"Education for Knowledge, Science, and Culture"
- Shikshanmaharshi Dr. Bapuji Salunkhe

Shri Swami Vivekanand Shikshan Sanstha's

Vivekanand College, Kolhapur (Autonomous)

KOLHAPUR (AUTONOMOUS)

Department of BCA

Continuous Internal Evaluation 2022-23

Sr. No.	Evaluation Activity
1	Home assignment
2	Seminar
3	Unit test

HOME ASSIGNMENTS

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Date

Assignment - I

(Q1) What is algorithm explain it's fichars with one example algorithm.

1] algorithm is the precise specification of sequence of instruction to be carryed out to a solve given problem.

2] it can be define as step by step processor to solve a perticular problem.

Fichars of algorithm -

1] number of countries of provided two & algorithm which is known as inputs. this inputs are process by the algorithm.

2] the specifition of algorithm must be resized, unumobiguous & lead to a specific action.

3] each intruction, must be basic.

4] an algorithm may have one, or more outputs.

Example -

write an algorithm to calculate additional on a two numbers.

Step 1: Start
Step 2: read two numbers as a & b
Step 3: Calculate addition
Step 4: ans = a+b
Step 5: display additions
Step 6: Stop

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Q2] what is flowchart? what are Symbol used to represent flowchart

1] flowchart is step by step diagramatic representation of logical part containning a solution to a given problem.

2] flowchart is nothing but blue print of an algorithm.

3] It is defined as graphical represent ar on algorithm.

4] It is used for understanding of any problem.

Types of flowchart —

1] System flowchart —

They express characteristics of system, it structure & relationship in terms of flowchart Symbol.

2] Program flowchart —

They are used to express algorithm for developing & writing a specific computer programe.

Symbol used to flowchart —

Name	Symbol	meaning
1] Terminal	( )	used to indicate start & stop.

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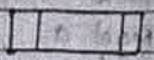
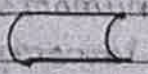
1]	Input & output box		used to represent input output operations.
2]	Process box		used to represent calculations or process data.
4]	Decision box		It is used to represent a test which may lead more than one output & form which one of the alternative path is executed.
5]	Pre-defined box		used to represent multistep process.
6]	Connector		Connects the path between two or more parts.
7]	flow lines		show the sequence of logical flow
8]	arrow head		show the direction of flow
9]	preparation Symbol		the indicate preparation of some processor used for look setting statements.
10]	online Storage		used to represent any online storage device.

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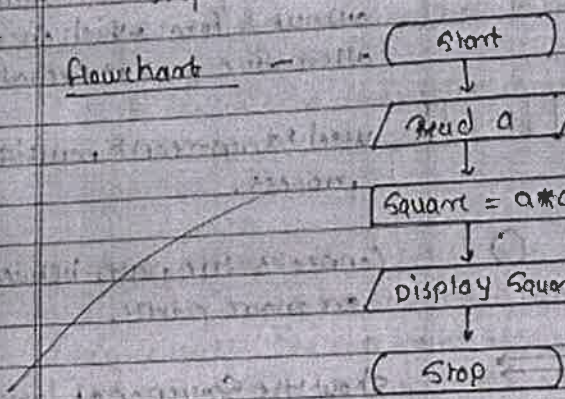
Q3] Design an algorithm to display Square of number & draw a flowchart for the same.

