNGdBg
105.	Packages in Java	https://youtu.be/mCQrkX8CvLA
106.	Exception Handling	https://youtu.be/upqWLYI51gc
107.	Custom Exception	https://youtu.be/z4RnN1kkL8Q
108.	Multi-Threading in Java	https://youtu.be/NYb51MiOnXs
109.	Object Oriented Programming,	https://youtu.be/5IVtjD3_s8A
110.	Introduction to CPP	https://youtu.be/xBZELvgssSI
111.	Character Set - Tokens	https://youtu.be/dQ6ttgG5jYo
112.	Data Types	https://youtu.be/DCIGSm3MBNY
113.	Structure of C++ Program	https://youtu.be/xNuKvpy5iD0
114.	Selection statements in C++	https://youtu.be/m_6qi9Ap_TY
115.	Looping statements in C++	https://youtu.be/orjzZiymvOI
116.	Jumping statements in C++	https://youtu.be/lquQljO-Xo4
117.	Arrays	https://youtu.be/Fi68WbElohs
118.	Arrays Part2	https://youtu.be/gBM1rjOs_a0
119.	Variables- its scope,	https://youtu.be/6pZd0k3s-9E
120.	Functions in C++	https://youtu.be/UmT1Fw31EXA
121.	OOPs Concepts in C++	https://youtu.be/6DN3W9VkmfY
122.	Classes & Objects in C++	https://youtu.be/xvoYeYOZ_RE
123.	Access Modifiers / Specifiers in C++	https://youtu.be/XMu6iJgkHKQ
124.	Constructor & Destructor in C++	https://youtu.be/no_aljKD55k
125.	Recursion in Data structures	https://youtu.be/NLpe8JbrzaE
126.	Stack - Introduction	https://youtu.be/ZfPD5YEwxqD
127.	Introduction to Data Structures	https://youtu.be/_V-j7H1qKug
128.	Types of Data structures	https://youtu.be/ewlYx1Nldn8
129.	Expression Evaluation Part-1	https://youtu.be/egxCX2LMiWQ
130.	Expression Evaluation Part-2	https://youtu.be/MIUOFAjckLU
131.	Stack implementation using Array	https://youtu.be/SOd31FsLwoc
132.	Multi stack	https://youtu.be/Nx8_Mocsth0
133.	Stack implementation using Linked List	https://youtu.be/Dx0OfjNc644
134.	Introduction to Algorithms	https://youtu.be/pDcRbG_2b0c
135.	Queue, Types of Queue	https://youtu.be/_V-j7H1qKug
136.	Queue Implementation using an Array	https://youtu.be/nc98Iz2PmfQ
137.	Queue Implementation using Linked List	https://youtu.be/GrfHWQivyTg
138.	Packages	https://youtu.be/mCQrkX8CvLA
139.	HTML program execution	https://youtu.be/DD6vDrBFBOs
140.	Wrapper classes	https://youtu.be/BAqAJEcB9oM

S. No.	Name of the Topic	Link to module
Name of the Faculty: Smt. B. Swarnalatha		
1.	Procedures and types of procedures in Visual Basic	https://youtu.be/2N1h8GC1x0o
2.	Dialog boxes in Visual Basic	https://youtu.be/eFjsl1Jhr2c
3.	Menu and pop-up menus in Visual Basic	https://youtu.be/JKCA6m0Z2Dw
4.	Debugging and debugging tools in Visual Basic	https://youtu.be/0jjmrN77kxY
5.	Conditional statements in Visual Basic	https://youtu.be/7DaSlA9Kqm0
6.	Looping statements in Visual Basic	https://youtu.be/o8TOnY-e8LA
7.	Input validation	https://youtu.be/lGIRtx95IPs
8.	Types of Record sets	https://youtu.be/2S0yL_Min8M
9.	Data Access options	https://youtu.be/S788B_vAzk8
