AC– 11-03-2025
Item No. – 05

Approved by the BoS in Information Technology on 05-03-2025 Item No. 05

As Per NEP 2020

Tolani College of Commerce (Autonomous)

Title of the Course: Cyber Laws

Programme: B.Sc.(Information Technology)

Semester VI

Syllabus for 4 credits

From the academic year-2025-2026

Sr. No.	Heading	Particulars
1	**Description the course**	The main subjects of Cyber Law course include Digital Signatures, E-commerce, Copyright Issues, Trademark Issues and Information and Technology Act, 2000
2	**Vertical:**	Major Electives
3	**Type:**	Theory and Practical
4	**Credit**:	4 credits
5	**Hours Allotted:**	60 Hours
6	**Marks Allotted**:	100 Marks Practical Evaluation: 40Marks Semester-End: 60 Marks
7	**Course Objectives**: 1. To achieve a fair and sound understanding of the concepts of the Cyber Crime Law. 2. To demonstrate good comprehension of cybercrime in areas of aspirant's interest or professional field. 3. To apply basic research methods, data analysis, and interpretation in the field of cybercrime law. 4. To reduce or prevent damage from online criminal activities by protecting privacy.	
8	**Course Outcomes**: 1. Make Learner Conversant With The Social And Intellectual Property Issues Emerging From 'Cyberspace. 2. Explore The Legal And Policy Developments In Various Countries To Regulate Cyberspace; 3. Develop The Understanding Of Relationship Between Commerce And Cyberspace 4. Learners may seek remedies like refunds, replacements and damages for grievances.	

9	**Modules**:-
	Module1: Power of Arrest Without Warrant Under the IT Act, 2000 and Cyber Crime and Criminal Justice: Penalties, Adjudication and Appeals Under the IT Act, 2000 (15 Hours)
	• **Overview of Cyber Crimes:** Examining the rise of AI-driven fraud, ransomware attacks, cryptocurrency scams, and cyber terrorism. • **AI and Cybercrime**: Legal challenges related to AI-based identity theft, deepfake manipulation, and automated phishing attacks. • **Cyber Terrorism and Nation-State Threats**: Understanding the increasing threat of state-sponsored cyberattacks on national security and infrastructure. • **Arrest Without Warrant**: A critique of Section 80 of the IT Act, 2000, with modern challenges like cross-border jurisdiction and enforcement in digital crimes. • **Emerging Legal Frameworks**: The Artificial Intelligence and Cybercrime Act (Proposed) and its role in combating AI-related cybercrimes. • **Penalties and Adjudication**: Updated procedures for adjudication and penalties under the **Indian IT Act 2000**. Exploring the impact of international cooperation in cybercrime enforcement.
	• **Smart Contracts and Blockchain**: Exploring the legal implications of blockchain-based contracts and their enforceability in the Indian Contract Act, 1872. • **Blockchain and Intellectual Property (IP)**: How blockchain is revolutionizing copyright protection, smart contract enforcement, and digital IP management. • **Jurisdiction in the Digital Age**: The challenges of cross-border jurisdiction in digital contract disputes and intellectual property rights (IPR). • **Click-Wrap and Shrink-Wrap Contracts**: Legal status under the Indian Contract Act and their impact on the e-commerce landscape. • **Global Jurisdiction Issues**: Comparative study of U.S., EU, and Indian laws on cross-border jurisdiction and data privacy. • **Crypto Regulation**: Legal frameworks for cryptocurrency and tokenized assets (e.g., the Crypto Regulation Bill 2025 in India). The role of smart contracts in blockchain-based agreements.
	Module 3: **Cyber Squatting, Copyright Protection, and AI in the Digital World (15 Hours)**