Step 1 : Start
Step 2 : Read a no as a
Step 3 : Calculate Square
Step 4 : Square = a * a
Step 5 : Display Square
Step 6 : Stop

Flowchart :-



Q4] Design an algorithm for swapping of two numbers.

a] using third variable

Step 1 : Start
Step 2 : Read two numbers as no_1 & no_2
Step 3 : Read the temporary variable as A
Step 4 : $A = no_1$
$no_1 = no_2$
$no_2 = A$
Step 5 : Display no_1 & no_2
Step 6 : Stop

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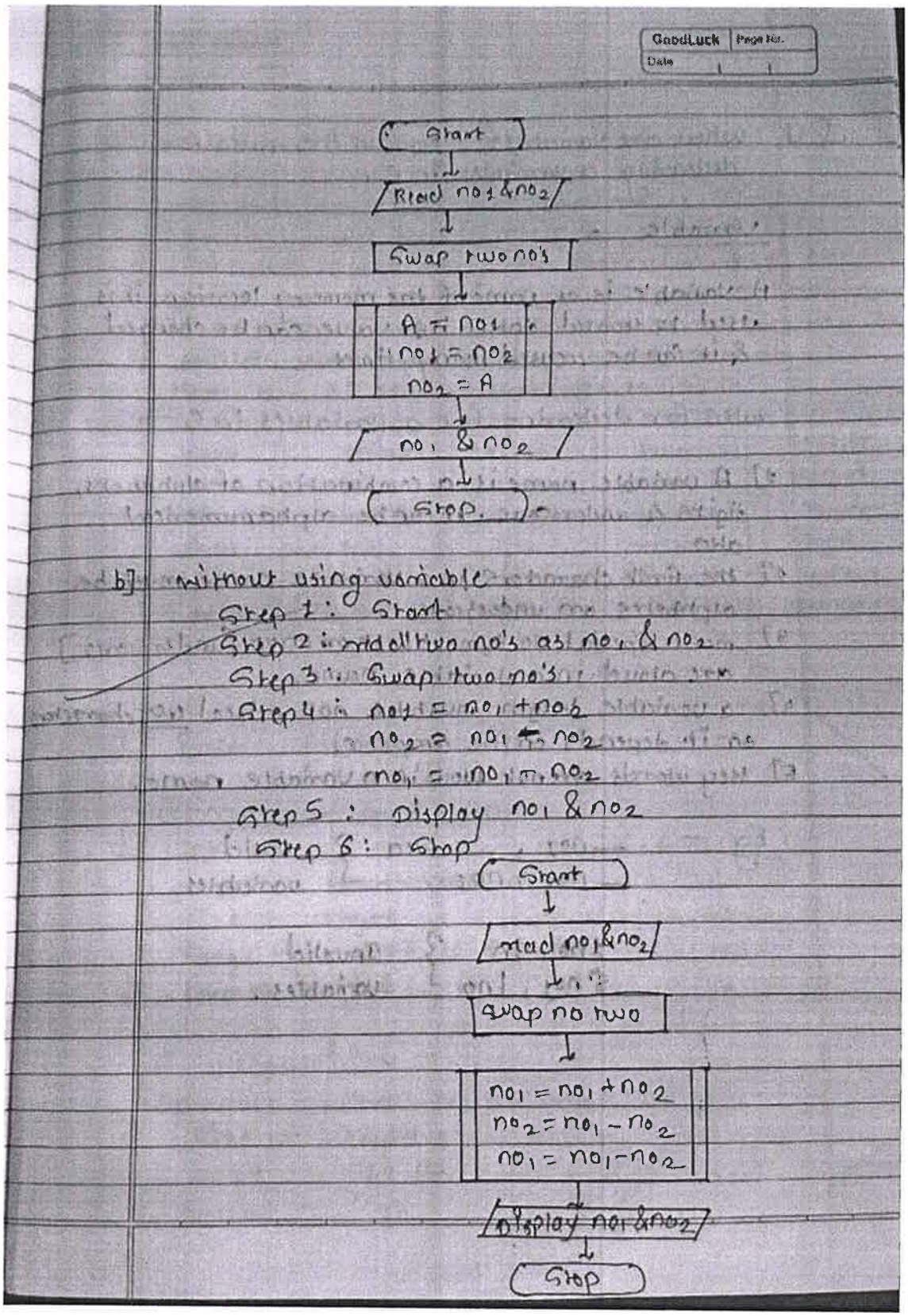

b] Without using variable

Step 1: Start

Step 2: Read two no's as no1 & no2

Step 3: Swap two no's

Step 4: no1 = no1 + no2

no2 = no1 - no2

no1 = no1 - no2

Step 5: Display no1 & no2

Step 6: Stop

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Q5] What are variables ? explain the rules for declearing a variables in C.