10.	ActiveX EXE and ActiveX DLL in Visual Basic	https://youtu.be/963vWPZ3jdU
11.	ActiveX Documents in Visual Basic	https://youtu.be/AoVG-n71iTg
12.	Multiple Document Interface	https://youtu.be/dsgkKx3HBKo
13.	Multiple forms	https://youtu.be/k0t4MHChXS4
14.	Control Array	https://youtu.be/mJxEzYQzfA8
15.	Data types and operators in Visual Basic	https://youtu.be/IXNc4vMv_7Q
16.	Arrays and Dynamic arrays	https://youtu.be/bDEtMc8O3uc
17.	Types of ActiveX controls	https://youtu.be/mChGiswwmb4
18.	Date and Time functions	https://youtu.be/EdVKBCWWOTQ
19.	Value and type conversion functions	https://youtu.be/w-sdcveTfBc
20.	Jumping statements in Visual Basic	https://youtu.be/t31zadFLJWo
21.	SQL DDL Commands	https://youtu.be/xrNtuxuJ5YU
22.	SQL DML Commands	https://youtu.be/N_Eg7SSPx_8
23.	Introduction to C++	https://youtu.be/ZFvAJ-vW6aM
24.	OOPS concepts in C++	https://youtu.be/T7yl1tkhz5A
25.	Applications of object oriented programming	https://youtu.be/EzZSAvqE92A
26.	Control statements in C++	https://youtu.be/prwwEku_Wsc
27.	Looping statements in C++	https://youtu.be/BxvslzKockY
28.	Inline functions in C++	https://youtu.be/8BgosOr1_dU
29.	Variables and scope of variables in C++	https://youtu.be/NgGRP2mZPvo
30.	Tokens in C++	https://youtu.be/q5MeFYTk7dE
31.	Dynamic Hypertext Mark-up Language	https://youtu.be/m24K-dsnxqM
32.	Hardware and software requirements in multimedia	https://youtu.be/61rm4l_5nKY

S. No.	Name of the Topic	Link to module
Name of the Faculty: Smt. T. Aruna		
1.	Introduction to HTML Part-1	https://youtu.be/zF9GRNPU8-M
2.	Introduction to HTML Part-2	https://youtu.be/LHfaseO_f2c
3.	HTML Tags	https://youtu.be/NGYh0AtLNCQ
4.	HTML Lists	https://youtu.be/tHTkVOmis0Y
5.	HTML Table and Image Tags	https://youtu.be/aVEE7dFAgoc
6.	HTML Frame and Form Tags	https://youtu.be/gOD1PZZm7QE
7.	HTML Forms and CSS	https://youtu.be/rbCYpc6eytE
8.	Data Types in C	https://youtu.be/Eq8vUS6tXrw
9.	Decision Making in C	https://youtu.be/Gt07M2QORHQ
10.	Control Structures in C	https://youtu.be/OFkjjkR53c
11.	Object Oriented Programming Concepts	https://youtu.be/N4JPNPG4auY
12.	Object Oriented Programming Tokens	https://youtu.be/ljjgLAMaHvQ
13.	Data Types in C++	https://youtu.be/xvTahqeRwDk
14.	Decision Making in C++	https://youtu.be/71QfXUeWOUM
15.	Control Structures in C++	https://youtu.be/QSyZrI714q4
16.	Classes and Objects in C++	https://youtu.be/aZZQsQ-7Mfc
17.	Constructors in C++	https://youtu.be/_QCBXPeCy0c
18.	Inheritance Concepts in C++	https://youtu.be/SIGNdfaj5jo
19.	Polymorphism Concepts in C++	https://youtu.be/DCfL9FkruLA
20.	Exceptional Handling in C++	https://youtu.be/JSe4V0pFV6w
21.	Arrays in C++	https://youtu.be/pRURuT0ibts
22.	Data Structures in C++ Part 1	https://youtu.be/inv-077rlZE