SEC-3	BCS- S502B	ELECTRONIC COMMERCE	L	C	CIA	ESE	Time for ESE
			2	2	30	70	3Hrs.

PREREQUISITES	:	Knowledge basics of Internet Technologies and Commerce
COURSE OBJECTIVES/ LEARNING OUTCOMES	:	Upon completion of the subject, students will be able to: • comprehend the underlying economic mechanisms and driving forces of E-Commerce; • understand the critical building blocks of E-Commerce and different types of prevailing business models employed by leading industrial leaders; • understand global E- commerce and cyber laws

NOTE: The question paper shall consist of three sections (Sec.-A, Sec.-B and Sec.-C). **Sec.-A** shall contain 10 objective type questions of one mark each and student shall be required to attempt all questions. **Sec.-B** shall contain 10 short answer type questions of four marks each and student shall be required to attempt any five questions. **Sec.-C** shall contain 8 descriptive type questions of ten marks each and student shall be required to attempt any four questions. Questions shall be uniformly distributed from the entire syllabus. The previous year paper/model paper can be used as a guideline and the following syllabus should be strictly followed while setting the question paper.

Building Blocks of Electronic Commerce: Introduction, internet and networking technologies, Internet and network protocols, web server scalability, software technologies for building E-commerce applications, distributed objects, object request brokers, component technology, web services, web application architectures.　　**12L**

Design of auction, optimization algorithms, for market places, multi-agent systems.　　**8L**

Global E-commerce and Law: Cyber law in India. Comparative evaluation of Cyber laws of certain countries.　　**10L**

BOOKS RECOMMENDED :

1　E.M. Awad, Electronic Commerce from Vision to Fulfillment, 3rd Ed., Prentice-Hall of India, 2006
2　P.T. Joseph, E-Commerce: An Indian Perspective, Prentice-Hall of India, 2007.
　Scott Bonneau, Tammy Kohl, Jeni Tennison, Jon Duckett and Kevin Williams, XML Design Handbook,
3　Wrox Press Ltd., 2003.
4　Michael Cheshar, Ricky Kaura, and Peter Linton, Electronic Business and Commerce, Springer, 2003.