Variable —

A variable is a name of the memory location. it is used to stored data. its value can be changed & it can be reused many times.

rules for declearing for a variables in C —

1] A variable name is a combination of alphabets, digits & underscore. it can be alphanumerical also.
2] the first characters in a variable name must be alphbets or underscore.
3] most Special no symbol [other than [underscore]] are aloud in a variable name.
4] a variable length must be not exised 40 characters or it depends on the compiler.
5] key words are not allow in a variable name.

Eg — _no1 , _area } valid
_no1 , no1 } variables

1no , In } Invalid
$no , |no } variables.

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Q6] What are C keywords?

keywords are the special word whose meaning as already being been explain to a C complier. key words is also known as reserved words. key words can not be used as variable name because, if we do so, we are trying to assign a new meaning to the keywords, which complier does not allow. there are 32 keywords defined to C.

auto	default	extern	long	Struct
break	case	float	near	switch
char	double	for	register	short
const	else	int	return	type
continue	enum	if	Signed	union
unsigned	do	static	while	volatile
void	goto			

Q7] Explain different data in C?

① Integer data types —

1] int —
purpose — Stores whole no's
Size — 2 byte
Range — -32768 to +32767
format — %d

2] usingned int —
purpose — Stores positive whole no's
Size — 2 byte
Range — 0 to 65535
format — %u

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③ long int –
purpose : Stores bigger no than unsigne int
Size – 4 byts
Rang : -2^{31} to $+2^{31}$
format – %ld

④ unsigned long int –
purpose : to store only positive whole's no's
size : 4 byts
Range : 0 to 4294967295
format : %lu

⑧ Fractional Data types –

① float –
purpose : Stores decimal no's & used for day to day calculation.
Size – 4 byts
precison – single
Range – $-3.4e^{38}$ to $+3.4e^{38}$
format – %f

② double –
purpose – used for Scientific calculation
Size – 8 byts
precision – double
range – $-1.7e^{308}$ to $+1.7e^{308}$
format – %lf

③ long double –
purpose – used for Scientific calculation
Size – 10 byts

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precision - double
range - $-1.7e^{-308}$ to $+1.7e^{+308}$
format - %.lf

(c) character data type :-

① char :-
purpose - to stores characters
Size - 1 bytes
Code used - ASCII
range - -128 to +127
format - %.c

② unsign char :-
purpose - to store characters
Size - 1 byte
Code used - ASCII
range - 0 to 255
format - %.c

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Assignment - II

Q 1] Explain the Structure of C programing with one example.

Structure -

```
<header files>
main function ()
{
  Variable declaration
  - - - - - - -
  - - - - - - -
        processing
}
```

Example - write a C-code to calculate area of circle.

```
#include <stdio.h>
#include <conio.h>
void main ();
{
  float radius, area;
  clrscr ();
Printf("program of calculate area of circle");
Printf("\n enter radius \t");
Scanf("%f", &rad);
area = 3.14 * rad * rad;
Printf("\n area of circle = %f", area);
getch ();
}
```

output -

```
program to calculate area of circle
enter radius - 2
area of circle = 12.56.
```

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< Header files –

the header section gives instruction to complier to link library files & user defined files. C supports different types of header files. this are also known as preprocessor directy / directions. they supports different libarary functions.

Header files	functions
<stdio.h>	standard input output function.
<conio.h>	console input output function.
<stdlib.h>	standard library function.
<graph.h>	graphical function.
<math.h>	mathematical function.
<time.h>	time function.
#include	it is preposson functions & must be used at the being of the program.

main functions –

Every C program must have the main function which consists of local declaration & C statement.