	• **Cyber Squatting and Domain Name Disputes**: Legal remedies for domain name hijacking, cyber squatting, and the role of the Uniform Domain Name Dispute Resolution Policy (UDRP). • **Meta-Tagging and SEO Manipulation**: Legal implications of meta-tagging, SEO manipulation, and its impact on digital intellectual property rights. • **AI and Copyright**: The legal dilemmas of AI-generated content and its ownership under Indian copyright law. The intersection of AI and intellectual property in digital media. • **Digital Piracy and Copyright Protection**: Addressing issues of online piracy, content theft, and the evolving DMCA (Digital Millennium Copyright Act) and Indian copyright law. • **Blockchain for Copyright Protection**: How blockchain is being used to protect digital content and enforce copyright in the digital ecosystem. • **Content Moderation and Free Speech**: Legal challenges regarding online defamation, hate speech, and censorship on social media platforms.
	Module 4: Data Privacy, Consumer Protection, and Legal Technology in the Digital Economy (15 Hours) • **Data Privacy and Protection Laws**: An in-depth exploration of India's Personal Data Protection Bill (PDPB 2025), GDPR, and the California Consumer Privacy Act (CCPA). The importance of data portability, data subject rights, and cross-border data flow. • **The Indian Digital Data Protection Act 2025**: Legal frameworks for data protection, consumer consent, and the regulation of AI-powered data processing. • **Legal Technology and AI in Legal Practice**: Overview of AI-driven legal tech such as automated contract review, predictive analytics, and intelligent case management systems. • **Consumer Protection in the E-Commerce Age**: Legal aspects of digital consumer rights, e-commerce regulations, refund policies, and digital product liability. • **Cybersecurity Legal Liability**: Understanding the liability of platforms in the case of cyber-attacks and data breaches. The role of cybersecurity frameworks like the Cybersecurity Act 2025 and India's National Cybersecurity Strategy. **Consumer Protection Act 2025 Amendments**: Focus on the application of consumer rights in the digital economy, including online transactions, privacy breaches, and unfair trade practices.
11	**Reference Books:** • Cyber Law: A Guide for the Perplexed **by** M.S. Venkatesh • Information Technology Act, 2000: With Amendments and Case Law **by** Sandeep Kumar • Copyright Law and Practice in the Digital Age **by** P. Narayanan • Consumer Protection in E-Commerce **by** Shashank P. Mehta
12	**Internal Continuous Assessment:40%** / **Semester-End Examination:60%**
13	**Continuous Evaluation through:** / **Practical**

14	**Format of Question Paper**

Scheme of Evaluation Pattern

Table 1A: Scheme of Continuous Evaluation (CE)
Scheme of Evaluation Pattern

Sub-components	Maximum Marks	Conditions for passing
1)Practical exam	30	A learner must be present for each of the sub-components
2)Journal and Viva	10	
Total	40	

Table 1B: Scheme of Semester End Examination (SEE) Evaluation
Question Paper Pattern for Semester End Examination (SEE)
Maximum Marks: 60 **Duration: 2 Hrs.**

Note: All questions are compulsory. Each question has an internal choice.

Q.1.		**Attempt any three**	**(15)**
	a)		
	b)		
	c)		
	d)		
	e)		
		Attempt any three	**(15)**
Q.2.	**a)**		
	b)		
	c)		
	d)		
	e)		
		Attempt any three	**(15)**
Q.3.	**a)**		
	b)		
	c)		

	d)		
	e)		
		Attempt any three	**(15)**
Q.4.	**a)**		
	b)		
	c)		
	d)		
	e)		

Course Name: Advanced Mobile Programming Practical

Periods per week (1 Period is 60 minutes)		**4**	
Credits		**2**	
		Hours	**Marks**
Evaluation System	**Practical Examination**	**2**	**40**

Practical No	**Details**
1	**Introduction to Android, Introduction to Android Studio IDE, Application Fundamentals:** Creating a Project, Android Components, Activities, Services, Content Providers, Broadcast Receivers, Interface overview, Creating Android Virtual device, USB debugging mode, Android Application Overview. Simple "Hello World" program.
2	**Programming Resources** Android Resources: (Color, Theme, String, Drawable, Dimension, Image),
3	**Programming Activities and fragments** Activity Life Cycle, Activity methods, Multiple Activities, Life Cycle of fragments and multiple fragments.
4	**Programs related to different Layouts** Coordinate, Linear, Relative, Table, Absolute, Frame, List View, Grid

	View.
5	**Programming UI elements** AppBar, Fragments, UI Components
6	**Programming menus, dialog, dialog fragments**
7	**Programs on Intents, Events, Listeners and Adapters** The Android Intent Class, Using Events and Event Listeners
8	**Programs on Services, notification and broadcast receivers**

1	Q.1	15
2	Q.2	15
3	Viva	5
4	Journal	5
5	**Total**	**40**