SEMESTER – V
Core Paper – XI
Banking and Insurance Services

Instructional Hours: 90   Sub.code:
15BAUC512/16BAUC511
Max Marks: CIA - 25; ESE - 75   **Credit: 4**
Objective: To enlighten the students' knowledge on the concepts and the recent trends in banking and insurance services.

Unit – I   **20 Hrs.**

Banking: Meaning – Evolution of Banking Institutions – Functions of Banks – Types of Banking System – *Role of Banks in Economic Development* – RBI and their Functions – Rural Banking in India.

Unit – II   **20 Hrs.**

Commercial Banks – Types – Opening of an Account – Types of Deposit Account – *Know Your Customers.* **Forms of Securities** - lien - pledge – hypothecation – mortgage.

Unit – III   **15 Hrs.**

Negotiable Instruments – Features – Types – *Parties* – Cheque – Endorsements – Crossing.
E-Banking – Cashless Transactions.

Unit – IV   **15 Hrs.**

Insurance: Meaning – *Evolution* – Significance – Types.
Marine and fire insurance: Principles - policies - procedure for settlement of claims.

Unit – V   **20 Hrs.**

Insurance Organisation in India – organizational setup - *Distribution channels* - **IRDA,1999 –** constitution - objectives - duties and powers – Ombudsmen **-** Privatisation of Insurance Industry.

TEXT BOOKS

- **S.N.Maheshwari, S.K. Maheshwari,** *Banking Theory, Law and Practice*, Kalyani Publishers, 1st Edition, 2005.

- **M.N.Mishra**, *Insurance principles and practices*, S.Chand & Co. Pvt. Ltd., 1st Revised Edition 2004.

REFERENCE BOOKS

- **Dr. K. Nirmala Prasad, J. Chandradass,** *Banking Theory, Law and Practice*, Himalaya Publishing House, First Edition, 2005.
- **Sundharam and Varshney**, *Banking Theory, Law and Practice*, Sultan Chand and Sons, New Delhi, 1st Edition, Reprint 2013.

- **Kaninika Mishra**, *Fundamentals of life insurance: Theories and Application,* PHI learning Pvt. Ltd., New Delhi, 1st Edition, 2010.
- **Dr.P.Periasamy**, *Principles and Practice of Insurance*, Himalaya Publishing House Pvt. Ltd., Second revised edition, 2009.

SEMESTER – VI
Core Paper - XVII
Legal Aspects of Business

Instructional Hours: 60   **Sub. Code: 15BAUC618 / 16BAUC617**

Max Marks: CIA - 25; ESE -75   **Credits :3**

Objective: To enable the students to acquire knowledge of Legal aspects of Business.

UNIT-1   **12 Hrs.**

Law of Contract : Contracts – Essentials and Classification – Agreement – Features and Kinds – *Difference between Agreement and Contract* - Offer – Characteristics and Types – Acceptance essentials and Legal Rules – Consideration – Essentials and Legal Rules – Consent and its factors – Coercion and its effects.

UNIT – II   **12 Hrs.**

Legality of object – Unlawful and Illegal agreements – *Effects of Illegality* – Discharge of Contract – Quasi contracts

UNIT – III   **12 Hrs.**

Special Contracts: Indemnity and Guarantee – Bailment and Pledge – Sale of Goods Act – Conditions and Warranties

UNIT – IV   **12 Hrs.**

Standing Orders Act, 1946 – Factories Act 1948 – Objects, Provisions relating to Health, Safety, Welfare - The Payment of Wages Act, 1936 – Rules for Payment of Wages – *Deductions from wages.*

UNIT – V   **12 Hrs.**

The Workmen's Compensation Act, 1923 – Scope and Coverage of the Act – Rules regarding Workmen's Compensation – **The Industrial Disputes Act, 1947** – Procedure for Settlement - *Authorities under the Act.*

Note*: Italics* **denotes Self Study Topics**

TEXT BOOK

1.**Kapoor.N.D**., *Elements of Business Law*, Sultan Chand & Sons, New Delhi, 25th Edition, 2008.

REFERENCE BOOKS

1. **Gognal P.P.S,** *A Text book of mercantile* , S.Chand & Company Ltd, New Delhi, 3rd Edition, 2005.

2. **Sumathi.S, Saravanavel.P** *Legal Aspect of Business*, Emerald Publishers, Chennai, Revised Edition, 2003.

3. **S.S. Gulshan,** *Business law*, Excel books , New Delhi, 3rd Edition, 2006.

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SEMESTER – VI

Core Practical - V

Multimedia (Programming Lab)

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Instructional Hours: 45   **Sub.code:**

15BAUCP05

Max Marks: CIA - 40; ESE - 60   **Credit:2**

Objective: To impart practical knowledge on multiple media and their technologies.

   I. <mark>Photoshop</mark>

           1. Create a glowing, backlit effect for text

           2. Design a greeting card with various effects for text

           3. Merge images using layer palette

           4. Apply different filter and color option for an image

           5. Create a pattern using pattern stamp tool and clone stamp tool

           6. Create a digital drawing

           7. Design a webpage layout

           8. Convert black and white photo to color photo

   II. Flash

           9. Design a few shapes using line, circle and rectangle in different layers and

               create animation of these shapes using motion tween.

           10. Create a scene like a sea with few fishes and animate the fishes.

           11. Create an animation using Morphology.

   III. <mark>3D MAX</mark>

           12. Perform ball jumping on steps using simple animation.

           13. Animating objects using rendering effects.

   IV. <mark>Sound Forge</mark>

           14. Mixing of 2 Songs.

           15. Create various effects for a sound file.