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rules for writing a C program —

1] Blank spaces may be inserted in between two words to improve readability of a statement but no blank spaces are allow within a variable name constants & key words.

2] C- is a case sensitive language. all the C statements are entered in small case letters only.

3] every C statement must always end with semicolon (;) it indicates line termination.

4] Set of statement belonging to a functions are enclosed within pair of curly brackets { }

5] data type & variable declaration must be a being a every C program.

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Q.1] Short note

1] Write short note on Escape characters ?

1] \n (new line) –
It pleases the cursore to begging a new line.

2] \t (Horizontal Spacing / tab) –
pleases the curcose to the next tab stop.

3] \b (black space) –
pleases the cursore one position left to the current position.

4] \r (carriage return) –
pleases the cursore to the begging of a line in which it is currently present.

5] \a (alert sound) –
it alerts the user by making a sound by the speaker inside.

2] what is a C character Set ?

every language has its own character Set. C is composed of alphabets, digits, special characters & white Spaces. the alphabets & digits can be used in combination & so referred as alphanumeric.

Characters Set –

1] alphabets – a to z & A to Z

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3] Digits – 0 to 9

4] Special Symbols – @, a, #, ;, :, ", ', ,
–, *, –, /, etc.

4] white Spaces – \n, \t, \r etc.

3] what are Comments on C & what are its types?

Comments are the statement Ignored by the Complier they are added in the program for better understanding.

Types –

1] Single line comments (// ....)

2] multiline Comments (/* ----
---- */)

Q3] Explain in detel operators & its types?

Binary operators –

an operators in a Symbol that tells the complier to perfrom Specific mathematical & logical functions. C language is which in bulint-in operators as follows.

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1] Arithmetic operators
2] relational operators
3] logical operators
4] Assignment operators
5] Bitwise operators

1] Arithmetic operators —

this operators used to perform arithmetic calculations

	operator	Description	Example A=10 B=20
1]	+	Add to operators	A+B = 30
2]	−	Subbtract Second operator from first	A-B = -10
3]	*	multiply both operands	A*B = 200
4]	/	Divide numerator by denominator	B/A = 2
5]	%	returns remainder	B%A = 0

2] Relational operators —

this operators are used to show relation between two operator or compair coperators.

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operator	Description	Example
>	Greater than	A>B
<	less than	A<B
>=	greater than equal to	A>=B
<=	less than equal to	A<=B
==	equal to	A==B
!=	not equal to	(A!=B) true

3] logical operators —

	operator	Discription	Example A=10, B=20
1)	&&	logical AND	A==B && A!=B
2)	||	logical OR	A==B || A!=B
3)	!	logical NOT	! (A==B)

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4] Assignment operators —

Operator	Discription	Example
=	Simple assignment operator it assigns a value from the right side operands to the left side operand.	C = A+B Assigns the value of A+B to Operand C
+=	Compound addition operator it adds an assigns at the same time	C+=A Cie C = (+A)
-=	Compound Subtraction operator it Subtracts & assings at the same time.	C -=A Ci.e C = (-A)
*=	it multiplyes an assings at the same time	C*=A Ci.e C = (*A)
/=	the compound divide an assing at the operator the divies & assigns of the same time.	C/=A Ci.e C = C/A)

5] Bitwise operators —

Operator	Discription	Example
&=	Bitwise AND assingment operator	C &=2 is Sameas C=C&2

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^=	bitwise exclusive OR	C^=2 is Same as C= C^2
|=	bitwise inclusive OR	C|=2 is Same as C= C|=A

Operators in C

Binary operators
↓
Operators which operands
↓
operands a+b
operator

Unary operators
↓
which operate on single operand.
↓
post increment
a++ , ++a
post decrement
a-- , --a.

Unary operators —

Operators that operate on single operand [variable] are known as unary operators.

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1] Pre - increment (++i) —
Variable value is increase before it is used.

2] Post - increment (i++) —
Variable value is used first than the increase by one.

3] Pre - decrement (--i) —
value of the variable are decrease by one & then used

4] Post - decrement (i--) —
value of the variable used first & then decrease by one.

Ternary operators —

Operators operating on free 3 operands.

Syntax —

< expression > ? < true value > : < false value >

Q4] write a C program to check greater number between two given numbers ?

```
# include <stdio.h>
# include <conio.h>
void main ()
{
  int no1 , no2 ;
clrscr ();
```

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```
printf("program to calculate greater no. between two
        given no's");
Printf("\n enter two no's");
Scanf("%d%d", &no1, &no2);
if (no1 > no2)
{
printf("\n %d is greater", no1);
else
{
Printf("\n %d is greater", no2);
}
getch();
}
```

Q5] write C program to check greater numbers between four given numbers ?

```
#include <stdio.h>
#include <conio.h>
void main()
{
int a, b, c, d;
clrscr();
Printf(" program to display greater no between four given no's");
Printf("%d%d%d%d", &a, &b, &c, &d);
{if ( a>b && a>c && a>d )
{
printf("\n %d is greater", a);
else
if (b>c && b>d
}
```

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```
printf("\n %d is greater", b);
else
if (c>d);
}
printf("\n %d is greater", c);
else
Printf("\n%d is greater", d);
else
getch();
}
```

Q6] write a c program to check given number is even or odd.

```
# include <stdio.h>
# include <conio.h>
void main()
{
  int no;
clrscr();
Printf(" program to check even or odd numbers");
Printf("\n enter a no :t");
Scanf("%d", &no);
 if (no%2 == 0)
Printf("\n no is even");
 else
{
Printf("\n no is odd");
}
 getch();
}
```

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Q7] write a C program to check Inserted year is leap year or not?

```
# include <stdio.h>
# include < Conio.h>
void main ()
{
 int year;
printf ("enter a year");
Scanf ("%d", & year);
if ( year % 4 = = 0 ) && (year % 400 = = 0 )"
        (year % 100 ! = = 0 )
{
printf ("%d is a leap year", & year);
 }
else
{
printf (" %d is not a leap year", & year);
}
getch ();
}
```

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SEMINAR

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NOTICE

Date: 25/01/2023

DEPARTMENT OF B.C.A

All the students of B.C.A are hereby informed that, Seminar is arranged on 28th Januvary,2023 at 9.00AM in Room No.22 of Bio-Tech building.

All the students of BCA must compulsory attend the seminar.

Mr. V.B. Pujari
(HOD)

HEAD
DEPARTMENT OF B. C. A.
VIVEKANAND COLLEGE, KOLHAPUR
(AUTONOMOUS)

Mr. S. S. Kale
(Co-Ordinator)

Co-ordinator
Department of B.C.A.
Vivekanand College, Kolhapur

SEMINAR REPORT ON

STEPS IN CONTROLLING

PERFORMED BY

RUSHIKESH SANGAR

SUBODH SALUNKHE

PERFFORMED AT

VIVEKANAND COLLEGE

(AUTONOMOUS)

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Quantification of the objective standard is sometimes difficult. For example, consider the goal of product leadership. An organization compares its product with those of competitors and determines the extent to which it pioneers in the introduction of basis product and product improvements. Such standards may exist even though they are not formally and explicitly stated.

Setting the timing associated with the standards is also a problem for many organizations. It is not unusual for short-term objectives to be met at the expense of long-term objectives.

Management must develop standards in all performance areas touched on by established organizational goals. The various forms standards are depend on what is being measured and on the managerial level responsible for taking corrective action.

ESTABLISHMENT OF STANDERDS

- *First step*
- *Guiding points*
- *What is standards*
- *Quality, quantity, time*
- *Accurate, precise, workable, acceptable*
- *Absence of standards*
- *Types of standards*

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PERFORMANCE

Performance measurement is a process by which an organization monitors important aspects of its programs, systems, and care processes. Data is collected to reflect how its processes are working, and that information is used to drive an organization's decisions over time. Typically, performance is measured and compared to organizational goals and objectives. Results of performance measurement provide information on how an organization's current programs are working and how its resources can be allocated to optimize the programs' efficiencies and effectiveness

MEASUREMENT OF PERFORMANCE

- *Second step*
- *Quantitative measurement*
- *Qualitative factors*
- *Measurable and immeasurable*
- *Observation, inspection, reports*

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other undesirable situations. It is usually a set of actions that laws or regulations require an organization to take in manufacturing, documentation, procedures, or systems to rectify and eliminate recurring nonperformance. Non-conformance is identified after systematic evaluation and analysis of the root cause of the non-conformance. Non-conformance may be a market complaint or customer complaint or a failure of machinery or a quality management system, or misinterpretation of written instructions to carry out a work. The corrective and preventive action is designed by a team that includes quality assurance personnel and personnel involved in the actual observation point of nonconformance. It must be systematically implemented and observed for its ability to eliminate further recurrence of such non-conformation.

CORRECTIVE ACTIONS

- *Corrective actions*
- *Prevention of mistakes*
- *Change, improvement, training*
- *Future related*
- *Variation report*
- *Prompt reporting*

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OBJECTIVE OF CONTROL

- Conformation of activity
- Co-operation of human resource
- Detection of deviations
- Maximum use
- Level of stocks
- Maintain consistency

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UNIT TEST

Name: Sai Raju Balekundri
Date: 16-2-2023

Web Technology

Write any three

① What is html5 ? & structure of html5 with example?
② Explain Web development process ?
③ Which are the text level tags & wright Syntax with example ?
④ Which are the block level tags & wright Syntax with example ?

Que 3] Text level Formating : Text level formating is a singular process, or one or two type sentence or it is minimum process.

① heading tag : heading tag it is a pair or Container tag. it is define a heading tag. heading tag is o used to show the name of chapter, title. it has 6 steps. h1 tag is largest tag & h6 tag is smallest tag. it's size is minimiz or maximiz due to their steps of heading tag.

ex : <h1> Sai </h1> o/p. Sai
<h2> Sai </h2> Sai
<h3> Sai </h3> Sai
<h4> Sai </h4> Sai
<h5> Sai </h5> Sai
<h6> Sai </h6> Sai

② Bold tag <B> : Bold tag it is a pair or Container tag. it is define a bold tag. Bold tag is o used to show the bold

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effect on the text. Bold text is show the dark part of text.
ex: <B>My name is</B> Sai
o/p **My name is** Sai

③ Underline tag <U> : Underline tag is a pair tag or Container tag. It is define as underline tag. It is used for Underline the text as their instruction
ex: <U> Welcome </U>
o/p <u>Welcome</u>

④ Strike tag <Strike> : Strike tag is a pair tag or Container tag. It is define as a strike tag. It is used for delete the text as use to need the breke the setence mearse medal of the text to underline the text. it is strike tag.
ex: <Strike> Hello </Strike>
o/p : ~~Hello~~

⑤ type writter <tt> : type writer tag is a pair tag or Container tag. It is define as type writer tag. It is used for text small size show.
ex: <tt> What is this </tt>
o/p : what is this

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⑥ <Center> Center tag: Center tag is a pair tag or Container tag. It is define as the Center tag. It is used For the middle Center of the web page to show the text.

ex: <Center> Welcome to Vck </ Center>

o/p Welcome to Vck

⑦ italic tg: italic tag is a pair tag or Container tag. It is define as the ~~Cente~~ italic tag. It is used for the effect of italic style to the text it works same as in word proceser.

ex: Welcome

o/p Welcome

⑧ <sub>: It is a pair tag or Container tag. It is display the text, below the normal line

ex: H<sub> 2 </ Sub> O

o/p H_2O

⑨ <Sup>: It Is a pair tag or Container tag. It is display the text, above the normal line

ex: 10 th

o/p 10^{th}

10) <delete>: It is a pair tag or Container tag it is display the text delete it is appear to strike tag.

ex: Welcome

o/p ~~Welcome~~

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Department of BCA

NOTICE

Date: 12/02/2023.

All the students of **B.C.A. I** are here by informed that, there is **Unit Test - I** of the subject "**Web Technology**" on 16-2-23 at 8 A.M. The test is of 25 marks based on unit no 1. It is the part of student internal work.

Mr. V.B. Pujari
(HOD)

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ESTD JUNE 1964

Mr. S. S. Kale
(Co-Ordinator)

Co-ordinator
Department of B.C.A.
Vivekanand College, Kolhapur

Que 1] Html5 - Introduction to Html5

Html5 stands for the hyper text markup language. It is used for design a web page using link between the web pages of web The markup language it use to define structure of web page HTML5 is the 5th structure. version of html. It has include the markup available for documents & introduce application programming interfaces.

HTML5 (Basic structure)

① Every programming language has certain rules & which every users agree to following while interacting.

② In HTML5 we can create our own webpage & Contain their must be fixed structure in the space for web browser to read & intersect to your web pages properly.

③ In short html5 content some tags that describe its major section & indicate to the browser what type of coding the web document uses.

④ Their are some tags that contribute toword creating structure tags areas follows.

1) <!Doctype html>
2) <html>
3) <head>
4) <title> ... </title>
5) </head>
6) <body>
7) </body>
8) </html>

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① <!Doctype html>

i] In html5 document the 1st line of the document should be <!Doctype html>

ii] The <!Doctype> always placed at the begining of the document or start always with exclametry sign

iii] Basically html5 not a case sensitively but the world doctype html should always has to be upper case.

iv] Using <!Doctype> is like a signing a contact that whatever part we going to use

② <html>

html specifies actual begining html5 element

all of the html cading expect doctype tag should be placed within the pair of <html>

The pair of <html> tag every other tags in html5 documents

③ <head>

<head> is like first member of html family. It is more of a discription tag enable the tuff section of the browser who add content of information of the web page.

The head section contents the page title which is the text that will appear in the title bar of web page

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a. <Title>

1] <title> Specifies more information about the content of html5 documents.

2] The text within a pair display on the top of window browser

4] <body>

1] body is the second part of the html 5

2] It acts like a Container or actual Container of web page

3] It specifices main interactive of display area were web developers can insert diff object like Images, tables for

4] Every part includes in the body

example:

```
<!Doctype html>
<html>
<head>
<title> Basic Structure of tags </title>
</head>
<body><h1> HTML5 </h1>
<P> Introduction to html5 </P>
</body>
</html>
```

O/P:

HTML5

Introduction to html5

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Que 7] - Block level Formating :

The block level formating text the bulb of data available. The block sysetematically

1) Paragraph <P>

<P> tag is a pair tag & Container tag This tag is used to block of line as paragraph in web page

ex: This is paragraph tag

<P> First paragraph </P>

<P> second paragraph </P>

2]
 break tag

 it is pair tag or Container tag used to insert a new line

ex my name is Sai

18-2-23

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VIVEKANAND COLLEGE, KOLHAPUR (Empowered Autonomous)

Department of BCA

NOTICE

Date: 18/09/2022.

All the students of **B.C.A. II** are here by informed that, there is **Unit Test -I** of the subject "**RDBMS**" on 20-09-22 at 8 A.M. The test is of 25 marks based on unit no 1. It is the part of student internal work.

Mr. V.B. Pujari
(HOD)

HEAD
DEPARTMENT OF B. C. A.
VIVEKANAND COLLEGE, KOLHAPUR
(AUTONOMOUS)

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ESTD
JUNE
1964

Mr. S. S. Kale
(Co-Ordinator)

Co-ordinator
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Name:- Sayali Suresh Asabe.
Div: A Sub:- RDBMS
Date: 20-9-2022

Q1) Difference betn DBMS & RDBMS
Q2) what is Relational model & write its types
Q3) explain Functional dependency ~~with exa~~ & types with example.
Q4) explain Normalization & it's types with example.

Q1)

DBMS	RDBMS
1) Store data as a file	1) Store appn data as tabular format.
2) Data stored hierarchical or Navigational form.	2) There are identifier From primary key & Data stored form of tables.
3) Normalization is not present in DBMS	4) Normalization is present in RDBMS.
4) Does not apply security with regards to data manipulation.	4) It performs integrity constant for the purpose of ACID (Automatically consistancy Isolation durability)
5) It use file system to store data so no relation betn tables.	5) Data values stored in the form of table btn this data value with stored in the form of table.
6) It doesn't support distributed database.	6) RDBMS support distributed Database.
7) It support single user for small amt of data.	7) It support multiple user for large amount of data
8) e.g → file system, XML etc.	8) MySQL, SQL server, oracle.

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· Above example hours fully functional dependency on employee no & project no.
· The no of hr spend on the project by particular employee can not be determine with the project alone.

Syntax
emp_no → {project_nm, hours}

(2) Partially functional dependency:-
· In partially functional dependency if there is a some attribute removed from a f dependency will still hold.
e.g → {emp_no, project_no} emp_name
· In above example emp_name is partially dependent on emp_no, project_no.
· Reason for that because emp_name can being determine if project_no is removed from the relation or all the table.

(3) Transitive functional dependency
· when one key attribute is functionally dependent on non-key attribute such dependecy is called Transitive functional dependecy.
· e.g → order {product_id, price, discount}
· Dependency of order is on dependent of product_id, price & discount.
· Product_id → price price → Discount
product_id → price → Discount.

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(4) multivalue functional dependency:-
. It defines as relationship between which accept the cross product pattern.
e.g → product purchased {pro.no, customer, city}
city → prod_no, cust.nam
. customer Name & Product Name is independent

Q4)
→ Normalization :-
. It is process of organization the data in database to avoid data redundancy.
. Repeated data is avoid to create table
. It is use mainly in two purpose:-
① eliminating redundency (useless) data.
② Insuring data dependency may i.e data logically Stored.

Types :-

① 1NF :-
. rows of data must contain repeating groups of information.
→ e.g → Teather_details

	id	Name	age.	p-no
①	1	A	20	9699021465
	2	B	25	9934567901
	3	C	30	2021234302
				5678910 1112

o/p →

id	Name	Phone.no
1	A	9699021465
2	B	9945679 01
3	C	2021234302
3	C	5678 9101112

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Above e.g → phone no of student can repeated to make 1NF table we can repeat row in column

(2) 2NF

Data is repeating in 2NF when:-
table in 1NF, & Nonprime attribute is not dependent on proper subset of any candidate key of table.

e.g: Teacher table

ID	Name	Subject	age
1	XYZ	Maths	25
2	ABC	english	30
3	BCD	physics	35

o/p → Teacher-details

id	Name	age
1	XYZ	25
2	ABC	30
3	BCD	35

Teacher subjects

Id	subjects
1	Maths
2	english
3	Physics

(3) 3NF

A table is designed if following conditions follows.

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GoodLuck | Page No. | Date

1) Table must be in 2 NF.
2) Transitive functional dependecy should be removed.

e.g → employee

emp-id	name	pincode	city dist.	state
1	A	416505	pune	Maha
2	B	416506	Mumbai	Maha
3	C	416507	kolhapur	Maha

PP

o/p →

emp-id	name	pincode
1	A	416505
2	B	416506
3	C	416507

city	district	State.
Pune	kolhapur	Maharastra
Mumbai	Mumbai	
kolhapur	Kolhapur	

21-9-2021

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